



MegaSeg 2.0 Manual

Welcome to MegaSeg!

Thank you for using MegaSeg DJ automation software! This guide will help you get started with MegaSeg, as well as include detailed information about its features. If you have any questions, please e-mail us for assistance at sales@megaseg.com, or call 877-MEGASEG or (217) 351-9952.

What's New?

Please read the What's New section in the "Read Me!" file for a detailed report of all the latest features and bug fixes in recent versions.

System Requirements

Recommended: Mac G3 233 Mhz or better PowerPC processor (Minimal: G2 180Mhz), Mac OS 8.6 or better, Quicktime 5 "Full" install. (A 10GB drive can hold over 2000 MP3 quality songs.) For MP3 "VBR" support, MegaSeg requires QuickTime 4.1 or better (VBR MP3's are not recommended, see below). Download the latest QuickTime version for free from <http://www.apple.com/quicktime>

Known Conflicts/Problems

- VBR MP3 files may cause audio pauses and drop out problems. VBR MP3 files duration must be calculated by QuickTime upon being opened. The slower the computer, it may cause the current song to stop playing for a second when a VBR MP3 is moved into the NEXT position, where it is opened before being played.
- Mac OS 8 and 9 users should turn off Virtual Memory in the Memory control panel. QuickTime performs better with VM turned off.

- MP2 audio files have performance problems with MegaSeg, including volume control. Avoid using MP2 format files, and instead use MP3 files or other QuickTime supported formats.

Please read the F.A.Q. at the end of the Manual for more trouble shooting problems, or on the web at <http://www.megaseg.com/faq.html>

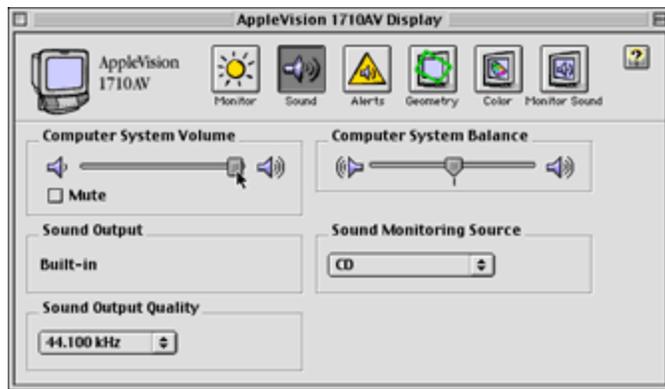
Installing MegaSeg

A demo version of MegaSeg is available for downloading from our web site (<http://www.megaseg.com>). The full version can also be downloaded and unlocked separately. It is recommended to install and run MegaSeg on the same drive where you intend to store your music, but it is also possible to import files from external hard drives. This procedure will be covered later in the manual.

Getting Configured

Open the Monitors and Sound control panel, found in the Control Panels folder. Click the ‘Sound’ button and locate the slider for “Computer System Volume”. Move the slider all the way to the right for the best sound output into a sound system or P.A. system. Also set the “Sound Output Quality” pop-up menu, if available, to 44.100 kHz.

Note: MegaSeg has an option to set the system volume to it's maximum automatically when launched.



NOTE: If you are using the computer’s built-in speakers, set the volume to a comfortable level. You can also set the computer volume using the Control Strip, if installed. MegaSeg also includes it’s own volume control on the main interface, but it is pre-system volume. For professional use, it’s recommended to maximize the main system volume using the Sound Control Panel or Control Strip for the best output quality and signal to noise ratio.

Hooking up a Sound System

All Apple PowerMacs come with built-in high quality 16-bit sound outputs. Some older Mac’s actually have RCA jacks for output, but today Apple’s systems use an 8" stereo mini-jack for audio out. To hook up your system, you may need an 8" stereo plug to RCA plug cable.

If your computer generates a hum in your sound system when connected, a "Ground Loop" is the likely culprit. A ground loop is caused by the way your electrical system is wired in combination with how your audio cables are connected in your sound system. It can be a mess to figure out, but sometimes moving all the equipment into one power strip can solve the problem. If you can't find a solution, there is hope! Your local electronics shack may carry a "Ground Loop Isolator" cable, which puts a transformer in the audio line to prevent the ground loop from occurring. The isolator cable has little side-effect on the sound quality, but some audio purists will want to rewire the house before going this route.

