

*Creator Classic*<sup>™</sup>

**Expanded User's Guide**

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# Getting Started with Creator Classic



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## About Creator Classic

Use Creator Classic to back-up, share, or archive your important files to CD or DVD, or large projects to multiple discs. Create advanced format, bootable, music discs and more.

With Creator Classic, burning a disc is a simple process:

- 1 Start a Creator Classic project.** With Creator Classic, you can start a project for making a Data Disc, Music CD, MP3 Player Disc, Enhanced CD, Mixed-Mode CD, and Bootable Disc.
- 2 Add files, folders, and tracks to the project.** You can add files and folders from your hard disk and other discs to your project. If you are making a music CD, you can add tracks from an existing music CD, and MP3, WAV, and WMA audio files to your project.
- 3 Burn your disc.** When you have added and organized all of the files that you want to record to your project, you are ready to burn your project to disc.

## Starting Creator Classic

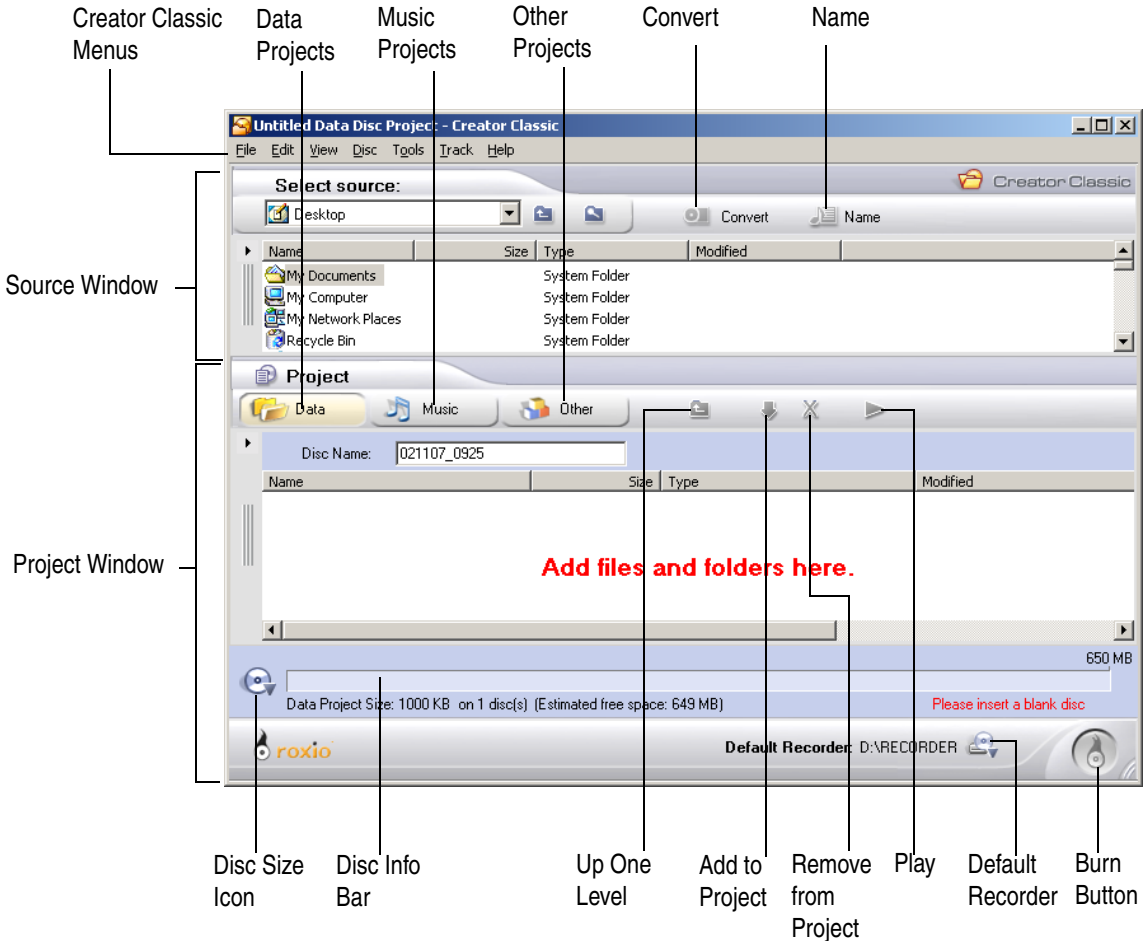
You can start Creator Classic in any of these ways:

- From Easy CD & DVD Creator Home, click **Creator Classic**.
- Choose **Start Menu > Programs > Roxio Easy CD and DVD Creator 6 > Creator Classic**.

The Creator Classic User Interface appears.

## The Creator Classic User Interface

Creator Classic has a different user interface depending on the type of project you are working with. The user interface for a data project is displayed below to show parts of the interface that are common across all project types.



**Note** You can adjust how Creator Classic appears on your screen by selecting the various options under the View menu.

## Saving and Opening a Project

You can save your project or open existing projects.

**To save a project using a different name:**

- 1 Choose **File > Save Project List As**.
- 2 Type a file name, and select a location for the file.
- 3 Click **Save**.

**To overwrite the current project:**

- Choose **File > Save Project List**.

**To open a project:**

- 1 Choose **File > Open Project**.
- 2 Select the project you want to open.
- 3 Click **Open**.

## Getting Help

In addition to the printed user guide, online help is available throughout the Creator Classic application.

**You can access online help in any of these ways:**

- Choose **Help > Creator Classic Help**.
- For help on a dialog box, click **Help**.



# Making Data Discs



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## What is a Data Disc?

A data disc is a CD or DVD that contains only computer data, and no digital audio tracks. With Creator Classic, you can make your own data discs by recording files and folders from your hard disk and other discs.



**Note** Roxio Drag-to-Disc lets you copy (or delete) large amounts of data to a disc just as you would use a floppy disk.

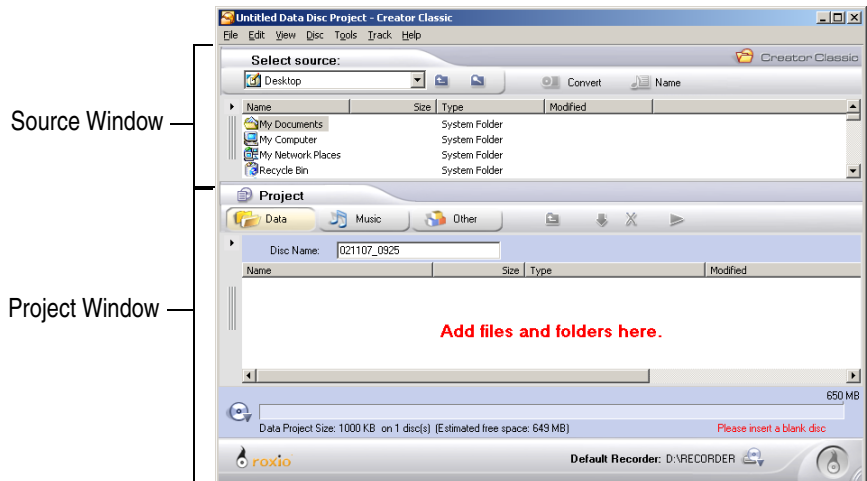
## Starting a New Data Project

You can start a new project in any of these ways:

- Choose **File > New Project > Data Disc**.
- In the Project Window, click the **Data** button.



An untitled project appears.




## Adding Files and Folders to Your Project

You can add files and folders from your hard disk and other discs to your project.

**Tip** The Disc Info Bar at the bottom of the Project Window displays the current size of your project.

**You can add files and folders in any of these ways:**

- Drag one or more files and folders from the Source Window to the Project Window.
- Select one or more files and folders in the Source Window, and then click **Add**  icon.
- Select one or more files and folders in the Source Window, and choose **Edit > Add to Project**.
- Drag one or more files and folders from Windows Explorer to the Project Window.
- Copy and paste one or more files and folders from the Source Window or Windows Explorer to the Project Window.

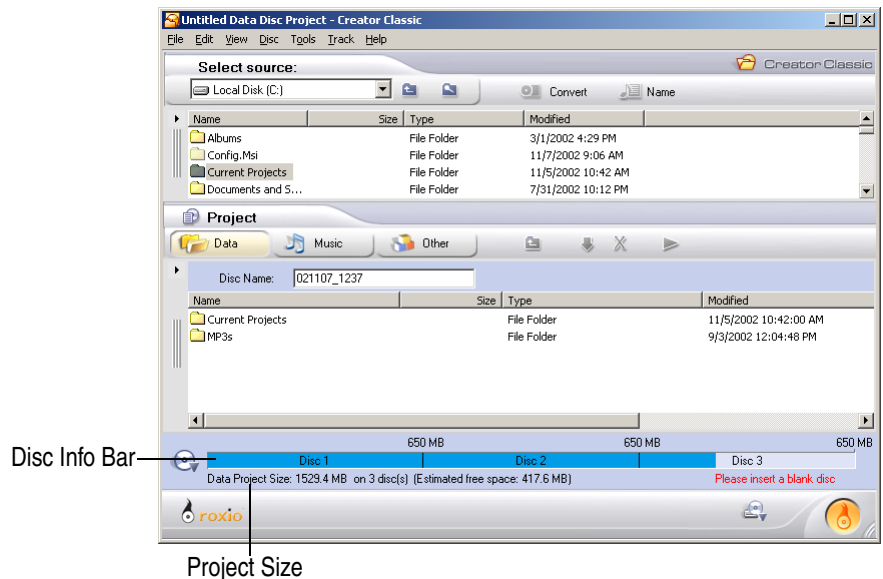


**Note** If you have a large project that cannot fit on a single disc, you can record it to multiple discs. See *Recording a Large Project to Multiple Discs* on page 8.

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## Recording a Large Project to Multiple Discs

You can record a large project to two or more discs. When the amount of files and folders that you add to a project exceeds what can fit onto a single disc (blank CD or DVD), the Disc Info Bar at the bottom of the Project Window changes and displays the project size and the number of discs required to record the project.



You record this type of project as you would a normal data disc. When one disc becomes full with data, you are prompted to insert another blank disc until the project has been completely recorded.



**Note** You cannot record large projects to multiple discs using discs that already contain data. The maximum number of discs that can be used to record a large project is 30. The discs should be of the same size.

When you want to retrieve files and folders from your multiple disc set and copy them back to your hard disk, use the Roxio Retrieve program. See *Retrieving Files and Folders Recorded to Multiple Discs* on page 12.

## Working with Files and Folders in Your Project

Once you have added one or more files to your project, you have the following options:

- Creating a New Folder
- Removing Files and Folders
- Renaming Files and Folders
- Finding Files

### Creating a New Folder

You can create a new folder in your project and then add files and folders to that new folder.


**You can create a new folder in any of these ways:**

- Right-click in the Project Window and select **New Folder**.
- Click any where in the Project Window and then choose **Edit > New Folder**.

### Removing Files and Folders

You can remove files and folders from your project. This does not remove the original file or folder from your hard disk.

**You can remove a file or folder in any of these ways:**

- Select the file or folder in the project and click **Remove**  icon.
- Right-click the file or folder in the project and select **Remove from Project**.
- Select the file or folder in the project and choose **Edit > Remove from Project**.
- Select the file or folder in the project and press the **Delete** key.

### Renaming Files and Folders

You can rename files and folders in your project. This does not change the original name of the file or folder on your hard disk.

**You can rename a file or folder in any of these ways:**

- Right-click the file or folder in the project and select **Rename**.
- Select the file or folder in the project and choose **Edit > Rename**.

