

# Contents

Multiquence™ is a multitrack audio processor with unique multimedia extensions for sequencing digital audio, CD audio, MIDI, and video.

To learn how to use help, press F1.

## **Introduction**

[Getting Started](#)

[Projects, Tracks and Sections](#)

[Author](#)

## **Commands**

[File Menu Commands](#)

[Edit Menu Commands](#)

[Track Menu Commands](#)

[View Menu Commands](#)

[Playback Menu Commands](#)

[Options Menu Commands](#)

[Keyboard Commands](#)

## **How To...**

[Loop a file](#)

[Crossfade](#)

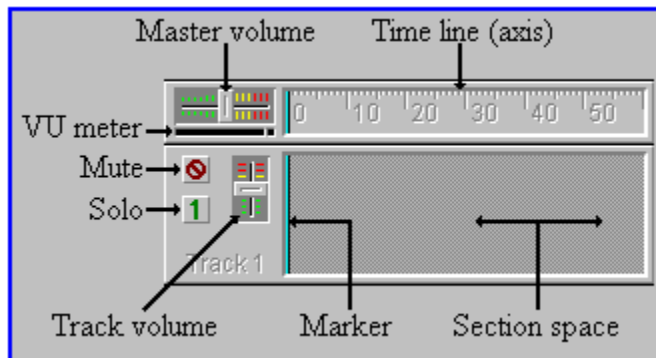
[Select a device for playback](#)

[Select a device for a recording section](#)

# Getting Started

## Step 1: The Interface

When you start Multiquence, a single blank track appears as shown in the diagram.



**Figure 1: Single Track**

The Master volume slider controls the final mixing and playback volume level for all of the tracks. You can decrease or increase the volume by moving the control left or right, respectively. If you received any "clipping" warnings the Master volume should be decreased.

Just below the Master volume slider is a VU meter that indicates the output volume level of all the tracks combined. If the maximum level is exceeded, meaning that clipping is required, a red light will appear in the small box to the right of the meter.

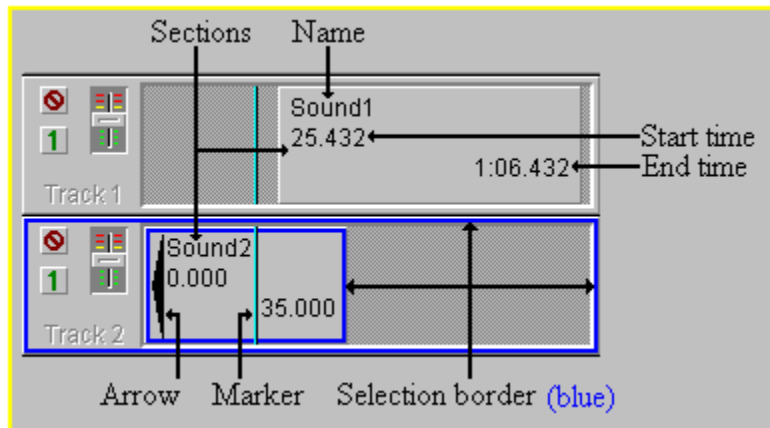
The Track volume slider controls the volume for the track. Moving the control up increase the volume. Both the Master volume and Track volume apply only to digital audio sections and do **not** affect the volume of MIDI or CD audio sections. You can use the Windows Volume Control accessory to change the volumes for those devices.

The Time line shows what region of the project is currently displayed in the window. Moving the mouse arrow within this area displays the exact time in the status bar. Clicking the left mouse button here will move the marker. A time context menu appears if you click the right mouse button here.

The Mute button disables a track so that it is not mixed or played. All the other tracks are played. You can use the mute button to temporarily remove a track from playback. The Solo button does the opposite. Only one track is played; no other tracks are mixed or played. This lets you hear a single track when working with many tracks.

The Marker is used for several editing commands and for starting playback at a specific time. It can be moved by clicking the left mouse button in the Time line or by clicking the right mouse button on a section and using the **Move marker here** command.

Section space is the area where sections are placed on a track (as shown below). Each section has a name (usually a filename), a start time and an end time. The *selected* track and section have a blue border. All new sections are added to the selected track and any editing is performed on the selected section. You can use the left mouse button to select a different track or section.



**Figure 2: Sections**

If a section extends outside the view, a black arrow appears on the end of the section, as shown.

