



Audiofile

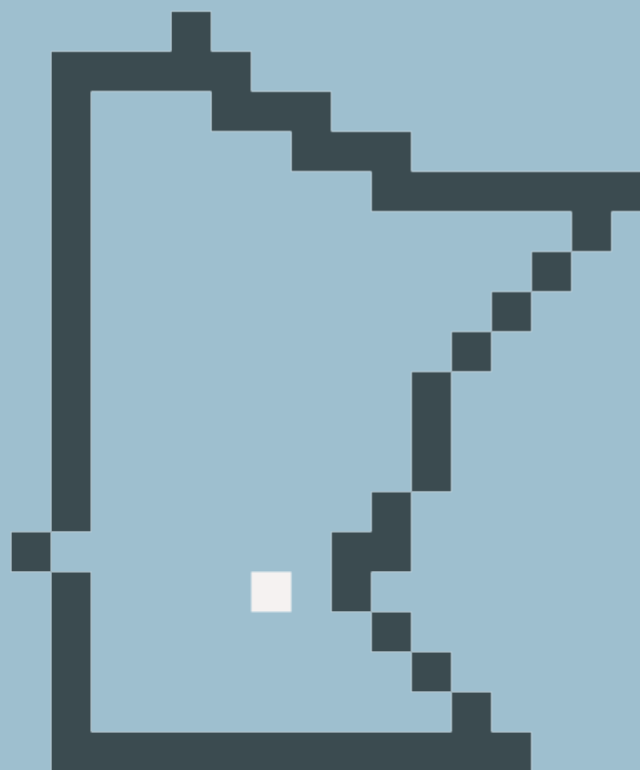


# FIDELIA

USER GUIDE



Audiofile



# DEVELOPED IN MINNEAPOLIS

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Audiofile

## A DIGITAL MUSIC PLAYER FOR THE SOPHISTICATED MUSIC LOVER

Fidelia is an elegant and powerful music player created exclusively for OS X.

Anyone with a passion for music knows the value of high-quality hardware, whether it's a perfectly calibrated power amp or world-class pair of speakers.

Shouldn't your software live up to the same high standards?

Fidelia lets discerning OS X users truly optimize their home listening experience, preserving maximum sonic fidelity across multiple file formats and delivering uncluttered utility with an elegant user interface. Powered by Audiofile Engineering's Fidelia Audio System, it gives you the tools and the freedom to savor the sounds that you love, all the way from your hard drive to your eardrums.