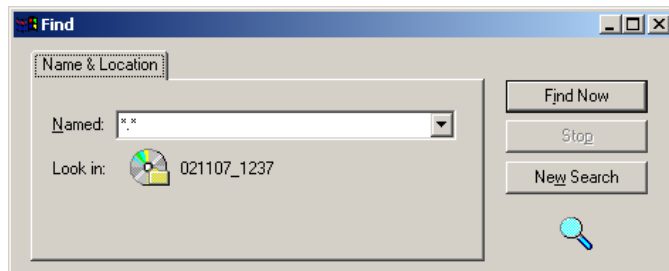
## Finding Files

You can find a file currently included in your project.

**To find a file in your project:**

- 1 Right-click the folder or disk volume in the project and select **Find**.

The Find dialog box appears.



- 2 In the Named text box, type the name of the file you are looking for (wildcard characters are allowed).
- 3 Click **Find Now**.

## Burning Your Disc


When you have added and organized all of the files that you want to record to your project, you are ready to burn your project to disc.

### To burn your project to disc:

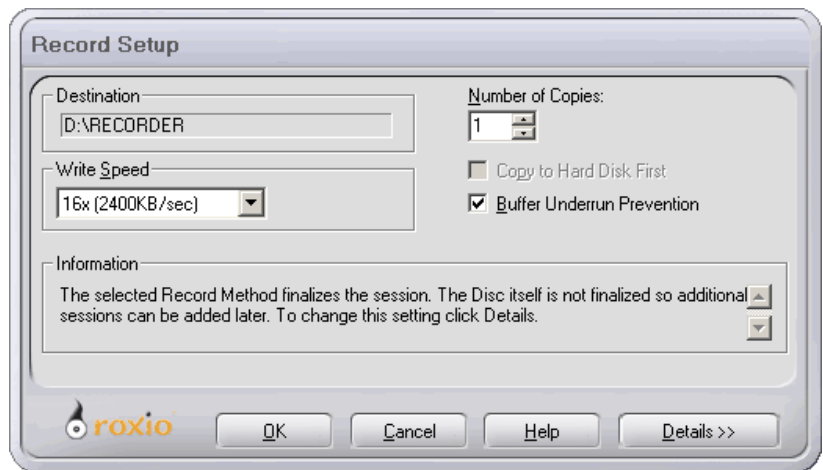
- 1 Insert a blank disc into your recorder.



**Note** If you plan on using a disc already containing data, see *Making a Multisession Disc* on page 13.

- 2 Click **Burn** .

The Record Setup dialog box appears.



- 3 Click **OK**.
- 4 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your disc case. You can choose to start Label Creator by clicking **Label Creator**, or you can continue without starting Label Creator by clicking **No**.

## Retrieving Files and Folders Recorded to Multiple Discs

The Roxio Retrieve program allows you to retrieve files and folders that were recorded to multiple discs using Creator Classic. You can choose to retrieve all files and folders on the disc or specific files and folders only.




**Caution** Large projects burned to multiple discs using Creator Classic may contain split files that were recorded across multiple discs. A split file can be retrieved by using Roxio Retrieve only. Attempting to copy a split file to your hard disk without using Roxio Retrieve results in an unusable file.

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### You can start Roxio Retrieve in any of these ways:

- Insert one of the multiple discs that was recorded using Creator Classic into your drive.

Allow a few moments for the disc to spin-up. The Retrieve window automatically appears.

- In Creator Classic, choose **Tools > Roxio Retrieve**.
- From Easy CD & DVD Creator Home, click **Extras & Utilities**  and select **Roxio Retrieve**.
- Choose **Start menu > Programs > Roxio Easy CD and DVD Creator 6 > Roxio Retrieve**.



**Note** See Roxio Retrieve's online help for instructions on using the software to retrieve files and folders.

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## Making a Multisession Disc

A session is a recorded area on a disc that contains one or more music or data tracks. A disc can have either a single session (as is the case with most music CDs) or multiple sessions, which are called multisession discs.



**Note** A multisession music CD is not recommended. Only the tracks recorded in the first session are playable on most home or car stereo CD players. To combine both music and data on a CD, see *What is an Enhanced CD?* on page 42 and *What is a Mixed-Mode CD?* on page 50.

### To make the first session:

- 1 To record the first session, prepare the project as you normally would when making a data disc.
- 2 When you are ready to burn the disc, do the following:
  - In the Record Setup dialog box (displayed when you click the Burn button) under Options, select **“Track-at-Once”** and **“Finalize Session. Don't Finalize Disc”** as the record method.

### To make the disc a multisession disc:

When you are ready to add another session to the disc, do the following:

- 1 Make sure the disc is inserted in the default recorder.
- 2 Add files and folders to the project as you normally would when making a data disc.

When you add data to the project, a dialog box warns you that the disc already contains data.

- 3 Click **Yes** to add additional data to the disc.

The data from the first session is automatically imported into your project along with the files and folders you just added.

- 4 Continue as you normally would for making a data disc.



# Making Music CDs

# 3

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## What is a Music CD?

A music CD is a compact disc (CD) that can be played on both audio CD players and computer disc drives; however, they contain no computer data. With Creator Classic, you can make your own music CDs by recording tracks from other music CDs, and from audio files (MP3, WAV, or WMA files) stored on your hard disk and other discs.

If you want to make a disc that contains MP3 files only and can be played on MP3 players, see *Making MP3 Player Discs* on page 31.



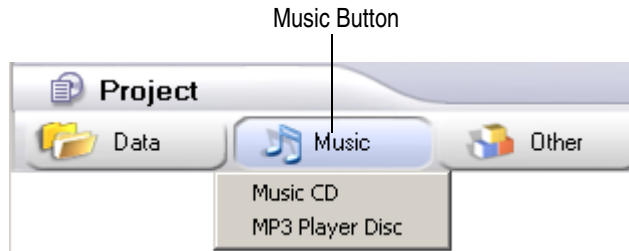
**Note** Roxio AudioCentral also allows you to make music CDs. See AudioCentral's online help for instructions on using the software.

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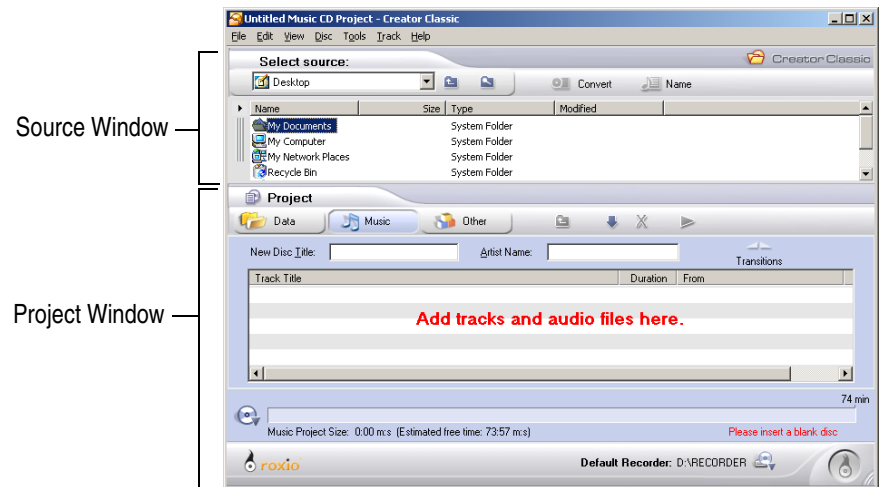
## Starting a New Music CD Project

You can start a new project in any of these ways:

- Choose **File > New Project > Music CD**.
- In the Project Window, click the **Music** button and select **Music CD**.



An untitled project appears.



## Adding Tracks to Your Project

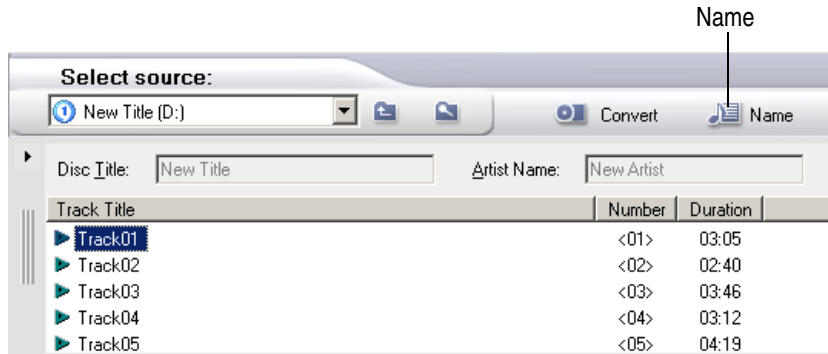
**Tip** You can add any combination of music tracks, WAV, MP3, or WMA files to a project. The project can have up to 99 tracks.

You can add tracks from an existing music CD to your project (if you are recording audio files, see *Adding Audio Files to Your Project* on page 19).

### To add tracks:


- 1 Insert the music CD into your drive and allow the CD to spin-up.

A list of the tracks on the CD appears in the Source Window.



**Note** If the disc information (disc title, artist name, and track titles) is not displayed in the Source Window, click the **Name** icon to download the information from an online music database on the Internet.

**Tip** The Disc Info Bar at the bottom of the Project Window displays the current size of your project.

- 2 Do any of the following to add the track to your project:
  - Drag one or more tracks from the Source Window to the project Window.
  - Select one or more tracks in the Source Window, and then click the **Add**  icon.
  - Select one or more tracks in the Source Window, and choose **Edit** > **Add to Project**.
  - Copy and paste one or more tracks from the Source Window or Windows Explorer to the Project Window.




**Note** Tracks from multiple CDs can be added to the project by repeating the above steps (this is especially useful when you want to make a compilation music CD). Before the actual record process you are prompted to insert the appropriate music CD for the track being recorded.

## Adding Audio Files to Your Project

You can add MP3, WAV, and WMA audio files on your hard disk to your project (if you are recording tracks from music CDs, see *Adding Audio Files to Your Project* on page 19).

**You can audio files in any of these ways:**

- Drag one or more audio files from the Source Window to the Project Window.
- Select one or more audio files in the Source Window, and then click the **Add**  icon.
- Select one or more audio files in the Source Window, and choose **Edit > Add to Project**.
- Drag one or more audio files from Windows Explorer to the Project Window.
- Copy and paste one or more audio files from the Source Window or Windows Explorer to the Project Window.

## Working with Tracks in the Project


Once you have added one or more tracks to your project, you have the following options:

- Playing a Track
- Merging Tracks
- Splitting Tracks
- Applying Transition Effects to Tracks
- Renaming the Disc Title and Artist Name
- Renaming Tracks
- Changing the Order of Your Tracks
- Removing a Track

## Playing a Track

You can play one or more tracks in your project to hear how they will be recorded to your CD. This is especially useful if you want to preview any effects applied to your tracks.

**You can play a track in any of these ways:**

- Select one or more tracks and click the **Play**  icon.
- Right-click one or more tracks in the Project Window and select **Play**.

The Player appears and begins playing the selected tracks.



## Merging Tracks

You can merge tracks to create a single composite track.

**You can merge a track in any of these ways:**

- Select two or more tracks, then right-click the tracks and select **Merge Tracks**.
- Select two or more tracks and choose **Track > Merge Tracks**.

## Splitting Tracks

You can split a track that has been merged back to the original track titles in the Project Window.

**You can split a track in any of these ways:**

- Right-click the merged track that you want to split and select **Split Tracks**.
- Select the merged track that you want to split and choose **Track > Split Tracks**.



