

# Boris Soundbite 2.0

POWERED BY **nexidia** 

User Guide

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## About Soundbite

Soundbite is an exciting search tool providing a fast and accurate way to locate footage based on the spoken dialogue within your content. Soundbite also uses both Finder and Final Cut Pro 7 metadata to refine your search results. Once results are found and chosen, they can be quickly sent to FCP or Adobe Premiere Pro for use in the editing process.

Soundbite helps you to quickly find the clips you need, eliminates much of the time and expense of transcribing dialogue, and makes it easy to organize clips by topic or keyword. With Soundbite, you can concentrate on storytelling instead of the more mundane housekeeping tasks associated with a typical editing project.

## QuickStart

Follow these steps to get up and running. Then come back when you're ready to become a power user!

1. Install your software by double-clicking on the installer (Boris Soundbite 2.0 Installer.mpkg), then activate your license by entering your serial number when prompted.
2. Launch Soundbite by double-clicking the icon in the Boris Soundbite folder in your Applications folder
3. Drag any folder with media files or drag any Final Cut Pro 7 project file onto the "sidebar" on the left hand side of the Soundbite window. When the little dial to the right turns a solid gray, you're ready to search the audio and video files in that folder or project
4. Type any word or phrase into the Speech area of the Soundbite window
5. Double-click any of the results listed to preview that result. Use the left/right arrows to skip to different results within a file, use the up/down arrows to skip to other files
6. Click "Export New Clip" to export your chosen clips into any FCP project, browser or bin, along with markers for every dialogue hit, in/out marks, etc.

## Software Requirements & Compatibility

Please note that system requirements and compatibility information are subject to change at any time. For the latest information, go to <http://www.borisfx.com/Soundbite/System-Requirements.php>

### System Hardware

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- Mac computer with an Intel processor

- 1GB of RAM (2GB of RAM recommended when working with compressed HD and uncompressed SD sources; 4GB of RAM recommended when working with uncompressed HD sources)
- 200MB of disk space required for Soundbite application with one installed language
- 125MB of disk space required for each additional language
- For every hour of media which you wish to search, Soundbite will require approximately 6MB of storage space on your system drive.

## System Software Requirements

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- Mac OS X 10.6 or later
- QuickTime 7.6 or later

## Application Compatibility

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- Apple Final Cut Pro 6.0.2, 7.x or FCPX. *Note: While you can export clips from Soundbite to Final Cut Pro X via xml, adding watched projects or launching FCPX from within Soundbite is not yet supported.*
- Adobe Premiere Pro v5.5. Other versions may work but have not been tested. *Note: While you can export clips from Soundbite Premiere Pro via xml, adding watched projects or launching Premiere Pro from within Soundbite is not yet supported.*

## Media Formats

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- In general, Soundbite will index and search any file which can be played on your system in QuickTime. A detailed list of currently supported formats and exceptions can be found at <http://www.borisfx.com/Soundbite/System-Requirements.php>
- Soundbite supports MXF files as long as a compatible Apple QuickTime plug-in for MXF is installed on your system. This capability has been tested using the Calibrated{Q} MXF Import for OSX plug-in: ([http://www.calibratedsoftware.com/MXFImport\\_Mac.asp](http://www.calibratedsoftware.com/MXFImport_Mac.asp)). Although this feature may work with other plug-ins, it has not been tested.
- Other formats of files will not be searched, and no warning will be posted. If you are not seeing the results you would expect, ensure that the files you are searching are in a supported format.

## Media Storage

- Soundbite supports any storage volume which will mount on your desktop, including SATA, FireWire, SAN and NAS storage connected via Ethernet or Fibre-channel.

## Languages

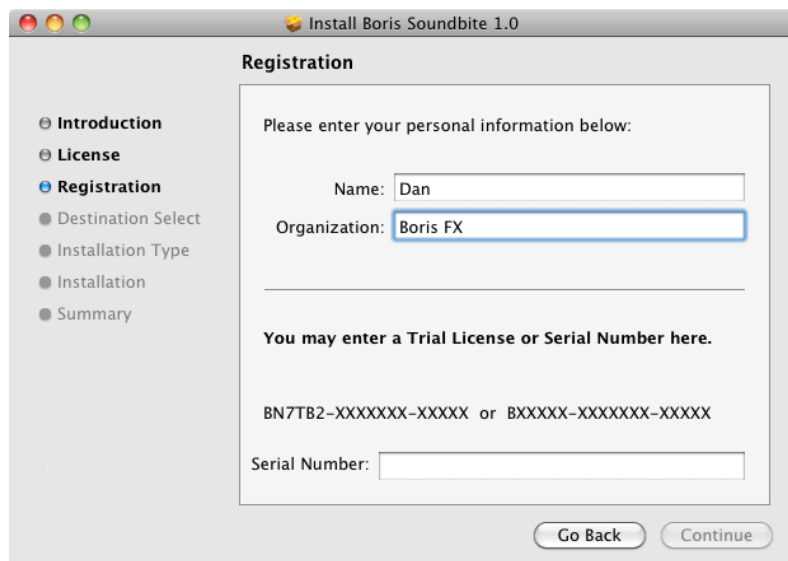
Soundbite currently supports the following languages and dialects.

- North American English
- United Kingdom English
- German
- European Spanish
- Latin American Spanish
- European French
- Italian
- Dutch

## Getting Started

### Installing Soundbite

To Install Boris Soundbite, double click on the Boris Soundbite 2.0 Installer.mpkg. Follow the on screen instructions. When you reach the Registration screen, you can either use a Trial License to use the software for 15 days, or if you have purchased a serial number, enter that to unlock the product.



Currently, each serial allows the use of one specific language. If you wish to use Soundbite with a separate language, you must purchase another serial and download an installer for that specific language. Continue to follow the on-screen instructions. After you click install, you may be required to enter your administrative user name and password, and then the product will install.

## Launching Soundbite

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In the Applications folder within Finder, find the Boris Soundbite folder and select the Soundbite application. If desired, drag the application to your dock to create a shortcut for launching.

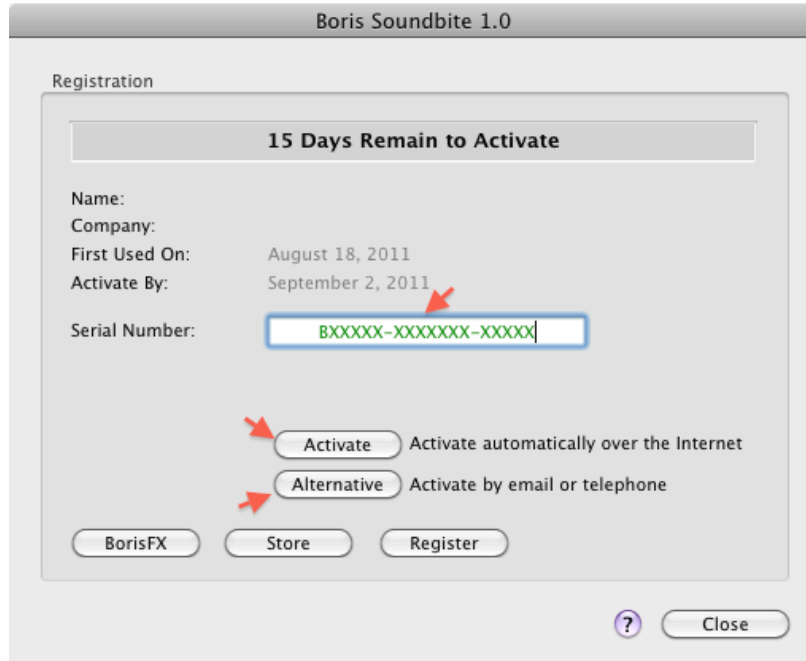
## Activating Your Software

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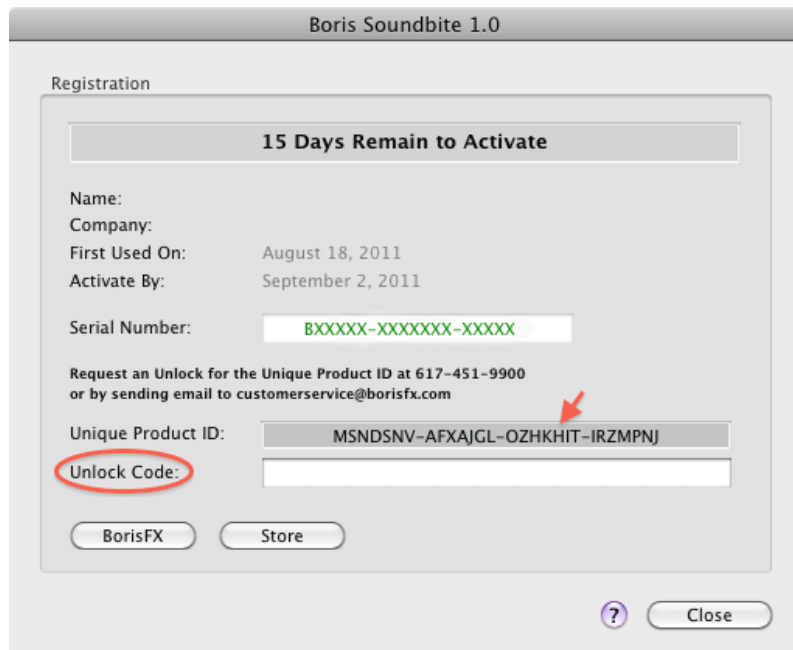
The Trial Version Purchase Window opens automatically when you launch Soundbite if it is not licensed. Additionally, you can open it by selecting License Manager from the Boris Soundbite menu.



Enter the serial number you received (starting with B....) in the **Serial Number** box and then click on either the **Activate** button (to activate the number over the internet) or the **Alternative** button (to activate the number by e-mail or telephone):



When you click the **Alternative** button, a window comes up showing the **Unique Product ID** number which you must provide to **Boris FX** to receive the **Unlock Code** for that system



Once the license is activated (either via Activate button or via Alternative button), a window comes up stating that the product is now Licensed on that system.

## Moving Your License to Another System

Your purchase of Soundbite includes a single software license. If you need to move your installation of Soundbite to another system, you must first deactivate the license on your current



system. Select License Manager from the Boris Soundbite menu and be sure to write down the serial number (you will need this to activate the license on the new system. Once you've written down the serial number, click the **Deactivate** button. You can now activate another installation of Soundbite with this serial number.



## Registering Your Software

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Registering your software guarantees that you get valuable information about available updates. To register your software, select License Manager from the Boris Soundbite menu and click the Register button. Alternately, you can register directly at [http://www.borisfx.com/login/reg\\_form.php?action=register\\_mac](http://www.borisfx.com/login/reg_form.php?action=register_mac)

## Trial Software

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If you have not yet purchased Soundbite, the License Manager window displays the number of days remaining in the trial period, the install date, and the final "activate by" date:

Boris Soundbite 1.0

Registration

**15 Days Remain in the Trial Period**

Name:  
Company:  
First Used On: August 18, 2011  
Activate By: September 2, 2011

Serial Number:  Use UPID

Format: BXXXXX-XXXXXXX-XXXXX

☒ Activate automatically over the Internet

BorisFX Store

? Close

To purchase Soundbite, click the Store button to go to the BorisFX online store and purchase a license. Once you have purchased your license, launch Soundbite and select License Manager from the Boris Soundbite menu, then enter the license in the Serial Number box.

