

Using Dakota with ACID

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This application note was created based on:

- Sonic Foundry ACID version 2.0 (ACID in this document)
- Dakota driver v2.06 (Dakota in this document)

Please refer to your ACID documentation for help with topics that are not directly related to Dakota set-up and use.

Audio Playback

Unlike many audio applications, ACID will automatically detect all of the Dakota inputs and outputs when your Dakota card is properly installed. To see the Dakota channels, open the main ACID window and click on the “Mixer” tab. Level meters for the Dakota outputs are displayed at the bottom of the window (Figure 1). Use the scroll bar or enlarge the left side of the window, if necessary.

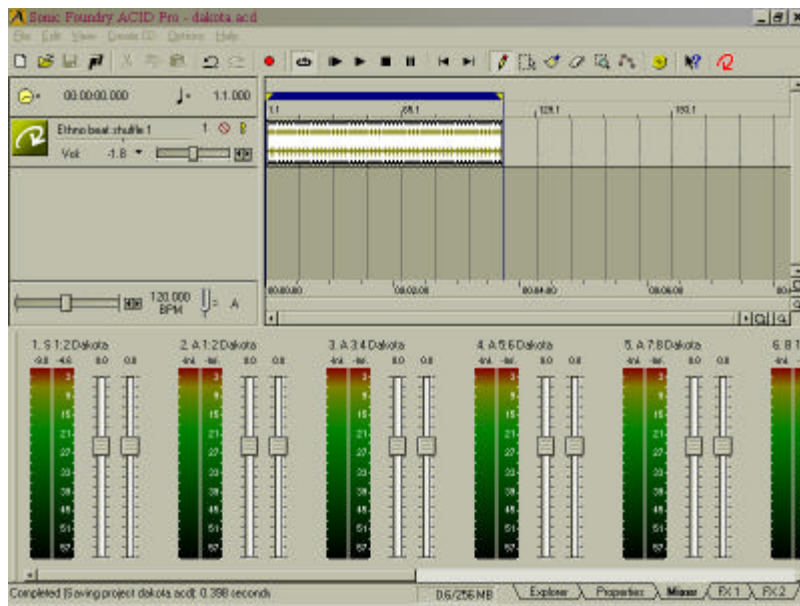


Figure 1

To load a sound file into ACID, click on the “Explorer” tab at the bottom of the ACID window, and then drag the desired .wav file(s) from the Explorer window to the ACID window. When you click the play button at the top of the ACID window, the meters display the levels of the Dakota outputs. For example, if the sound on track 1 is playing through Dakota outputs ‘S 1:2’, then the meters for ‘S 1:2 Dakota’ are active, as shown in Figure 2.

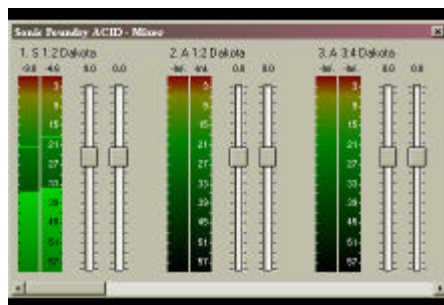


Figure 2

To play the sound through different Dakota outputs, click the track number (next to the solo and mute buttons in the track control panel) and select the desired Dakota outputs from the drop-down menu. For example, you can play the sound on track 1 through Dakota outputs 'A 1:2' instead of 'S 1:2' by selecting 'A 1:2 Dakota' from the drop-down menu for track 1, as shown in Figure 3.

You can load another sound file into track 2, and route it to 'A 3:4 Dakota'. Then if you click the play button, you should see activity on both the 'A 1:2' and 'A 3:4' meters, and hear audio through Dakota's ADAT outputs 1–4.

