

# SONAR X1 Power! *Tips & Techniques*

by Scott R. Garrigus

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## Must-Learn SONAR X1 Key Shortcuts

*Did you know that SONAR X1 can do this...?*

**1 MIDI Track Export.** To save a MIDI track as a MIDI file, simply drag-and-drop the MIDI clip anywhere outside the SONAR window (such as onto the Windows Desktop). If the MIDI track contains multiple clips, first select the track and choose Clips > Bounce to Clip(s) in the Track view menu to combine the clips into one.

**2 Audio Clip Slip-Stretching.** Normally, when you adjust the length of an audio clip by dragging out the end, the length of

the clip is changed, but the data in the clip is not affected. However, if you hold down the CTRL key while slip-editing the clip, this will slip-stretch the clip and change the length of the audio. Press F5 to choose the Smart tool.

Press and hold CTRL, and hover your mouse over the beginning or end of the clip. Then click and drag left/right (see Figure 1).



Figure 1

**3 Multiple View Windows.** Some of the Views in SONAR (ie. Console, Matrix, and Track) only allow one open instance.

Other views (ie. Event List, Lyrics, Piano Roll, Staff, and Step Sequencer), however, allow multiple instances.

This can be useful, for example, when creating MIDI loops and you'd like to have

each loop open in its own Step Sequencer window. To do this, open the first instance of the view. If the view opens in the MultiDock, right-click the view's tab. If the view opens in a separate window, click the upper-left corner of the window. In either case, choose Lock Contents from the menu. Then open another instance of the view and follow the same procedure to open as many instances as you need.

**4 Event Inspector Edits.** You can use the Event Inspector to edit multiple data events (such as MIDI notes) simultaneously.

In SONAR, right-click the Control Bar and choose Event Inspector Module to make the Event Inspector visible. Select some data and then click a field in the Event Inspector. Either type in a new value or click the spin controls to change the value sequentially.

In addition, you can use modifiers (+/-) to change values. For example, if you want to add 23 to a velocity value of 37, type +23 for the Vel parameter and SONAR will automatically change the value to 60. The plus and minus modifiers work for all parameters, but the Vel (velocity) and Duration parameters can also accept a percentage for scaling values. For example, with 100% representing the current value, if you want to lengthen selected notes by 20%, enter 120% for the Duration value. If you wanted to shorten the same notes by 20%, enter 80%. [View the video.](#)

### Press T to toggle the Tools HUD

Pressing T displays the Tools HUD at the current mouse location. This gives you quick and easy access to SONAR's tools, the current track Edit Filter, and the Event Draw Duration (or note length).

### Press and hold SHIFT to constrain data movement

Press and hold SHIFT. Then click and drag data horizontally or vertically. Mouse movement is constrained to the chosen direction. This works with all data including automation envelopes.

### SHIFT + Left-Click to change the Edit Filter mode

To quickly switch between editing clips or automation: press and hold SHIFT, then left-click on the clip background to edit clips or on an envelope to edit automation.

### Press SHIFT+D for full-screen MultiDock

Pressing D expands/collapses the MultiDock, but by default, it only expands partially. You can resize it with the mouse, but to quickly make it fill the SONAR workspace, press SHIFT+D.

**TIP: Press Z to access the Zoom tool, which is not available via the Tools HUD.**

SONAR X1 gives you the tools you need to compose, record, edit, and produce professional music projects. Here are a few more techniques that you might find useful...



### Delete Multiple Measures

There may be times when you want to alter the entire arrangement of your project by removing multiple measures from all the tracks simultaneously. For example, you may want to delete all measures in all tracks from measure 17 to 27. At the same time, you want the remaining space to be removed as well. This can be done as follows:

1. Choose Edit > Select > All (or press CTRL+A) to select all tracks.
2. Choose Edit > Select > By Time (or press SHIFT+F6) to open the Select By Time dialog box.
3. Enter measure, beat, tick values for From and Thru. In this example, enter 17:01:000 for From and 28:01:000 for Thru. Click OK.
4. Choose Edit > Delete.
5. Make sure the Events In Tracks option is activated, and also activate the Delete Hole option.
6. Click OK.