## Using Soundbite

Using Soundbite involves three basic steps:

- Indexing your media so that it can be searched
- Searching your media and reviewing the results
- Importing your results into Final Cut Pro

These steps are covered in detail below

## Indexing

Indexing is the process of analysing the audio in your media files to determine which words are spoken and where. Media files must be indexed before they can be searched. There are two ways in which media files can be introduced to Soundbite for indexing: via Watched Folders and FCP 7 projects

### Watched Folders

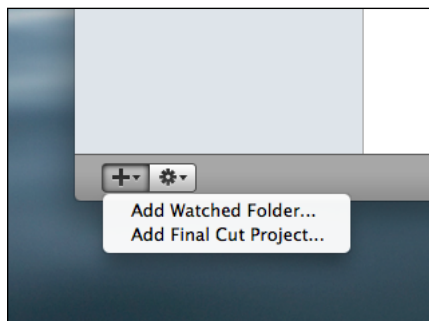
---

Soundbite will automatically index new and pre-existing files in specified folders. These are called Watched Folders. You need to indicate which folders contain or will contain footage you want to make searchable. This is done by (i) dragging and dropping the desired folder onto the sidebar of the Results Window or (ii) using the + button at the bottom of the sidebar, navigating to the desired folder and choosing “add”. You can easily designate multiple watched folders by selecting the folders in the finder and dragging them to the sidebar together.

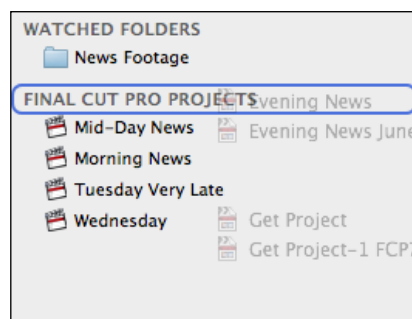
### Final Cut Pro 7 Projects

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Soundbite can also index content already imported into Final Cut Pro 7 projects. This is particularly useful when you need to determine whether certain clips or media have already been used within the same or other projects. This is done by (i) dragging and dropping the desired folder onto the sidebar of the Results Window or (ii) using the + button at the bottom of the sidebar, navigating to the desired project and choosing “add”.



Using the Add button



Drag & Drop

If you normally store all of your media within a single Capture Scratch location, it is best to add the individual project-specific sub-folders to Soundbite, rather than adding the

high-level Capture Scratch folder only. This enables you to filter your searches in a more granular way.

## Channel Selection

When a Watched Folder or Project is added to Soundbite, the Indexing Options sheet appears, allowing you to select which audio channels to make searchable. In certain circumstances, you can increase the accuracy of your searches by limiting the indexing to channels that contain dialogue. By default, Soundbite will mix all of the audio channels together before indexing, just to ensure no dialogue is missed. But if you are searching files with a 5.1 surround mix, for instance, you may want to limit the indexing to the Left, Center, and Right channels so that the ambience, music and sound effects in the surround channels does not obscure the dialogue during the indexing (you will still be able to hear all the channels in the results player).

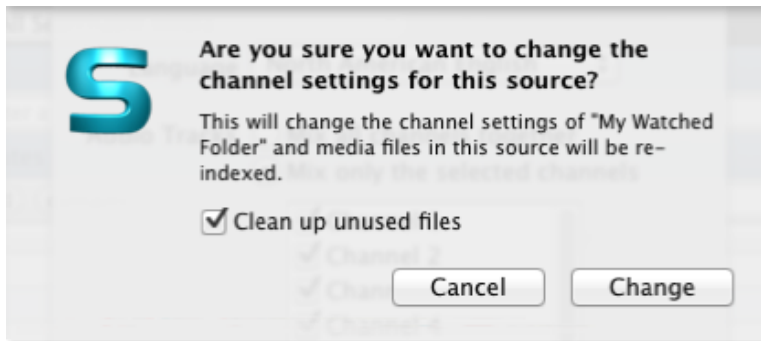


Some file formats, like QuickTime, support multiple audio “tracks”. Each track may contain several “channels”. For instance, a QuickTime movie may contain two tracks (English and Spanish 5.1 mixes), and each track would have 6 channels. Currently, Soundbite can access the audio channels on the first track only. If the audio is stored on other tracks, it will not be indexed.

Soundbite will index the chosen channels for *all* content stored in the Project or Watched Folder, so it is important that the audio structure remain consistent across all content within that Project or Watched Folder. If the audio structure could vary from file to file, selecting the “Mix down all tracks together” option is recommended.

If the selected tracks are changed at any point after indexing has started, Soundbite will  
 a) re-index previously indexed files and b) index new content using the new settings

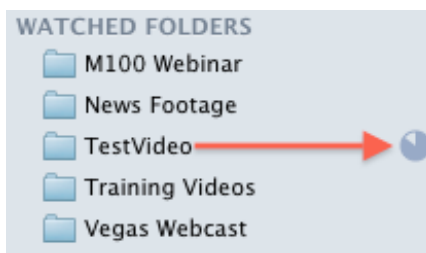
from that point forward. Verification is required for changes to selected tracks to take effect.



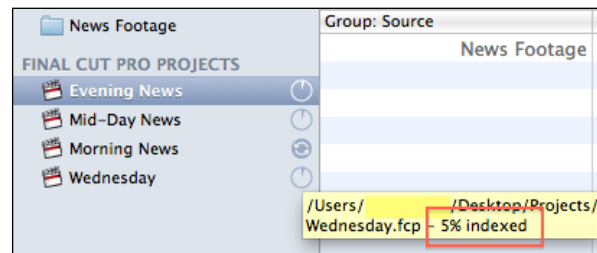
*Note: The Language menu will display the language which will be searchable. This setting cannot be modified in this version.*

## Indexing Process

The indexing process is many times faster than real time, but timing can vary depending on the type of content. A clock-style progress indicator beside each folder and project indicates how far along indexing is at any given point. You can also check indexing progress by hovering over the clock-style progress indicator and revealing a percentage complete number.



**Index in progress**



**Percentage Complete**

In addition to making the audio and video files searchable, Soundbite is also importing all metadata associated with projects and media files.

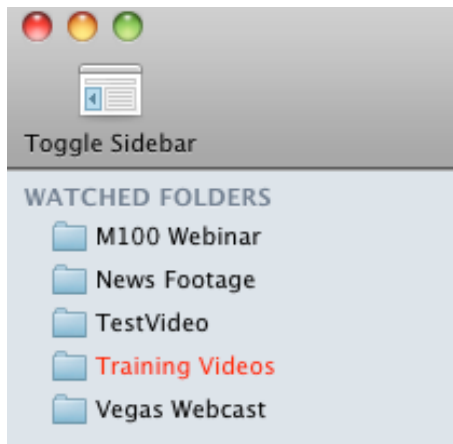
After the initial indexing is completed, projects and watched folders will only need to index incrementally as new material is added, and should complete far more quickly than the initial index process.

**Note:** You can search within either Watched Folders or Final Cut Pro 7 projects before indexing is complete, but you will only find results for files that have been indexed.

## Moving Folders and Projects, Disconnecting Volumes

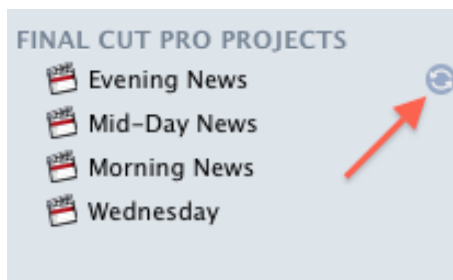
If any Watched Folders or Final Cut Pro projects are moved to a different volume or folder, they must be added again to Soundbite and re-indexed. Soundbite will indicate a missing folder or project by changing the font color in the side bar to red.

If a Watched Folder resides on a volume that is not currently mounted, Soundbite cannot access the folder and will change the Watched Folder to red as an indication. When the volume is mounted again, Soundbite will return the Watched Folder to a normal state indicated by black text.



## Updating Final Cut 7 Projects in Soundbite

Changes within a Final Cut Pro 7 project are not automatically reflected in Soundbite. This includes clips exported to the project and other actions that normally occur during your edit session. When either an explicit save or auto save occurs for a given project, Soundbite is notified and displays a “refresh” button alongside the project name. Click the refresh button to have Soundbite index the latest changes.

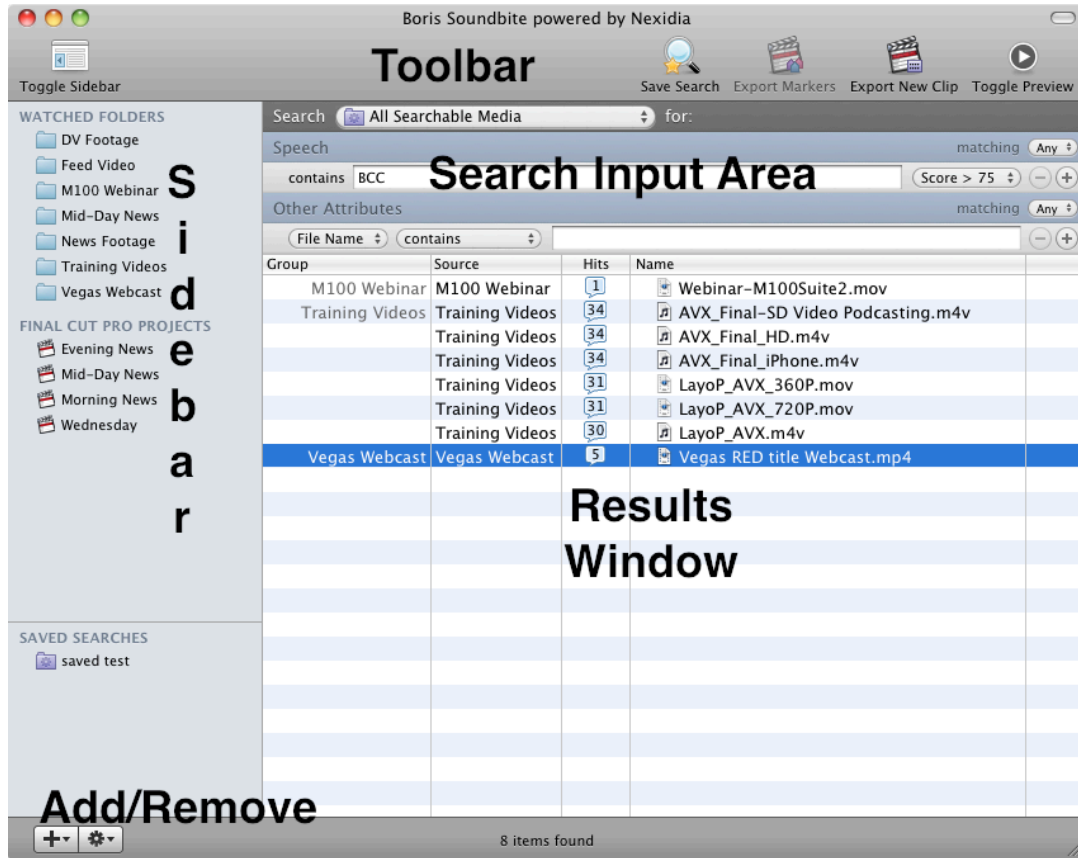


## Removing Media from Soundbite

When media that has been indexed by Soundbite is removed from a Watched Folder or Final Cut Pro project, Soundbite does not automatically delete the search info for those files, just in case you bring them back. However, this will also cause Soundbite to show search results for files which no longer exist. In order to prevent this, select 'Preferences' from the Soundbite menu, then select 'Advanced'. Clicking the 'Remove Unused Files' button will delete search info

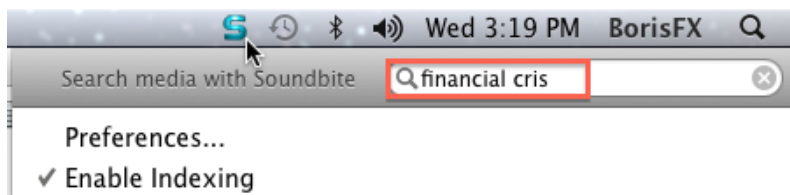
for all media files which are no longer contained in the current list of Watched Folders and FCP projects.