## Applying Transition Effects to Tracks

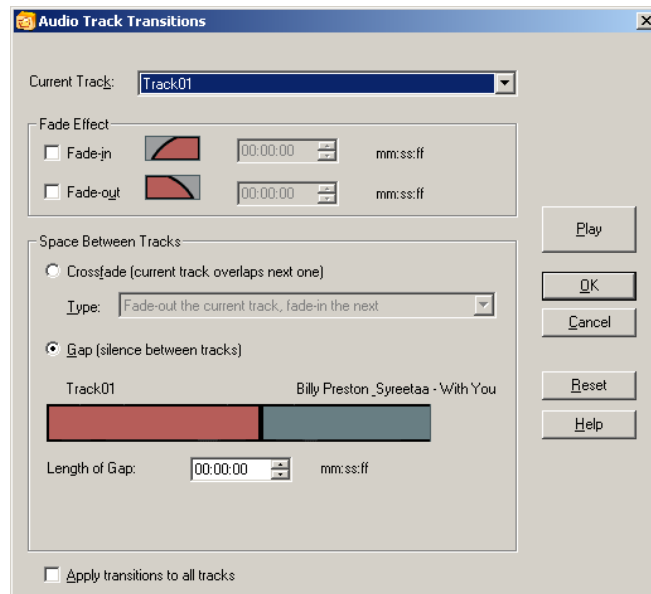
You can apply Transition effects such as fade-in, fade-out, and crossfade to your tracks:

**To apply a transition effect:**

- 1 Select a track in the project.
- 2 Do any of the following:
  - Click the **Transitions** icon.
  - Choose **Track > Transitions Effects**.
  - Right-click the track and select **Transitions Effects**.



The Audio Track Transitions dialog box appears.



- 3 Select the effects you want to apply as well as the duration (in seconds:frames) of the effects.
  - **Fade-in:** This effect gradually increases the volume level at the beginning of the track from low to the track's normal level in the amount of time you specify. For example, if you specify a fade-in time of two seconds, the beginning two seconds of the track start in silence and increase to the track's normal sound level.
  - **Fade-out:** This effect gradually reduces the volume level from the track's normal volume level to low in the amount of time you specify. For example, if you specify two seconds, the final two seconds of the track will decrease in volume from the normal sound level to silence.
  - **Crossfade:** This effect blends two tracks: the currently selected track and the track immediately following it in the project. A combination of fade-out or fade-in can be selected for the two tracks. You can specify the duration of the crossfade by entering a value in **Length of Crossfade:**.
  - **Gap:** This effect adds silence between two tracks: the currently selected track and the track immediately following it in the project. You can specify the duration of the gap by entering a value in **Length of Gap.**
- 4 Click **OK**.



**Note** Applying a transition to a track automatically changes the recording method to Disc-at-Once recording.

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## Renaming the Disc Title and Artist Name

You can name your disc with a disc title and artist name. When you play the disc on most players, the disc title and artist name will be displayed.

### To rename the Disc Title or Artist Name:

- Type a new name in the New Disc Title or Artist Name text box.



## Renaming Tracks

You can rename tracks in any of these ways:

- Right-click the track that you want to rename and select **Rename**.
- Select the track that you want to rename and choose **Edit > Rename**.

## Changing the Order of Your Tracks

The order of the tracks as they appear in the project is the order the tracks are recorded to disc.


To change the order of the tracks:

- Drag the track to the new position.

## Removing a Track

Removing a track from the project does not remove the original track from the music CD, or the MP3, WAV, or WMA file on your hard disk.

You can remove a track in any of these ways:

- Right-click one or more tracks and select **Remove**.
- Select one or more tracks and click the **Remove**  icon.
- Select one or more tracks and choose **Edit > Remove from Project**.
- Select one or more tracks and press the **Delete** key.

## Burning Your Disc

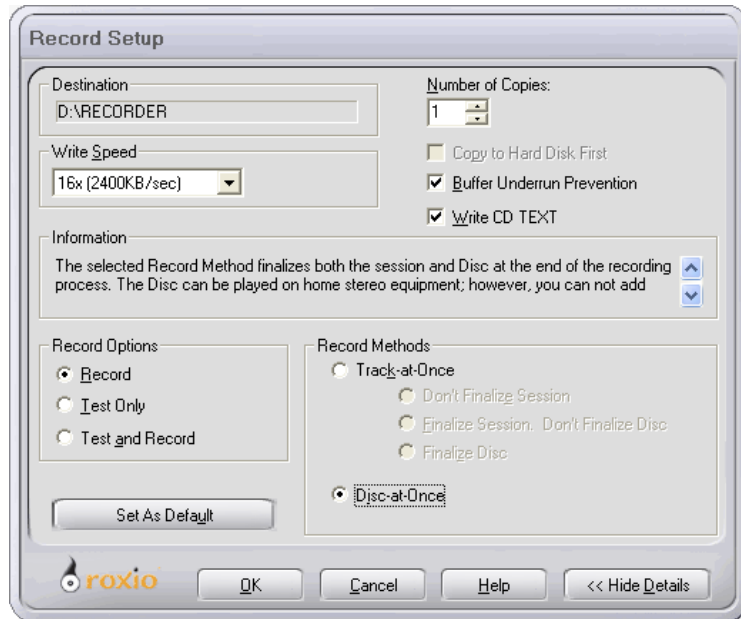
When you have added and organized all of the tracks and audio files that you want to record to your project, you are ready to burn your project to disc.

**To burn your project to disc:**

- 1 Insert a blank disc into your recorder.

- 2 Click **Burn**  .

The Record Setup dialog box appears.



**Note** You can select various record methods for burning audio to your disc. See *Understanding the Record Methods* on page 70

- 3 Click **OK**.
- 4 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your

disc case. You can choose to start Label Creator by clicking **Label Creator**, or you can continue without starting Label Creator by clicking **No**.

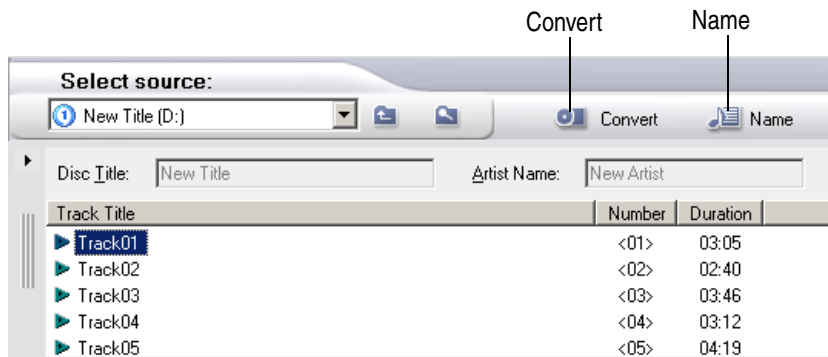
## Converting a Track to an MP3, WAV, or WMA Audio File

You can convert a track on an existing music CD and save it to your hard disk as an MP3, WAV, or WMA audio file.


To convert a track:

- 1 Insert the music CD that contains the track you want to convert into your drive and allow the CD to spin-up.

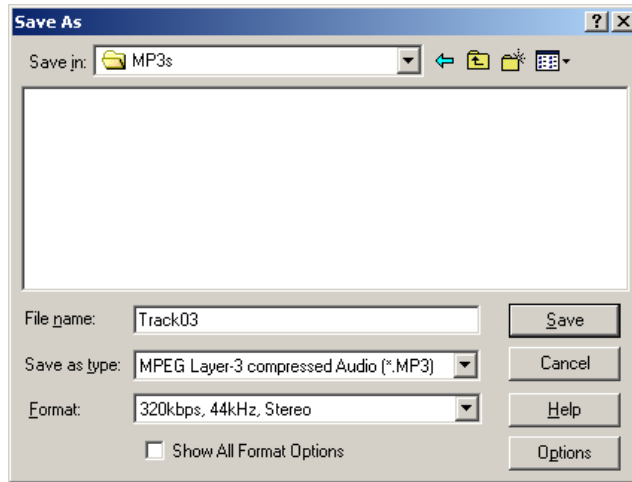
A list of the tracks on the CD appears in the Source Window.



**Note** If the disc information (disc title, artist name, and track titles) is not displayed in the Source Window, click the **Name** icon to download the information from the online music database on the Internet.

- 2 In the Source Window, select one or more tracks that you want to convert.
- 3 Click the **Convert**  icon.

The Convert Audio Track(s) dialog box appears.



- 4 In the Save In drop-down list box, select a location for the file.
- 5 In the File Name text box, type a name for the file.
- 6 In the Save as Type drop-down list box, select the format type:
  - \*.MP3
  - \*.WAV
  - \*.WMA
- 7 In the Format drop-down list box, select the format quality that you want for the file.

The available options vary depending on your system. In general, higher quality settings result in larger file sizes.

- 8 Click **Save**.

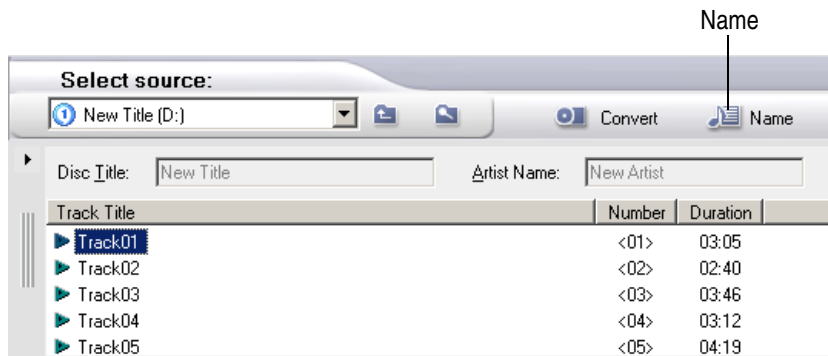
## Accessing the Online Music Database

If you have Internet access, you can access an online music database to automatically retrieve information about a commercially produced music CD, including the disc title, artist name, and track titles.

To access the online music database:

- 1 Insert the music CD into your drive and allow the CD to spin-up.

A list of the tracks on the CD appears in the Source Window.



- 2 If the disc information (disc title, artist name, and track titles) is not displayed in the Source Window, click the **Name** icon to download the information from the online music database on the Internet.

If the CD is found in the database, the disc title, artist name, and track titles are displayed in the Source Window

## Setting Internet Options

You can set Internet options for the online music database.

To set Internet options:

- 1 Choose **Tools > Options**.
- 2 Click the **Internet Options** tab.

Click the **Help** button on the dialog for information on each of the options.

## Using the Gracenote CDDB Service

Creator Classic uses the Gracenote CDDB® Music Recognition Service (SM) from Gracenote to display artist, title, track, and other information.

To see or edit the full Gracenote CDDB information for a CD, choose **Disc > CDDB Disc Information**.

## Writing CD TEXT to Disc

CD TEXT is a feature that allows you to store text information like the disc title, artist name, and track titles on a music CD. This information can then be displayed on consumer electronic devices that support CD TEXT information.

You can enable the feature on your disc if your recorder supports CD TEXT and you record your disc in Disc-at-Once mode.

### To write CD TEXT:

- 1 Prepare your music CD project as you normally would.
- 2 When you burn your project to disc, make sure the following is true in the Record Setup dialog box:
  - Select the **Write CD TEXT** check box. (If you cannot check this box and Disc-at-Once is the selected Record Method, the feature is not supported by your recorder.)
  - Click the **Details** button and make sure **Disc-at-Once** is the selected Record Method.



## Advanced Music CD Topics

### Entering a UPC

You can enter a Universal Product Code (UPC) for identifying your music CD. A UPC can be entered from the Project Properties dialog box.

#### To enter a UPC:

- 1 Choose **File > Project Properties**.

The Project Properties dialog box appears.