The Mac OS can support multiple sound cards, and some upgrade to even higher quality gear than the built-in sound output. MegaSeg uses the Mac OS Sound Manager to play audio, and it's main audio can be routed to any sound card by using the 'Sound' (or 'Monitors and Sound') control panel. MegaSeg also supports multiple sound output devices at once, allowing you to "cue" or pre-listen to media tracks in your headphones while you don't interrupt your main playlist rocking the house. Possible output devices are USB audio devices like the [Griffin iMic](http://www.griffintechology.com) (www.griffintechology.com) or PowerBook PC Cards like the [Digigram VX Pocket](http://www.digigram.com) (www.digigram.com), FireWire DV audio, and PCI based sound cards.

You can use your Mac's built-in audio as your Cue output device, while using your optional second sound card discussed above as your main playlist output (also know as "Program"). You can select these settings using the Outputs button in the Mixer window or Playlist Settings window.

Starting MegaSeg

Once installed, double-click the MegaSeg program. If it's your first time running the full version of MegaSeg, a short registration form will be presented for you to complete. When you are registered, MegaSeg will continue to launch by greeting you with a splash screen, followed by the main interface.



The Main Interface

The main MegaSeg screen is designed to fill the screen when your monitor resolution is set to 800x600. If you want to see part of your desktop while using MegaSeg, switch to a higher monitor resolution, using the Monitors & Sound control panel, or the Control Strip.

NOTE: If you want to work on something else while listening to MegaSeg in the background, use the finder's 'Hide MegaSeg' option under the Application Menu (far right of the menu bar). When you want to see MegaSeg again, select MegaSeg from that same menu.

Two lists are displayed on the main screen. The left list is your Library of media. The right list is your Playlist. Above the Library display, the two "text buttons" are used to select different views of the Library. Click "Title Sort" to switch among the lists of alphabetized titles, alphabetized artists, and numerical beats per minute (BPM) within the category selected.



Click the text button "All Categories" to see a pop-up list of categories. Double-click a category to display the media in that category, sorted by your choice of title, artist, or BPM. You can hold the Shift key down to select multiple categories to view at once, and then double click any selected category to continue.



To the right of the category text button, a number displays the total number of titles in the

current category.

A number above the Playlist window displays the total number of items cued-up as well as total playlist time and selected song time information.

The five buttons between the two main lists are used for adding, removing, and moving media in the Playlist window. If you are using MegaSeg for the first time, you won't have anything in your Library, so let's add some media now.

Importing new media

MegaSeg allows you to import your audio CDs into your hard drive, or import any sound file Quicktime supports, including MP3, MOV, AIFF, WAV, etc. Make sure you've upgraded to QuickTime 4.1 or greater for VBR MP3 support, which can be done using the QuickTime Updater application found in the QuickTime Folder inside your hard drive. However, we don't recommend VBR format MP3 files, for they cause the computer to delay while they open. The uncommon MP2 files are also known to cause playback problems. Standard 'CBR' (Constant Bit Rate) format MP3 files work fine. The latest version of QuickTime can be [downloaded](#) from Apple's site, which may solve some problems.

NOTE: To import from CD, you need to download the "Full" install of Quicktime which includes the Quicktime authoring tools.

Put an Audio CD in your CD-ROM drive, click the 'Import' button on the left side of the screen, and "Enter password" will pop-up.



The Library password is for your protection. In order to add or edit media, you need to enter Administration Mode, and your password is your protected key to that mode. However, if you're using the demo, just press **Return** to use the demo password. If you're using the full version of MegaSeg for the first time, then "no password is set" will be displayed. You may proceed into the Administration Mode without a password, if you wish. Just press **Return**, and the Import Media window will pop-up. (To select a password, use the 'Change Password' button.) In Administration Mode, you can use the Edit, Add, and Delete buttons freely. To exit Administration Mode, select 'Administration Mode' from the Library Menu, and it will become unchecked.

Now, let's add a few songs...

The Import Options window has buttons for either importing from any folder on any hard

drive, or refresh all known media folders currently in the Library. If you have a folder full of MP3 files, you can select Import Folder to import all the files at once into any category you choose. You can even use external hard drives to store your music if desired, or split your library across multiple folders and hard drives.

Many good Mac MP3 encoders are available, including Apple's free [iTunes](#), or [N2MP3](#). You can import the MP3 files created with these encoders.

