











Synfire Pro

Music Prototyping Studio



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Starting Audio Manager
Loading <pathConfigUser> Devices (Device Description: 37 Files)
Initializing internal null device
Starting Audio Engine
Loading <pathConfigUser> Racks\20160814_Aria64+GPO5,Ivory,Sforz,,Harm.Impr.cogsetup
Restoring the Global Rack
Starting Audio Engine

Synfire Pro 1.7.16 requires Audio Engine version 2.3. All components must be at the same version. Installed components report versions 2.1.2. Please reinstall the product including the Audio Engine to ensure all versions are the same.

OK

Audio & MIDI Setup: 20160814_Aria64+GPO5,Ivory,Sforz,,Harm.Impr

File Edit Audio View Window Help

Inputs Global Sounds Global Instruments Settings

Sound Management

- Accept Playing Ranges From Sound
- Don't Search Replacements For Unknown Sounds
- Swap Programs When Low on MIDI Channels
- Also For Global Instruments
- Reset Controllers on Sound Selection

Reset

MIDI Keys & Metronome

Keyboard Split: None Learn

Metronome:

Click 1: G#3 Learn

Click 2: G3 Learn

Measures: 1 [Play]

Disable

Audio

- Use Audio Engine
- Launch Engine Already on Startup
- Prefer 64 Bit Engine
- Manually Shutdown Engine
- Fast Loading
- Load Last Used Rack on Startup
- Load
- Ask
- Open
- Gro

Remote Transport Control

Rewind: G5 On Channel 1 Learn

Stop: A5 On Channel 1 Learn

Pause: A5 On Channel 1 Learn

Play: A#5 On Channel 1 Learn

Color: G#2 On Channel 1 Learn

Channel 1 Learn

channel 1 Learn

channel 1 Learn

Audio Engine Version: 2.3.1

Reset Panic [MIDI Input Status]