Audiofile

# THE GUIDE AT A GLANCE

1 **BASICS**

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## CHAPTER 1

# BASICS

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LICENSING

1.2

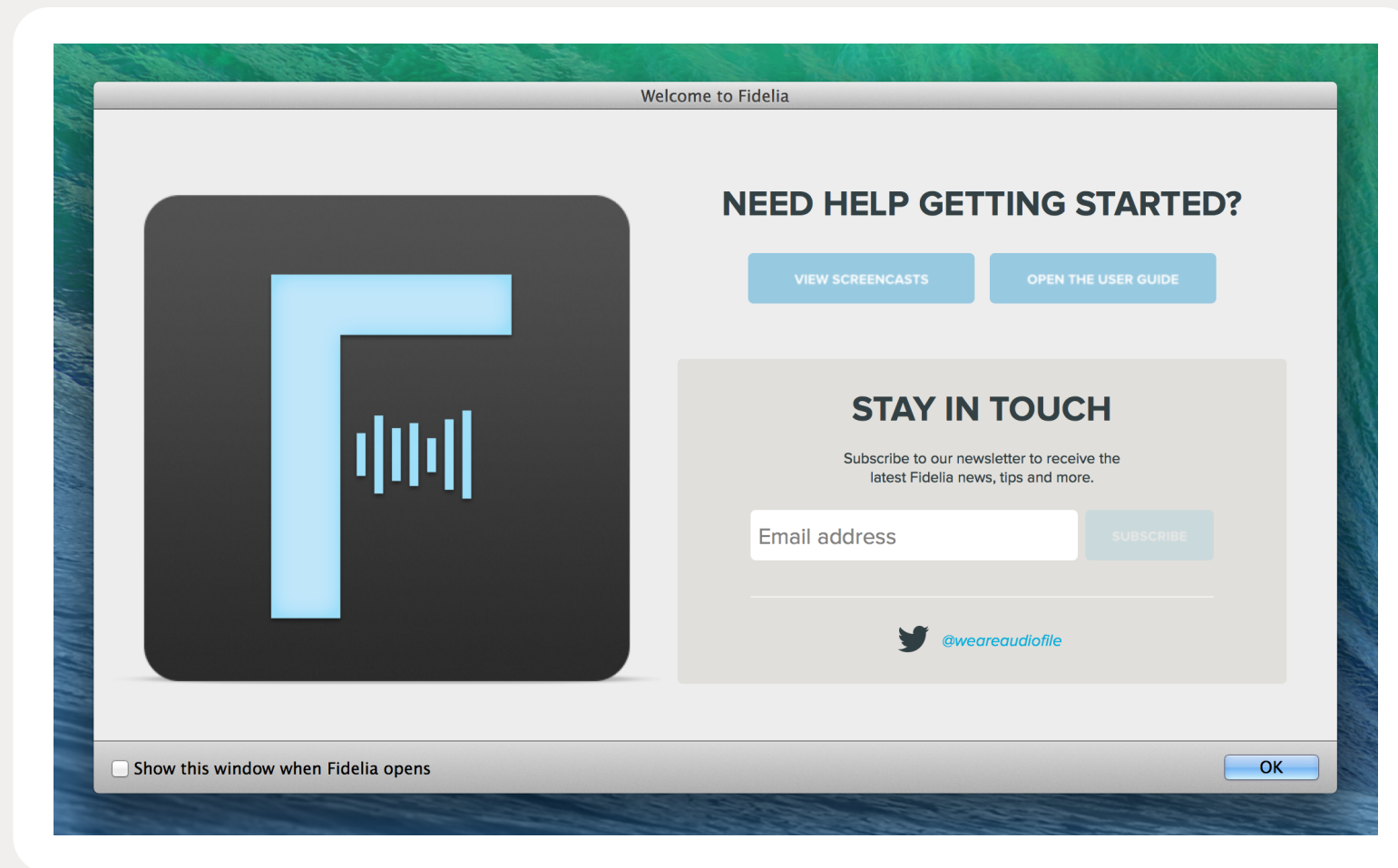
THE PLAYER

1.3

LIBRARY

1.1

# LICENSING

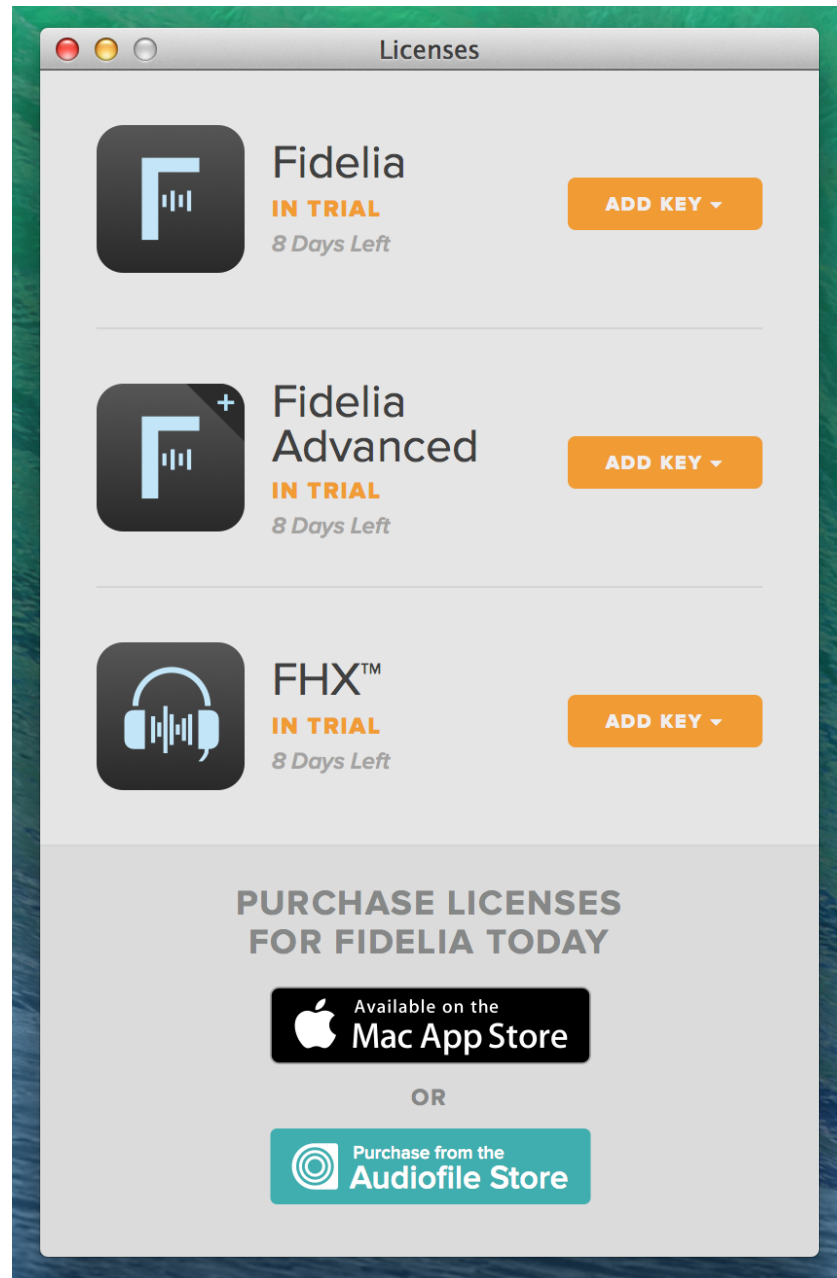


# WELCOME TO FIDELIA

## WHEN YOU FIRST LAUNCH FIDELIA, A WELCOME SCREEN APPEARS

From this welcome screen you can view relevant screencasts, open the User Guide and subscribe to the Audiofile newsletter. Click **“OK”** to hide this window and begin your Fedelia experience. To return to this window, choose **Help > Welcome to Fidelia**.

**VERSIONS OF FIDELIA PURCHASED FROM THE MAC APP STORE WILL LAUNCH IMMEDIATELY INTO ITS FULL WORKING MODE.**



## LICENSES PANE

### UPON FIRST LAUNCH, YOU WILL ALSO SEE THE LICENSES PANE

Fidelia's Licenses pane allows you to manage all of your Fidelia-related licenses, including those for Fidelia Advanced and FHX™.

To add a license, simply click **"Add Key"** next to the relevant product. A popover will appear, allowing you to add your user name and license key.

### TO OPEN THE LICENSES PANE, CHOOSE FIDELIA > LICENSES

*The Licenses pane in copies of Fidelia purchased directly from the App Store will not require you to add a license. Instead, App Store users will see **"Restore Purchase"** buttons next to each product.*



**IN TRIAL**  
*8 Days Left*

**TRIAL MODE**

Fidelia is unlicensed but will remain fully-featured during its 15 day trial period.

**LICENSED**

**LICENSED MODE**

Fidelia is running in its full-featured mode and licensed to you.

**UNAVAILABLE**

**UNAVAILABLE MODE**

Fidelia is unavailable. Either your trial mode ended or your license has become corrupt or invalid. Contact our support team. [support@audiofile-engineering.com](mailto:support@audiofile-engineering.com).