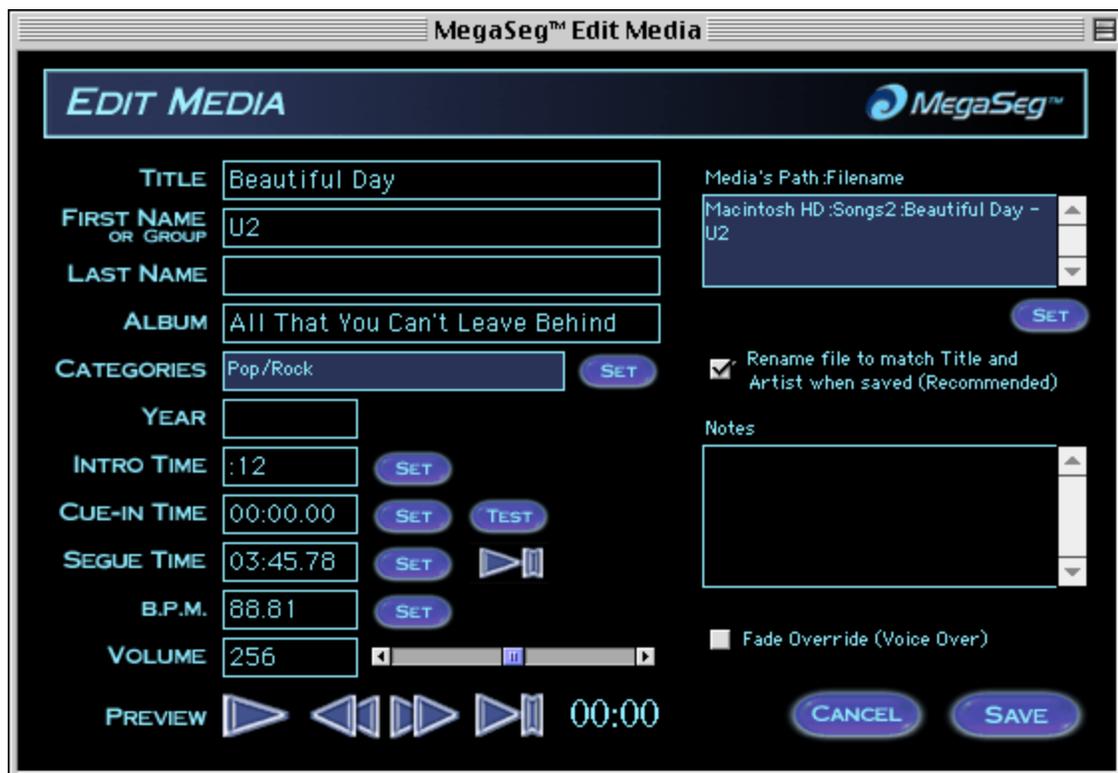
Most MP3 encoders have options for ID3v2 tags. QuickTime 4.0 may not play files encoded with the ID3 tags option turned on in certain encoders. Upgrade to QuickTime 5.0 or better to solve the problem. To test files and settings for compatibility with MegaSeg, use Apple's QuickTime Player as a guide. Any audio QuickTime Player will play, MegaSeg can play.

You must have QuickTime 4.1 or better to play "VBR" (Variable Bit Rate) MP3's. Download the QuickTime 4.1 update from Apple site, <http://www.apple.com/quicktime>, however we do not recommend VBR format MP3's for reasons discussed above.

You can also use an external hard drive or network server for more music storage. You can link to the media directly in MegaSeg using the new Import Folder option, which allows you to choose any folder on any hard drive to import from. MegaSeg will remember this folder, and allow you to "refresh" it's contents with the Refresh Library import option. This will scan all known MegaSeg folders for new files to import.

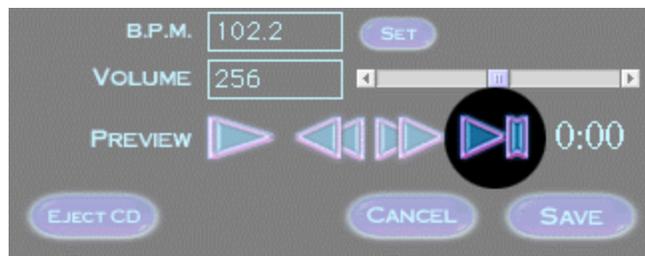
NOTE: Playing media across an ethernet connection will add a slight start delay. (Typically 1/5 of a second.) You can also run MegaSeg directly from external drives or separate partitions.

NOTE: The Library can hold a maximum of 10,000 files.



Edit Media

In the Edit Media window, the Segue Time tells MegaSeg when to fade out the media you're editing and start the next item in the Playlist. To set the Segue Time, press the Play End button to hear the last :20 seconds of the file. When you hear the point where you want MegaSeg to auto segue into the next track, click the Set button next to the Segue Time text box. This time tells MegaSeg when in AutoSeg mode when to start the next track over the current track. You need to set the Segue Time before the media fades out in order for MegaSeg to blend songs together while in AutoSeg mode. Every media file is different, and requires a custom set Segue Time that can only be set by a human. For example, good segue times are usually after a lyrical phrase, or at the end of 8 beat counts of a bar of the music. Some songs fade out for 30 seconds, and need a segue time nearly 30 seconds before the actual end of the sound file, where others fade out only 10 seconds from the end, or don't fade at all and have a "cold" or "clean" ending, which require a segue time near the very end of the sound file. These judgments need to be made by you, on a song by song basis, for the best results.