## Searching



## Initiating a Search

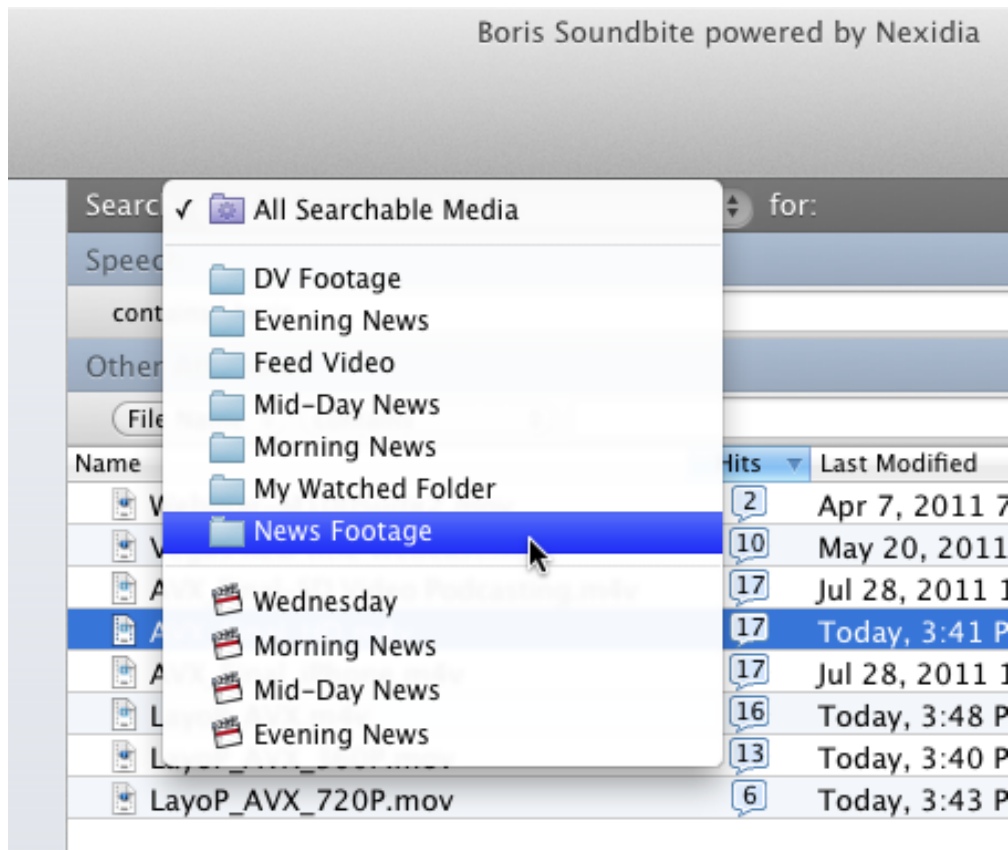
To search for a word or phrase in your media, launch Soundbite and enter the desired text in the Speech area of the Results window. Alternately, you can click the Soundbite icon in the top menu bar on your desktop and enter a term in the Soundbite search box.



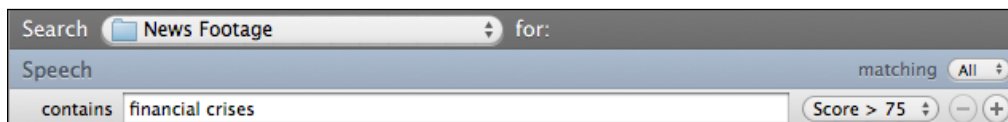
**Note:** We highly advise reading Appendix A: Search Tips and Techniques. Because Soundbite is searching audio and not text, understanding a few useful pointers in advance will help you to get the most immediate value from Soundbite.

## Selecting Content to Search

A good practice is to select your search location before typing in your search term – this will refine your search, making it more efficient and allowing you to obtain the fastest results. To do this, click on the “Search for:” menu. This will show a list of all the media file folders and FCP Projects you have indexed. Select the one you want to search and then type in your search term. Performing a search on “All Searchable Media” can be used as a secondary option if you are not sure where the specific content you are looking for resides.



### Results Window



### System Menu Bar

## Adjusting Score Threshold

With Soundbite, you can also broaden or narrow the scope of your search by changing the “Score” setting. Raising it yields only the most precise results. Lowering it includes



results that have poorer quality audio, or variations in pronunciation such as “China” and “Chinese”.

Boris Soundbite powered by Nexidia

Save Search Export Markers Export Preview

Search  for:

Speech  
contains

Other Attributes  
File Name contains

Score > 95  
Score > 90  
Score > 85  
Score > 80  
✓ Score > 75  
Score > 70  
Score > 65  
Score > 60  
Score > 55  
Score > 50

Group	Source	Score	Hits	Name
My Watched Folder	My Watched Folder	96	17	AVX_Final-SD Video.m4v
	My Watched Folder	96	17	AVX_Final_iPhone.m4v
	My Watched Folder	96	17	AVX_Final_HD.m4v
	My Watched Folder	97	16	LayoP_AVX.m4v
	My Watched Folder	96	13	LayoP_AVX_360P.mov
	My Watched Folder	91	6	LayoP_AVX_720P.mov

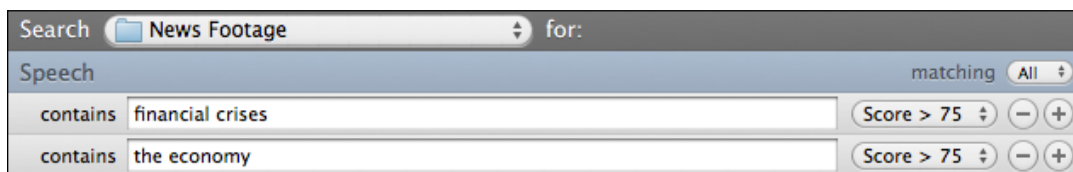
## Combined Searches

There are several ways to combine search parameters to build highly targeted queries for audio and video content.

First, Soundbite allows up to eight spoken terms or phrases to be entered per search. To add multiple terms to a query, select '+' to the right of current search term. An additional row will appear, allowing up to eight terms to be defined for a single search.

Once all of the terms are added, determine whether to search for all of the terms (similar to an 'AND' operator), or for any of the terms (similar to an 'OR' operator). Select 'ANY' or 'ALL' from the drop-down in the 'Speech' section.

A combined phonetic search of "financial crises" and "the economy" would be performed as follows

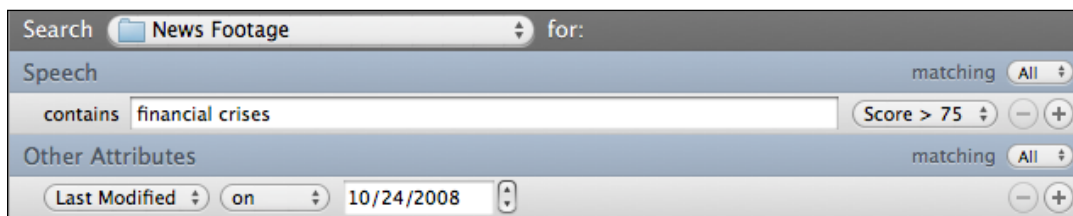


The screenshot shows the Soundbite search interface. At the top, there is a 'Search' button and a dropdown menu set to 'News Footage'. Below this is a 'for:' label. The main section is titled 'Speech' and has a 'matching' dropdown set to 'All'. There are two rows of search criteria, each starting with 'contains'. The first row contains 'financial crises' and the second row contains 'the economy'. To the right of each row is a 'Score > 75' dropdown and two buttons, '-' and '+', for adjusting the score.

Another way in which Soundbite can be used to build more complex queries is by defining filters on the files to be searched based on the Final Cut Pro and system metadata for each clip or sequence. Once one or more spoken terms or phrases are defined, type or select any metadata filters you'd like to apply. This acts as a file filter to more precisely identify which content is to be searched.

Similar to spoken terms and phrases, multiple metadata filters can be applied to a single query. Likewise, the user can specify if ANY or ALL of the metadata filters must match for files to be considered relevant for the search.

A combined phonetic search of "financial crises" and "last modified date" of October 24, 2008 would be performed as follows

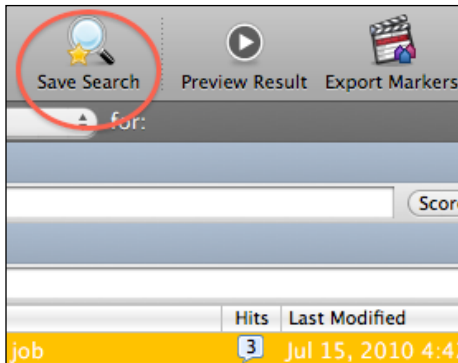


The screenshot shows the Soundbite search interface. At the top, there is a 'Search' button and a dropdown menu set to 'News Footage'. Below this is a 'for:' label. The main section is titled 'Speech' and has a 'matching' dropdown set to 'All'. There is one row of search criteria starting with 'contains' and 'financial crises'. To the right of this row is a 'Score > 75' dropdown and two buttons, '-' and '+'. Below the 'Speech' section is another section titled 'Other Attributes' with a 'matching' dropdown set to 'All'. There is one row of search criteria starting with 'Last Modified' followed by 'on' and '10/24/2008'. To the right of this row is a 'Score > 75' dropdown and two buttons, '-' and '+.

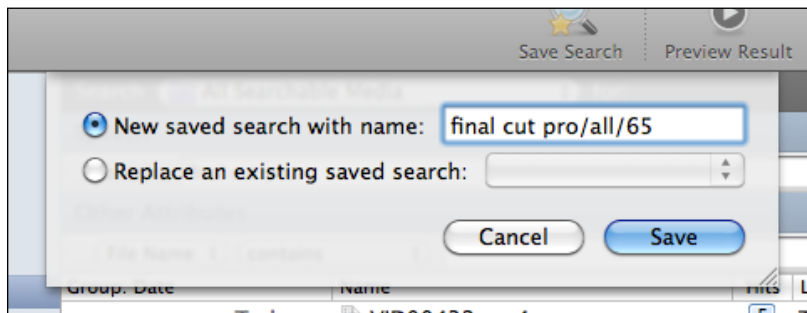
## Saved Searches

Soundbite's ability to save searches improves your efficiency when you know you'll want to do repeated searches throughout a day's edit session or even over the span of an entire project.

For example, to save a search for the Speech term "final cut pro" in "All Searchable Media" with a "65" Score setting, select 'Save Search' once you've entered the desired parameters.