## Step 2: Setup

The first thing you should do is to set all the folders using the [Options | Folder](#) command. These folders are used whenever you add a file to a track. Set the "Audio" folder to the place where you keep all your **.wav** files. Set the "Project" folder to the place where you want to save your Multiquence [projects](#).

If you have an audio editor, such as GoldWave, you can specify its full filename in the "Digital audio editor" box. Multiquence will run the editor when you use the [Edit | Open editor](#) command.

Check that an appropriate sound card has been selected for output under [Options | Playback](#). The "Microsoft Sound Mapper" is selected by default, which is fine if you only have one sound card. If you have more than one card, you may want to select a specific driver.

## Step 3: Adding a File

There are several ways to add a file to a track:

- 1) Choose an **Add** command from the **Track** menu.
- 2) Choose the plus button in the tool bar.
- 3) Click the right mouse button on the track and select the **Add section** command from the track context menu.
- 4) Drag-and-drop a file (or set of files) from Windows Explorer.

In most cases, files are added to the end of the selected track.

If you are adding a variety of small and large sections, you may need to zoom in or out to get a better view. See [View Menu Commands](#) for details.

To see the contents of a file, such as the waveform for an audio section or images for a video section, you need to zoom in. Try the **View | 10 seconds** command.

## Step 4: Changing Space

If you need to change the spacing between two sections, click the right mouse button on the

space and select "Set space here" from the menu. To make the adjacent section start at time 1:30, for example, use the "Make space end at:" options and enter 1:30 in the box. To create a 5 second gap between two sections, click the right mouse button on the section to the right, choose the "Set length to:" option, and enter 5 in the box.

Changing space is useful when you want to quickly move a group of sections on a track to a new position. Instead of dragging each section individually to the new position, you can add or remove space before the first section. All the following sections are moved as well.

## Step 5: Playing a Project

The Playback menu contains a number of commands for playing your project. If you need to start playback from a specific time, click the left mouse button on the time (in the Time line area) and then choose the **Playback | From marker** command.

## Step 6: Recording

To record in Multiquence, you must have either a full duplex 16-bit stereo sound card or more than one sound card installed in your system.

Recording is performed by a recording section. Use the Track | Add recording section command to specify the filename, length, and number of channels for the section. The new section is added to the end of the track, but you can move it to the exact location where recording should begin. If you have more than one card installed in your system, a list of cards is given in the section options, described next.

## Step 7: Setting Section Options

Different types of sections support different options. An audio section has options for looping and input/output channel control. A video section has options for window position and size.

There are several ways to view these options:

- 1) Double click the left mouse button on the section.
- 2) Click the right mouse button on the section and select the **Section options** command from the section context menu.
- 3) Make sure the sections is selected, then choose **Section** from the **Options** menu.

## Step 8: Editing Sections

You can drag-and-drop sections to any position or track using the left mouse button. Note that if there is not enough room for the section at the drop position, all of the sections following the drop position will be shifted to the right to make room. A special mouse cursor appears if shifting is required.

Before using Edit Menu Commands, make sure the correct section is selected and has a blue border. Most editing commands apply only to the selected section. For the example given in **Figure 2** (above), editing modifies only the **sound2.wav** section. If you wanted to edit **sound1.wav** instead, you would select that section with the mouse and move the Marker to a point inside the section.

You can copy, trim, and split most sections using Edit Menu Commands. In general, recording sections cannot be edited.

If a section has to be played in several places on several different tracks, you can make copies of the section and drag-and-drop them to a new position or track.

If you want to remove part of a section, you can move the Marker to the point where it should be trimmed, then use the appropriate trim command.

If you need to insert a section in the middle of another section or you want to move part of a section to another track, you can move the Marker to the dividing point and split it.

For audio sections, you can apply a variety of effects, such as flange, parametric EQ, dynamic volumes, and speed (see [Crossfade](#) for an example).

Multiquence does not modify the original file (except when recording). All editing and effects are performed real time (on-the-fly) during playback. To modify a digital audio file, use [Edit | Open editor](#).

## Step 9: Saving a Project

The [File | Save](#) command saves the names and positions of all the files used in a project. Note that if you change any of the files, it may alter the way the project plays the next time you open it. Warning messages will be displayed if there are any problems.