The 'Play End' of media button.

You can continue this process for the Intro Time. The Intro Time setting is used to set the intro countdown timer display when a song starts. This lets the DJ know how long before the vocals in the song start. In other words, how long the DJ has to talk over the intro of the song. This "Intro Time" is displayed in front of the Segue Time in the Library and Playlist displays, and is also counted down in real time when the song starts, on the big display time at the top of the main interface.

The Cue-In Time is used to cut off (clip-in) the beginning of the media, usually because of dead space at the beginning before sound starts. Use the Test button next to the Cue-In Time for previewing the media using the current Cue-In Time. The regular play button will always start from the beginning of the sound file. If you clip to much, start from the beginning and try again, or you can manually type in the time values. The format must be "minutes:seconds.hundredths" ("00:00.00").

The Volume text box and slider control allows you to adjust the volume of individual items in the Library. Since some CD's are recorded softer than others, use this control to boost the volume to match the other media you have added. Be careful not to distort by cranking it too high. Most often, the default volume of 256 is appropriate.

To set the categories for your new song, click the Category Set button. A new window will pop up with a list of categories. Note the options to Add, Rename, and Delete category names. To add a category, type the name in the box using no more than 20 letters, and click Add. To delete a category, click to select it from the list, then click Delete. When you rename a category, MegaSeg will perform a "find and replace" throughout the entire Library of songs, renaming the category for each song previously assigned to the old category. To

merge two or more categories, simply rename the categories you want to merge using the same name as one of the existing categories, or by typing a new category name for all.

Click on the category you want for your new song, or put the song in two or more categories by holding down the Command key while clicking the categories (**Command-Click**). Click OK to complete the sequence.



The B.P.M. setting indicating the Beats Per Minute or tempo of each song will be displayed when you sort by BPM in the Library. BPM settings are of course crucial for beat matching songs together; however, it is also useful for determining the mood of a song for normal MegaSeg use. To set the BPM, start the song using the Play button near the bottom of the Edit window, and then click the Set button next to the BPM textbox. A window will pop up asking you to tap the spacebar 16 times to the beat of the music. If you get off beat, just click Reset and start over. The BPM Tapper window will measure the time between the 1st tap and the 16th tap, calculate the BPM, and display the BPM setting in the Edit Song window.

Once everything is set, click Save in the Edit Song window.

You can edit a song at any time. Just click it once to highlight it, then click Edit or select **File->Edit Song** from the menu (**Command-E**).

To remove media from the Library, click the song once to highlight it, then click Remove (**File->Remove Media**, or **Command-D**). This will leave the media file on the hard drive, and it can be re-imported. Optionally, if you wish to delete the original media file, checkmark the box to delete the file when asked, which will permanently delete the media file and can't be undone (unless you used an alias to link to a media file elsewhere, in which case it will only delete the alias).

NOTE: You can also permanently delete a media file without having to click the checkbox by using Option-Command-Delete key sequence.

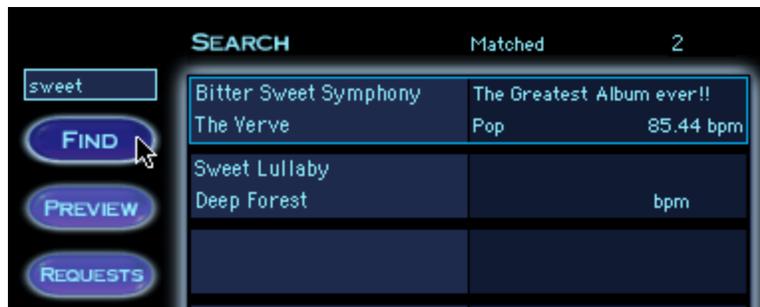
Searching the Song Database

To search for songs, type a keyword in the textbox above the Find button and press

Return or click Find. The resulting titles will appear in the Library display and the category text button will change to “Matched” followed by the number of matches. Click Find again (or press **Command-F**) to clear the search results and return to the category display.

When you type in the textbox without pressing Return or clicking Find, the Library display will jump to the song title or artist name that most nearly matches the word you’ve typed, depending on your sorting choice of Title or Artist.