**IN TRIAL**

*8 Days Left*

# TRIAL PERIOD

**FIDELIA AND ITS FEATURE UPGRADES RUN IN TRIAL MODE FOR 15 DAYS**

During the trial period, the application functions fully.

The App Store does not support trial versions or modes  
for apps and/or feature upgrades.



# THE PLAYER



# TRANSPORT

## THE TRANSPORT FEATURES PLAYBACK, TRACK NAVIGATION, AND VOLUME CONTROL

The volume knob is controlled by moving the mouse along a vertical or horizontal axis (specified in Preferences > General).

The "Dim" button lowers the audio by 20dB.

The "Mute" button mutes the audio.

The buttons to the far left are Shuffle and Repeat. Click Repeat once to repeat the song, and click it twice to repeat the playlist.





## WAVEFORM, METER & SONG INFO

The section in the upper left portion of the Player features the song waveform, meter, and song info (Artist name and Song name).

It also features the elapsed or remaining time of a track. Click on the elapsed time to toggle between counting up or down.



## FINE DETAILS

The file details section is in the upper right corner of the Player. It features track length, file type, and file size information.

## EFFECTS

The bottom portion of the Player is the effect rack. You can host three Audio Units plug-ins in the Player.

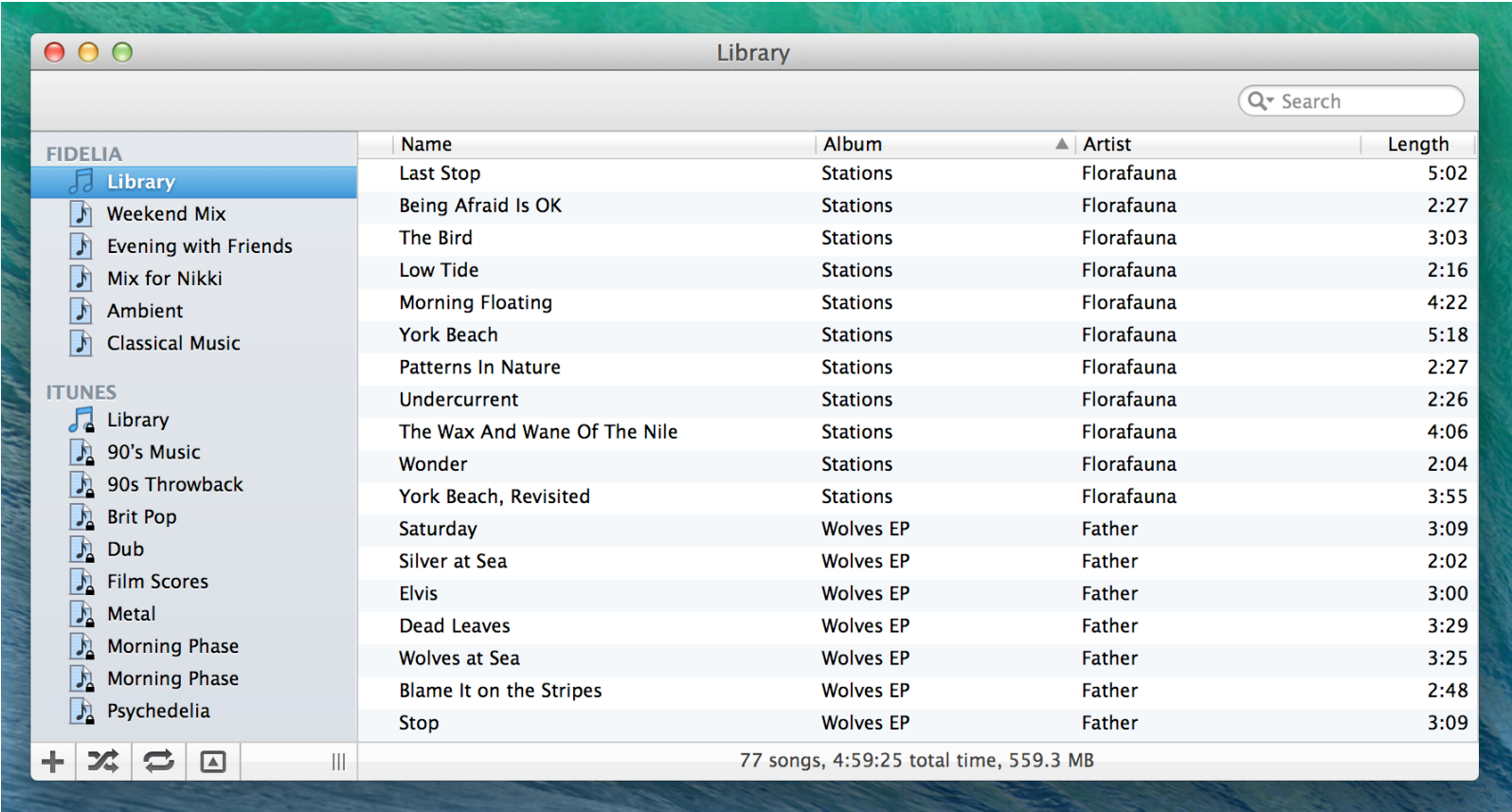
To view the effect interface, click on the effect name.