- 2 In the UPC text box, enter the UPC code

### Entering ISRC Information

The ISRC (International Standard Recording Code) is the international identification system for sound recordings and music video recordings.

You can enter ISRC information for the music CDs that you make. This information includes each track's country code, registrant code, year of reference, and designation code. ISRC information can be entered from the Audio Track Properties dialog box.

#### To enter ISRC information:

- 1 In the Project Window, right-click the track that you want to provide ISRC information and select **Properties**.

The Audio Track Properties dialog box appears.

- 2 In the ISRC text box, enter the 12 character ISRC as described in the dialog box.

The ISRC consists of 12 characters:

- Country Code (2 ASCII characters)
- Registrant Code (3 ASCII characters)
- Year of Reference (2 digits)
- Designation Code (5 digits)



# Making MP3 Player Discs

# 4

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## In this chapter

What is an MP3 Player Disc?	<b>32</b>
Starting an MP3 Player Disc Project	<b>33</b>
Adding MP3 Files to Your Project	<b>34</b>
Working with MP3 Files in Your Project	<b>35</b>
Using the MP3 Playlist Editor	<b>37</b>
Burning Your Disc	<b>38</b>
Making MP3 Files	<b>39</b>

## What is an MP3 Player Disc?

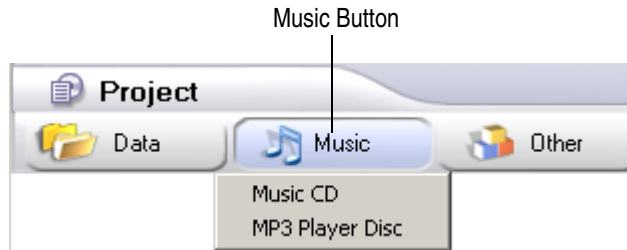
An MP3 Player Disc is a CD or DVD data disc that can be played on an MP3 Player (any player that supports MP3 data files). With Creator Classic, you can make your own MP3 Player Discs by recording MP3 files stored on your hard disk and other discs.

If you want to make a music CD that can be played on both audio CD players and computer disc drives, see *Making Music CDs* on page 15.

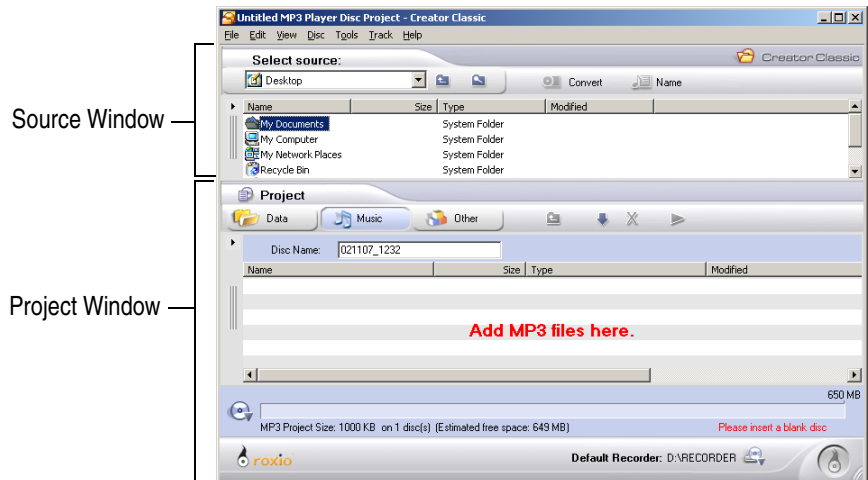
## Starting an MP3 Player Disc Project

You can start a new project in any of these ways:

- Choose **File > New Project > MP3 Player Disc**.
- In the Project Window, click the **Music** button and select **MP3 Player Disc**.



An untitled project appears.



## Adding MP3 Files to Your Project

You can add MP3 audio files that are on your hard disk or another disc to your project.




**Note** The order you add MP3 files to your project is the order the files are displayed in the MP3 playlist file. See *Using the MP3 Playlist Editor* on page 37 to rename and edit the playlist file.

---

**Tip** The Disc Info Bar at the bottom of the Project Window displays the current size of your project.

### You can add MP3 files in any of these ways:

- Drag one or more MP3 files from the Source Window to the Project Window.
- Select one or more MP3 files in the Source Window, and then click **Add**  icon.
- Select one or more MP3 files in the Source Window, and choose **Edit > Add to Project**.
- Drag one or more MP3 files from Windows Explorer to the Project Window.
- Copy and paste one or more MP3 files from the Source Window or Windows Explorer to the Project Window.

## Working with MP3 Files in Your Project

Once you have added one or MP3 files to your project, you have the following options:

- Creating a New Folder
- Removing Files and Folders
- Renaming Files and Folders
- Finding Files

### Creating a New Folder

You can create a new folder in your project and then add files and folders to that new folder.


**You can create a new folder in any of these ways:**

- Right-click in the Project Window and select **New Folder**.
- Choose **Edit > New Folder**.

### Removing Files and Folders

You can remove files and folders from your project. This does not remove the original file or folder from your hard disk.

**You can remove a file or folder in any of these ways:**

- Select the file or folder in the project and click **Remove**  icon.
- Right-click the file or folder in the project and select **Remove from Project**.
- Select the file or folder in the project and choose **Edit > Remove from Project**.
- Select the file or folder in the project and press the **Delete** key.

## Renaming Files and Folders

You can rename files and folders in your project. This does not rename the original name of the file or folder on your hard disk.

**You can rename a file or folder in any of these ways:**

- Right-click the file or folder in the project and select **Rename**.
- Select the file or folder in the project and choose **Edit > Rename**.

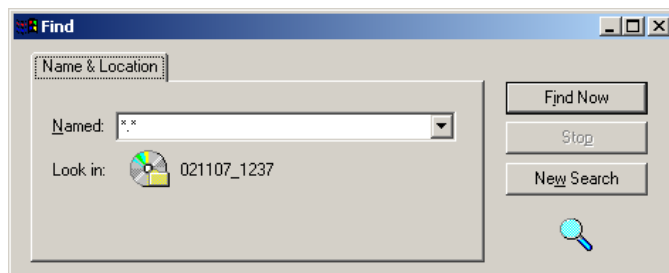
## Finding Files

You can find a file currently included in your project.

**To find a file in your project:**

- 1 Right-click the folder or disk volume in the project and select **Find**.

The Find dialog box appears.



- 2 In the Named text box, type the name of the file you are looking for.
- 3 Click Find Now.



## Using the MP3 Playlist Editor

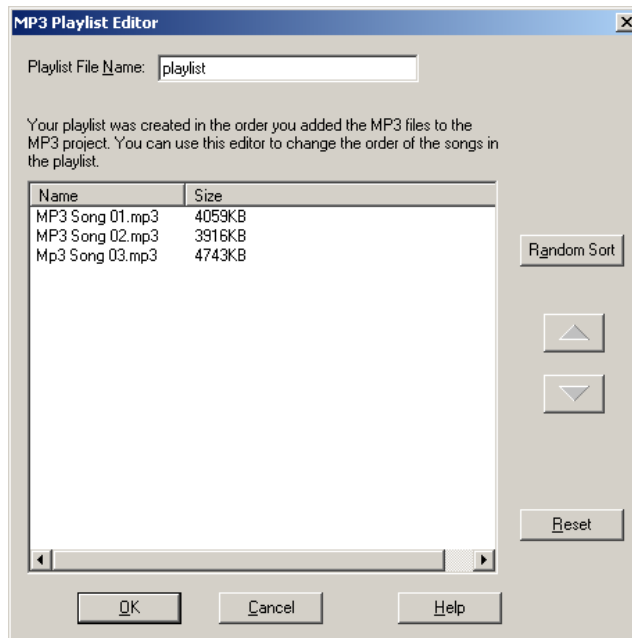
The MP3 Playlist Editor allows you to edit the MP3 playlist file (the default name of the file is `playlist.m3u`). The first time you add MP3 files to the project, the MP3 playlist file is generated and added to the root directory of your project.

You can use the MP3 Playlist Editor to rename the playlist file or change the order of the songs in the playlist file. You must make any changes to the playlist file before you click the **Burn** button to record your disc.

**You can start the MP3 Playlist Editor in any of these ways:**

- Choose **Edit > MP3 Playlist Editor**.
- Double-click the playlist file in the Project Window.
- Right-click the playlist file in the Project Window and select **Edit MP3 Playlist**.

The MP3 Playlist Editor dialog box appears.




Click **Help** on the dialog box for information on how to use the MP3 Playlist Editor.

## Burning Your Disc

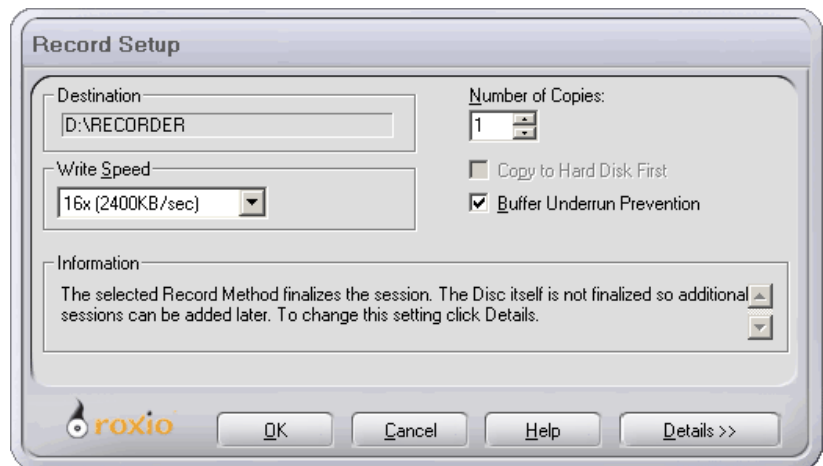
When you have added and organized all of the MP3 files that you want to record to your project, you are ready to burn your project to disc.

### To burn your project to disc:

- 1 Insert a blank disc into your recorder.

- 2 Click **Burn** .

The Record Setup dialog box appears.



- 3 Click **OK**.
- 4 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your disc case. You can choose to start Label Creator by clicking **Label Creator**, or you can continue without starting Label Creator by clicking **No**.

## Making MP3 Files

With Creator Classic, you can make your own MP3 files from tracks on your music CDs. This process is commonly referred to as *encoding* or *ripping* MP3 files. To make MP3 files using Creator Classic, see *Converting a Track to an MP3, WAV, or WMA Audio File* on page 25.



**Note** Roxio AudioCentral also allows you to rip MP3 files. See AudioCentral's online help for instructions on ripping MP3 files.

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# Making Enhanced CDs

# 5

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- Starting an Enhanced CD Project **43**
- Adding Tracks to Your Project **44**
- Adding Audio Files to Your Project **46**
- Adding Files and Folders to Your Project **47**
- Burning Your Disc **48**

## What is an Enhanced CD?

An enhanced CD is a multisession CD that contains both music tracks and computer data. The first session on the CD contains the music tracks, so a home or car stereo CD player can play them. The second session contains data intended for your computer's disc drive. Many music CDs are made as an enhanced CD to provide music CD tracks and a music video all on the same CD.

