

Using Dakota with Sound Forge

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This application note was created based on:

- Sonic Foundry Sound Forge version 4.5 (Sound Forge in this document)
- Dakota driver v2.06 (Dakota in this document)

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

Audio Playback

Unlike many audio applications, Sound Forge will automatically detect all of the Dakota inputs and outputs when your Dakota card is properly installed.

To load an existing sound file into Sound Forge, select “Open...” from the File menu, and then select the desired .wav file from the appropriate location on your computer. The corresponding waveform should appear in the Sound Forge window, as shown in Figure 1.

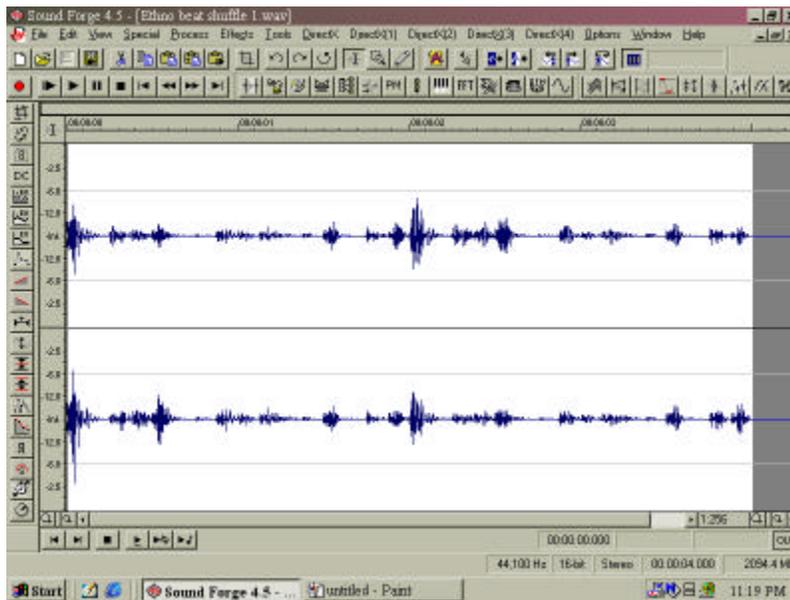


Figure 1

To specify which Dakota outputs to use for playback, select “Preferences” from the Options menu, and then select the ‘Wave’ tab in the Preferences window. Select the desired stereo device from the list of Dakota outputs in the Playback dropdown menu (Figure 2).

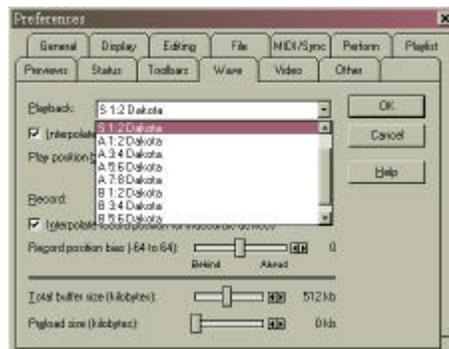


Figure 2

To display output meters, select “Play Meters” from the View menu (Figure 3). When you click the Play button (below the waveforms in the Sound Forge window), the meters indicate the levels of the Dakota outputs, and you should hear the audio as it plays (assuming that you’ve connected the appropriate monitoring devices to the selected Dakota outputs).