The [File | Save as wave](#) command mixes all the digital audio sections and tracks into a single wave file. This file can then be played by other applications or burned onto a CD. The playback rate of the wave file depends on the high/medium/low setting in [Options | Playback](#). For CD quality, make sure you have the **High (44100 Hz)** option selected. Note that only digital audio sections are mixed to the file. MIDI, CD audio and video sections are **not** mixed.

If your system is not fast enough to play all the tracks, you can use the **Save as wave** command to combine several tracks into one. By muting all the tracks you do not want to save, you can combine the remaining tracks into a wave file. This file can then be added to the project to replace those tracks.

A full duplex sound card is one that can record and play at the same time. When you play a project, Multiquence uses the card for stereo, 16-bit digital audio playback. If you have a recording section in the project, the same card is used for recording as well. If your card is not full duplex, an error message is displayed.

# Projects, Tracks and Sections

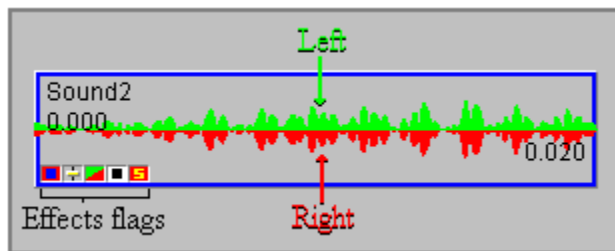
## Sections

A section is the most basic unit within Multiquence. It can be a digital audio file, a MIDI file, a video clip, or a section of audio from a CD. Each kind of section has its own colour.



### Section Colours

The contents of a digital audio file can be seen graphically when zoomed in. For a stereo sound, Multiquence uses a unique graph where the left channel is shown in green on the top and the right channel is shown in red on the bottom. Any effects enabled for the section, such as pan or flange, are indicated by *effects flags*. The flags, in the order shown below, are flange, equalizer, pan, volume, and speed.



### Digital Audio Section

## Tracks

A track contains a sequence of sections that are played one after the other. The best thing about tracks is that they all play concurrently, or in other words, they all play at the same time. This ability lets you play several digital audio files at once, provided you put each file on a different track. For example, you can put music in one track and vocals in another and play it to see how they sound together. For fun, you could put a video clip of the President on one track and an audio clip of Daffy Duck on another.

## Projects

A project contains a combination of tracks and sections to create such things as music, audio CDs, radio programs and multimedia presentations. They can store all the sounds necessary to play a short 30 second radio commercial or a long two hour movie sound track. Up to 5 hours worth of material can be added.

It is important to remember that a project uses all the files you've added to it. If you delete or modify any of these files, it may adversely affect your project the next time you open or play it.

## Author

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He has been developing software for over 12 years, working in a variety of languages including C, C++, 0x86 assembly. His recent works include ScopeTrax (a Microsoft DOS sound editor), GoldWave (a Windows sound editor), and Multiquence (a multitrack audio processor).

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<http://web.cs.mun.ca/~chris3/>



# File Menu Commands

## **New**

Creates a new project with a single blank track. If another project was opened, you are asked to save any changes.

## **Open**

Opens an existing project. After the file is opened, all the sections in the project are checked to determine if they have been modified. If any changes are found, warning messages will be displayed. Note that if a file cannot be found, the folders specified in Options | Folder are searched.

## **Save**

Saves the project to the disk. The names and positions of all of the files used in the project are saved. Note that any changes made to those files may change the project the next time it is opened.

## **Save as**

Saves the project to the disk under a different name.

## **Save as wave**

Combines and mixes all digital audio portions of a project into a single wave file. Only digital audio sections are mixed. MIDI and CD audio sections are **not** included.

The sampling rate of the file is determined by the Options | Playback setting. For best quality, make sure to use the **High (44100 Hz)** setting.

## **Exit**

Exits Multiquence.

# Edit Menu Commands

Before using some of these edit commands, make sure the correct section is selected. See [Getting Started](#).

## Undo

Reverses the last modification.

## Open editor

Runs the audio editing application specified in [Options | Folder](#).

## Copy

Makes a copy of the selected section and inserts it at the end of the track. Use this command to play the same file in different positions or on different tracks.

## Mute

Disables the selected section so that it will not be mixed or played. Use this command to see how the project sounds without the selected section.

