

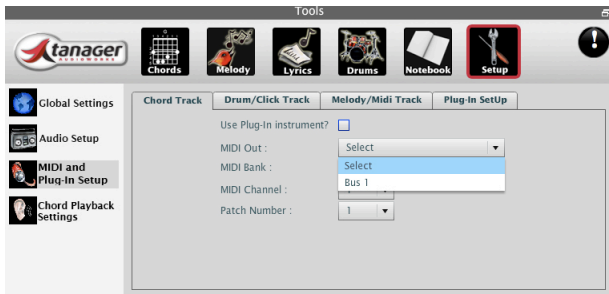
SongFrame for Mac OS X

Quick Setup Guide

This document is your Quick Start guide to getting SongFrame setup and working. For more detailed information, please consult the SongFrame Users Guide installed in the **Applications -> SongFrame** folder.

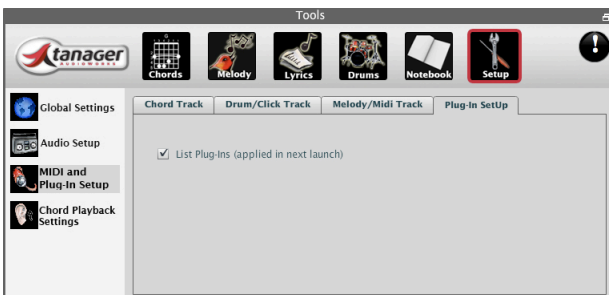
Launch SongFrame from the Applications -> SongFrame folder only. There are some technical issues preventing the use of a Dock Icon or Recent Items list to launch SongFrame, so please always launch it from the Applications folder. When the program first loads, click on the **Setup** icon on the top menu bar and then look to the left of this Tools window -you will see 4 sub-menu choices there (Global Settings, Audio Setup, MIDI and Plug-In Setup, and Chord Playback Settings.) Click on the **Audio Setup** button first, and choose an appropriate audio input and output device from the drop downs menu there. If you see no choices - you most likely did not follow the step above and launched SongFrame from somewhere other than the Applications folder! Your audio interface must have a CoreAudio driver in order for SongFrame to utilize it.

Click on the **MIDI and Plug-In Setup** menu next. There are 4 tabs there - one for setting up the sound source and other parameters for the **Chord, Drum and Melody/MIDI** tracks, as well as a tab for setting up to use AU Plug-In instruments that you may have on your Mac already.



If you choose nothing or just leave this at “Select”, you’ll hear sounds for each track from the Mac’s built-in Quicktime MIDI Synthesizer. If you have external MIDI Instruments installed on your system, you should see them in the drop down menu. Choose your desired output for each of the three tabs shown.

If you wish to use your AU virtual instrument plug-in instruments for the various track sounds, then you’ll need to first tell SongFrame to load those when the program first loads.

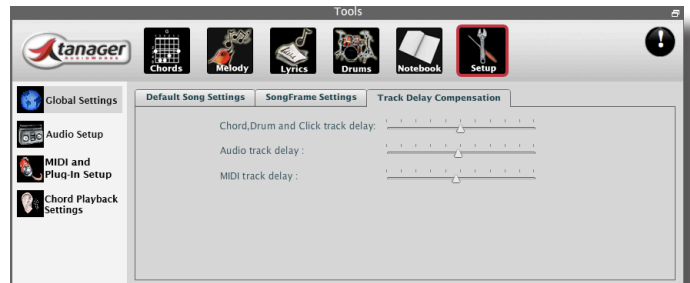


Click on the **Plug-In SetUp** tab and check the box there telling Song-

Frame to list all your AU Plug-In’s. This choice requires you to shut down SongFrame and re-launch it. When SongFrame restarts, you can now go back to the **MIDI and Plug-In Setup** menu and click the **Use Plug-In Instruments** check box for each track tab desired and all your AU’s should be listed in the drop down menu.

You should be able to hear sounds now. Click on the **Chords** menu and you will be looking at the **Chord Library** tool. Click on any **Audition (Play)** button on the left side of each chord entry in the grid and you should hear the chord play. Try clicking the **Drums** menu and then click any **Audition** icon - you should hear that drum pattern play. If you can’t hear sounds, you most likely either haven’t set up an audio output device or you haven’t told SongFrame what sound source to use for the track in the previous step.

Last - you will need to adjust the **Track Delay Compensation** sliders to optimize playback timing for your particular system and selection of sound sources. Every system is different - so click the **Setup -> Global Settings** menu and then the **Track Delay Compensation** tab. You will see slider controls there that allow you to align the tracks in relation to each other.



As you begin recording audio in the Audio Track, playback may be slightly delayed. Slide the **Audio Track Delay** slider to the left a bit as shown to play the audio back sooner in relation to the MIDI tracks. Adjust this until your system timing is aligned properly. The **MIDI Track** slider can be used to optimize the playback sync of the Melody/MIDI track.

To learn how to get starting writing songs, consult either the built-in **Help** menu, the PDF Users Guide mentioned earlier, or a variety of SongFrame University videos covering various aspects of using the product available at www.tanageraudioworks.com near the bottom of the SongFrame product page.

Support is available via support@tanageraudioworks.com or calling 888-766-4967 Ext 2 (973-895-1874 outside the US and Canada.)