To add/remove an effect click on the triangle and navigate the contextual menu.

To disable an effect click on the power button to the left of the effect.

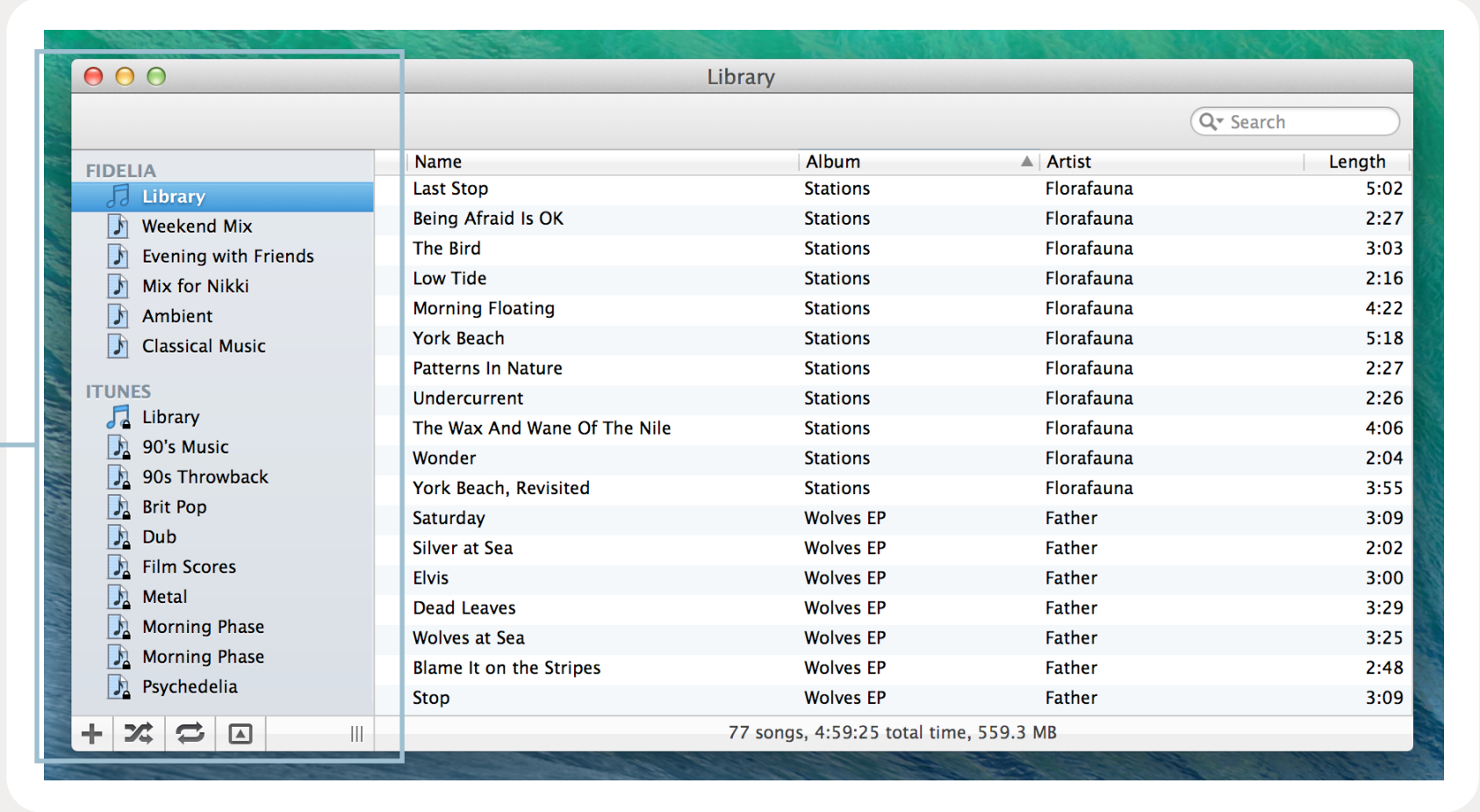


**LIBRARY**



# THE LIBRARY

TO ACCESS THE LIBRARY, SELECT WINDOW > LIBRARY

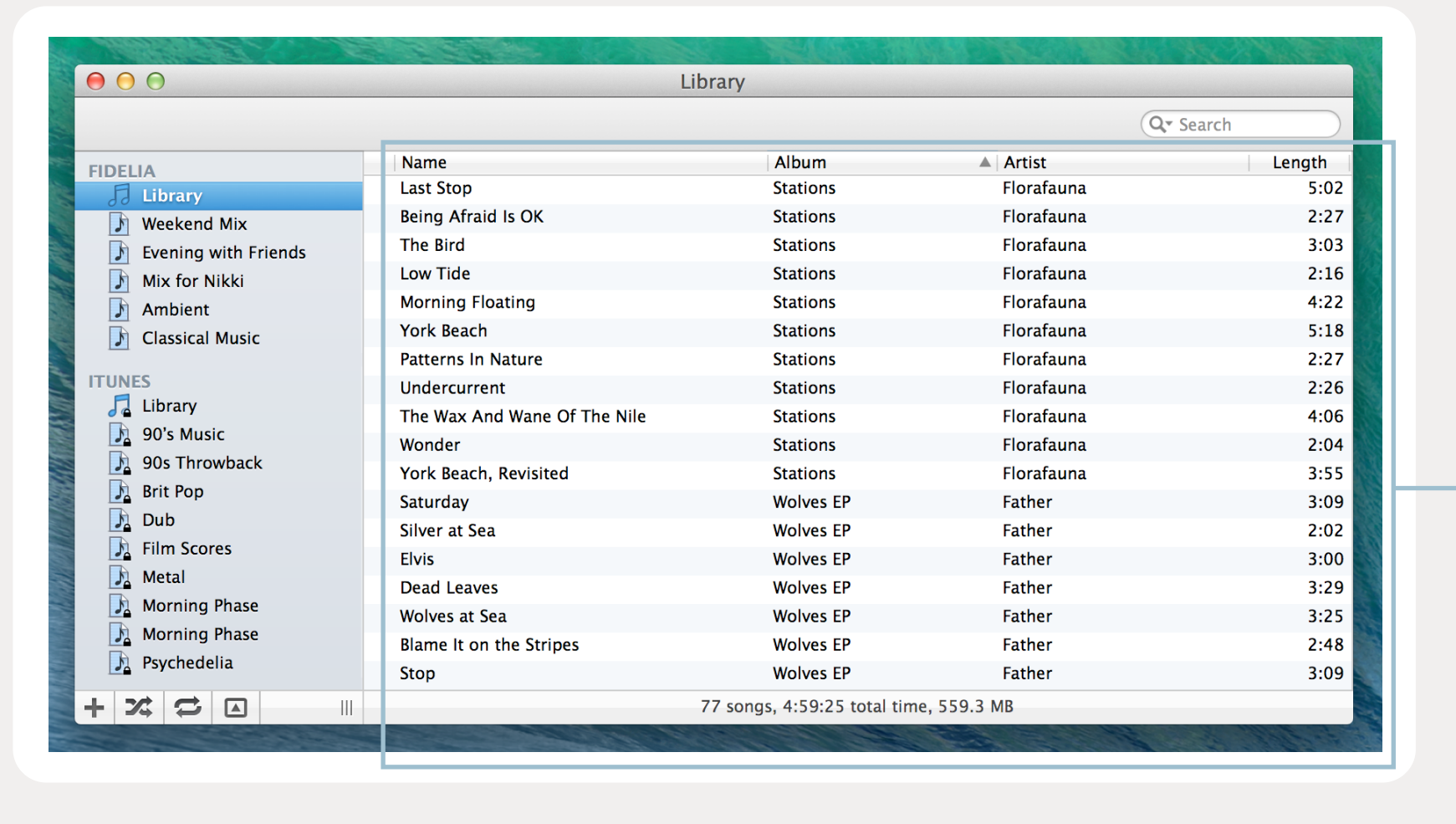


# PLAYLIST SECTION

The Playlist section is on the left side of the Library window. It features the Fidelia library and iTunes library. Notice that the iTunes library and subsequent playlists contain a lock symbol which means that they are not editable within Fidelia. Of course, the Fidelia library and Fidelia playlists are completely configurable.