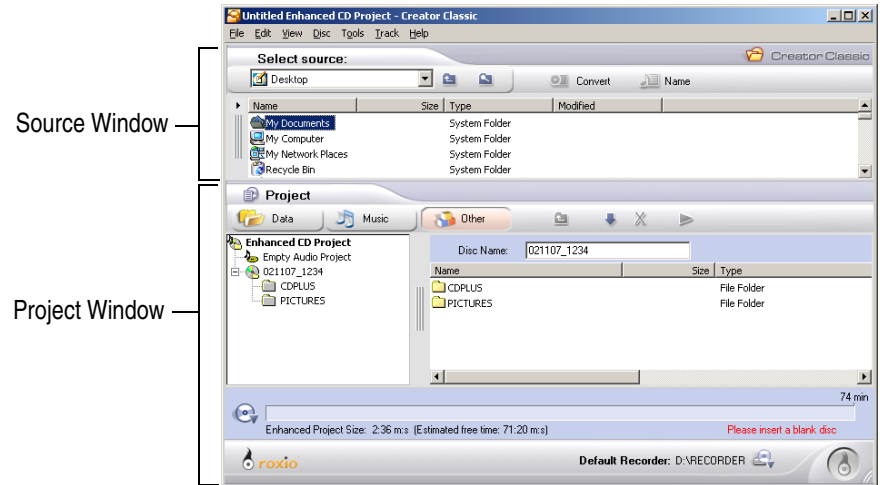
## Starting an Enhanced CD Project

You can start a new project in any of these ways:

- Choose **File > New Project > Enhanced CD**.
- In the Project Window, click the **Other** button and then select **Enhanced CD**.



An untitled project appears.



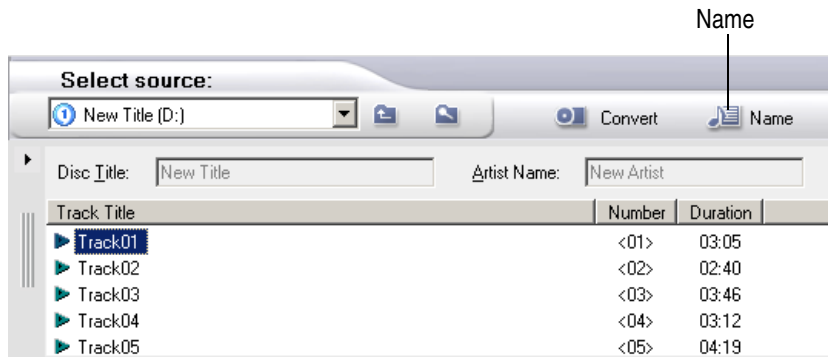
## Adding Tracks to Your Project

You can add tracks from an existing music CD to the Audio Project of your Enhanced CD project (if you are recording audio files, see *Adding Audio Files to Your Project* on page 46).

### To add tracks:

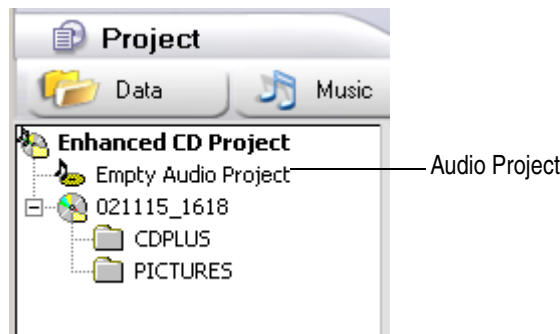
- 1 Insert the music CD into your drive and allow the CD to spin-up.

A list of the tracks on the CD appears in the Source Window.




**Note** If the disc information (disc title, artist name, and track titles) is not displayed in the Source Window, click the **Name** icon to download the information from an online music database on the Internet.

- 2 Click the Audio Project in the Project Window to select it.



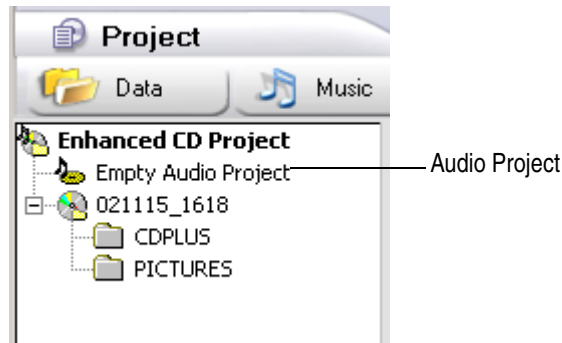



- 3 Do any of the following to add the track to your project:
  - Drag one or more tracks from the Source Window to the Audio Project in the Project Window.
  - Select one or more tracks in the Source Window, and then click **Add**  icon.
  - Select one or more tracks in the Source Window, and choose **Edit > Add to Project**.
  - Copy and paste one or more tracks from the Source Window or Windows Explorer to the Project Window.

## Adding Audio Files to Your Project

You can add MP3, WAV, and WMA audio files from your hard disk and other discs to the Audio Project of your Enhanced CD project (if you are recording tracks from music CDs, see *Adding Tracks to Your Project* on page 44).

- 1 Click the Audio Project in the Project Window to select it.

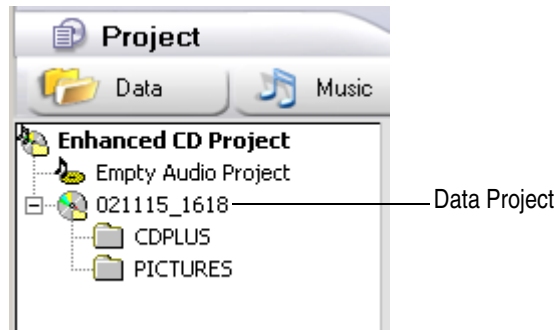


- 2 Do any of the following to add the track to your project:
  - Drag one or more audio files from the Source Window to the Audio Project in the Project Window.
  - Select one or more audio files in the Source Window, and then click **Add**  icon.
  - Select one or more audio files in the Source Window, and choose **Edit > Add to Project**.
  - Drag one or more audio files from Windows Explorer to the Audio Project in the Project Window.
  - Copy and paste one or more audio files from the Source Window or Windows Explorer to the Audio Project in the Project Window.


## Adding Files and Folders to Your Project

You can add files and folders from your hard disk and other discs to the Data Project of your Enhanced CD project.

- 1 Click the Data Project (the disc icon below the audio project) in the Project Window to select it.



**Note** The CDPLUS and PICTURES folders in the Data Project are automatically created and are required for making an Enhanced CD.

- 2 Do any of the following to add files and folders to your project:
  - Drag one or more files and folders from the Source Window to the Data Project of the Project Window.
  - Select one or more files and folders in the Source Window, and then click the **Add**  icon.
  - Select one or more files and folders in the Source Window, and choose **Edit > Add to Project**.
  - Drag one or more files and folders from Windows Explorer to the Data Project of the Project Window.

## Burning Your Disc

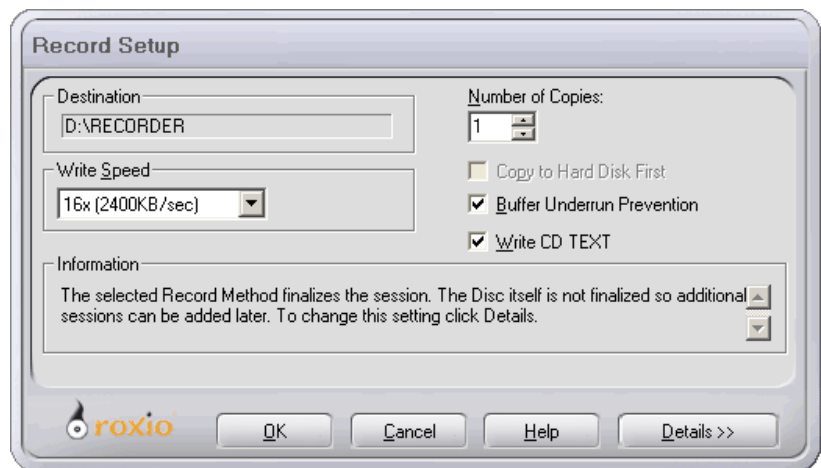
When you have added and organized all of the audio tracks and data files that you want to record to your project, you are ready to burn your project to disc.

To burn your project to disc:

- 1 Insert a blank disc into your recorder.

- 2 Click **Burn**  .

The Record Setup dialog box appears.



- 3 Click **OK**.
- 4 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your disc case. You can choose to start Label Creator by clicking **Label Creator**, or you can continue without starting Label Creator by clicking **No**.

# Making Mixed-Mode CDs

# 6

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## In this chapter

What is a Mixed-Mode CD?	<b>50</b>
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Adding Files and Folders to Your Project	<b>52</b>
Adding Tracks to Your Project	<b>53</b>
Adding Audio Files to Your Project	<b>54</b>
Burning Your Disc	<b>55</b>

## What is a Mixed-Mode CD?

A mixed-mode CD is a single-session CD that contains both computer data and music tracks, and is typically used for entertainment and educational programs. Data is written to the first track on the CD followed by one or more music tracks.



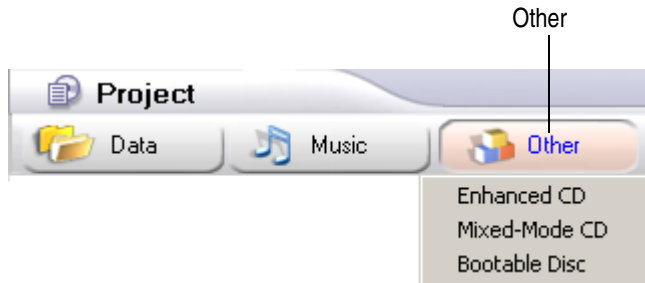
**Note** Mixed-mode CDs are used in ROM drives and recorders only and cannot be played in home or car stereo CD players.

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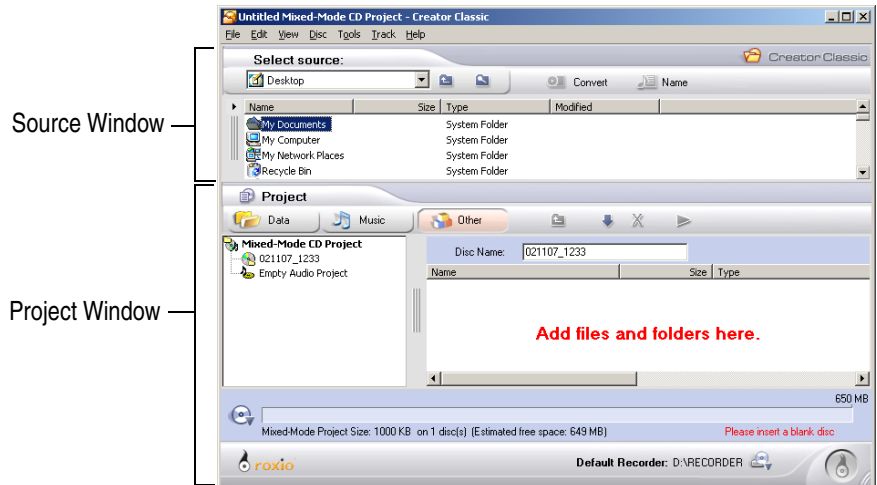
## Starting a Mixed-Mode CD Project

You can start a new project in any of these ways:

- Choose **File > New Project > Mixed-Mode CD**.
- In the Project Window, click the **Other** icon and then select **Mixed-Mode CD**.



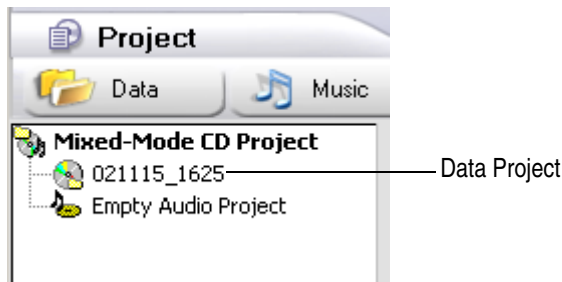
An untitled project appears.



## Adding Files and Folders to Your Project

You can add files and folders from your hard disk and other discs to the Data Project of your Mixed-Mode CD project.

