

Soft4Boost Help

S4B Ringtone Creator

www.sorentioapps.com

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Contact Us

If you have any comments, suggestions or questions regarding **S4B Ringtone Creator** or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@soft4boost.com
Technical support:	support@soft4boost.com
Sales:	sales@soft4boost.com

Technical Support

S4B Ringtone Creator do not require any professional knowledge. If you experience any problem or have a question, please refer to the **S4B Ringtone Creator Help**. If you cannot find the solution, please contact our support staff.

Note: only registered users receive technical support

S4B Ringtone Creator provides several forms of automated customer support

Soft4Boost Support System

You can use the **Support Form** on our site to ask your questions.

E-mail Support

You can also submit your technical questions and problems via e-mail to support@soft4boost.com

Note: for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- Detailed step by step describing of your action

Resources

Documentation for **S4B Ringtone Creator** is available in a variety of formats:

In-product (.chm-file) and Online Help:

You will be able to use help file (.chm) through the **Help** menu of the installed **S4B Ringtone Creator**.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Support** at our web-site - <http://sorentioapps.com>. Please note, that the most complete and up-to-date version of **S4B Ringtone Creator** help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. PDF help file is available for download at the program page at **Soft4Boost** web-site. To be able to read and print **S4B Ringtone Creator** PDF help file you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make **S4B Ringtone Creator**. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **Support** section of **Soft4Boost** web-site at to read the detailed instructions for various software and tasks.

Technical Support

Visit the **Support** at our web-site <http://sorentioapps.com> to ask your questions concerning **S4B Ringtone Creator** installation, registration and use. Feel free to also use our e-mail address support@soft4boost.com

Downloads

Visit the **Downloads** section of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

Soft4Boost Ringtone Creator is a compact and simple music tool for media files editing. The application allows you to load and save the music with such popular audio formats as MP3, WAV, AMR, AAC, WMA and M4A. This easy program provides the most powerful, user-friendly environment for your mobile phone ringtone creation.

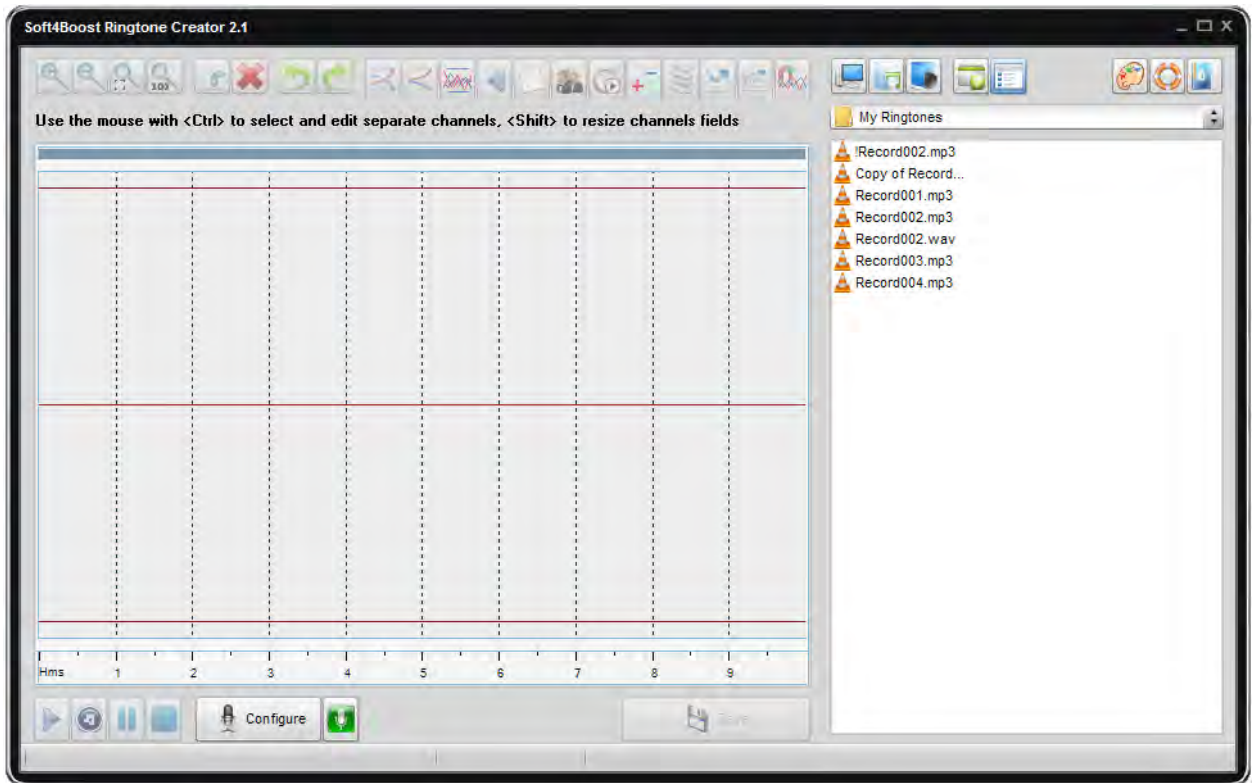
Soft4Boost Ringtone Creator also gives you an ability to apply several simple audio effects and filters, fade the music in and out.