NOTE: The search is not case sensitive; however, what you type in the find textbox will do an absolute match search of the database. e.g. typing "Mr Mister" will not find "Mr. Mister" because of the missing period, but "mister" will find "Mr Mister" and "Mr. Mister" as well as "Mister Mystery Man".



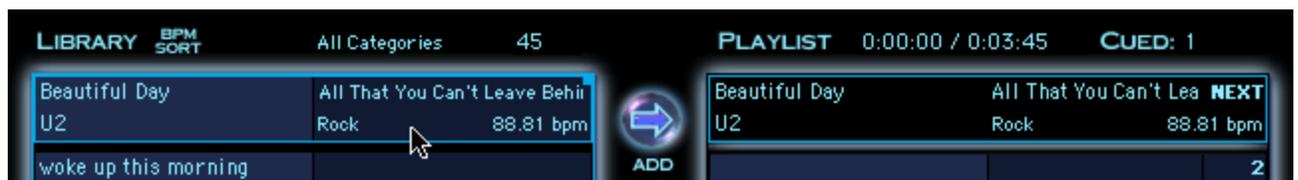
Adding songs to the Playlist

With a few songs added to your Library, you can start building a Playlist!

When you double click a song in the Library, it jumps over to the Playlist, cued up and ready to go. To remove a song from the Playlist, double click the song in the Playlist display. You can also use the buttons in between the displays to add and remove songs.

When you add a song to the Playlist, a light blue box appears along the right side of the song in the Library. This blue box indicates the song has been added to the Playlist, and gives you an easy way to tell what songs haven’t been added yet. If you remove a song from the Playlist, and it doesn’t appear multiple times, the blue box will disappear. Clearing the Playlist using the Menu, Playlist->Clear (Command-K), clears all the blue boxes.

You can also add all the songs from the current Library display to the Playlist by clicking the Add All button. You may then randomize the Playlist by selecting from the menu, **Playlist->Randomize Playlist**, (Command-R). This can also be used to mix different categories of music together. For example, you can display your Disco category, and click Add All to add all of your disco songs to the Playlist. Follow that by displaying your Country category, and click Add All to add your country songs to the Playlist. Randomize the Playlist with Command-R, and you’ve got a wonderful mix of disco and country songs.



To insert a song anywhere in the Playlist, first single-click the place in the Playlist display

where you want the song to go, then single-click the song from the Library display. Now press the 'Insert' button between the two displays, and the song will insert itself in the Playlist at your selected location.

To move a song around in the Playlist, select the song with one click, then use the up and down Move buttons located between the two lists. (Or use the keyboard Command-Up/Down arrows). Either of these buttons can be held down to speed up the movement of a song. Option-Clicking the up or down Move button, will jump the selected song to the top or bottom of the Playlist. This option is useful if a song you want to play next is scheduled later in your Playlist, or you want to move a song to the bottom, out of the way, without removing it from the Playlist, or want to jump a song to the NEXT position.

At the bottom of the two displays, are buttons for navigating around the lists. The double arrows are used to "page" the displays, while the single arrows scroll the displays one song at a time. Use the Top, Mid, and End buttons to jump to the top, middle, or end of the lists.



Below the Playlist display are the Cue Position arrow buttons. These buttons allow you to back up to songs already played or skip forward in the Playlist. The arrow buttons make it convenient to play songs out of sequence without actually changing the order of the Playlist. By means of the arrow buttons, a music bed or sound effect can be replayed as often as you like, without actually inserting it into the Playlist multiple times.

The Jump button next to the Cue Position arrows is used to jump the playlist to the selected track in the Playlist. It's a short cut option to using the arrows.

The Add 5 Random Songs option from the Playlist menu (Command-5) will add 5 songs randomly selected from the current category displayed in the Database. Because of the integrated "no repeat filter", at least 6 songs are required in the Library for this command to work. This filter calculates 75% of the total number of songs available in the category and scans that many songs from the bottom of the Playlist, thus preventing any close song repeating. For example, with 100 songs already cued up, this option scans the last 75 songs of the Playlist to prevent any repeats while it adds the 5 new songs.

You can also Randomize the entire current Playlist with **Command-R**, the Randomize Playlist command. However, if a song is in the Playlist more than once, this command may place the repeated songs close together.