- 1 Click the Data Project (the disc icon above the audio project) in the Project Window to select it.



- 2 Do any of the following to add files and folders to your project:
  - Drag one or more files and folders from the Source Window to the Data Project of the Project Window.
  - Select one or more files and folders in the Source Window, and then click the **Add** ↓ icon.
  - Select one or more files and folders in the Source Window, and choose **Edit > Add to Project**.
  - Drag one or more files and folders from Windows Explorer to the Data Project of the Project Window.
  - Copy and paste one or more files and folders from the Source Window or Windows Explorer to the Data Project of the Project Window.



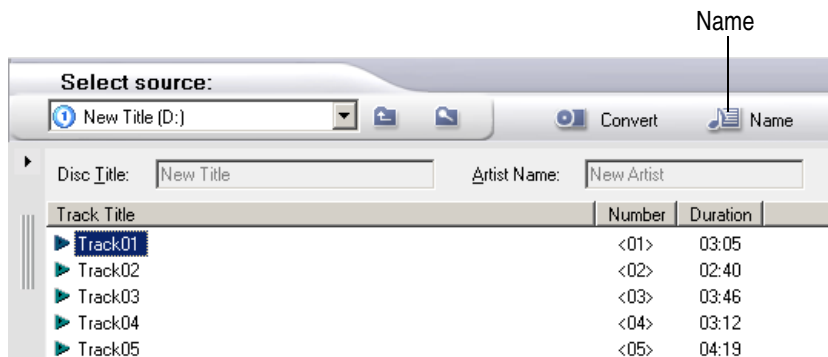
## Adding Tracks to Your Project

You can add tracks from an existing music CD to the Audio Project of your Mixed-Mode CD project (if you are recording audio files, see *Adding Audio Files to Your Project* on page 54).

### To add tracks:

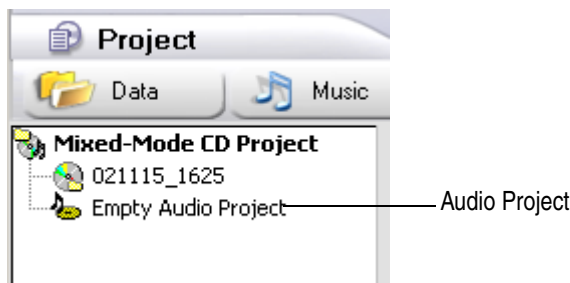
- 1 Insert the music CD into your drive and allow the CD to spin-up.


A list of the tracks on the CD appears in the Source Window.



**Note** If the disc information (disc title, artist name, and track titles) is not displayed in the Source Window, click the **Name** icon to download the information from an online music database on the Internet.

- 2 Click the Audio Project in the Project Window to select it.

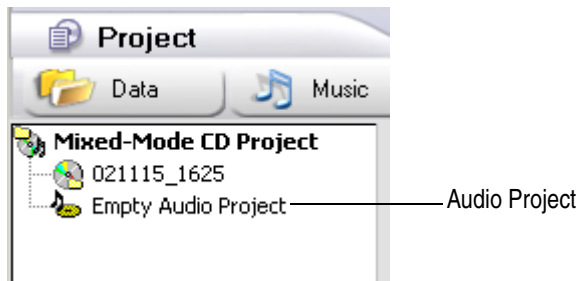



- 3 Do any of the following to add the track to your project:
  - Drag one or more tracks from the Source Window to the Audio Project in the Project Window.
  - Select one or more tracks in the Source Window, and then click **Add**  icon.
  - Select one or more tracks in the Source Window, and choose **Edit > Add to Project**.
  - Copy and paste one or more tracks from the Source Window or Windows Explorer to the Audio Project in the Project Window.

## Adding Audio Files to Your Project

You can add MP3, WAV, and WMA audio files from your hard disk and other discs to the Audio Project of your Mixed-Mode CD project (if you are recording tracks from music CDs, see *Adding Tracks to Your Project* on page 53).

- 1 Click the Audio Project in the Project Window to select it.



- 2 Do any of the following to add the track to your project:
  - Drag one or more audio files from the Source Window to the Audio Project in the Project Window.
  - Select one or more audio files in the Source Window, and then click **Add**  icon.
  - Select one or more audio files in the Source Window, and choose **Edit > Add to Project**.

- Drag one or more audio files from Windows Explorer to the Audio Project in the Project Window.
- Copy and paste one or more audio files from the Source Window or Windows Explorer to the Audio Project in the Project Window.

## Burning Your Disc

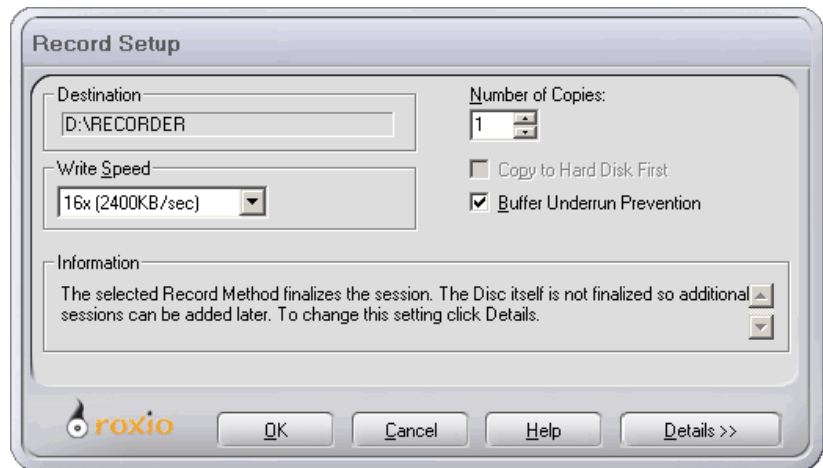
When you have added and organized all of the audio tracks and data files that you want to record to your project, you are ready to burn your project to disc.

### To burn your project to disc:

- 1 Insert a blank disc into your recorder.

- 2 Click **Burn**  .

The Record Setup dialog box appears.



- 3 Click **OK**.
- 4 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your disc case. You can choose to start Label Creator or you can continue without starting Label Creator.



# Making Bootable Discs



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Making a Bootable Disc with Creator Classic	<b>61</b>
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Advanced Settings	<b>63</b>

## What is a Bootable Disc?

A bootable disc is a CD or DVD that contains a bootable image, which is an exact representation of a bootable floppy disk or hard disk. With Creator Classic, you can make a bootable disc that can be used to start your system.

Bootable discs are useful if you wish to boot your system, bypassing the operating system on your hard disk. Bootable discs are also useful if you wish to run backup, drive utility, or virus scan software.



**Note** Making a bootable disc is intended for the advanced user. It requires an in depth understanding of how to create bootable floppies and hard disk images, and how to create and edit DOS `config.sys` and `autoexec.bat` files.

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Instructions are provided below to assist you in making a bootable disc from a bootable floppy image. This is called Floppy Disk Emulation.

To make a bootable disc from a hard disk image (Hard Disk Emulation) you will need an understanding of which files are needed to boot a hard drive.

There are several steps involved in making a bootable disc. To begin the process of making a bootable disc, follow the instructions in each of the following sections:

- Verify That Your System Supports Bootable Disc
- Finding or Creating a Bootable Floppy
- Making a Bootable Disc with Creator Classic

## Verifying That Your System Supports Bootable Disc

To start your system from a bootable disc, the system itself must support the bootable disc feature. Here is what you need to verify:

- Check your system BIOS settings (review your system's user's guide to learn how to access your system's BIOS settings) and look for the Bootable CD-ROM support option. If it is available, enable the option. Most Pentium-class systems (or higher) support this feature.
- If your CD or DVD drive is connected to your system via a SCSI host adapter, the SCSI host adapter may have an onboard BIOS. Check your host adapter's documentation to verify if the SCSI adapter supports bootable discs. If bootable disc support is available, review your SCSI host adapter's documentation to learn how to access the SCSI host adapter's BIOS settings to enable this feature.

## Finding or Creating a Bootable Floppy

Your system may have included a bootable floppy disk, if not, some versions of Windows support creating a bootable floppy disk.

### To make a bootable floppy under Windows 98 or Windows Me:

- 1 Open the **Control Panel**.
- 2 Launch **Add/Remove Programs**.
- 3 Click on the tab labeled **Startup Disc**.
- 4 Insert a floppy disk in Drive A.
- 5 Click the **Create Disk** button.

### To make a bootable floppy under Windows XP:

- 1 Insert a floppy disc in Drive A
- 2 Double-click **My Computer**.
- 3 Right-click the floppy drive.
- 4 Select **Make Startup Disk**.

5 Click **OK**.



**Note** To make a bootable floppy under Windows NT and Windows 2000, please refer to your Windows User's Guide.

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## Additional Bootable Floppy Information

The floppy disk you need to create is dependent on the system you are planning to boot from. The floppy disk needs to be formatted with the DOS Format command (FORMAT A: /S) and it also needs to contain a `config.sys` and `autoexec.bat` file.

The `config.sys` file typically contains the instructions to load your DOS CD-ROM driver while the `autoexec.bat` file contains the instructions to load Microsoft's DOS CD-ROM Extensions (i.e., `mscdex.exe`).

Please consult your system's documentation for the proper way to load your DOS CD-ROM driver and `mscdex.exe`. You should test this configuration with your bootable floppy disk before you make a bootable disc. If your target system boots properly with the floppy disk, and assigns a drive letter for the CD-ROM drive on that system, you are ready to make a bootable disc.



**Note** When you add the command lines to the `config.sys` and `autoexec.bat`, do not use fixed paths. For example:

Recommended Entry: `device=aspicd.sys /d:aspicd0`

Not Recommended: `device=a:\aspicd.sys /d:aspicd0`

---

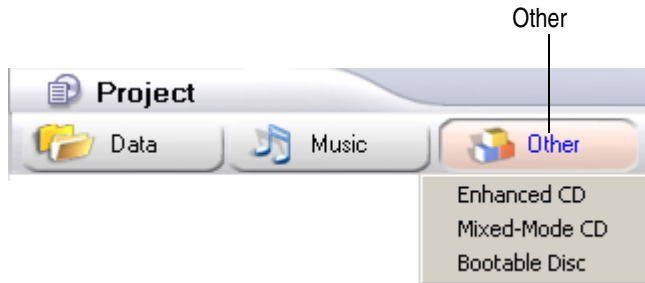
Once you have created a bootable floppy disk, you can use it to create a bootable disc.



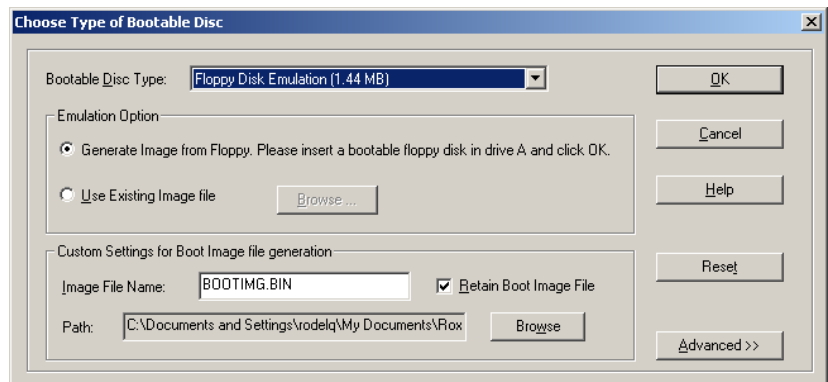
## Making a Bootable Disc with Creator Classic

### To make a Bootable Disc:

- 1 Do any of the following to start a new project:
  - Choose **File > New Project > Bootable Disc**.
  - In the Project Window, click the **Other** icon and then select **Bootable Disc**.