You no longer need to download music files from the Internet sites or be satisfied with the standard phone sounds. You can create your own individual ringtones.

To start **Ringtone Creator** go to **Start** menu and choose **All Programs -> Soft4Boost -> Ringtone Creator -> Ringtone Creator**.

Program Interface

Soft4Boost Ringtone Creator has a simple and user-friendly interface that looks as follows:



Top ToolBar - used to navigate through media files on your computer and apply effects to the files on the **Timeline**.

Source Panel - used to show the files on your computer hard disk to let you select the ones you need to **apply effects**.

TimeLine - used to represent the media file so that you could see the file duration, details and the place of the desired music in the file.

Player ToolBar - used to playback the media file to listen to the changes made and estimate them.

To start working with the media files you will need to:

- 1) Choose the folder that contains media (music) files.
- 2) Choose the media files from the selected folder.
- 3) Place the files to the **Timeline** to start working with them.
- 4) **Apply some effects** to the file (optional).
- 5) **Save** the file.

Top ToolBar

The **Top Toolbar** is placed in the upper part of the **Soft4Boost Ringtone Creator**:

The function buttons are used in the following way:

Button	Description
My Computer	Use this button to switch to My Computer folder to start browsing the drives and folders with files that you have on your personal computer.
My Music	Use this button to switch to My Music folder in case you would like to edit and upload some media files located in this folder. My Music folder is created automatically with the Windows installation and is situated in the folder with the user's documents.
My Ringtones	Use this button to switch to My Ringtones folder to start browsing the ringtone files that you put in that folder. The folder is created automatically on the program first run and is placed into My Music folder of the user's documents.
Level up	Use this button to go to the folder that is located a level higher than the current one.
Views	Use this button to change the way of the files list representation. The possible Views are: Thumbnails , Icons , List and Details - they correspond to the Windows standard file list representation modes.
Change Skin	Use this option to change Ringtone Creator skin style.
Help	Use this button to open the Ringtone Creator Help file .
About	Use this button to open the About the Program window displaying the information on the program current version and the end-user license agreement.
Zoom out	Use this button to zoom the music file timeline out. You might do this to find the next specific place in the music composition to apply an effect to it or to return to the actual file length representation.
Full zoom	Use this button to return to the actual music file length representation. You might do this to find the next specific place in the music composition to apply an effect to it or to return to the actual file length representation.
Zoom in	Use this button to zoom the music file timeline in. You might need this to find a specific place in the music composition file to apply an effect to it. If you selected a part of the file with the mouse, this button will zoom in this exact part of the file. Otherwise the whole file will be zoomed in.
Amplify	Use this button to add Amplify audio effect to your file to increase or decrease the amplification of the sound in the media file.
Fade in/Fade out	Use this button to add Fade in or Fade out audio effect to your file or a part of it.
Normalize	Use this button to add Normalize audio effect to your file to achieve the greatest amount of amplification that will not result in clipping.
Reverse	Use this button to add Reverse audio effect to your file.
Flanger	Use this button to add Flanger audio effect to your file mixing a signal with a slightly delayed copy of itself.
Chorus	Use this button to add Chorus audio effect to your file adding a single delayed signal (echo) to the original input.
Delay	Use this button to add Delay audio effect to your file replaying the sounds of the selected audio portion after a certain period of time.
Phaser	Use this button to add Phaser audio effect to your file giving a