## Split

Divides the selected section at the Marker's position. Use this command to insert a section in the middle of the selected section or to move part of a section to another track.

## Trim beginning

Removes the beginning of the selected section up to the Marker's position. Use this command to keep the last 20 seconds of a 30 second file.

## Trim end

Removes the end of the selected section at the Marker's position. The part of the section extending from the Marker's position to the end of the section is trimmed. Use this command to keep the first 20 seconds of a 30 second file.

## Delete

Removes the selected section from the track.

## [Flange](#)

Adds a flange effect to the selected audio section. Flange effects cannot be added to CD, MIDI, or video sections.

## [Equalizer](#)

Applies a parametric equalizer to the selected audio section. Equalizers cannot be applied to CD, MIDI, or video sections.

## [Pan](#)

Sets the left/right balance of the selected audio section. Panning cannot be applied to CD, MIDI, or video sections.

## [Speed](#)

Sets the playback speed of the selected audio section. Changing the speed also changes the pitch of the sound. Speed cannot be applied to CD, MIDI, video, or recording sections.

## Volumes

Shows or hides dynamic volumes for all audio sections. By clicking the left mouse button inside a section, you can add or move points to change the volume envelope. Dragging a point outside the section will remove it. See [Crossfade](#) for an example.

**Reset volume**

Resets the volume envelope to a straight line for the selected audio section only.

**See Also**

[Getting Started](#)

[Section Options](#)

# Track Menu Commands

Track menu commands let you create new tracks, add files or sections to the selected track, delete a track, or find a section. New sections are added at the end of the track.

## **New**

Creates a new blank track.

## **Move up and Move down**

Moves the selected track up or down in the list. This lets you arrange the order of tracks.

## **Add section**

Adds a file to the selected track. The file can be audio, MIDI, or video. All supported files types are listed.

## **Add audio section**

Adds an audio file. Only digital audio files are listed.

## **Add MIDI section**

Adds a MIDI file. Only MIDI files are listed.

## Add CD section

Adds a CD audio section. Before using this command, make sure an audio CD is inserted in your CD-ROM drive.

## Add recording section

Adds a recording section. When you play a project, these sections record digital audio from your sound card.

## **Add video section**

Adds a video section. Only AVI files are listed.

## Set space before section

Changes or creates a space before the selected section.

## **Delete track**

Deletes the selected track and all sections.

## **Find section**

Searches all tracks to find a selection of a given name.

## **Find next**

Searches all tracks to find the next section with the given name.

## View Menu Commands

View commands act like a zoom lens allowing you to zoom in and/or out of the project. By using these commands, you can get a more detailed view of individual sections or the entire project. To quickly zoom in and out, use the up and down arrow keys.

### **Beginning of section and End of section**

Moves the view to the beginning or end of the selected section. Use these commands to quickly see the previous or next section when zoomed in.

### **End of track**

Moves the view to the end of the selected track.

### **Marker**

Moves the view to the marker, if you are zoomed in and the marker is outside the view.

### **All**

Displays the entire project.

### **1 second**

Displays one second of the project. At this level, you can easily see small sections and perform accurate editing.

### **10 seconds**

Displays ten seconds of the project. This level is useful for setting volume levels or manipulating small sections.

### **1 minute**

Displays one minute of the project. This level give you a good overview of short projects.

### **5 minutes**

Displays five minute of the project. You can arrange large sections at this level.

### **1 hour**

Displays 1 hour of the project, which is useful for CD audio projects.

### **Messages**

Displays or hides the Messages window, where warnings and errors are displayed during playback or when opening a file.

### **Show contents**

Displays or hides waveform graphs for audio sections or images for video sections. Contents are displayed only if the amount of time shown in the view is less than or equal to the Contents threshold.

### Contents threshold

Sets the time threshold for displaying waveforms or images inside sections.

### **Snap to zero-crossing**

Snaps the marker to the closest zero-crossing. When moving the marker, the marker will be placed at a point where the audio level crosses zero amplitude. When trimming or splitting an audio section, it is best to enable this option to prevent a pop or click caused by sudden changes in amplitude. This feature ensures that amplitudes at the edit point will always be as close to zero as possible.

**Note:** The marker is adjusted only for the selected audio section in the selected track. If you select a different audio section, click the left mouse button on the marker to find the new zero-crossing.

