Welcome to CDP Release 7.0.0

Information about Installation and the Directory Structure
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Download and Extraction

After installation, please check that files in the *Sound Loom* and *Soundshaper* folders – and anything else that you might want to edit – are Read/Write, and alter their properties if they are not.

Download, 'cdpr700-InstallPC.zip'. Then extract 'cdpr700-InstallPC.exe, a self-extracting zip file and proceed as below. You double-click on this file to complete the installation. It is preset to extract to the folder 'cdpr7'. You can select a drive by putting a drive letter in front of this: e.g., C:\cdpr7. The folder is created during extraction.

The programs are designed for use with Windows 2000/XP/VISTA and Windows 7, 32-bit. A Windows 7 64-bit machine should run the CDP 32-bit programs OK, but ignore any messages from the Compatibility Checker.

Soundshaper and *Sound Loom* GUIs / Paths

The CDP download for PC installation includes *Sound Loom*. You will also need to download the *Soundshaper* GUI if you would like to use it (see below). *AL-ERWIN*, *GrainMill*, *BrkEdit* and *Viewsf* are also in the CDP download on PC.

A complete image of Release 7 including *Sound* Loom is installed. The paths to the executable programs for *Sound Loom* is pre-set to **C:\cdpr7_cdp_cdprogs**. You can install in a different drive or folder if you wish, but amend the paths accordingly when you first run the GUI (you will be prompted).

For the *Soundshaper* GUI on PC, you have two choices: the LITE version which is free but has limited support for the new programs in Releases 6 & 7, or the PRO version which supports everything in Release 7, along with additional features. Both versions can be downloaded via the CDP Downloads page or directly from Robert Fraser's Website (http://www.ensemble-software.net), and for *Pro* a licence purchased via the CDP website. *Soundshaper Pro* is then registered with Robert according to the instructions in *!InstallLITE.txt* or *!InstallPRO.txt* (also in \DOCS in the Soundshaper folder). You can locate *Soundshaper* anywhere you like, but its manual should be installed in CDP's **\docs** folder (more on this below).

All CDP programs in Release 7 can also be accessed via the Command Line Interface (CLI - PC - cmd.exe), and are implemented in *Sound Loom* and *Soundshaper Pro*.

Until an installer has been prepared, new users will still need to set the environment variables. The procedure for this is described in the **Addendum** to this document.

The directory structure in Release 7 is set out below, for your information. The main index for the HTML documentation is the file *index.html*, which can be found at the top level of the 'docs' folder: **c:\cdpr7\docs\index.html**. A desktop shortcut to it is recommended.

In general, you are advised to make your file extensions visible when using the CDP software. CDP makes use of a great many different file types, and it is helpful to see exactly which type a given file is. Also, it makes it possible to name a soundfile and its related text/breakpoint files with the same root, so that you can see that they are related.

PC DIRECTORY STRUCTURE (as recommended)

\cdpr7
 \Al-Erwin
> The important hybrid mixing and granular synthesis programs by Rajmil Fishman. No change from earlier versions that I know of. Go to Al-Erwin 1_03\Al and Erwin\Disk1 and double-click on setup.exe to install it.

 _cdp
> Most of this relates to the *Sound Loom* setup, though the program files in **_cdprogs** are common to both GUIs and command line use of the software. The CDP programs are in **_cdprogs**. Also note that there are two key files in **_cdpenv** that you can edit (they are text files in spite of the .**cdp** extension). Settings are made automatically from within *Sound Loom*, but access to these files may prove useful to give you more control over your system:
>> **execlog.cdp** - path to the executable programs
>> **playdir.cdp** - path to the directory in which the play program is located
>> **playcmd.cdp** - the name of the play program. Recommended: **pvplay**. Note that when
> invoking **pvplay** from the command line, you must include the soundfile extension (usually **.wav**). You will also need to ensure that the path to the play program is properly set in *Soundshaper*: OPTIONS > SETTINGS > CDP PROGRAMS
> (e.g., **c:\cdpr7_cdp_cdprogs**).

> On PC you could also set Windows Media Player as the soundfile player. In Vista it is in c:\Program Files\Windows Media Player\, so **playcmd.cdp** will say **wmplayer /play /close**. On earlier systems, it might be in c:\windows\system32 or c:\windows\shell32. When entering path info into **playdir.cdp**, use forward slashes in the directory paths (because of TCL/Tk in which Sound Loom is written).

> **Soundloom.exe** is the *Sound Loom* executable program, inside the folder **_cdp**. You double-click on it to run *Sound Loom*. A desktop shortcut is recommended.

 \docs
> The main documentation index is now *index.html*, at the top level in \docs: **c:\cdpr7\docs\index.html**. (Internally, this links to the file *ccdpndex.htm*). A desktop shortcut to *index.html* is recommended.

> The folders inside **\docs** also contain the CDP Desk Reference pdf files (**\docs\DeskReference**), the CDP Reference documentation **\docs\html**, for which the index is *index.html* and the CDP Tutorial documentation **\docs\htmltuts**. There is also a **\docs\demo** folder, and new users are recommended to have a look at **\DiceDemo** and **tut12step** in **\docs\htmltuts** (click on *tut12stf.htm* to run it). You can also access any of these tutorials from the main index: **\docs\index.html**. For example tut12step is listed as 'CDP in 12-Steps". The document *DemoMaterialsPC-WforW.pdf* outlines the various demos and how to access them.