	"synthesized" or electronic effect to natural sounds.
Vibrato	Use this button to add Vibrato audio effect to your file cyclically changing a certain frequency of the input signal.
Reverb	Use this button to add Reverb audio effect to your file of the sound that stops but the reflections continue, decreasing in amplitude, until they can no longer be heard.
Time Stretch	Use this button to add Time Stretch audio effect to your file changing the tempo, but keeping the pitch the same throughout.
Pitch Shift	Use this button to add Pitch Shift audio effect to your file shifting the frequency spectrum of the input signal.
Trim	Use this button to keep the highlighted part of the music file and to delete the unselected part.
Delete	Use this button to delete the highlighted part of the music file and to keep the unselected part.
Undo	Use this button to undo the changes you have made to the media file.
Redo	Use this button to repeat the changes you have made in case you have undone them.

After you double-click the selected file you can start editing it right away.

If you want to apply the effects to a part of the file you need to select that specific part with your mouse.

If you want to apply the effects to the whole file you might select the whole file timeline or leave everything unselected.

It is also possible to record the music from an external device connected to your personal computer (to the line-in jack or to the microphone input jack) or from a software (hardware) playback device installed on your computer - software player or TV/FM tuner.

To do that you will need the following:

- 1) connect an external device or a microphone to your personal computer;
- 2) run **Soft4Boost Ringtone Creator**;
- 3) configure the input device that you would like to use clicking the **Configure** button;
- 4) on the **Player ToolBar** press the **Record** button
- 5) start the playback of the external device, or start speaking into the microphone, or start the playback of the software player or the hardware tuner;
- 6) to stop the recording process press the **Record** button once again

After the recording is complete you can apply effects to the output file just as if it were a common media file.

Configuring Input Devices

You can configure your input devices right from the **Soft4Boost Ringtone Creator**, without need to go to the windows **Control Panel**. To do that you can click the **Configure** button in the **Soft4Boost Ringtone Creator** main window. The form that will let you change the device settings will appear:



Here you can:

1. select the device that will be used for sound recording. Press the drop-down combo-box and select the necessary device from the list, if you have more than one input device installed on your computer;
2. select the input jack active on the device. The following input jacks might be available depending on your input device configuration:
 - **Mono Mix** - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in mono mode;
 - **Stereo Mix** - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in stereo mode;
 - **SPDIF** - allows you to record the sound from any external device connected to the digital input jack of your computer sound card;
 - **Aux** - allows you to record the sound from any external device connected to the **Aux** (auxiliary) input of your computer sound card;
 - **CD Player** - allows you to record the sound from a laser audio disc in you computer CD/DVD-ROM drive;
 - **Line In** - allows you to record the sound from any external device connected to the **Line In** input of your computer sound card;
 - **Microphone** - allows you to record the sound from a microphone connected to the **Microphone** input of your computer sound card;
 - **Phone Line** - allows you to record the sound from an external device connected to the **Phone Line** input of your computer sound card;