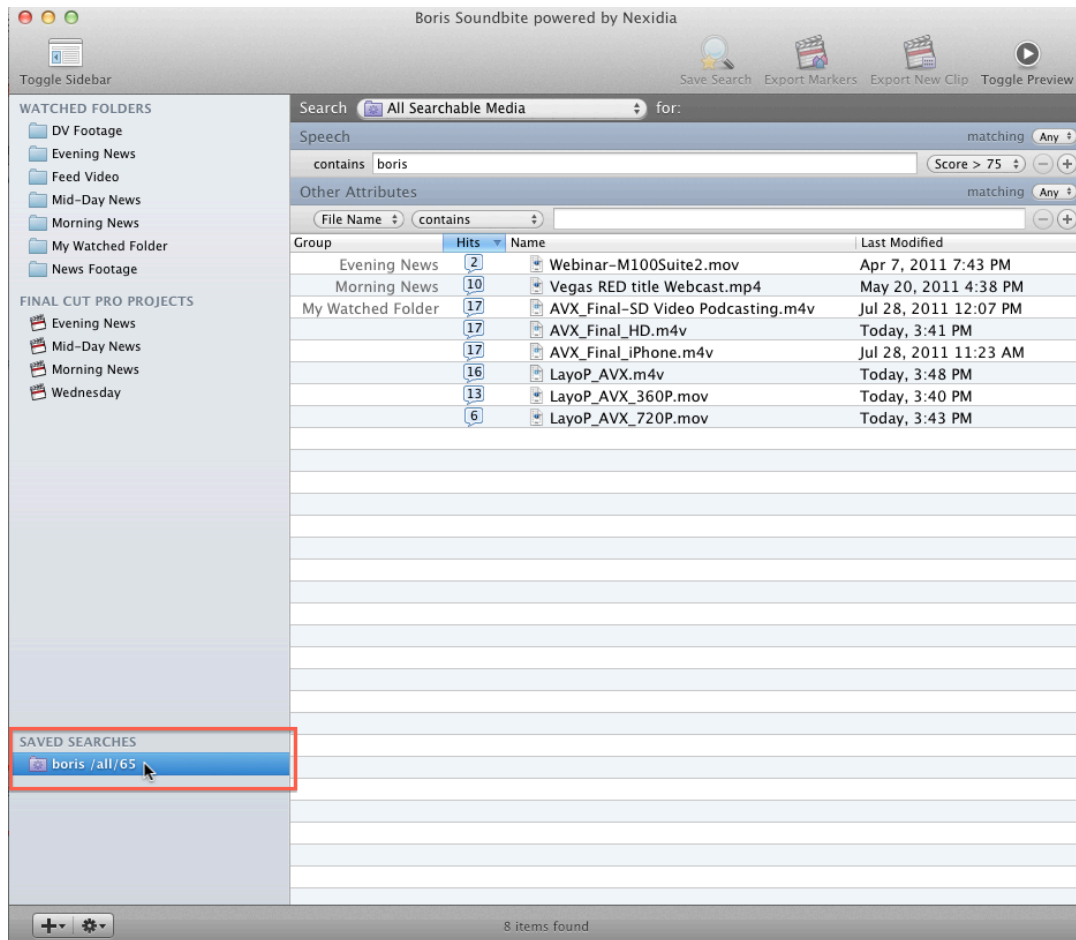


Next, you'll be asked to name the search. A good practice is to name the search with the term, where searched and score setting.

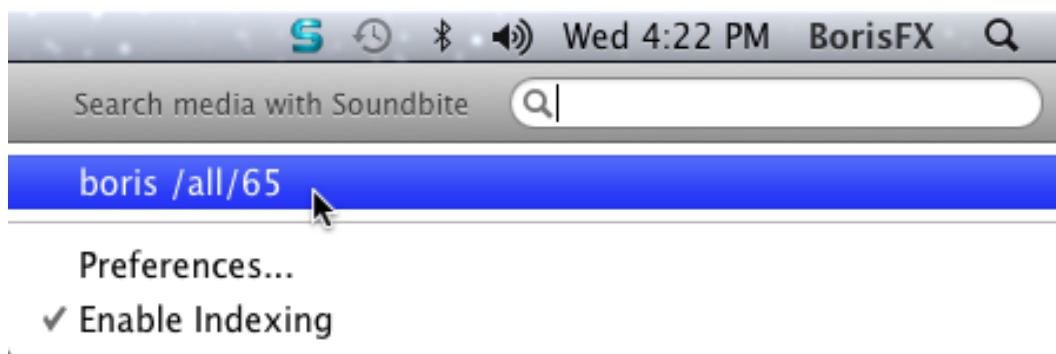


In this example, the search is called 'final cut pro/all/65'.

Your search will be saved and can be accessed at any time either by selecting it in the Saved Searches area of Soundbite's sidebar, or, even more conveniently, by choosing it directly from the Soundbite Menu bar drop down.



### Results Window



### System Menu Bar

## Search results

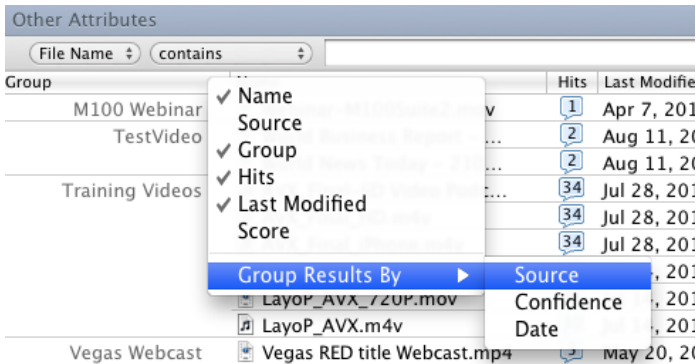
Search results are displayed in the Soundbite search results window. You will be presented with a list of media files and/or clips that contain matches to the input search term(s), grouped logically so that you know whether or not the files are already being used in a specific FCP project or if they are part of a media file Watched Folder.

A 'Hits' indicator displays for each file or clip, displaying the number of times your search term appears within the file. The total number of items found is indicated in the bottom area of the results window.

Search  All Searchable Media for:			
Speech		matching  Any	
contains <input type="text" value="BCC"/>		Score > 75  -  +	
Other Attributes		matching  Any	
File Name  contains			
Group	Name	Hits	Last Modified
M100 Webinar	Webinar-M100Suite2.mov	1	Apr 7, 2011 7:43 PM
TestVideo	World Business Report - ...	2	Aug 11, 2011 4:36 PM
	World News Today - 210...	2	Aug 11, 2011 4:39 PM
Training Videos	AVX_Final-SD Video Podc...	34	Jul 28, 2011 12:07 PM
	AVX_Final_HD.m4v	34	Jul 28, 2011 12:54 PM
	AVX_Final_iPhone.m4v	34	Jul 28, 2011 11:23 AM
	LayoP_AVX_360P.mov	31	Jul 14, 2011 2:14 PM
	LayoP_AVX_720P.mov	31	Jul 14, 2011 10:01 AM
	LayoP_AVX.m4v	30	Jul 14, 2011 1:29 PM
Vegas Webcast	Vegas RED title Webcast.mp4	5	May 20, 2011 4:38 PM
10 items found			

## Grouping Search Results

By default, Soundbite groups results by source, which means you are presented with results based on either the Watched Folder or Final Cut Pro project in which they reside. Results within the same source are sorted in descending order based on the number of Hits. This can be changed by Control-Clicking on any column heading and changing the “Group Results By” setting as follows



**Group Results By Source** – (Default) Results are listed by Watched Folder and Final Cut Pro projects, then number of hits.

**Group Results By Confidence** – Results are listed from Highest to Lowest Confidence, based on the underlying score of the results within each file. The top scoring files appear at the top of the list, regardless of what folder or project they reside in.

Group: Confidence	Name
Very Confident	AVX_Final-SD Video Podc...
	AVX_Final_HD.m4v
	AVX_Final_iPhone.m4v
	LayoP_AVX_360P.mov
	LayoP_AVX_720P.mov
	LayoP_AVX.m4v
	Vegas RED title Webcast.mp4
Confident	World Business Report - ...
	World News Today - 210...
	Webinar-M100Suite2.mov

**Group Results By Date** – Results are listed in order of Last Modified Date, with newest first.

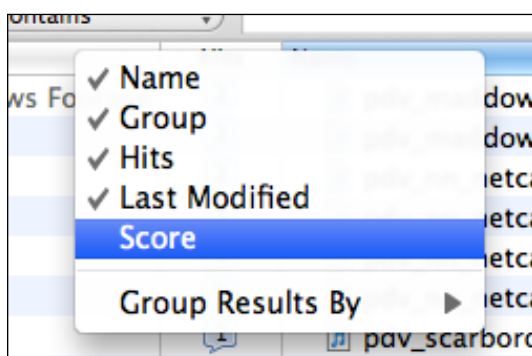
Group: Date	Name
2 Weeks Ago	World Business Report - ...
	World News Today - 210...
Last Month	AVX_Final-SD Video Podc...
	AVX_Final_HD.m4v
	AVX_Final_iPhone.m4v
	LayoP_AVX_360P.mov
	LayoP_AVX_720P.mov
Older than Last Month	LayoP_AVX.m4v
	Vegas RED title Webcast.mp4
	Webinar-M100Suite2.mov

## Results Column Layout

In addition to “Group By” settings, search results can be sorted on any column in the results window by selecting the column title and toggling to sort ascending or descending.

Score ▼	Score ▲
97	76
95	80
92	83
92	85
90	90
85	92
83	92
80	95
76	97

You can also customize your view of the columns in Soundbite by control-clicking anywhere in the title area of the columns and checking or un-checking the desired columns to display.