### Automate Data Selections

Let's say you have a drum track and you'd like to change the volume of one of the snare hits. The automation features of SONAR X1 make this simple, as follows:

1. Press F5 to choose the Smart tool.
2. Click the track's Edit Filter control and choose Automation > Volume.
3. Click and drag near the bottom of

- the clip to select the snare hit.
4. Position your mouse near the top of the clip inside the selected area.
5. Click and hold the left mouse button to create envelope nodes at the selection boundaries.
6. Drag up or down to adjust the volume of the snare hit (see Figure 2).
7. [View the video.](#)

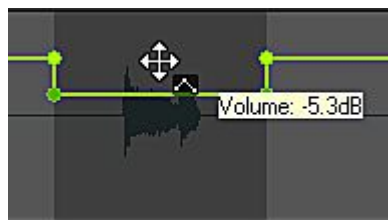


Figure 2



### Removing Vocal "Pops"

The "pops" are called plosives and they occur because of the quick rush of air hitting the microphone. To prevent them from happening in the first place, you should use a windscreen placed in front of the mic. To get rid of them after they've been recorded, you can use the Sonitus Multiband Compressor included in SONAR as follows:

1. Select your audio data.
2. Right-click the selection and choose Process Effect > Audio Effects > Sontitus:fx > Multiband.
3. Click the Reset button.
4. Activate the Byp (bypass) buttons for Bands 2, 3, 4, and 5.
5. For Band 1, apply the following

- parameter settings: Threshold: -15; Ratio: 30; Gain: 0; Attack: 1; Release: 100.
6. Set the Low Frequency parameter to 604 Hz.
7. Click Audition to test your settings. Click Stop.
8. If you need more of the plosives removed, lower the Band 1 Threshold. Audition again and make adjustments until you get the sound you want. Click OK.



### Clip FX Tails

If you add effects with long decays (such as reverb) to clips using the Clip FX bin, you'll notice that the effect gets cut off as soon as the clip ends. To prevent this from happening, drag the end of the clip out to allow the effect to continue sounding, even though the audio portion of the clip may be finished.



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# SONAR X1 Power!

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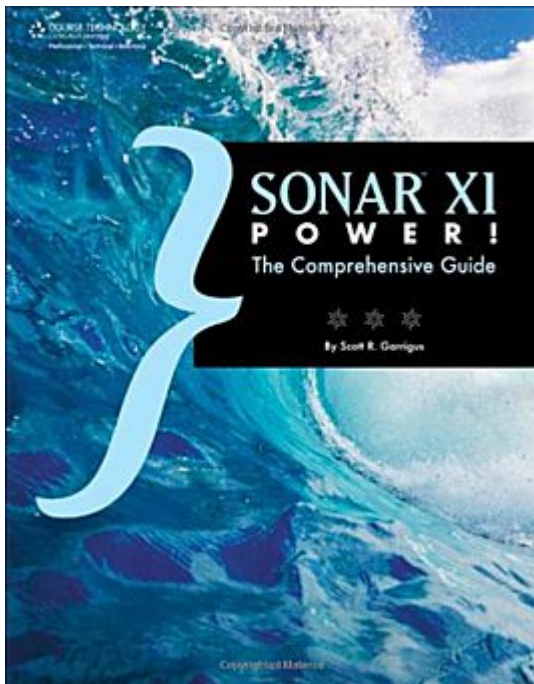
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Covering SONAR X1 Producer, Studio and Essential, Sonar X1 Power! is the ninth edition of the best-selling Sonar Power book series providing detailed training for Cakewalk's Sonar X1 music recording software. Written for both new users and veteran upgraders alike, Sonar X1 Power!

features in Sonar X1, as well as enhancements to existing features that may affect their current production workflow. In addition, features added in SONAR 8.5 are included in this new edition.

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walks you through all of the features of the software with step-by-step instructions and exercises.

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