**Grid/snap to grid**

Displays a grid and snaps the marker to the grid. When dragging a section, the starting point of the section is snapped to a grid line. The grid is visible only if the space between each line can be shown, otherwise you will need to zoom in to see the grid.

Grid size

Sets the grid spacing.

# Playback Menu Commands

## **All**

Plays the entire project.

## **From marker to end**

Starts playback at the marker's position and plays to the end of the project.

## **View**

Plays the section of the project shown in the view.

## **From marker**

Plays the section of the project shown in the view starting at the marker's position.

## **To marker**

Plays the section of the project shown in the view and stops at the marker's position. The marker must be visible.

## **Stop**

Stops playback.

## **Move marker**

Moves the marker to the current playback position. Use this command when you need to mark a place to trim or split a section.

# Options Menu Commands

## **Section**

Presents a dialog where section options can be changed for the selected section. Different types of sections have different options. Select one of the following: Audio, CD audio, MIDI, Recording, or Video.

## Folder

Presents a dialog where folders for various types of files can be specified.

## Playback

Presents a dialog where playback features can be configured.



# Keyboard Commands

## General

<b>Keystroke</b>	<b>Action</b>
F1	Starts help.
F3	Find next section.
Ctrl+G	Show or hide grid and enable or disable snap-to-grid.
Ctrl+W	Show or hide waveforms or images.
Tab	Move to marker position.
Up	Zoom in.
Down	Zoom out.
Alt+Up	Move selected track up.
Alt+Down	Move selected track down.
1,2,4,5,9	Set zoom level to 1 second, 10 seconds, 1 minute, 5 minutes, or 1 hour.
Left	Scroll view to the left.
Right	Scroll view to the right.
Page Up	Scroll view to the left one page.
Page Down	Scroll view to the right one page.
Home	Move view to the beginning of the section.
End	Move view to the end of the section.
Ctrl+End	Move view to the end of the track.
Ctrl+Right	Move the marker right.
Ctrl+Left	Move the marker left.

## Playback

<b>Keystroke</b>	<b>Action</b>
Space	Start/stop playback of view.
Shift+Space	Start/stop playback of view starting at marker.
Ctrl+A	Play the entire project.
Ctrl+E	Plays from the marker to the end of the project.
F5, F6, F7, F8, F9	Plays view, plays from marker, plays to marker, stops, and moves marker respectively.

## Editing

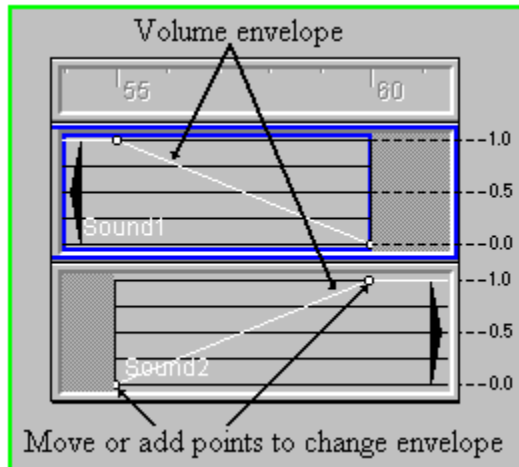
<b>Keystroke</b>	<b>Action</b>
Shift+Ins	Create a new track.
Shift+Del	Delete the track.
Alt+Backspace or Ctrl+Z	Undo last operation.
Ctrl+C	Copy the section.
Ctrl+M	Mute the section.
Ins	Add a new section.
Del	Delete the section.
Ctrl+B	Trim beginning.
Ctrl+T	Trim end.

Ctrl+V

Show or hide volumes.

## Crossfade

You can use the Edit | Volumes command to crossfade between two sections (fade out one section while fading in another). The figure below illustrates an example.



### Crossfading

Crossfading is accomplished using the following procedure:

- 1) Add Sound 1 to Track 1.
- 2) Create a new track.
- 3) Add Sound 2 to Track 2.
- 4) Drag Sound 2 to a position so that it starts 5 seconds before the end of Sound 1.
- 5) Choose **Volumes** from the **Edit** menu.
- 6) Shape the envelope so that the end of Sound 1 goes to 0.0 and the beginning of Sound 2 goes from 0.0 to 1.0, as illustrated.