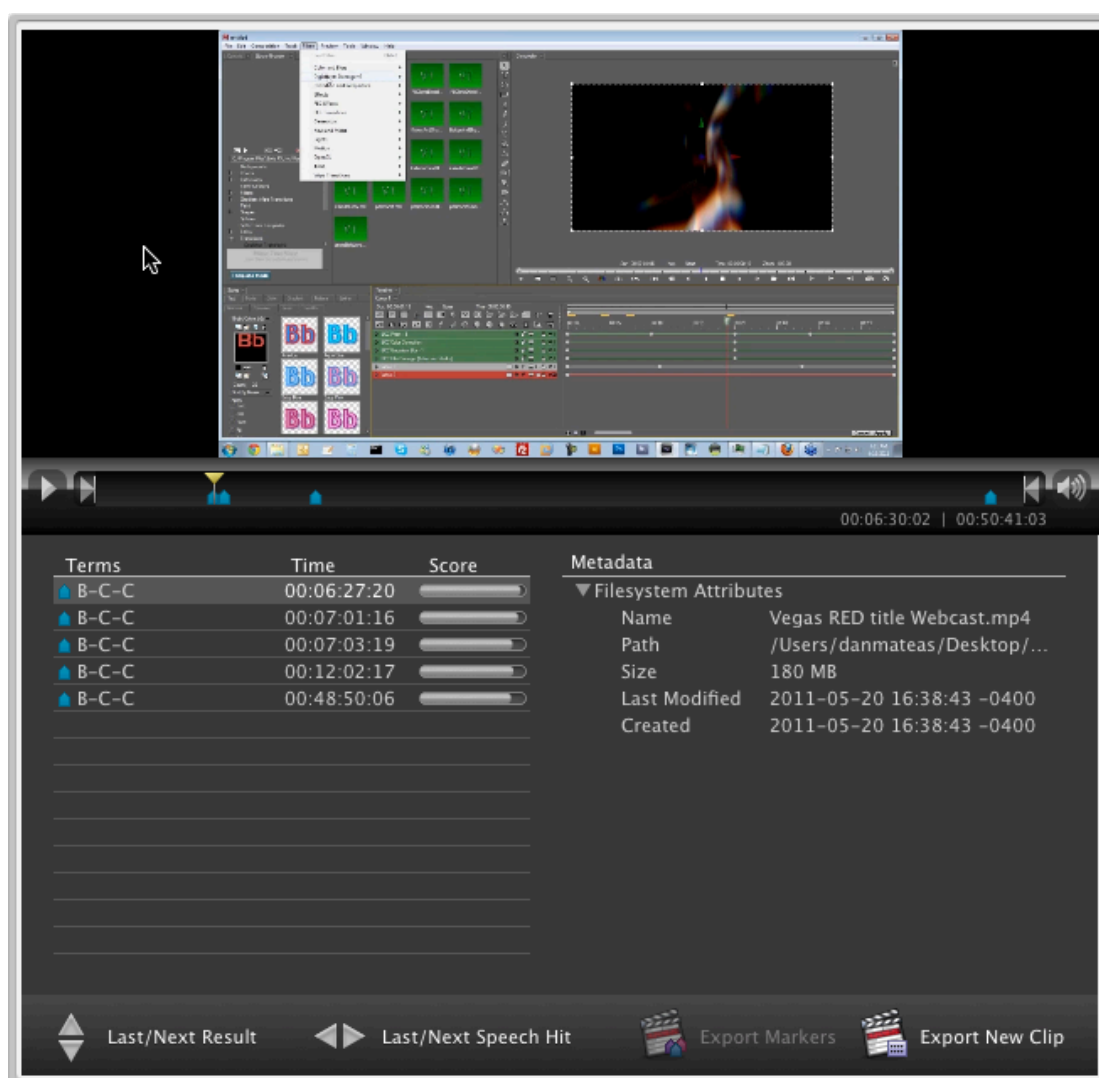


Columns can also be re-arranged to suit your viewing preference by clicking in the title area of the column you'd like to move and dragging horizontally right or left.

Group: Confidence	Score	Name	Hits
Somewhat Confident	78	Vegas RED title Webcas...	4
Confident	88	LayoP_AVX_720P.mov	4
	89	LayoP_AVX_360P.mov	2

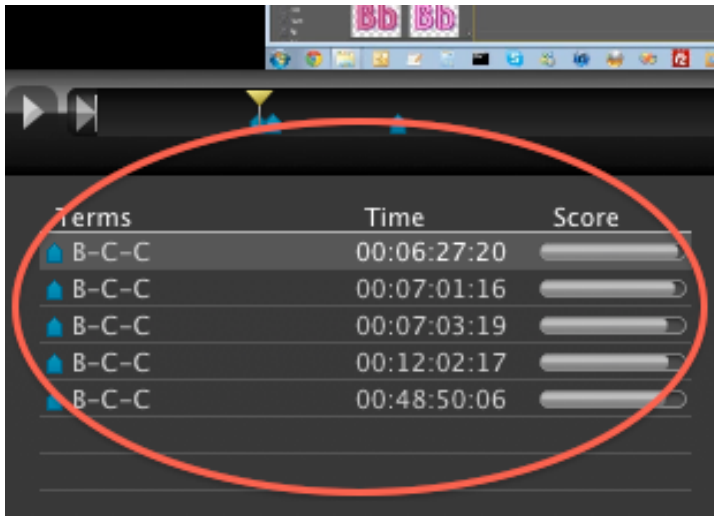
## Search Results Playback

To preview the results before exporting to Final Cut Pro, either double click a result in the results list, or highlight a result and hit the space bar. Soundbite's Preview Window opens and automatically starts playback at the first occurrence of the search term within the file. Tapping the space bar again stops playback.

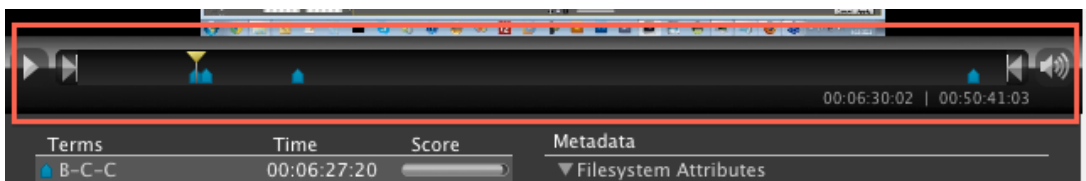




The Soundbite Preview Window includes a list of the occurrences of your search parameter; in this example there are five “B-C-C” hits. “Hits” are marked in the timeline for each file previewed.

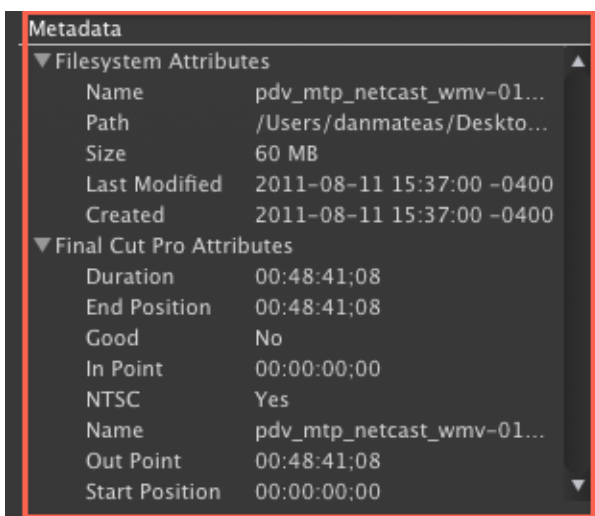


List of occurrences in this file



Markers in the timeline

Soundbite's Preview Window also has a metadata area that displays both Finder-level and Final Cut Pro metadata.



While the Soundbite Preview Window is open, use the left/right arrow keys to skip to the next or previous hit in the file. Use the up/down arrow keys to change files.

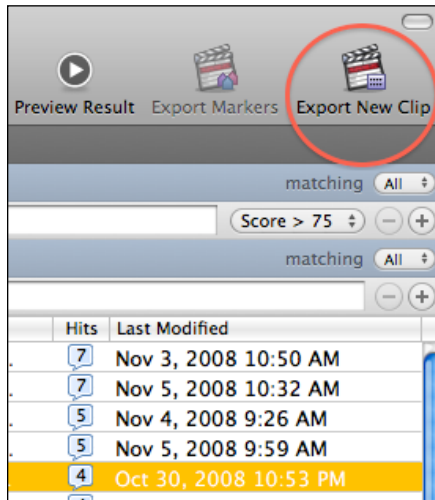
## Exporting

Soundbite provides several ways to add selected search results to a project in Final Cut Pro 7:

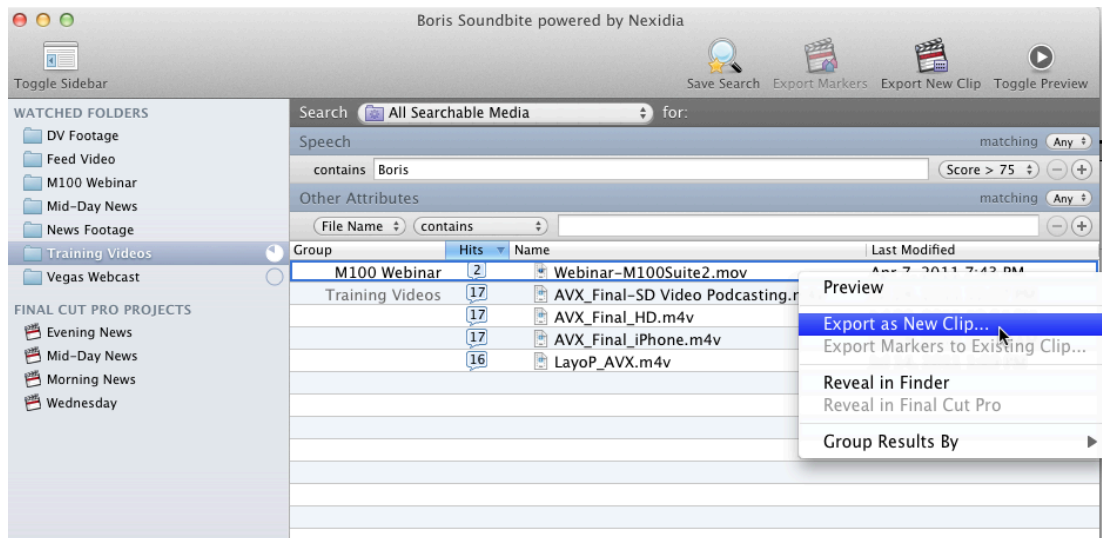
- export an entire clip to an existing bin or project
- export an entire clip to a new bin
- export multiple clips to an existing bin or project
- export multiple clips to a new bin
- select an 'in' and 'out' point to be exported along with your clip
- export Markers Only to an already existing Final Cut Pro 7 clip

## Exporting Clips for Final Cut Pro 7

There are several ways export clips to Final Cut Pro. The first and fastest way is to highlight the item in the Soundbite Results Window and select the “Export New Clip” button in Soundbite’s Toolbar area.

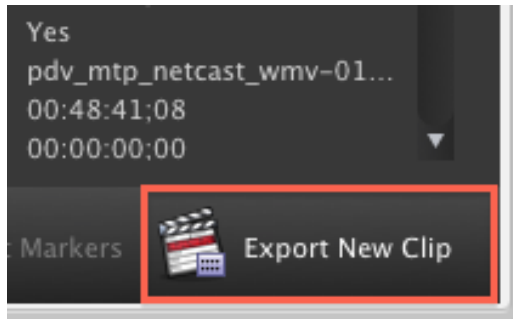


You can also right-click or control-click the chosen item in the Results Window and select “Export as New Clip...”

