

WELCOME TO SONIC XPOINT 2.0!

Thank you for choosing the Sonic Xpoint Program. We're excited about this release of Sonic Xpoint and know that it will help you to be more productive and efficient. This Read Me file documents some additional tips that may prove helpful when using Sonic Xpoint 2.0, including changes for users of the original program. In particular, this document provides information about:

- I. Download
- II. Installation
- III. Authorization
- IV. Getting Started
- V. Technical Notes and Tips
- VI. Current Issues

I. DOWNLOAD

The Sonic Xpoint beta software can be downloaded from our web-site at: <http://www.sonicscience.com/xpoint>. The Macintosh OS X single user version has been posted, and work is under way to prepare the Macintosh Classic, PC and multi-user versions for release. Sonic Xpoint will require a license which can be purchased from our web-store at <http://www.sonicscience.com/>.

If you are upgrading from an older version, and had previously registered with Sonic Science, you should have received a discount coupon in your e-mail. If you had not registered your software with us please contact Z-Systems for upgrade pricing.

You will require the latest Pace Anti-Piracy system extensions which are available from our site. If you are using a Keyspan USB to serial adapter, please make sure to download and install their USB drivers from:

<http://www.keyspan.com/downloads/macosex/>

II. INSTALLATION

Installation of Sonic Xpoint is a snap. The software and all necessary files have been compressed into a stuffit binhexed archive. Unstuff the program with Stuffit Expander and you will have a folder named Sonic Xpoint containing the following:

- Sonic Xpoint Release
- Empty folder named Patches (to store your patch files)
- Empty folder named Routers (to store router profile documents)

III. AUTHORIZATION

Make sure that you have downloaded and installed the Pace Anti-Piracy OS X extensions prior to launching the Sonic Xpoint software.

Sonic Xpoint releases can initially be run in a 30 day trial mode, or in authorized mode. Follow the steps below to authorize your copy of Sonic Xpoint and start routing Audio:

1. Purchase a software license (serial number) at our web-store www.sonicscience.com. Your serial number will be e-mailed to you along with your invoice.
2. Launch Sonic Xpoint
3. The first screen is the the Sonic Xpoint copyright screen. It tells you that this version of Sonic Xpoint requires authorization for you to use it. To proceed with authorization, click the "Authorize" button.
4. The registration screen will ask you to enter information about yourself and your company in the fields provided for you. You must enter information in the fields labeled in red or the "Next" button will not become active. When you have filled in all

the required fields, click the "Next" button to proceed.

5. Next you will see the authorization screen prompting you to Save License Request or Read License File. E-mail us the License Request File along with your license number (purchased at our web-store) and we will e-mail back a License File. We will not send a License File back unless your license number is included in the e-mail.

In order to make this authorization process as easy as possible, and get you up-and-running promptly, Sonic Xpoint will run for 30 days in unlimited trial mode. This gives you time to send the License Request file to us.

Once you have received a license file from us, select the Read License button and select the license file.

You will then be prompted to enter your serial number. After selecting the Next button, you should see a windows stating that Sonic Xpoint is authorized with a valid license file and serial number. Select Finish to start using Sonic Xpoint.

IV. GETTING STARTED

Define a Router

In order to run Sonic Xpoint, you must first define a router. Select “**Configure...**” from the Router menu. Next click the **ADD** button to add a new router. Select the model from the pull-down list, followed by the NULL input number. The NULL input is any source that has a digital clock. When you clear a destination, it will be patched to the NULL input.

Next, select the serial port and router ID. If you aren’t sure what ID to use, try 0 as the default. If no serial ports appear in the serial port pull-down, check to make sure that you installed the drivers for your USB to serial adapter.

Finally, enter a short name that you would like to use to identify this router. Lastly click the **OK** button. You should see your router appear in the router list.

Create a New Patch File

To create a new Patch file, select **New Patch** from the File menu. Next, select the router that you would like to associate with this Patch file. The router model will be displayed when you select the router name. Finally, click on the **OPEN** button.

When the patch window appears it will look like a grid of squares with sources (devices which create audio) down the left side and destinations (devices which receive the audio) running across the top. You double click at the intersection of a source and a destination and a blue square appears. This blue square represents a connection that you want to send to the router.

In the Sonic Xpoint preferences, you will see a checkbox setting “**Send Connections Immediately**”. The default setting is unchecked which means that connections will only be sent to the router when you select “Make Connection” from the “Connections” menu. Alternatively, you can enable this setting and connections will be made immediately upon double-clicking a cell.

After double-clicking a cell, or select “Make Connection”, a diamond will appear in each selected cell. This signifies that the connection has been to the router successfully

To Edit the name of a Source or Destination:

- 1) Either double click on the name of the source or destination, or select it by clicking on it and choose “**Edit Source Name**” or “**Edit Destination Name**” from the “**Router**” menu.
- 2) Enter the name in the hi-lited field.
- 3) Click on OK.

To Reset all Source or Destination names:

- 1) Select “**Reset all source names**” or “**Reset all destination names**” from the “**Router**” menu. All the Source or Destination names will be reset to the default name e.g. Source 1 or Dest 1.

To Clear Output:

- 1) Select the connection you wish to clear.
- 2) Select “**Clear Output**” from the “**Connections**” menu. The connection is now set to null input.

To Clear all Outputs:

- 1) Select “**Clear all Outputs (set to NULL)**” from the “**Connections**” menu. All connections are now set to null input.

V. Technical notes and tips

- When Sonic Xpoint starts, it initiates a server application and client application at the same time. Communication between the two is done through TCP/IP communications. We have assigned ports for sending and listening. If you are experiencing any technical problems, please contact and we will be pleased to assist you.

VI. Current Issues

- “**Display Users**” under the “**Windows**” menu has been disabled for the single user version. For multi-user versions, it will show a list of all users that have logged onto the Sonic Xpoint server. Each user will be uniquely identified with a colour key matching the cell colours on the patch window, making it easy to see who has made connections.

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