The Choose Type of Bootable Disc dialog box appears.



- 2 Select the Bootable Disc Type:
  - **Floppy Disk Emulation (1.44 MB):** Select this option if you want to create a bootable disc that is an exact representation of a 1.44 MB bootable floppy. This option allows you take a bootable floppy image and copy it to a 1.44 MB partition on the disc. With this option selected, your bootable image cannot exceed 1.44 MB.

- **Floppy Disk Emulation (2.88 MB):** Select this option if you want a bootable disc that is an exact representation of a 2.88 MB bootable floppy. This option allows you take a bootable floppy image and copy it to a 2.88 MB partition on the disc. With this option selected, your bootable image cannot exceed 2.88 MB.
  - **Hard Disk Emulation:** Select this option if you want a bootable disc that emulates a hard disk. With this option selected, you can create a bootable image on your disc that is larger than that available using the bootable floppy disk option. The size of your bootable image will be limited to the space on your disc.
  - **No Emulation:** Select this option if you do not want the disc to emulate a floppy or hard disk. With this option selected, the image is loaded into memory and executed.
- 3 In Emulation Option, select the emulation appropriate for the Bootable Disc Type selected above:
- **Generate Image from Floppy:** Select this option to create a bootable disc from a bootable floppy. To use this feature, you must have a bootable floppy disk.
  - **Use Existing Image File:** Select this option to create a bootable disc from an existing image file. To use this feature you need a bootable image on your hard disk. The image can be a bootable floppy image (1.44 or 2.88 MB) or a larger image to be used when choosing the Hard Disk Emulation or No Emulation bootable disc types. Click **Browse** to search for you bootable image.
- 4 Click **OK**. Follow any on-screen instructions that may appear.
- 5 When the Bootable disc project appears, use Creator Classic as you normally would for making a data disc.



**Note** When the disc has been burned, take it to the system you want to boot from. Make sure it has bootable disc support enabled, insert the bootable disc in your CD or DVD drive, and reboot the system. If you are able to start your system from the bootable disc, you have successfully made a bootable disc.

## Tips for Using Floppy Disk Emulation

When booting from a bootable disc, your bootable disc will emulate a bootable floppy, the disc will in effect become Drive A, and your floppy drive will be shifted to Drive B.

You can copy other information onto your disc outside of the boot image. Other information that can be included on the disc might be:

- Hard disk utilities
- Application installers
- Backup utilities, etc.

If you wish to access information on your disc outside of the boot image, you must make sure the following files are included your boot image:

- `mscdex.exe`
- `cdrom.sys`
- Device drivers for your CD or DVD drives

If these files are not included in the boot image, the disc will not be accessible. Device drivers for your CD or DVD drives can be found on software that came with your drive.

## Advanced Settings

### Load Segment

The Load Segment specifies the hexadecimal address in memory where the master boot record will be loaded. To create a standard bootable disc, you will not need to change this value.

## Sector Count

The Sector Count specifies the number of virtual/emulated sectors the system will store at the load segment during the initial boot process. To create a standard bootable disc, you will not need to change this value.

# Using Additional Features

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## Creating and Recording Disc Image Files

A disc image file is a complete copy of the data as it will appear on the disc you wish to record—only it's stored on your hard disk instead of recorded to a blank disc. You can create a disc image file for any type of project in Creator Classic.



**Note** When making a disc image file, make sure you have enough space on your hard disk to store the disc image file.

### To create the disc image file:

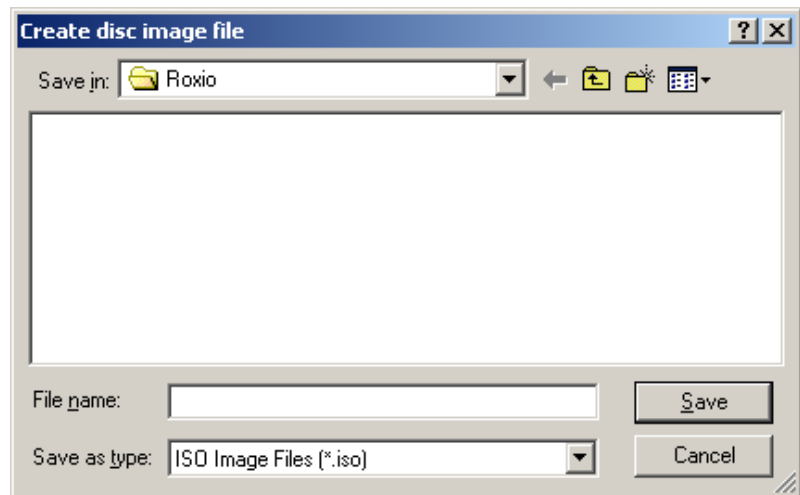
- 1 Prepare your project as you normally would.
- 2 When you have added and organized all of the files that you want to record to your project, you are ready to create your disc image file.



**Note** A disc image file cannot be created for a large project that is recorded to multiple discs.

- 3 Choose **File > Create Disc Image**.

The Create Disc Image File dialog box appears.



- 4 Type a file name and select a location for the file.
- 5 Click **Save**.

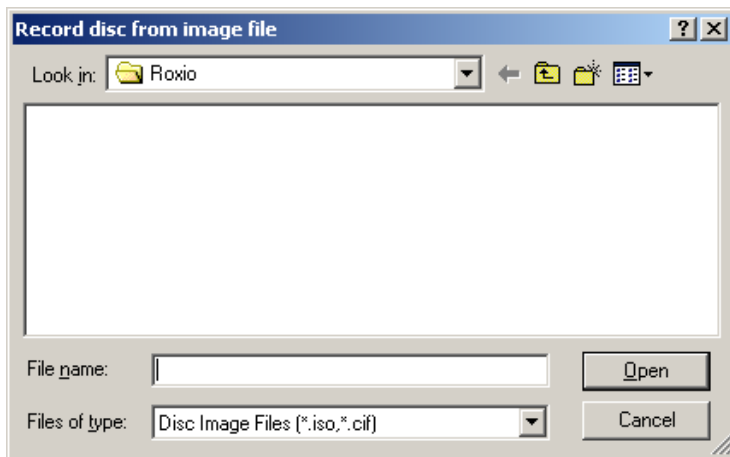
The Burn Disc Progress dialog box appears.

- 6 Click **OK** when the recording is finished.

**To burn the disc image file to disc:**

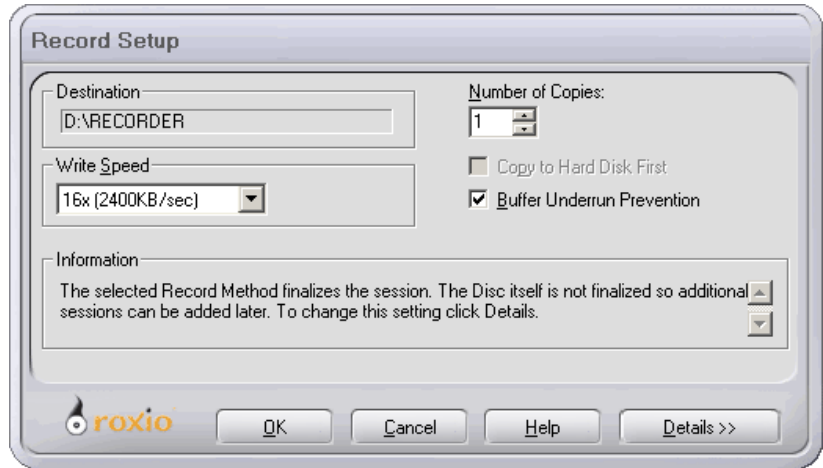
- 1 Choose **File > Record Disc from Image**.

The Record Disc From Image File dialog box appears.



- 2 Select the image file that you want to burn to disc and click **Open**.

The Record Setup dialog box appears.



- 3 Insert a blank disc into your recorder
- 4 Click **OK**.
- 5 After the disc has been successfully burned, you are prompted to launch Label Creator to make a custom disc label or insert for your disc case. You can choose to start Label Creator by clicking **Label Creator**, or you can continue without starting Label Creator by clicking **No**.



## Selecting Disc Size

The Disc Info Bar at the bottom of the Project Window displays the current size of your project, the number discs required to burn the project, and the disc size of the media in your recorder.



The disc size is automatically determined once you insert a disc into the recorder; however, you can manually change the disc size for certain situations. For example, if your DVD recorder is not currently connected and you want to create a disc image file that you want to burn to a DVD at a later time, you could change the disc size to “DVD 4.7 GB” and then create the disc image file as you normally would.

### To manually change the disc size:

- Click the **Disc Size** icon and select the disc size you want to use.

## Changing the Default Recorder

If you have multiple recorders installed in your computer, you can choose one as the default recorder that will be used for burning discs in Creator Classic.

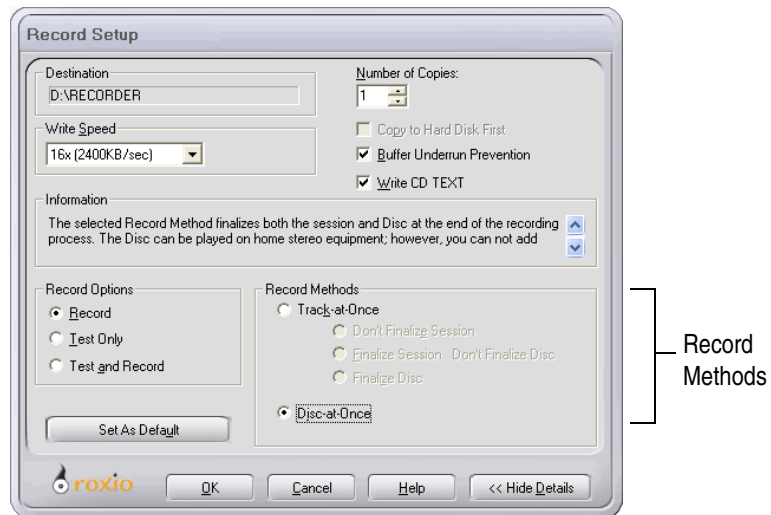
### To change the default recorder:

- Click the **Default Recorder** icon and select the recorder that you want to use as your default recorder.



## Understanding the Record Methods

The record method determines how the data in your project is written to the disc in your recorder. You can select the record method from the Record Setup dialog box that appears after you click the **Burn** button.



Here is a description of the available Record Methods:

- **Track-at-Once:** This method writes data to the disc in multiple passes and allows you to record a single track (data or music) at a time. Tracks recorded in Track-at-Once mode are separated by gaps. If a data track is followed by a music track, the gap is two or three seconds. The gap between two music tracks is usually two seconds.
- **Don't Finalize Session:** If you are making a music CD, select this option to enable you to keep adding tracks to the disc in a single session. You cannot play the CD on home stereo equipment until the session is finalized. This option is available when making a music CD only.
- **Finalize Session, Don't Finalize Disc:** Select this option to finalize the session. The disc itself is not finalized so additional sessions can be added later.

If you are making a music CD, this option finalizes the session so that the disc can be played on home stereo equipment. If additional sessions are added later, only the first session on the CD can be played on most stereo equipment.

- **Finalize Disc:** Select this option to finalize both the session and disc. Once the disc is finalized, you cannot add additional tracks or files to the disc.
- **Disc-at-Once:** This method writes data to the disc in a single operation, and finalizes both the session and disc at the end of the recording process.

If you are making a music CD, this option eliminates the two-second gap between tracks and write-protects the CD. The CD can be played on home stereo equipment.