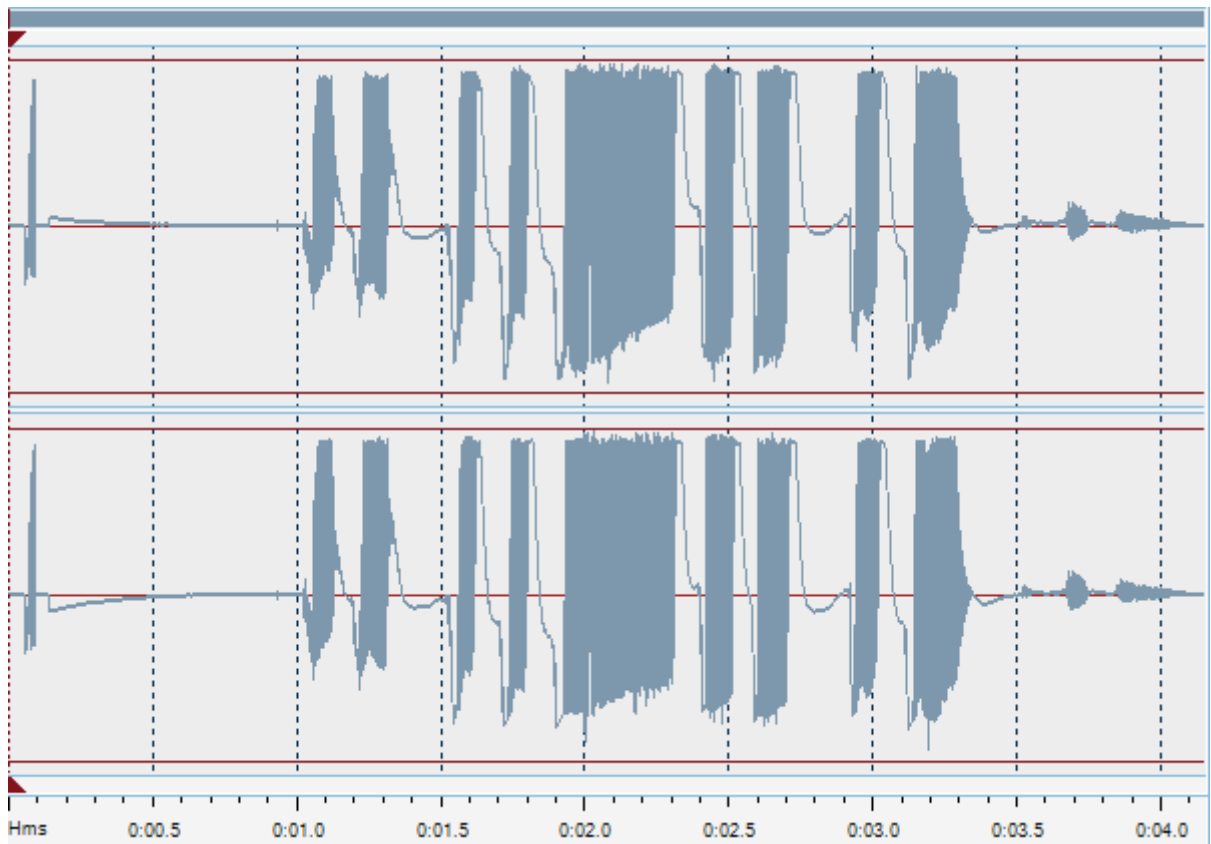
3. set the device **Balance** - the difference of the sound volume between the right and the left channel;
4. set the input device **Gain** - the loudness of the device input;
5. test the device pressing the **Test** button to make sure that the device is in working order and the **Balance** and **Gain** are set correctly;
6. for some devices it is also possible to change some advanced settings clicking the **Advanced...** button. The **Advanced Properties** window will pop up to let you configure the advanced device settings. You should consult your hardware documentation for more details on these settings:



After you select all the settings for your input device you can click the **OK** button to accept the changes made and go on recording the sound from the selected and configured device.

Timeline

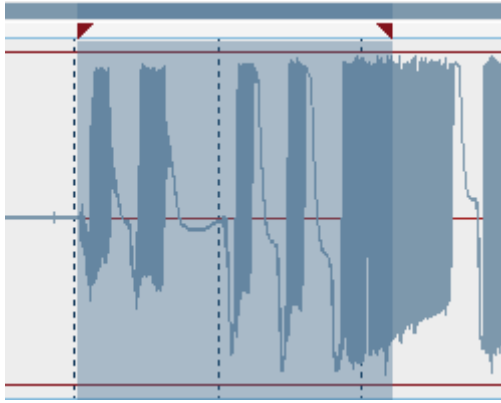
The **Timeline** represents the media file so that you could see the file duration, details and the place of the desired music in the file.



In the lower part of the **Timeline** you can see file duration information expressed in **hours: minutes: seconds. milliseconds**, so that you could see the real-time correlation between the **Timeline** of the media file and the place of the music fragment in the file.

Note: the timeline will represent different number of separate channels depending on the music file: two channels for a stereo music file, one common channel for a mono music file and six separate channels for a 5.1-channel file. Moreover, you can select and edit any of the channels using the **Ctrl** button. Hold the **Ctrl** button and select the necessary channel with the mouse. After that you can edit the selected channel leaving the other channels unchanged.

To select a part of the file for applying effects you need to highlight it with the left or the right mouse buttons:



After you selected a part of the file you might start **applying effects** to it.

If you would like to **applying effects** to the whole media file you can leave it not highlighted and it will be selected automatically.

Applying Effects

You can apply the following effects before saving file. Note, that you can select the effects presets clicking the right mouse button on the selected effect button and choosing the necessary preset from the opened list.

Besides, it is possible to **Trim** the selected part of the audio file and to **Delete** it:

- **Trim** - Use this effect to keep the highlighted part of the music file and to delete the unselected part. After you press the **Trim** button only the selection will be left and all the other fragments of the music file will be cut off.
- **Delete** - Use this effect to delete the highlighted part of the music file and to keep the unselected part. After you press the **Delete** button the selection will be cut off and all the other fragments of the music file will be kept.

