

Read Me

SoundCode For Dolby Digital 1.0.3

Welcome to SoundCode For Dolby Digital. SoundCode For Dolby Digital is a suite of Pro Tools plug-ins that encode and decode Dolby Digital audio. For operation instructions please refer to the PDF document "SoundCode For Dolby Digital Users Guide" that is available after running the installer.

Installation Notes

To install SoundCode For Dolby Digital, double-click the installer named "Install SoundCode For Dolby Digital" located on the root level of the installer CD. If you purchased SoundCode for Dolby Digital from the online DigiStore, the installer will be provided as a download.

Mac OS X

The following will be installed at /Applications/Neyrinck/SoundCode:

- . SoundCode For Dolby Digital Users Guide.pdf
- . Dolby Encoding Guidelines.pdf
- . ChannelCheck48.ac3
- . ChannelCheck44.ac3

The following will be installed at /Library/Application Support/Digidesign/Plug-Ins:

- . SoundCode For Dolby Digital.dpm

Windows XP

The following will be installed at C:\Program Files\Neyrinck\SoundCode:

- . SoundCode For Dolby Digital Users Guide.pdf
- . Dolby Encoding Guidelines.pdf
- . ChannelCheck48.ac3
- . ChannelCheck44.ac3

The following will be installed at C:\Program Files\Common Files\Digidesign\DAE\Plug-Ins:

- . SoundCodeDolbyDigital.dpm
- . SoundCodeDolbyDigital.rsr

Authorization Notes

Before using SoundCode your plug-in license needs to be obtained online and downloaded onto your iLok USB Key. The Activation Postcard included with SoundCode For Dolby Digital contains your Activation Code and instructions on how to obtain your plug-in licenses online. You will need an iLok.com account to complete the process. If you do not yet have an iLok.com account, visit www.ilok.com to set up an account for free. If you purchased SoundCode online from the DigiStore, you will not need the Activation Postcard since the plug-in license will automatically be deposited into your iLok.com account. However, you will still need to download the license from your iLok.com account onto your USB iLok key.

Customer Support Contact Information

Digidesign offers technical support for SoundCode For Dolby Digital. For contact information in your region, please refer to the Digidesign Web site (www.digidesign.com).

Update Changes

This section documents changes that were made for updated releases.

Version 1.0.3

OS X Universal - The plug-in will operate on Intel-based Macintosh computers.

Version 1.0.2

BSI Ext - LoRo Surround Mix and LtRt Surround Mix - These control ranges were changed to match the ATSC standard (A52 rev B). These controls had choices of 3.0, 1.5, 0, -1.5, -3.0, -4.5, -6.0, -inf as per Dolby's licensee documentation. But the standard does not allow the settings of 3.0, 1.5, 0. So, these controls have been changed to replace the invalid settings with -1.5. If you previously encoded material using the invalid values, Dolby decoders will use a value of -1.5 instead.

Bitsream Info - Center Mix and Surround Mix - These controls were changed to be disabled when BSI Extensions are enabled. This was done because these control settings are not used when BSI Extensions are enabled. The LoRo Center Downmix Level and LoRo Surround Downmix Level control settings are used so that the downmix levels indicated in the bitstream are consistent.

23.976 Frame Rate - Normal+Timecode AC3 files did not have correct timecode when Pro Tools was set to 23.976 frame rate. This has been fixed.

Version 1.0.1

Incorrect BSI Extension Values - These BSI Extension values were not getting set properly by the encoder: LoRo Center Downmix level, LoRo Surround Downmix level, LtRt Center Downmix level, LtRt Surround Downmix level. This is fixed.

Encoder Frozen on OS X - There was one report of the SWOD when trying to encode. The problem was traced to a permissions issue. The code was

changed to work around the permissions issue.

Known Issues

This section documents known issues you may encounter when using SoundCode For Dolby Digital.

Important Non-Dithered And Dithered Mixer Information

SoundCode For Dolby Digital allows you to place a Dolby Digital data stream in the Pro Tools timeline and route it to an AES/SPDIF output. However, this requires you use the non-dithered mixer plug-in. This is because the Dolby Digital data stream cannot be altered. The dithered mixer sums a dither signal with the data stream and thus, alters it which makes the data stream unusable. The rule is that if using the dithered mixer, you cannot mix a Dolby Digital data stream to any bus. It is OK to place a data stream on a track and place a SoundCode Dolby Digital Decoder on an insert on that track.

Decoder file browser allows you to select/open non-AC3 files (Issue #69896)

When using the AudioSuite Decoder on XP, the AC3 file browser will allow you to select/open any file type, even though it is intended, exclusively, for AC3 files.

Be sure to correctly select AC3 Files.

AudioSuite Decoder Can Delete Audio In Timeline (Issue #69189)

When making a timeline selection and decoding an AC3 file using the "Partial" setting, the audio within your timeline selection will be deleted. Be sure to select an area without audio. If your audio is cleared, you can use the Heal Separation command (COM+H or CTL+H) to restore the audio.

Real Time Decoder Might Not Operate With Plug-Ins Before It (Issue #69772)

It is not recommended to insert any plug in on the same track before the RTAS/HTDM real time decoder. The decoder requires an un-altered signal to operate correctly.

AudioSuite Encode/Decode Not Available During Playback

If you click the Encode, Encode And Import, or Decode And Import buttons in the AudioSuite Encoder or Decoder windows while the Pro Tools transport is playing, an error dialog will be displayed and you will not be allowed to perform the processing. SoundCode is not capable of processing while Pro Tools is playing audio.