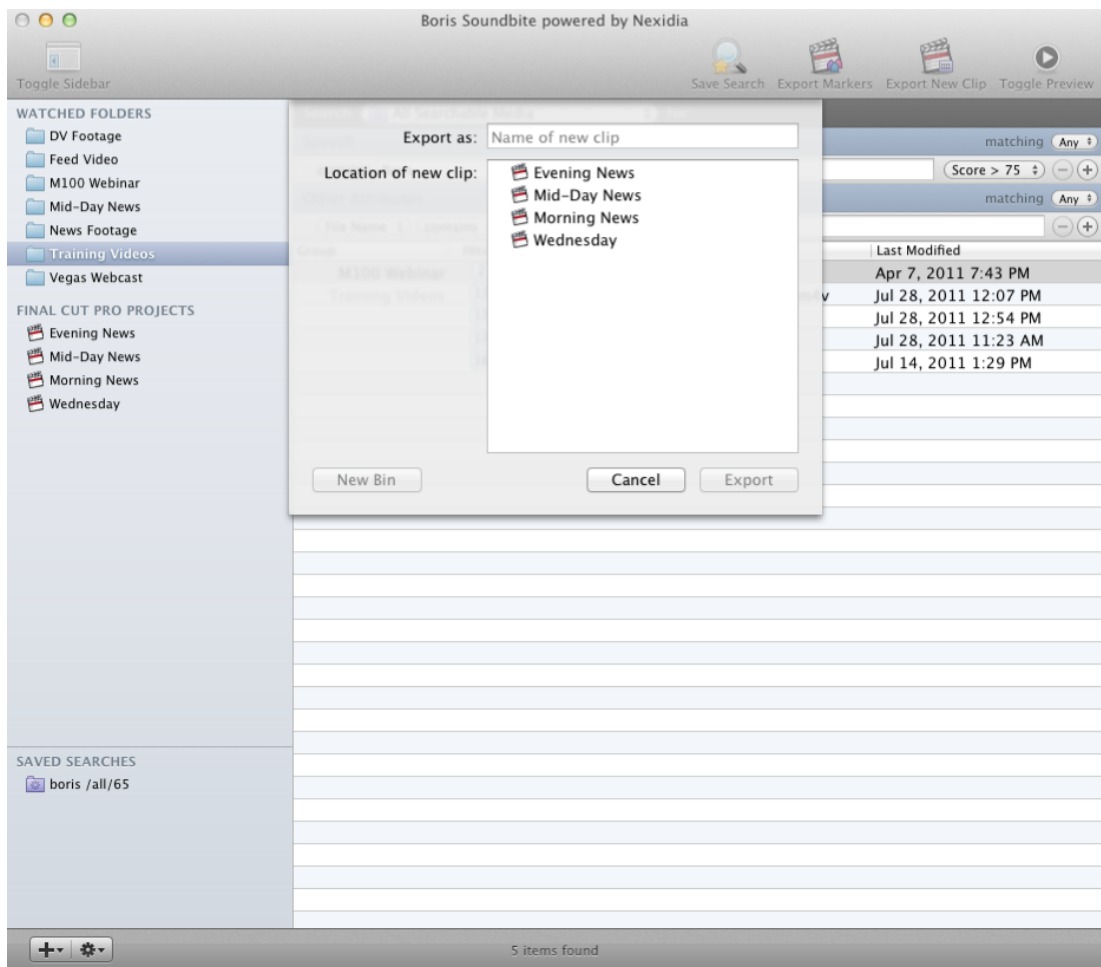


To export multiple clips at once, Shift-Click on the desired items and either select the ‘Export New Clip’ Button in the Toolbar, or control-click in the Results Window. A single name is input and the resulting clip names in Final Cut Pro will be amended as Clip, Clip1, Clip2, ... ,ClipN.

You can also click on the “Export New Clip” button in the lower right corner of the Preview window.



Once you choose to “Export New Clip”, a dialog box will appear with a list of your current Projects.

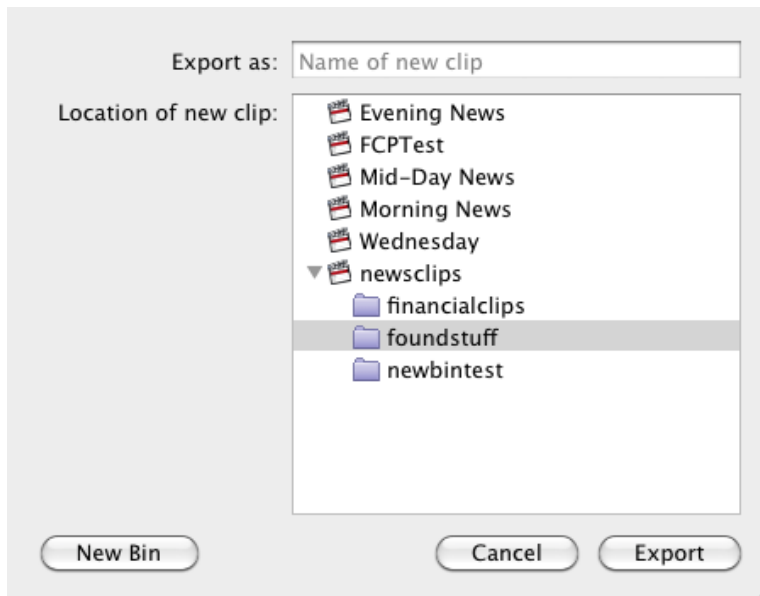


At this point, you can choose to export to the following destinations within Final Cut Pro:

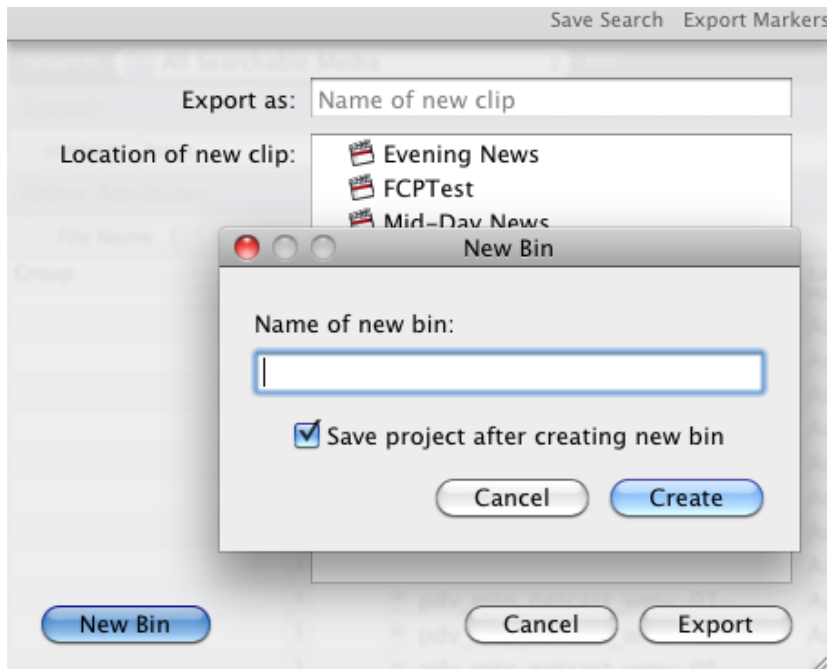
1. To the **Browser** of a selected project, by NOT selecting any bins that may exist in a selected project.



2. To an **existing bin** within a selected project, by selecting the desired bin in a selected project.



3. To a **new bin**, by first choosing “New Bin” from the lower left portion of the export window, naming it and then selecting it as the export destination.



**Note:** you must enter a clip name in order to export the file or clip. If you choose a generic clip name like “Soundbite found clip”, Soundbite remembers this and you can just hit Export on subsequent files without having to enter a name.

## In and Out Markers

You can also mark 'in' and 'out' points to be exported along with your clip.

The Mark In and Mark Out functionality is accessed from the timeline area of the Soundbite Preview Window and the markers can be positioned in three ways:

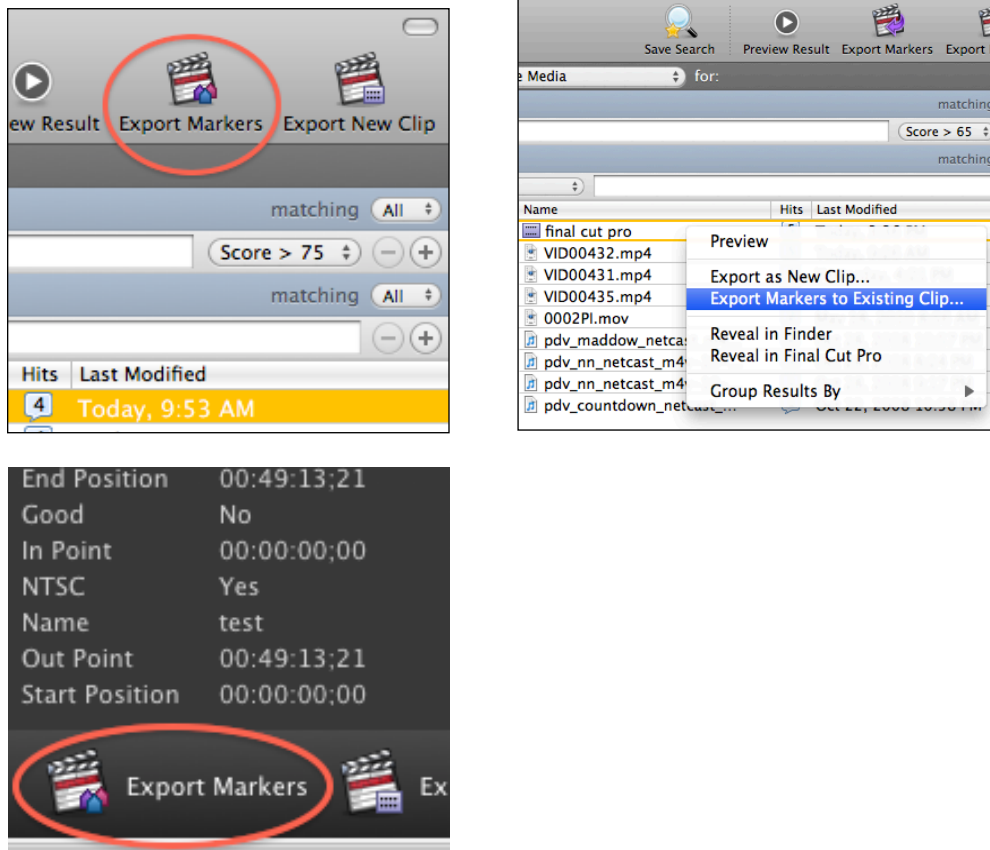
1. Click and drag the sliders at either side of the timeline to move them to a desired In or Out point.
2. Move the yellow navigation pointer to the desired location and hit the "i" key for an in point or the "o" key for an out point.
3. Click the "i" key for an in point or the "o" key for an out point during playback to mark your area of interest.



## Export Markers to Existing FCP 7 Clips

The Export Markers command writes dialogue markers to an existing clip in your FCP 7 project, eliminating duplication of clips.

Simply select a clip from the Results Window click the “Export Markers” button in the Soundbite Toolbar or right-click/control-click the item and choose “Export Markers to Existing Clip...”. You can also click “Export Markers” in the Soundbite Preview Window.



**Note:** the “Export Markers” function and associated choices/buttons are only available when an existing Final Cut Pro clip is selected in the results window.

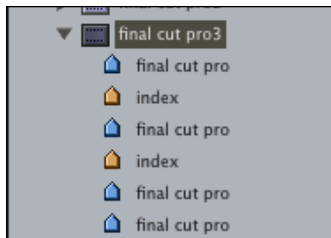


## Clip Arrival in Final Cut Pro 7

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Clips exported from Soundbite appear in either the FCP Browser or the destination bin of the project you selected, with markers in the timeline indicating where the search terms exist. Hovering over a marker shows the search term.

Clips that have results from a multi-term search have different color Markers for each term.

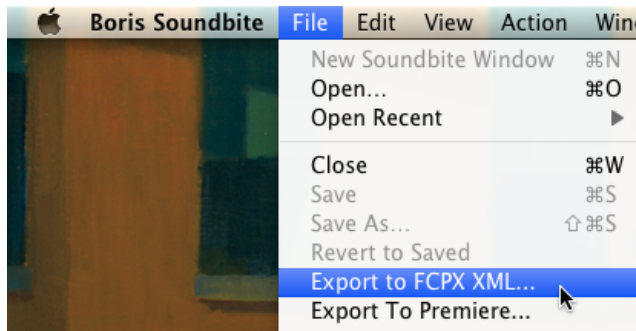


In and Out points that have been included with clips are seen once the clip is loaded into the Final Cut Pro Viewer.