> In the **\docs\html** folder, *sndloom.htm* is the full reference manual for *Sound Loom*. *Sound Loom* has a great deal of internal info and help, but the full manual may provide useful perspective. The *Soundshaper* Manual is *Manual.html* in **\docs\Soundshaper**

Note that the CDP Desk Reference lists all programs and modes according to functional groups. It is the place to look when thinking about what function to try in order to achieve an effect you have in mind. There are several other HTML indices accessible via **\docs***index.html*: a button index for the programs, an alphabetical index based on the words you might use to find a procedure, and a descriptive index for all the programs.

The **\docs\Specialhelp** folder relates to *Sound Loom*. It contains a number of help files concerning different aspects of *Sound Loom* as well as the more comprehensive overview of the CDP System from a *Sound Loom* point of view, *twSoundLoomGuide.pdf*. Its full title is 'A User's Guide to the Sound Loom and CDP Sound Transformation Software'. This document is also placed at the top level of **\docs** for your convenience. You will also find at this top level of **\docs**:

Release7-InstallationNotes-PC.pdf (this document)
Release6-TheSoftware.pdf - about the software additions in Release 6.
Release7-TheSoftware.pdf - about the software additions in Release 7.
IntroducingCDP-R7.pdf - useful orientation for new users, and some information updates for
     existing users, particularly regarding the demo and tutorial materials available.
DemoMaterialsPCWforW.pdf – about the various demonstration materials and how to access them
directly.

SoundshaperLite or Soundshaper Pro

In Release 7 *Soundshaper* is no longer supplied within the CDP software download.

You need to download either or both of these via the CDP Downloads page **http://unstablesound.net/cdp.html** or directly from the Ensemble Software website **http://www.ensemble-software.net/dloads.html**. Also visit the latter for the latest updates.

Soundshaper can be installed anywhere you wish on your system – *Soundshaper* does not have to be inside **cdpr7**, though the latter is usually used as the base folder. *Soundshaper* installation is a very simple matter of double-clicking on the self-extracting zip file that is downloaded. It sets up all files and sub-folders inside the base folder. Please note that the path to the CDP executable programs is pre-set to **C:\cdpr7_cdp_cdprogs**. If you do things differently, make sure you adjust the path to the CDP PROGRAMS in OPTIONS > SETTINGS

Soundshaper's TEMP.OUTFILES is intended as a single repository for temporary output files. These are deleted when a grid patch is cleared or the program is closed. You can permanently save soundfiles you want to keep with SAVE TO (select a folder and Save). In **Save Environment File** on the right hand side of OPTIONS > SETTINGS, if you **Save As Personal (*.evt)**, you are saving a unique configuration for all the settings in OPTIONS > SETTINGS. Then you can click on **File** in the top left hand corner of OPTIONS > SETTINGS and **Open Personal Environment File** and *Soundshaper* will be set up for that particular project. Project locations can also be specified within a parameter window (dialogue for a processing function). It is all very flexible and you can work out a method that suits.

A desktop shortcut is to *Soundshaper* is recommended. The *Soundshaper* Manual (*Manual.html*) is placed in **\docs\Soundshaper** upon installation, creating the 'Soundshaper' directory in the process). This is the **\docs** folder *that is within the CDP setup*, e.g., **\cdpr7** if you've used this folder name, and it is to this that 'Soundshaper Help' inside *Soundshaper* links. Any updates to the Manual go here. Your setting in OPTIONS > SETTINGS should read, for example, simply **C:\cdpr7\docs**. *Soundshaper* does the rest.

ADDENDUM - Setting Environment Variables & Path / Command Line Use

(If upgrading on the same computer, these will probably already be set.)

PC: SET ENVIRONMENT VARIABLES - CDP uses two environment variables: (name:) CDP_SOUND_EXT (value: **wav**) and (name:) CDP_MEMORY_BBSIZE (value: **1024**). The first is essential for *Sound Loom* and command line use of the programs. A later Installer may set it automatically.

Set Environment Variables (and Path) for Windows 2000/XP/VISTA and Windows 7 32-bit.
Go to Control Panel > System (Properties) > Advanced > Environment Variables

In the UPPER window, enter as NEW the variable name 'CDP_SOUND_EXT' and the value '**wav**'. Note that if you are using ONLY *Soundshaper*, you could skip this (and the next) step – they get set automatically in the *Soundshaper* configuration file(s), and this is sufficient. It is, however, recommended to set them here so that they are in place at the PC System level. This environment variable MUST be set for *Sound Loom* (and for Command Line use), even though you must also specify the extension you are going to use within *Sound Loom*. I presume that both must be changed in order to use a different extension with *Sound Loom*.

Setting/altering memory buffering is optional. You can skip it for now and come back to it if the need arises. In the UPPER window, enter as NEW the variable name 'CDP_MEMORY_BBSIZE' and the value '1024'. (This is internal buffering for the programs. It may need to be expanded if performing certain operations, such as FILTER ITERATE on very large soundfiles.) It can possibly be less than 1024. T Wishart tends to recommend 320. The value is in Kilobytes. You can set this environment variable in a *Soundshaper* configuration file (OPTIONS > SETTINGS), but if using *Sound Loom*, you will need to set it via the PC's Advanced settings.

In the LOWER window, your CDP system will be more robust if you ADD the path to the CDP executables to the PC system path. This should be **C:\cdpr7_cdp_cdprogs** for both *Sound Loom* and *Soundshaper* use. When **editing** the Path, put a semi-colon (';') after the last entry and then add '**C:\cdpr7_cdp_cdprogs**' (without the single quotes).