To clear the Playlist, select **Playlist->Clear Playlist** from the menu (**Command-K**).

| REQUESTS | | Match | 3 |
|-----------------------|---------------------------|-----------|---|
| The Farm | 9 lives | | |
| Aerosmith tyler | Rock | 83 bpm | |
| Bitter Sweet Symphony | The Greatest Album ever!! | | |
| The Verve | Pop | 85.44 bpm | |
| What's My Age Again? | | | |
| Blink 182 | Country | bpm | |

The Request List

MegaSeg includes a separate Request List feature which allows you to note requests from any Library or Playlist display list using the Note Request button (or Command-N). Press the Requests button (or Command-B) to display your Request List in the Library display. You can add songs from the Request list into the Playlist the same way you add songs from the regular Library display list. To clear a request from the list, the Note Request button changes to Remove Request (also Command-N).

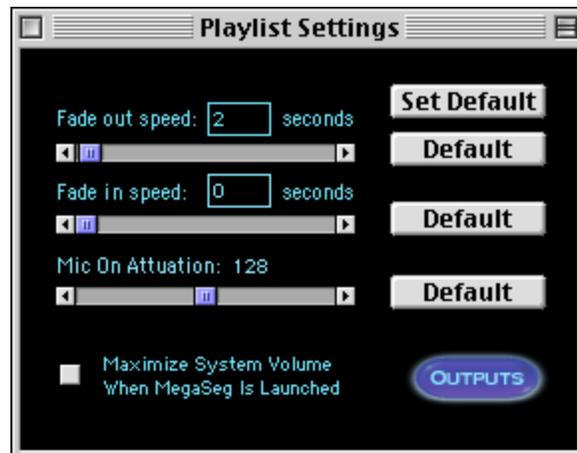


Starting the Playlist

Now that you have some songs cued up, click the Start Playlist button at the bottom of the MegaSeg screen (or from the menu **Playlist->Start Playlist, Command-G**). Instantly, the first song in the cue will play while MegaSeg counts down the time to the next song it will autoseg into.

The special keyboard commands for Playlist control, Command-[for exclusive Start Playlist and Command-] for exclusive Stop Playlist, work perfectly with the Keyspan Remote Control for wireless control of MegaSeg. (Command-G is used for "toggle" Start/Stop Playlist control.)

Since MegaSeg defaults to autoseg mode, as indicated by the flashing button on the top right, MegaSeg will autoseg to the next song and fade out the previous song automatically! (As long as you previously set custom Segue Times in the Edit window.) The default fade-out time is 2 seconds, and the default fade-in time is 0 seconds. You can change both of these times in the Settings window (**Command-T**).



You can manually segue at anytime by pressing the Segue button (**Playlist->Seg To Next Song, Command-Spacebar or Command-/**). This will instantly start the next song and fade out the previous song. Sometimes it's desirable to fade the current song a little before starting the next one. You can do this by using the Start/Stop Playlist button (or Command-G). Stop the Playlist for a second, then start it up again quickly for the desired effect.

The Segue button works in Autoseg mode or Manual mode. When in Manual mode, MegaSeg waits at the end of a song for you to press the Segue button before continuing with the Playlist.

Once the Playlist is in motion, the Start Playlist button changes to Stop Playlist. If pressed, it will fade out the current song and halt until you start the Playlist again.

When in Administration Mode, the Segue button has an added "Seg & Set" button, which allows you to set the Segue time on the fly. This makes it easy to set your Segue times while you DJ an event, or interactively while you listen to how the segue sounds.

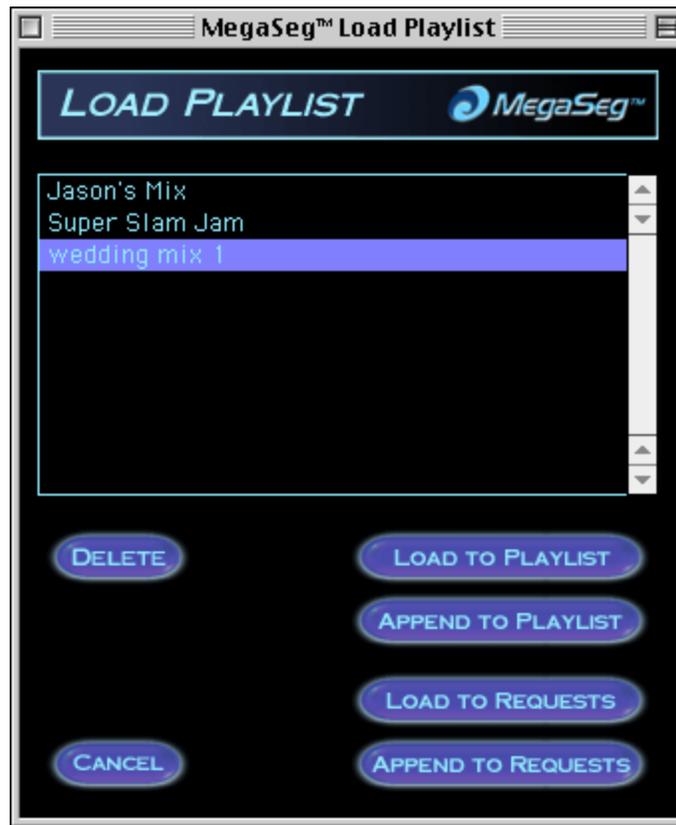


You can loop the Playlist by clicking the Loop Playlist icon on the upper right hand side of the interface. With this option on, once the playlist is finished, it will reset to the beginning and start again.