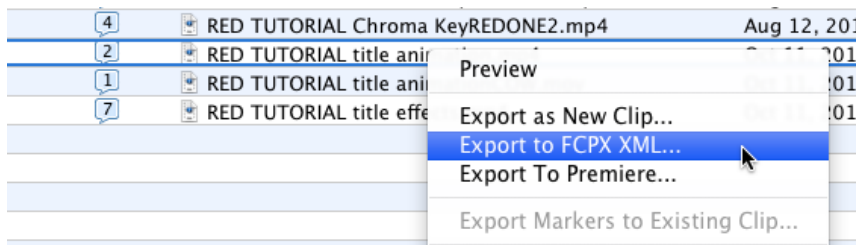


## Export to FCPX XML

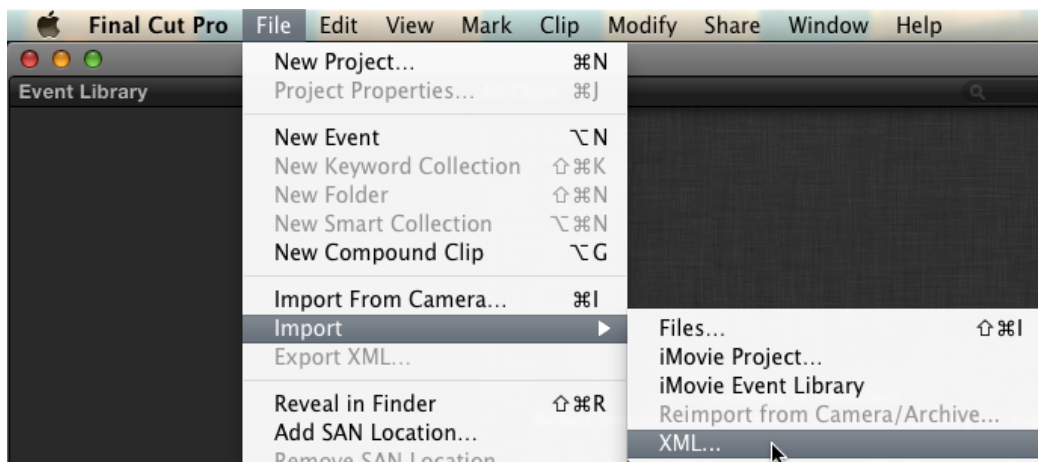
Soundbite also allows you to export selected clips to a .fcpxml file which can then be imported to Final Cut Pro X. To do so, highlight the desired items in the Soundbite Results Window and choose the File -> Export to FCPX XML menu item.



Alternatively, you can also right-click or control-click the chosen items in the Results Window and select "Export To FCPX XML..."



Soundbite will ask you to save the file on disk, and after you do so you can import the file into Final Cut Pro X using the File -> Import -> XML... command.

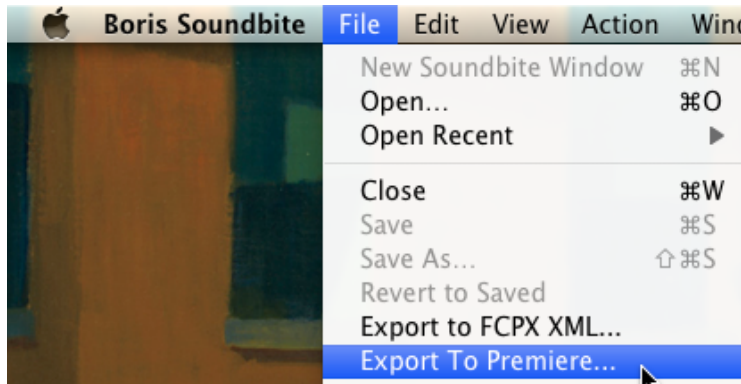


The markers will also be imported with the .fcpxml file, as well as any In/Out points you have created for that clip.

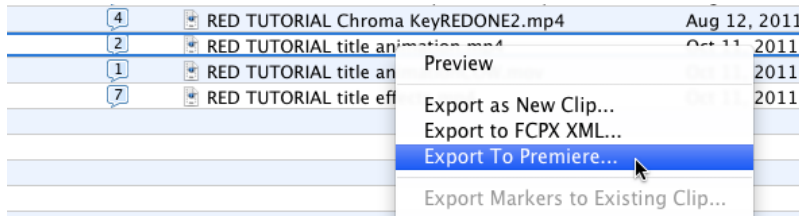
## Export to Premiere Pro

---

Highlight the desired clip(s) in the Results Window, then click on the File -> Export To Premiere menu item.



Or use the right-click or control-click menu:

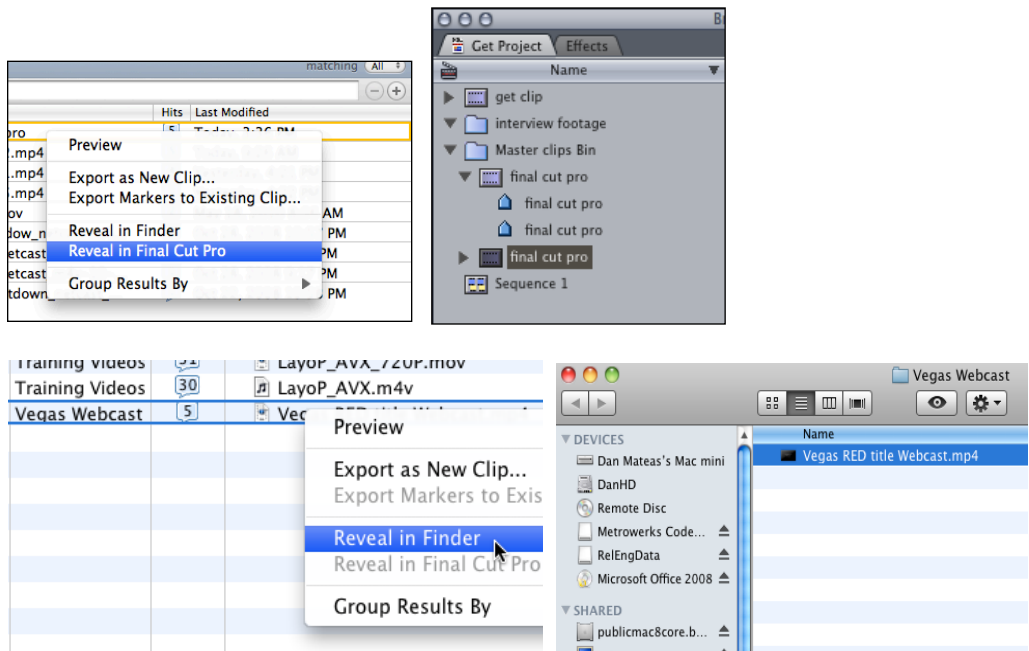


Soundbite will ask you to save the file on disk, and after you do so you can import the file into Premiere Pro using the File ->Import command. The markers will also be imported with the .xml file, as well as any In/Out points you have created for that clip.

## Reveal In Finder or Final Cut Pro 7

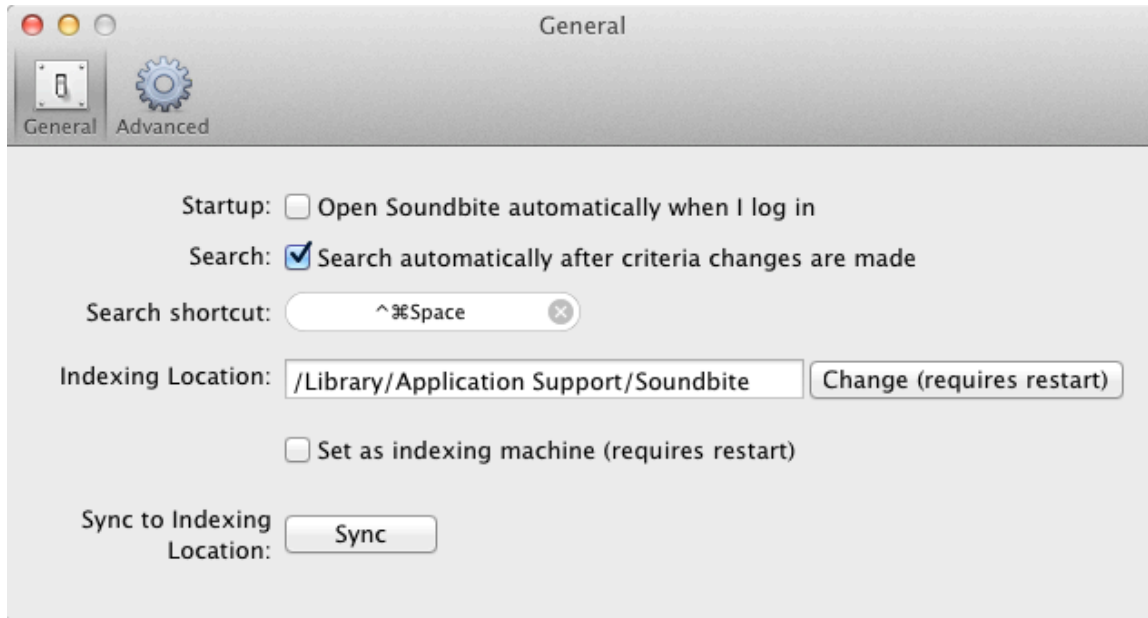
---

Soundbite provides commands to “Reveal in Finder” (for complete media files) and “Reveal in Final Cut Pro” (for clips and media files in FCP 7). Both choices are available by right-clicking/control-clicking on an item within the Results Window.

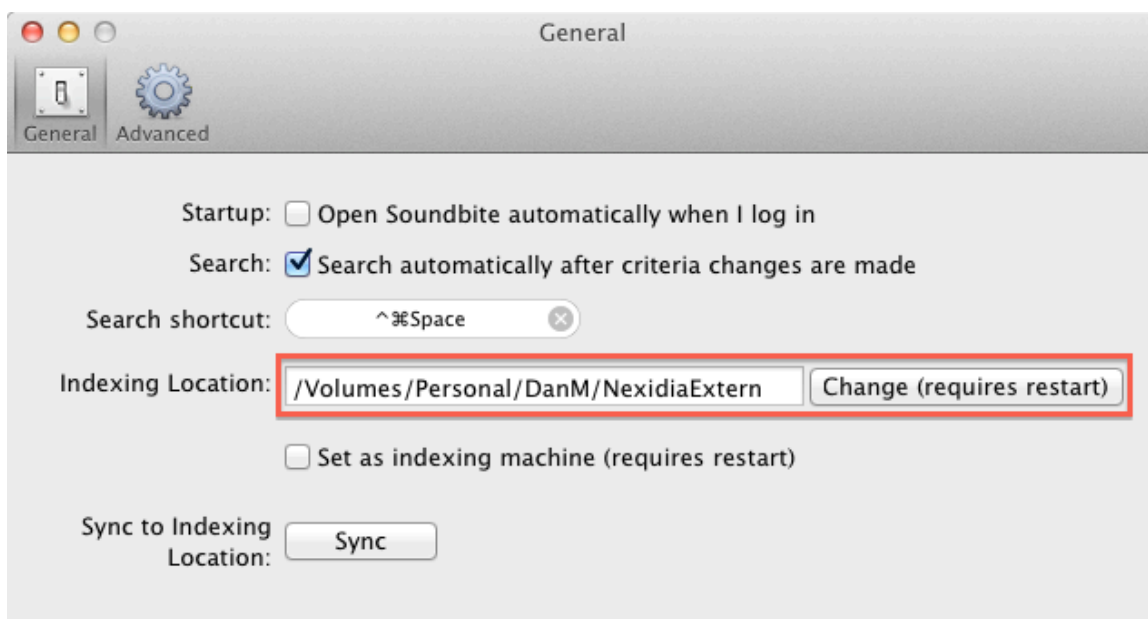


## Workgroup

Soundbite can be used in a Workgroup, meaning that you can have a shared library of material that is accessed by multiple workstations. To do so, you must change the indexing location. This location is where the index (.pat) files for your media are stored. Note that this is usually a different location from where your actual media files are stored on disk; this directory is only used by Soundbite. By default, this location is /Library/Application Support/Soundbite.