You can use the left mouse button to drag an existing point or add a new point. To remove a point, drag it outside the section box. Note that you cannot delete points at the very beginning or end of the section. To clear all the points, use the Edit | Reset volume command.

**See Also**  
Getting Started

## Timebox

A **timebox** lets you specify a time in a variety of ways. The general form is **HH:MM:SS.TTT**. Each letter represents a single number: H for hour, M for minute, S for second and T for thousandths of a second. For example, 2 hours, 35 minutes and 40 seconds is given as **2:35:40.000**. However, you can use whatever format is easier. You could have entered **155:40** in minutes and seconds or **9340** in seconds. You can even enter 1 minute as **1:** or enter **1::** for 1 hour.

# Equalizer

The **Equalizer** is a flexible tool for reducing or enhancing ranges of frequencies in a sound. If you wanted to boost base sounds, for example, you would increase the levels for bands 1 and 2.

## Equalizer levels

The levels (or gains) for 5 frequency bands can be adjusted using the scroll bars or by entering a value in the appropriate edit box. A gain of 12 dB is equivalent to an increase of 400%. A gain of -12 dB is equivalent to a reduction to 25%. A 0 gain disables the band.

## Center frequencies

The center frequency specifies what frequency the band should change. Any frequencies near the center are affected. A band with a center at 1000 Hz, for example, affects frequencies between 500 Hz and 1500 Hz.

## Setting

Check this box to enable the equalizer.

## Presets

Predefined parameters can be read from [presets](#).

# Flange

Flange uses variable delays and mixing to create some unusual audio effects, including echos and reverbs. Parameters can be entered by hand or read from [presets](#).

## Input

Specifies the volume of the unmodified sound to mix with the output. A value of 100 is full volume. The original sound is not mixed if the volume is 0.

## Flange

Specifies the volume of the flanged sound to mix with the output.

## Feedback

Specifies the volume of the feedback to mix with the output.

## Invert

The input, flange, or feedback can be inverted by checking the appropriate check box. Normally, mixing adds the sounds together. Checking **Invert** subtracts a sound instead.

## Depth

Specifies in milliseconds how much the delay should vary. A value of 40 will let the delay vary from 0 to 40 milliseconds.

## Frequency

Specifies how fast to vary the delay. A value of 2 will vary the delay over its depth twice a second. For a value of 0.2, the full delay depth is reached every 5 seconds.

## Fixed delay

The fixed delay is added to the depth to change the minimum delay. If the depth is 40 and the fixed delay is 10, the delay will vary from 10 to 50 milliseconds.

## Setting

Check this box to enable a flange effect.

## **Pan**

The pan effect lets you control the left/right balance of the section. Simply adjust the scroll bar to the left or right to change the balance.

## **Speed**

The speed effect lets you control the playback speed and pitch of an audio section. Simply adjust the scroll bar to the left or right to change the speed. Note that changing the speed also changes the length and the pitch of the section.



## Find Section

Use the **Find Section** dialog to search for a section. Enter the name of the section in the edit box, and choose **OK**. Use **Track | Find next** to search for the next section with that name.

## Contents Threshold

The Contents threshold specifies the maximum amount of time shown in the view for displaying the contents of a file. For audio and recording sections, the waveform is graphed. For video sections, images are shown.

A value of 5 means that the contents will not be displayed unless the view is zoomed in to 5 seconds or closer. A value of 1 means that you would need to use View | 1 second to see the contents. You can turn off contents at any time using **View | Show contents**.

Contents are display only if **View | Show contents** is checked and the range of time shown in the time axis is less than or equal to the threshold value.

## Grid Size

The grid size specifies the amount of time between each grid line. A value of 5 means a grid line is drawn every 5 seconds and the marker and section will be aligned to a 5 second interval.

Note that the **View | Grid/snap to grid** option must be enabled to see the grid lines.

## CD Options

Use the **CD Options** dialog to select a playback region and caption for a CD audio section.

The **Caption** is any text you would like to use to describe the section. It will be shown in the section.

### **Region to play**

If you have multiple CD-ROM drives, you can select the drive letter from the **Device** list. Make sure you select a drive before specifying a range in the **From** and **To** timeboxes.

## Add Recording

Use the **Add Recording** dialog to specify the filename, length, and number of channels for a recording. The length is specified in a timebox.