Loading and Saving Playlists

You can load and save your Playlists with the buttons on the right of the Playlist display. The songs in the Playlist are stored by name. Unlike most radio station automation systems, which use "cart numbers" to keep track of music, the Library's media record numbers have no attachment to the songs themselves. Playlists are saved as regular ASCII text files, and loaded by title and artist name lookup, not "cart" or reference numbers.

MegaSeg will also allow you to import playlists from professional radio station music schedulers. The only requirement is the output log format has the title starting at the first character of the line, and the artist appears anywhere else on the line. All other info on the log line will be ignored. To import the playlist, place the ASCII based text file in MegaSeg's Playlists folder.



In the Load Playlist window, there are buttons for Load to Playlist, Append to Playlist, Load to Requests, Append to Requests, and Delete. Either double click the filename, or single-click to select and then click Load to Playlist to clear the current Playlist and load the selected one. If you wish to add the selected Playlist to the end of the current Playlist without clearing, click Append instead of Load. The Delete button erases a selected Playlist.

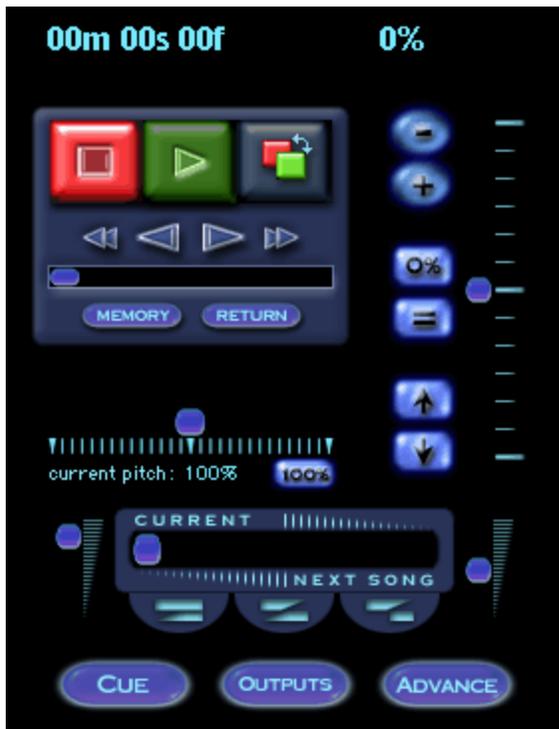
If you load a Playlist that contains songs you deleted from the Library after the Playlist was saved, MegaSeg will alert you to the problem and report how many songs are skipped in the Playlist. This number is the total count of skips. For example, one deleted song may be skipped multiple times. A report window will pop up with the actual text from each missing track from the playlist file.

The Load to Requests option works just like the Load to Playlist option, but instead clears your Requests List and replaces it with the selected Playlist. If you want to preserve your current Requests List, use Append to Requests instead.



Mic On/Off Button

MegaSeg's Mic On/Off button turns the Mac's "Sound-In" input on and off, and also ducks (attenuates) the audio level for your voice over. The level of attenuation can be set in the Playlist Settings window (Command-T).



The MegaSeg Mixer

The Mixer display allows you to custom mix songs together. It has similar controls found on professional CD players, allowing you to preform beat mixing. It also has auto-bpm matching capabilities, given you set the BPM values previously using the Edit window for each song. Use the equals (=) button to match the NEXT song bpm with the current playing song. The match is a close approximation based on BPM values. The fun part is fine-tuning the NEXT song's pitch in order to create a seamless beat mix.

It's important to find the correct start point for the NEXT song, which is normally the down beat of a measure (or 8 count). To cue to this point, first press the "Cue" button in the lower left corner of the Mixer. This puts the Mixer into Cue mode, allowing you to hear it in your cue monitor of choice. (Which is set with the Outputs button).

The Options window has Set buttons for both the Program (Playlist) or Cue (Preview) outputs. If the same sound output device is used for both, then the left channel is used as Cue, and the right channel is used as Program. This allows you to simulate two mono sound cards using your single stereo output.