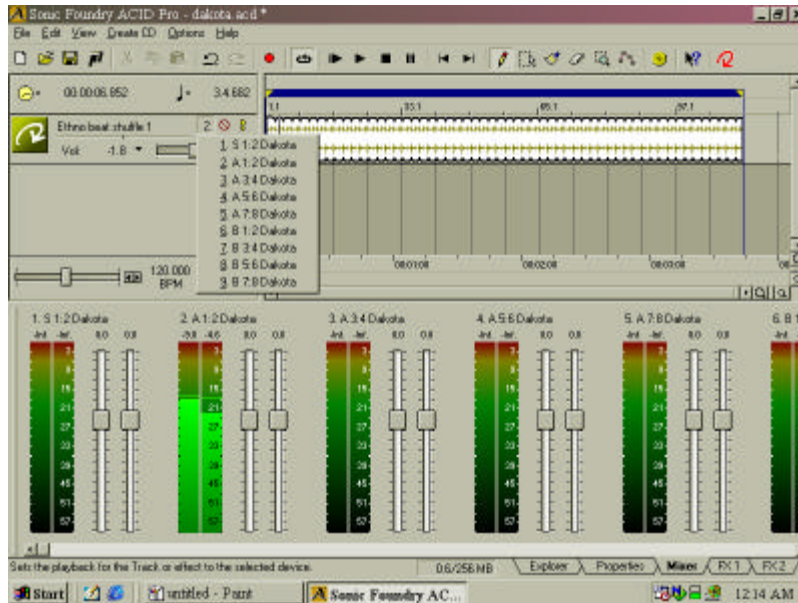


Figure 3

Optimizing Performance

To optimize Dakota's performance with ACID, select Preferences from the Options menu, and go to the Audio tab of the Preferences window (Figure 4).

Enabling the first checkbox ('Keep audio devices open...') keeps all of Dakota's channels open and ready to use, which allows faster and smoother song startup on playback. If you don't need Microsoft soundmapper, leave the second checkbox disabled.

You can set the default sample rate to 44.1 kHz (the standard for CDs) or to another rate if you prefer. In any digital audio system, all devices in the system must be set to the same rate.

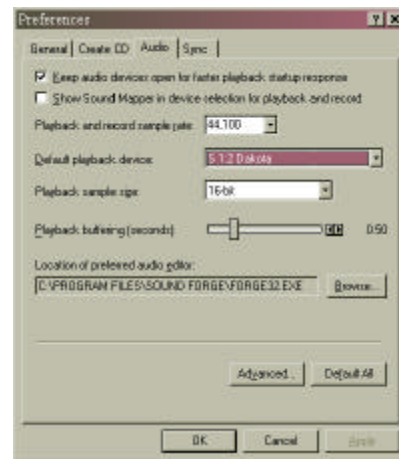


Figure 4

You can select any Dakota output pair as the default playback device. We recommend selecting the stereo pair that you'll use most often for monitoring. If your Dakota card is connected to Tango24 or other 24-bit converters, then you can set the playback sample size to 24-bit.

If you hear glitches in your audio, or if ACID "locks up," try adjusting the 'Playback buffering' slider. Moving the slider toward the right increases the buffer size, which reduces glitching but also increases latency for real-time functions such as solo, mute, and fader changes. So, the best setting is when the slider is as far as possible to the left without any glitching or lock-ups.

MIDI Set-up

Although ACID is not a MIDI sequencing program, it does include some basic MIDI clock and MIDI timecode functions. To use Dakota's MIDI ports, make sure they're enabled in the System tab of the Dakota control panel. If not, set the Midi Mode to "2x2" as shown in Figure 5 (or to "8x8 – Sierra, if you have the Sierra MIDI/SMPTE expansion box connected to Dakota), and then reboot your computer for the change to take effect.

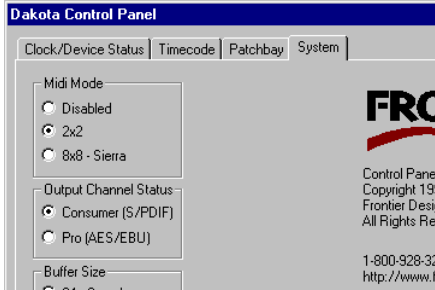


Figure 5

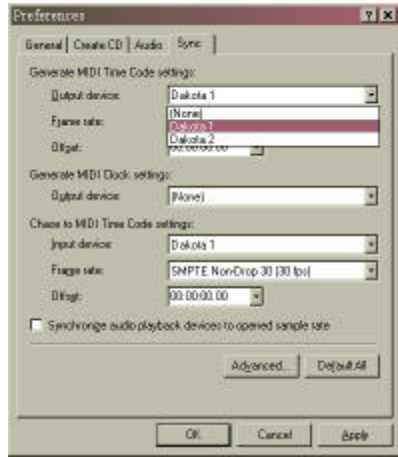


Figure 6

Select Preferences from the Options menu, and go to the Sync tab of the Preferences window (Figure 6). To synchronize ACID with an external MIDI device by generating MIDI clock or generating/chasing MIDI timecode, select the desired Dakota MIDI port(s) from the appropriate dropdown menu(s). If you're using MIDI timecode, make sure the frame rates are the same in ACID and in the Dakota control panel.