If you want to enable CD TEXT on your disc, this option must be selected.



**Note** For more information on the options available in the dialog box, click the **Help** button.

---

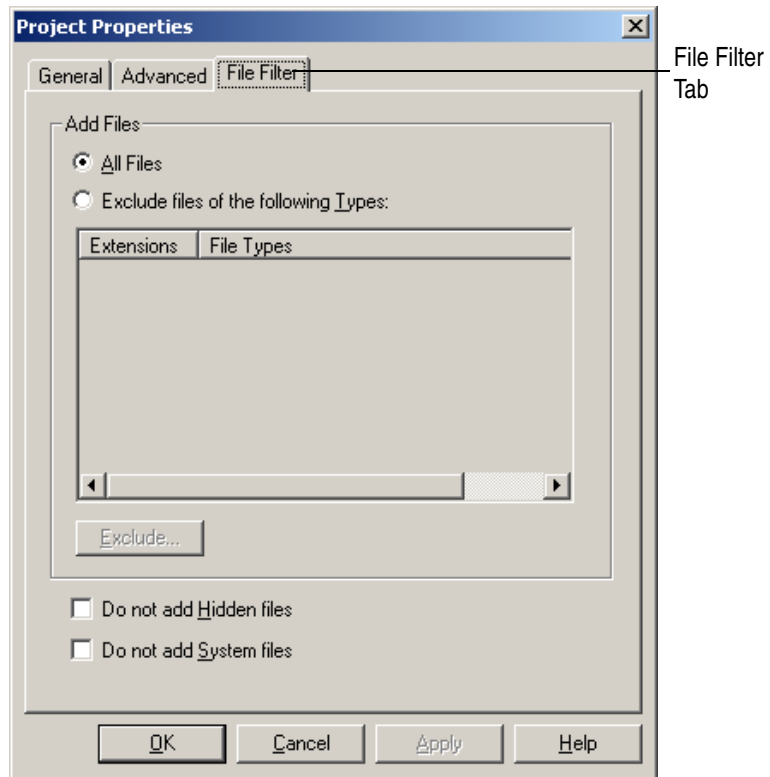
## Excluding Files from Your Project

You can exclude certain file types from being added to a Data, Enhanced CD, Mixed-Mode CD, or Bootable Disc project.

**To exclude files from your project:**

- 1 Choose **File > Project Properties**.

The Project Properties dialog box appears.



- 2 Click the **File Filter** tab.
- 3 Select your options from the dialog box.  
Click the **Help** button on the dialog box for information on the various options.

## Erasing a ReWritable Disc

If you are using a rewritable disc, you can erase it completely so that it is blank.



**Caution** When you erase a rewritable disc, all files on that disc will be permanently deleted.



**Caution** If you have copied extremely sensitive data to a rewritable disc (such as private personal information) we strongly recommend that you destroy the disc rather than choose the option of erasing it and re-recording over the data.

---

**You can erase a rewritable disc in any of these ways:**

- Right-click the recorder in the Source Window and select **Erase**.
- In the Source Window, select the recorder that contains the rewritable disc you want to erase, and choose **Disc > Erase Disc**.

## Validating a Project

Validating a project allows you to verify that the source contents have not been moved, deleted, renamed, or modified since you added them to the project. If an item cannot be found, you are prompted to delete the item from the project before recording the project to disc.

**To validate a CD project:**

- Choose **File > Validate Project**.

## Viewing Project, Drive, and Disc Properties

### Viewing Project Properties

The project properties dialog box displays general, advanced, and file filter project properties.

**To view project properties:**

Choose **File > Project Properties**.

### Viewing Drive Properties

The drive properties dialog box displays information about the disc drives and recorder connected to your computer.

**To view drive properties:**

Choose **Tools > Drive Properties**.

## Viewing Disc Information

The disc information dialog box displays information about the discs in your CD or DVD drives and recorders.

### To view disc information:

Choose **Disc > Disc Information**.

## Viewing Creator Classic Options

The Creator Classic Options dialog box displays settings for temporary files, “Don’t Show Me Again” options, and Internet options for your online music database.

### To view drive properties:

Choose **Tools > Options**.

## Running the System Tests

The system tests allow you to check your system for compatibility with Creator Classic.



**Note** The system tests run automatically whenever you first attempt to make a disc when copying from a new source location.

---

### To run the system tests:

- 1 Choose **Tools > System Tests**.
- 2 Select the device you want to test.
- 3 Select one or more of the tests:
  - **Data Transfer Rate Test:** This test determines the average rate at which data is read from the drive.
  - **Audio Extraction Test:** This test determines the average rate at which digital audio is extracted from the drive.
- 4 Click **Test**.
- 5 Follow any on-screen instructions that may appear.

## Starting Roxio Retrieve

You can start the Roxio Retrieve application to retrieve files and folders from large projects that were burned to multiple discs.

### To start Roxio Retrieve:

- Choose **Tools > Roxio Retrieve**.

## Starting Label Creator

You can start the Label Creator to make a custom disc label or insert for your disc case.

### To start Label Creator:

- Choose **Tools > Label Creator**.





# Creator Classic Reference

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## Creator Classic Menus

The following menus are available in Creator Classic:

- File Menu
- Edit Menu
- View Menu
- Disc Menu
- Tools Menu
- Track Menu
- Help Menu

### File Menu

The following table lists the commands under the File menu.

Command	Description
<b>New Project</b>	Starts a new Creator Classic project. The following projects are available. <ul style="list-style-type: none"><li>▪ Data Disc</li><li>▪ Music CD</li><li>▪ MP3 Player Disc</li><li>▪ Mixed-Mode CD</li><li>▪ Enhanced CD</li><li>▪ Bootable Disc</li></ul>
<b>Open Project</b>	Opens a previously saved Creator Classic project.
<b>Save Project List</b>	Saves your Creator Classic project
<b>Save Project List As</b>	Saves your Creator Classic under a different name.
<b>Validate Project</b>	Verifies that the source contents have not been moved, deleted, renamed, or modified since they were added to the project.
<b>Record Disc</b>	Displays the Record Setup dialog box.
<b>Finalize Disc</b>	Finalizes (close) an open session music CD so that it can be played on home stereo equipment.

---

<b>Command</b>	<b>Description</b>
<b>Create a Disc Image</b>	Creates a disc image file that can be burned to disc at a later time.
<b>Record Disc from Image</b>	Records a previously saved disc image file.
<b>Project Properties</b>	Displays the Project Properties dialog box.
<b>Recent File</b>	Opens a recent Creator Classic project.
<b>Exit</b>	Quits Creator Classic.

---

## Edit Menu

The following table lists the commands under the Edit menu.

<b>Command</b>	<b>Description</b>
<b>New Folder</b>	Creates a new folder in the Project Window.
<b>Cut</b>	Removes a file, folder, or track from the Project Window and allows you to paste it to a different location within the Project Window.
<b>Copy</b>	Copies a file, folder, or track from the Project Window and allows you to paste it to a different location within the Project Window.
<b>Paste</b>	Allows you to paste a file, folder, or track that was cut or copied into a different location within the Project Window.
<b>Add to Project</b>	Adds the selected file(s) from the Source Window to the Project Window.
<b>Remove from Project</b>	Removes the selected file(s) from the Project Window.
<b>Rename</b>	Renames the selected file or folder in the Project Window.
<b>Edit MP3 Playlist</b>	Displays the MP3 Playlist Editor.
<b>Select All</b>	Selects all files, folders, and tracks in the Project Window.

---

## View Menu

The following table lists the commands under the View menu.

Command	Description
<b>Disc Info Bar</b>	Shows or hides the Disc Info Bar at the bottom of the Project Window.
<b>Source Tree View</b>	Displays the folder tree structure in the Source Window.
<b>Project Tree View</b>	Displays the folder tree structure in the Project Window.
<b>Up One Level</b>	Moves up one level in the folder structure.
<b>Show Files</b>	<ul style="list-style-type: none"><li>▪ <b>All Files:</b> Displays all files in the Source Window.</li><li>▪ <b>Audio Files Only:</b> Displays music CD tracks and MP3, WAV, and WMA audio files in the Source Window only.</li></ul>
<b>Split</b>	<ul style="list-style-type: none"><li>▪ <b>Left-Right:</b> Resizes the folder tree structure in the Source Window horizontally.</li><li>▪ <b>Up-Down:</b> Resizes the Source Window vertically.</li></ul>
<b>Large Icons</b>	Displays large icons in the Source Window.
<b>Small Icons</b>	Displays small icons in the Source Window.
<b>List</b>	Displays files in the Source Window.
<b>Details</b>	Displays file details in the Source Window
<b>Arrange Icons</b>	Arranges the icons in the Source Window: <ul style="list-style-type: none"><li>▪ Sort by Name</li><li>▪ Sort by Number</li><li>▪ Sort by Type</li><li>▪ Sort by Size</li><li>▪ Sort by Date</li></ul>
<b>Refresh</b>	Refreshes the folder views.

## Disc Menu

The following table lists the commands under the Disc menu.

Command	Description
<b>Eject</b>	Ejects the disc in the recorder.
<b>Erase Disc</b>	Erases the ReWritable disc in the recorder.
<b>Disc Information</b>	Displays the Disc Information dialog box.
<b>CDDB Disc Information</b>	Displays the Gracenote CDDB Disc Information dialog box.

## Tools Menu

The following table lists the commands under the Tools menu.

Command	Description
<b>Search for Files</b>	Displays the Windows Search Results dialog.
<b>System Tests</b>	Displays the System Tests dialog box.
<b>Drive Properties</b>	Displays the Driver Properties dialog box.
<b>Roxio Retrieve</b>	Starts the Roxio Retrieve application.
<b>Label Creator</b>	Starts the Label Creator application.
<b>Options</b>	Displays the Creator Classic Options dialog box.

## Track Menu

The following table lists the commands under the Track menu.

Command	Description
<b>Play</b>	Starts the Player to play audio tracks and files.
<b>Convert to Audio File</b>	Displays the dialog box for converting audio tracks to MP3, WAV, or WMA files.
<b>Merge Tracks</b>	Merges two or more tracks in the Project Window.
<b>Split Tracks</b>	Splits a merged track.
<b>Transition Effects</b>	Displays the Audio Track Transitions dialog box.
<b>Name Tracks</b>	Searches the online music database on the Internet for disc information on the selected music CD.

## Help Menu

The following table lists the commands under the Help menu.

Command	Description
<b>About Creator Classic</b>	Opens the About dialog box for Creator Classic, which displays the application's version number and copyright notice.
<b>Creator Classic Help</b>	Starts Creator Classic Online Help
<b>Tutorial</b>	Starts the Creator Classic Tutorial
<b>Components Information</b>	Displays a listing of associated Creator Classic files.
<b>Gracenote CDDB – The Music Information Source</b>	Links to the Gracenote website.

## Keyboard Shortcuts

You can use your keyboard instead of your mouse to access menu commands. An underlined letter in a menu item or command indicates the keyboard shortcut you would type to choose that option.

To	Press
Open an existing Creator Classic project.	<b>Ctrl-O</b>
Save your Creator Classic project.	<b>Ctrl-S</b>
Cut a file, folder, or track from the Project Window.	<b>Ctrl-X</b>
Copy a file, folder, or track from the Project Window.	<b>Ctrl-C</b>
Paste a file, folder, or track that was Cut or Copied into the Project Window.	<b>Ctrl-V</b>
Add a file, folder, or track from the Source Window to the Project Window.	<b>Ctrl-T</b>
Remove a file, folder, or track from the Project Window.	<b>Del</b>
Select all files, folders, and tracks displayed in the Source Window.	<b>Ctrl-A</b>

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