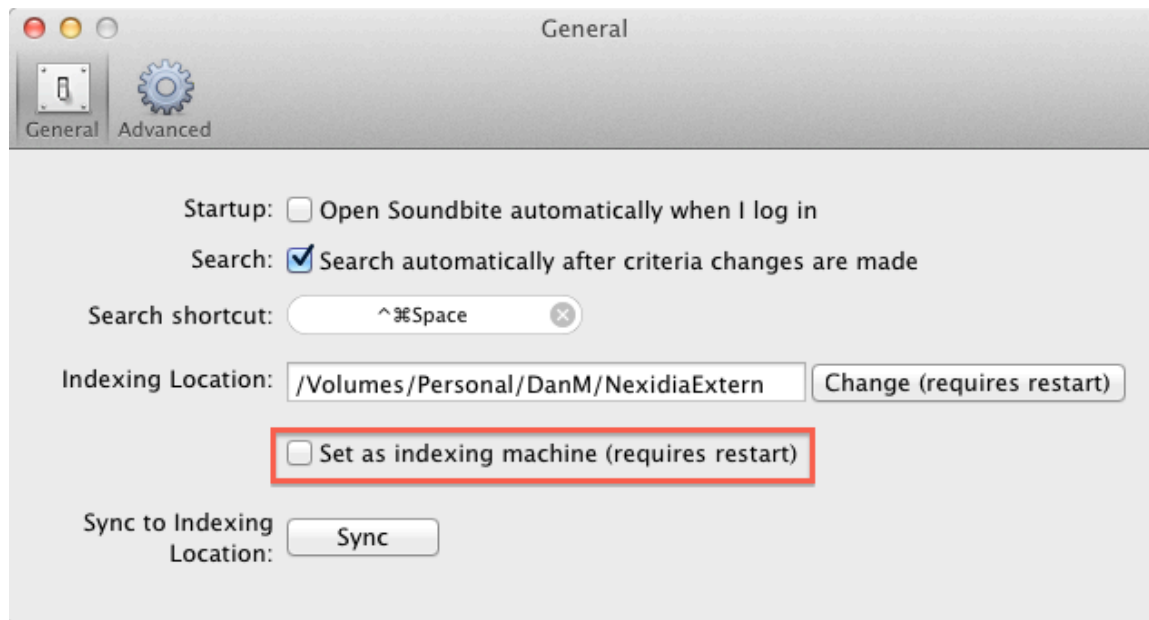
If you wish to use Soundbite in a Workgroup, you must go to File -> Preferences. In the general tab, find where it states the Indexing Location, and click the change button next to it. Choose a shared directory where you would like to store the indices (most likely on a server). This will require a restart of the Soundbite application.



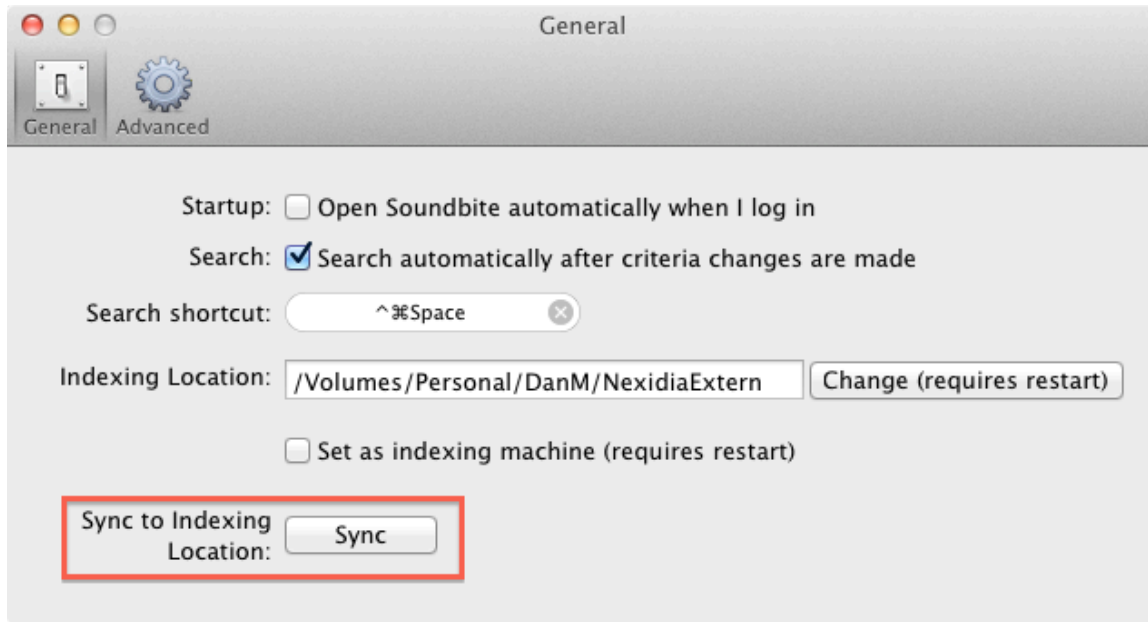
There are two types of Soundbite instances that can connect to a shared location: indexing machines and searching machines. Indexing machines can index watch folders and create new .pat files; searching machines can only search pre-existing pat files. To switch between the two functionalities, check the “Set as indexing machine (requires restart)” checkbox. Switching between the two functionalities also requires a restart of the application.

Each shared indexing location can only have one machine designated as the indexing machine for that location. This machine is determined by which instance of Soundbite is the first to connect to (and thus create all the necessary sub-folders) for that particular location. This will be the only machine that can index new media files to that location. However, any number of other machines can connect to the shared indexing location as “search machines” and use the indexed pat files to search media and export data. You must be connected to the server in order to index to the shared location, as well as search files that have been indexed to that location.

To set up an instance of Soundbite as a “search machine” for a shared location, go to Files -> Preferences, change the Indexing Location to the shared location, and uncheck “Set as indexing machine (requires restart)” (by default, this is on). If configured as a “searching machine”, Soundbite will not allow you to index any files, even locally, however you will be able to safely use the shared location.



When set as a searching machine, Soundbite will synchronize with the shared indexing location upon launch. If the Index Machine adds, removes, or updates watched folders, searching machines for that location will not immediately see the changes. To do so, they must either restart the application, or click on the synchronize button in the preferences:



If you use Soundbite locally (with the Index Location pointed to “/Library/Application Support/Soundbite”), and you switch the indexing location to something else, you will notice upon relaunch that your watched folders and projects will no longer be seen. This is because only one indexing location can be active at a time. You should however, see the watched folders that have been indexed to the new indexing location and search those. Your local data is not lost however. If you switch your indexing location back to your local folder (/Library/Application Support/Soundbite), your old watched folders and projects will reappear.

## Appendix A: Search Tips

**Query length.** Longer queries are generally more accurate. Just as with text-based search engines, a longer, more specific query such as ‘Presidential Election’ yields better results than a short, vague one such as ‘Election’ because it gives the phonetic engine more information to look for. Even if someone actually said ‘Presidential, uh, Election’, you’ll have a good chance of finding it because the phonetic engine presents close matches as well as perfect ones.

**Numbers:** Numbers are going to be translated to the most likely pronunciation. For example, ‘1985’ will launch a search for ‘nineteen eighty five’ rather than ‘one thousand nine hundred eighty five’. If the latter is what you’re looking to find, spell it out.

**Acronyms:** Acronyms will be correctly pronounced if you enter them as they appear in text – all caps, no spaces. If, however, the term entered is “ibm”, it will be pronounced as a word, which is not what you are looking for.

**Try variations and groups of terms within a single search.** If you can’t find Chicago airport, can you find O’Hare? Try to imagine other ways someone might have phrased the same idea. Soundbite allows up to eight search terms or phrases to be entered for a single search. When combined with the ‘ANY’ operator, Soundbite will return every audio or video file that contains at least one of the terms or phrases you’ve defined.

**Omit punctuation.** The phonetic engine ignores commas, periods, colons —everything that isn’t a letter or a number. (The other exception—a special use of the underscore—is described below.)

**Spell out abbreviations.** “Etc.” should be entered “et cetera”

**Spell it the way it sounds.** If the word is tricky or unusual and Soundbite doesn’t seem to find it, modify the spelling to more closely resemble the way it’s pronounced. Think like a kindergartner.

**Break Down Words.** On rare occasions, you can modify a complex word using a series of short, simple ones that have unambiguous pronunciations, separated by hyphens. For example, spell “disbandments” as diss-band-mints.

**Audio quality.** If the sound quality is poor - scratchy, distorted, or full of background noise –lowering the score threshold may improve results. If possible, select only the lower quality audio files for a search when the threshold is reduced so that the results from higher quality files don’t saturate the list.



## Appendix B: Known Issues

- Importing Projects into Soundbite that contain nested sequences will cause Final Cut Pro 6 to crash. Soundbite is not able to obtain the necessary project information and cannot search the project. This behaviour has been fixed in Final Cut Pro 7.0.3. Earlier versions of Final Cut will exhibit this behaviour.
- Markers exported from Soundbite on audio-only files can be placed in the wrong location on a clip if the timecode frame rate associated with the clip is not the same as the frame rate of the FCP project. When this occurs, the markers are correct at the beginning of the file, becoming progressively off towards the end.
- Final Cut Pro projects that exhibit either XML Export or Import errors (independent of Soundbite), may fail during the "Add to" process in Soundbite, resulting in Soundbite presenting a message that it failed to complete the operation. Additionally, projects containing XML Export or Import errors that have successfully been added to Soundbite can subsequently crash when Soundbite attempts to export clips into them. We have notified Apple of the XML errors we have encountered during the development of Soundbite, and they have confirmed our findings and are working to resolve them.

If you encounter problems with a particular project, either "adding to" or "exporting to", make sure it can be exported and/or imported via XML from within Final Cut Pro.

Also remember that the "Add to" process for large Final Cut Pro projects (> 100MB) can take up to 15 minutes to complete, depending on the complexity of the bin and sequence structure.

- Soundbite does not currently support metadata-only searches. At least one speech search term is required
- When performing a combined Speech and Other Attributes Search, if you choose a Modified Date "On" a specific date, no results will appear. A workaround is to use a Modified Date with "After" and one "Before" and separate the actual dates by one day. This should provide results for the date you are looking for.

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<http://code.google.com/p/shortcutrecorder/>

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David Dauer, <david@daviddauer.de>. Refinement, cleaner reimplementation, documentation, IB Palette.

Jamie Kirkpatrick, Kirk Consulting Ltd, <jkp@kirkconsulting.co.uk>. Further modularisation and re-factoring, and general bug fixes.

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