Amplify

Amplify effect is used to increase or decrease the amplification of the sound in the media file. If you select a part of the file with the mouse, this button will amplify or attenuate this exact part of the file. Otherwise the sound of the whole file will be amplified or diminished.

Fade In and Fade Out

Use this button to fade in or fade out the sound in the media file. If you select a part of the file with the mouse, this button will fade in the sound of this exact part of the file. Otherwise the sound of the beginning of the file will be faded in.

Normalize

Use this button to achieve the greatest amount of amplification that will not result in clipping. If you select a part of the file with the mouse, this button will amplify the highlighted selection to the percentage of the maximum level. Otherwise the sound of the whole file will be normalized.

Reverse

The **Reverse** effect reverses the existing audio data. If you select a part of the file with the mouse, this button will reverse this exact part of the file. Otherwise the whole file will be reversed.

Flanger

The **Flanger** effect is one of the other elaborated audio effects that is created by mixing a signal with a slightly delayed copy of itself, where the length of the delay is constantly changing. With the **Flanger** filter you can "shape" the sound through controlling how much delayed signal is added to the original. Use it if you want to create the "whooshing" sound effect in some fragment of your audio track.

Flanger is a special case of the **Chorus** effect: it is created in the same way that **Chorus** is created. In days gone by, flanging used to be created by sound engineers who put their finger

onto the tape reel's flange, thus slowing it down. Two identical recordings are played back simultaneously, and one is slowed down to give the flanging effect.

Flanger gives a "whooshing" sound, like the sound is pulsating. It is essentially an exaggerated **Chorus**.

Chorus

The **Chorus** effect allows you to make your audio sound fuller. It can make a single instrument sound like there are actually several instruments being played. It adds some thickness to the sound, and can be described as 'lush' or 'rich'.

The **Chorus** effect is so named because it makes the recording of a vocal track sound like it was sung by two or more people singing in chorus. This is achieved by adding a single delayed signal (echo) to the original input.

The **Chorus** differs from the **Flanger** in only a couple of ways. One difference is the amount of delay that is used. The delay times in a **Chorus** are larger than in a **Flanger**. This longer delay doesn't produce the characteristic sweeping sound of the **Flanger**. The **Chorus** also differs from the **Flanger** in that there is generally no feedback used.

Delay

The **Delay** effect allows you to create an echo effect of your audio track by replaying the sounds of the selected audio portion after a certain period of time. Applying of this filter can bring life to dull mixes, widen and fill out your instrument's sound.

You can use this function to create single echoes, as well as a number of other effects. Delays of 35 milliseconds (ms) or more will be perceived as discrete echoes, while those falling within the 35-15 ms range can be used to create a simple chorus or flanging effect. (These effects will not be as effective as the actual **Chorus** or **Flanger** effects, as the delay settings will be fixed and will not change over time).

Phaser

The **Phaser** filter makes the selected portion of your audio thinner or fuller through mixing the automatically filtered and unfiltered audio signals. You can apply this filter to give a "synthesized" or electronic effect to natural sounds.

The **Phaser** achieves its distinctive sound by creating one or more notches in the frequency domain that eliminate sounds at the notch frequencies.

Phasing is very similar to flanging. If two signals that are identical, but out of phase, are added together, then the result is that they will cancel each other out. If, however, they are partially out of phase, then partial cancellations, and partial enhancements occur. This leads to the phasing effect.

Vibrato

Vibrato equals to a cyclical changing of a certain frequency of the input signal. If you select a part of the file with the mouse, this button will apply the **Vibrato** effect to this exact part of the file. Otherwise whole file will be changed.

Reverb

The **Reverberation** filter helps you to apply the particular effect when the sound stops but the reflections continue, decreasing in amplitude, until they can no longer be heard.

You can use this function to set **Reverb** effect that is used to simulate acoustic space, and consists of both early reflections and echoes that are so closely spaced that they are perceived as a single fading sound. **Reverb** is different from the basic echo function in that the delays are not repeated at regularly spaced intervals. **Reverb** function can create a wide range of high-quality reverb effects.