If two sound cards are used, for example the Mac's built-in sound output as Cue, and an iMic or VXPocket card for Program, then you can beat mix without losing stereo. However, it's important to note different sound cards have different buffer delays, which can cause the beat to offset when switching channels with the Cue button. For example, the VXPocket allows you to set this buffer delay, which should be set to its lowest setting (256) for the best results. However, continuously switching into Cue and back will cause the NEXT song to shift. Most sound devices don't have this buffer delay setting, in which it's recommended to use two of the same sound devices to be certain of a matched delay. USB devices such as the iMic function much better with Mac OS 9.1, and have less delay problems.

Once in Cue, press Play, and listen for a strong down beat of a measure, and press Play again. This puts it into "Stutter Mode", which plays that point in the song over and over again while you fine-tune the cue point. Use the larger arrow buttons below the Start and

Stop buttons to adjust the the cue point. Once satisfied, press Stop to lock it in. Even while in stop mode, you can still press the arrow buttons to adjust and fine-tune the cue point.

An alternative way to set a cue-in point is press Play to listen, and hit (M) at the point you want the cue-in, then hit (R) to load it as the current cue-in, and use the fine-tune arrows to adjust it. Use the spacebar to start/stop it from that point. Hitting (M) after you fine-tuned the cue-in will store the new cue-in. Pressing (R) while it plays is an alternative to the start/stop approach, where it resets to the cue-in without stopping first.

Now with the cue point locked in, each time you press Play, it will start from this point, which hopefully is the down beat at the start of a measure (4 or 8 count). This makes it much easier to match beats.

Now listen to the current song playing, and press Play on the mixer when you hear the down beat start of a measure in the current song. If you were a bit late, press and hold down the minus (-) button until you hear the beats sync, then let go. Notice if the NEXT song starts to drift off beat. It may be hard to tell if it's falling behind or ahead, but experiment with holding down either the (-) or (+) buttons until it synch again. If it gets too off, press Stop and try again. After a bit, you will notice you need to press either the (+) or the (-) button to keep it in sync. Use the pitch fine-tune arrow buttons to adjust the base pitch to compensate, so you don't have to press the (-) or (+) buttons as frequently to keep it in sync.

Note: The (+) and (-) buttons temporarily slow down or speed up the NEXT song while they are held down. It is similar to slowing down a vinyl record with your hand or speeding it up by twirling it with your finger for a second or two to sync the tempo.

Once you get the NEXT song to the correct pitch, where it can hold the same tempo with the current song for longer than 15 seconds or so, the next step is to cross-fade, either manually using the cross-fader, or automatically using the three auto-cross fade buttons below the cross-fader control. It's important before you cross-fade to take the Mixer out of Cue mode, by pressing the Cue button in the lower left corner of the Mixer. Once the cross-fade is complete, use the Advance button to advance the Playlist to the next song. If your cross-fade is not complete when you press Advance, it will finish the auto-cross fade automatically.

Keyboard Shortcuts

Following is a list of a few useful keyboard shortcuts for MegaSeg.

- **Command-Spacebar** and **Command-/** both perform a Segue to the Next Song.
- **Option-Click Add Button** adds all songs from the current Library display to the Playlist.
- **Option-Click Segue** will save the exact time clicked as the new Segue Time for the song.
- **Command-F** activates the Find textbox. Return performs search and reactivates keyboard arrow keys.
- **Left/Right Arrows** change display list focus for other keyboard commands.
- **Up/Down Arrows** control selection and scroll.
- **Page Down/Page Up/Home/End** do what you would expect.
- **Command-Up/Down Arrows** moves selected song in Playlist.
- **Command-Right Arrow** adds selected song in the Library to the bottom of the Playlist.
- **Command-Left Arrow** removes selected song in the Playlist.
- **Option-Right Arrow** inserts selected song in the Library before the selected song in the Playlist.
- **Option-Up/Down Arrows** moves the selected song in the Playlist to the top or bottom of

- list.
- **Command-; and ' controls the Playlist Position buttons.**

The Log File

Each time you start MegaSeg, a new Log File is created in the Logs folder inside the MegaSeg folder. This file will log every song that is played, as well as the time and date it was played. Songs in the Playlist that are missing from the hard drive will be skipped and marked as such in the log. You can view the logs in the Logs folder. They are ASCII text files that can be opened and printed with SimpleText or any word processor.

To prevent unnecessary buildup in the Logs folder, delete any dispensable logs. For example, sort the folder chronologically by Date Created in the Finder, then trash the oldest logs.

We hope you enjoy using MegaSeg.

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