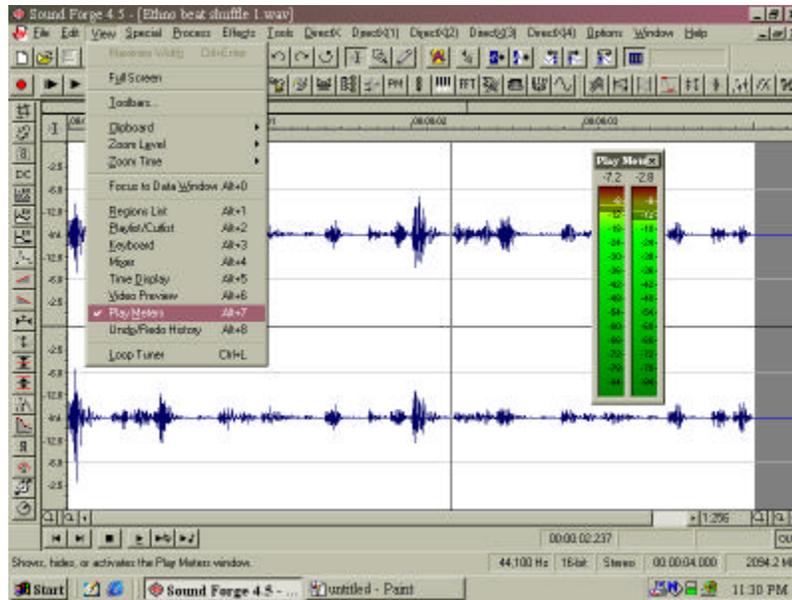


Figure 3

Recording Audio

To setup for recording from an external source, select “New” from the File menu. In the New window (Figure 4), select the appropriate Sample rate (44.1 or 48 kHz), set the Sample size to 16-bit, and specify whether you want to record a mono or stereo file. Then click OK.



Figure 4

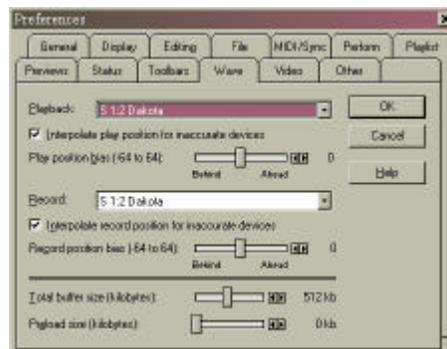


Figure 5

To specify which Dakota inputs to use for recording, select “Preferences” from the Options menu, and then select the ‘Wave’ tab in the Preferences window (Figure 5). Select the desired stereo device from the list of Dakota inputs in the Record dropdown menu.

To open the Record control window (Figure 6), click the Record button near the top left of the Sound Forge window. When you play the external audio source, you should see activity on the input meters in the Record control window. To start recording, click the Record button near the bottom of the Record control window. Click the Stop button when you finish recording.

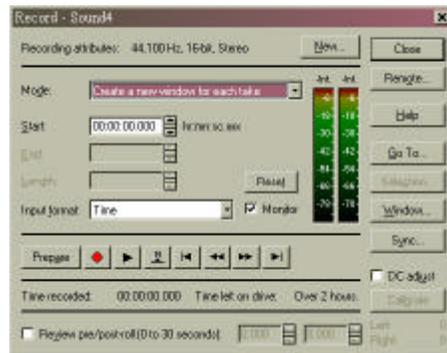


Figure 6

Optimizing Performance

If you hear “stuttering” audio during recording or playback, try adjusting the ‘Position bias’ sliders in the ‘Wave’ tab of the Preferences window (Figure 5). We recommend keeping the ‘Interpolate position’ checkboxes enabled.

You can also try adjusting the ‘Total buffer size’ 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 Sound Forge is not a MIDI sequencing program, it does include some basic MIDI 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 7 (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.

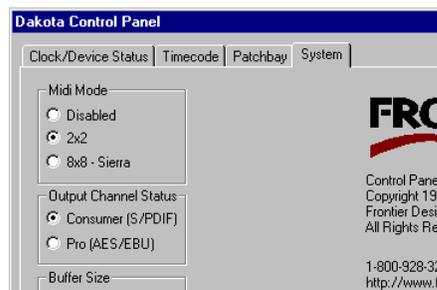


Figure 7

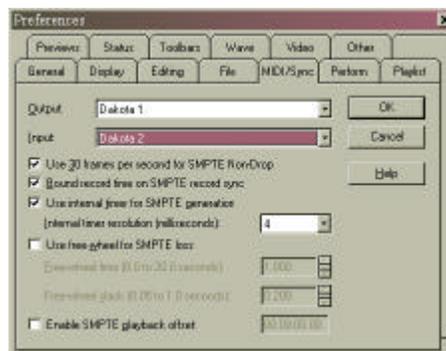


Figure 8

To enable the MIDI ports in Sound Forge, select “Preferences” from the Options menu, and then select the ‘MIDI/Sync’ tab in the Preferences window (Figure 8). Select the desired Dakota MIDI ports from the Output and Input dropdown menus.