It is the sound you hear in a room with hard surfaces where sound bounces around the room for a while after the initial sound stops. **Reverb** is used to simulate the acoustical effect of rooms and enclosed buildings. In a room, for instance, sound is reflected off the walls, the ceiling and the floor. The sound heard at any given time is the sum of the sound from the source, as well as the reflected sound. An impulse (such a hand clap) will decay exponentially.

Time Stretch

The **Time Stretch** effect allows to change the tempo, but keep the pitch the same throughout. If you select a part of the file with the mouse, this button will change the tempo of this exact part of the file. Otherwise the tempo of the whole file will be changed.

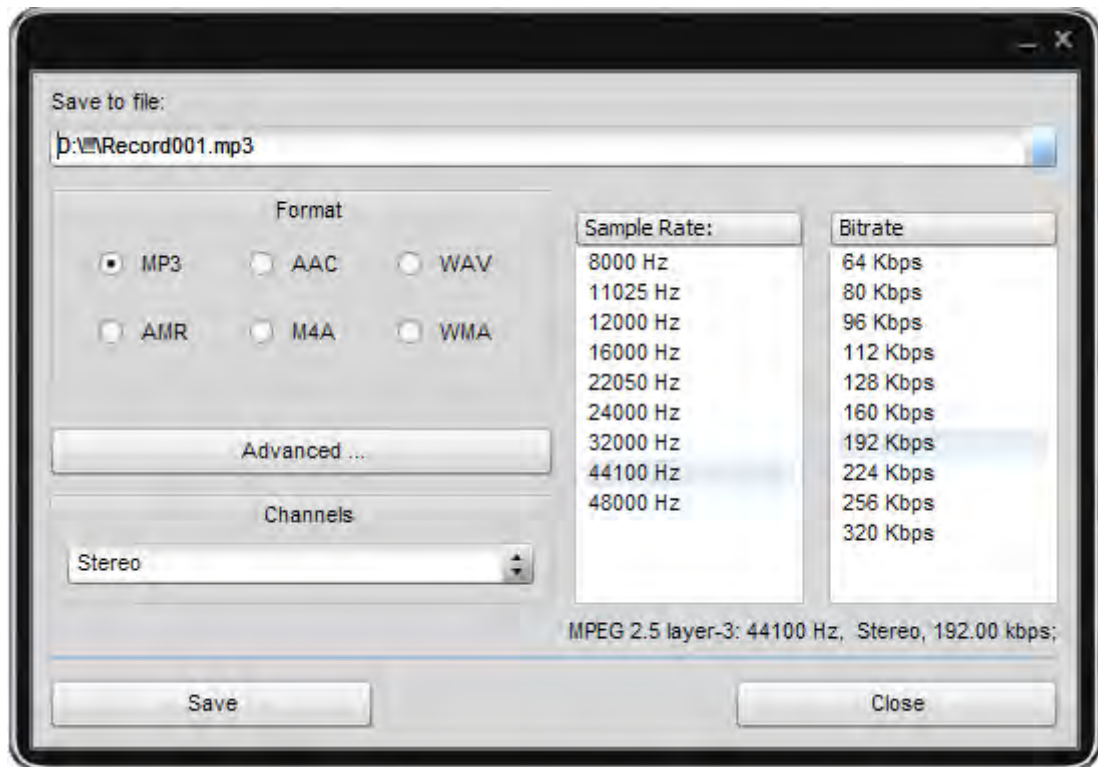
Pitch Shift

The **Pitch Shift** effect shifts the frequency spectrum of the input signal. It can be used to disguise a person's voice, or make the voice sound like that of the "chipmunks", through to "Darth Vader". It is also used to create harmony in lead passages, although it is an "unintelligent" harmonizer.

Note: if you change the effect settings, you can save them as a preset to be able to use them afterwards. Use the **Add** button to do that.

Saving Files

Use this option to finish the work with the music file. After you press the **Save** button you will be prompted to select the format.



Button	Description
MP3	Check this check-box if your mobile phone is capable of handling the media files saved in *.mp3 format.
AMR	Check this check-box if your mobile phone is capable of handling the media files saved in *.amr format.
AAC	Check this check-box if your mobile phone is capable of handling the media files saved in *.aac format.
M4A	Check this check-box if your mobile phone is capable of handling the media files saved in *.m4a format.
WAV	Check this check-box if your mobile phone is capable of handling the media files saved in *.wav format.
WMA	Check this check-box if your mobile phone is capable of handling the media files saved in *.wma format.