After the section has been added, you can use the Options | Section command to set more options, such as input device and input source.

Note that an existing file will be erased. A recording section is not deleted from your hard drive if you remove from your project.

## Recording Options

Use the **Recording Options** dialog (**Options | Section**) to change the recording length, select an input device, select an input source, or enable/disable recording.

### Input device

If you have more than one input device installed, you can select a specific device to use for this recording section. By selecting a different device for each recording section, you can record several tracks at once.

### Input source

Most sound cards have several input sources. Select an appropriate input source for your recording (such as Line-in or Microphone).

### Length

If you need to change the length of the recording, specify a new time in the timebox.

If **Record** is selected, the section will be recorded when the project is played. If **Play** is selected, the section will be played when the project is played. Use this setting to test how a recording sounds when combined with all the other tracks.

## Space Options

Use the **Space Options** dialog to set the length of a space or to remove space between sections. The length can be given either directly or indirectly. If you know exactly how long the space should be, choose **Set length to:** and enter the time. If you know exactly when the space should end, choose **Make space end at:** and enter that time. The length is automatically calculated.

See [timebox](#) for details on entering a time.

## Audio Options

Use the **Audio Options** dialog (**Options | Section**) to select the playback region, enable looping or configure input/output channels.

### Region to play

Choose the **Entire sound** option if you want to play the entire file. Choose the **Part of sound** option if you want to play only part of the file and define the region in the **From** and **To** timebox. If the audio file contains any cue points, they are listed in the timebox.

If you want to loop the section, enter a non-zero value for **Loops**.

### Channel to play

If the audio file is stereo, you can choose **Left** or **Right** to use and play only one channel. Both channels are enabled if **Stereo** is selected.

### Output channel

This option specifies the output channel for the section. Choose **Left** to have all audio in the section played on the left channel. Choose **Right** for playback on the right channel. Choose **Stereo** to use both channels.



## MIDI Options

Use the **MIDI Options** dialog to select the playback region or specify a sequencer device.

### Region to play

Choose the **Entire song** option if you want to play the entire file. Choose the **Part of song** option if you want to play only part of the file and define the region in the **From** and **To** timebox.

## Video Options

Use the **Video Options** dialog to select the playback region or configure the playback window.

### Region to play

Choose the **Entire clip** option if you want to play the entire file. Choose the **Part of clip** option if you want to play only part of the file and define the region in the **From** and **To** timebox.

### Playback window

If **Full screen** is selected, the video will fill the entire screen. If **Windowed** is selected, the video is played in a window at the position and size given in **X**, **Y**, **Width** and **Height**.

Choose **Movable** to make the playback window movable. Choose **Sizable** if the playback window size can be changed.

## Folder Options

Use the **Folder Options** dialog to choose folders for commonly used file types. To set a folder, choose the button to the right of the edit box.

### **Audio**

Specifies the folder where you keep your digital audio files (\*.wav, \*.aif, \*.voc, \*.au, etc.).

### **MIDI**

Specifies the folder where you keep your MIDI files (\*.mid, \*.rmi).

### **Video**

Specifies the folder where you keep your video files (\*.avi).

### **Project**

Specifies the folder to use when saving project files.

### **Digital audio editor**

Specifies the pathname of an audio editing application to use for the Edit | Open editor command.

# Playback Options

Use the **Playback Options** dialog to configure output quality, media prepare time, scrolling, and output device.

## Quality and preparation

Quality controls the sampling rate to use for playback and mixing. Using a lower sampling rate may increase the number of tracks that can be played on your system, but the audio quality decreases. If you receive a warning that your system is not fast enough, try using a lower sampling rate. Later, you can use the File | Save as wave command to create a high quality wave file without any gaps.

**Media prepare time** specifies how much time is needed to prepare a multimedia file for playback. This applies to CD audio, MIDI, recording, and video sections. It does not apply to digital audio. On slow systems, it may take a few seconds to prepare a file for playback. If you notice that synchronization is off at the beginning, try adjusting this time. Note that due to inconsistent standards and differences in hardware, synchronization cannot be maintained for a long period of time. Most sound cards do not play at the exact given sampling rate, which makes synchronization difficult.

## Options

The **Scroll view to follow playback** option scroll the view if the playback position moves outside the window. This can be useful when zoomed in and you need to see the sections as they are played.

## Output device

If you have more than one audio output device installed in your system, you can select a specific device from the list. This device will be used for all digital audio output generated by Multiquence.

## Presets

Presets store parameters and shapes in the **MQPreset.ini** file so they can be recalled again the next time the effect is used. Controls for presets consist of a drop down list box, a [+] button, and a [-] button.

### To add a new preset:

- 1) Enter in all the new parameters and/or draw the new shape.
- 2) Type in a new name for the preset in the drop down list. This name cannot be the same as one currently in the list.
- 3) Choose the [+] button.

### To delete a preset:

- 1) Select the preset from the drop down list.
- 2) Choose the [-] button.

### To change a preset:

- 1) Delete the preset, as above.
- 2) Add the preset, as above.

When you delete a preset, the current parameters and name remain on the screen so they can be changed.

# Multiquence Order Form

Please type in the following information:

Name (first & last): \_\_\_\_\_

[Company]: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Country: \_\_\_\_\_

[Telephone (with Area Code)]: \_\_\_\_\_

Multiquence version (see Help | About): \_\_.\_\_\_\_

Registration:

Standard (US\$50, Can\$69, UK£35)  
Password to remove shareware and toll messages and  
unlock all future versions.

Registered GoldWave user (US\$35, Can\$49, UK£25)  
Please provide GoldWave registration information:

First name: \_\_\_\_\_

Last name: \_\_\_\_\_

If your address has changed, please give your old  
address used when registering GoldWave:

\_\_\_\_\_

\_\_\_\_\_

Please mail this form along with your check or money  
order. Be sure to make the check or money order payable  
to Chris Craig. Thank you for registering!

Chris Craig  
P.O. Box 51  
St. John's, NF  
CANADA A1C 5H5

[www.goldwave.com/multiquence/](http://www.goldwave.com/multiquence/)

## Registering

Multiquence is a shareware program. To register and encourage further development, please fill in the [Order.doc](#) file included with this program. Registration details are given below.

If you require more than one registration, please send the name of each person who will be using Multiquence so that a unique password can be created for each user. Indicate or provide the name of the person who should receive all the registrations.

**Note:** Passwords cannot be sent by e-mail.

### **Registration (US\$50, Can\$69, UK£35)**

You will receive a personalized password that will remove the startup shareware message and unlock all versions of Multiquence. The password will make all future versions of Multiquence fully functional and toll free. This is equivalent to a lifetime of free updates! All you have to do is download the latest version from the Multiquence home page:

<http://www.goldwave.com/multiquence/>

### **GoldWave Customers**

If you are a registered user of GoldWave (or are registering both Multiquence and GoldWave), you are entitled to the discount. You must provide the 'first name' and 'last name' of your GoldWave registration information. These are shown in the **Help | About** dialog in GoldWave. If you moved, remember to provide your old address (the address you used when you registered GoldWave).

### **Sending Payment**

Checks from banks in the **United States, Canada, the United Kingdom**, are welcome.

An **international postal money order** or **bank draft** is required for other locations. Make sure that you send a copy of the order separately if it cannot be included with the money order or bank draft.

[Register](#)

## Multiquence Shareware Version

This application is a fully functional shareware version of the Multiquence multitrack audio processor. Shareware allows you to try a program before you buy it. If you find Multiquence useful, you are required to [register](#) it.

As shareware, you can give copies of Multiquence to anyone you think might find it useful. You can also upload it to BBS or ftp sites and post it to appropriate forums or newsgroups. Before copying, uploading, or posting, please click [here](#).

Please read [Getting Started](#) for an introduction.

The **readme.txt** file contains helpful information and important installation instructions. The **whatsnew.txt** file lists many of the changes made to this version. For recent information and software updates, please refer to the Multiquence Home Page:  
<http://www.goldwave.com/multiquence/>

### Toll Limit

The **toll** in the status bar gives you a rough idea of the benefit you have received from using Multiquence. This shareware version is limited to 100 commands (or a \$1.00 toll) each session. When the limit is reached, a toll message will appear occasionally. Exiting and restarting Multiquence gives you another 100 commands without messages. By [registering](#), you will receive a password that removes the toll limit.



Only the original Multiquence zip file may be copied, uploaded, or posted. This ensures that everyone will get a complete and working copy. Distributing modified or incomplete copies is a violation of the copyright.