*The bottom of the Playlist section contains three buttons. In order from left to right they are create playlist, shuffle, and repeat. The repeat button has three modes - off, repeat all, and repeat one.*





## SONG SECTION

**THE SONG SECTION DISPLAYS ALL THE SONGS IN THE SELECTED LIBRARY/PLAYLIST.**

Columns can be hidden or revealed using the View menu. Choose as many or as few columns from the list as you wish.

Once viewable, a column can also be reordered. Simply click the column name and drag it horizontally to its desired position.

*The search field in the upper right corner searches artist, album, composer and song name.*



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## CHAPTER 2

# PREFERENCES

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FHX™

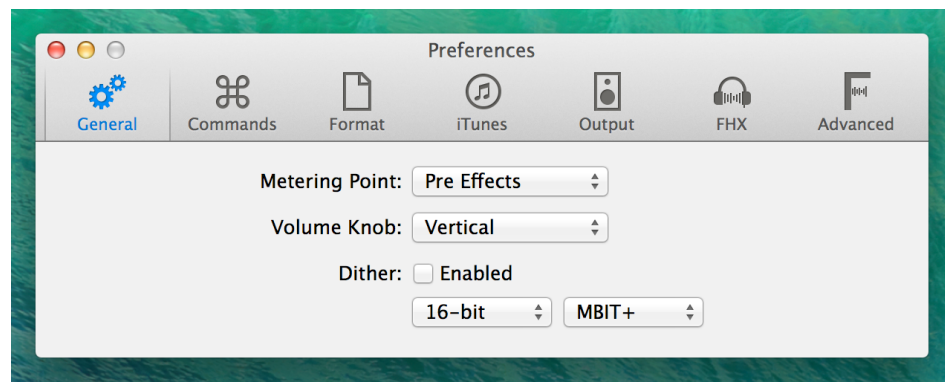
2.7

ADVANCED

2.1

**GENERAL**





# GENERAL

## METERING POINT

Determines the metering point used to measure level displayed on the meter in the Player. Use the drop-down menu to select a Pre Effects, Post Effects, or Post Volume metering point.

## VOLUME KNOB

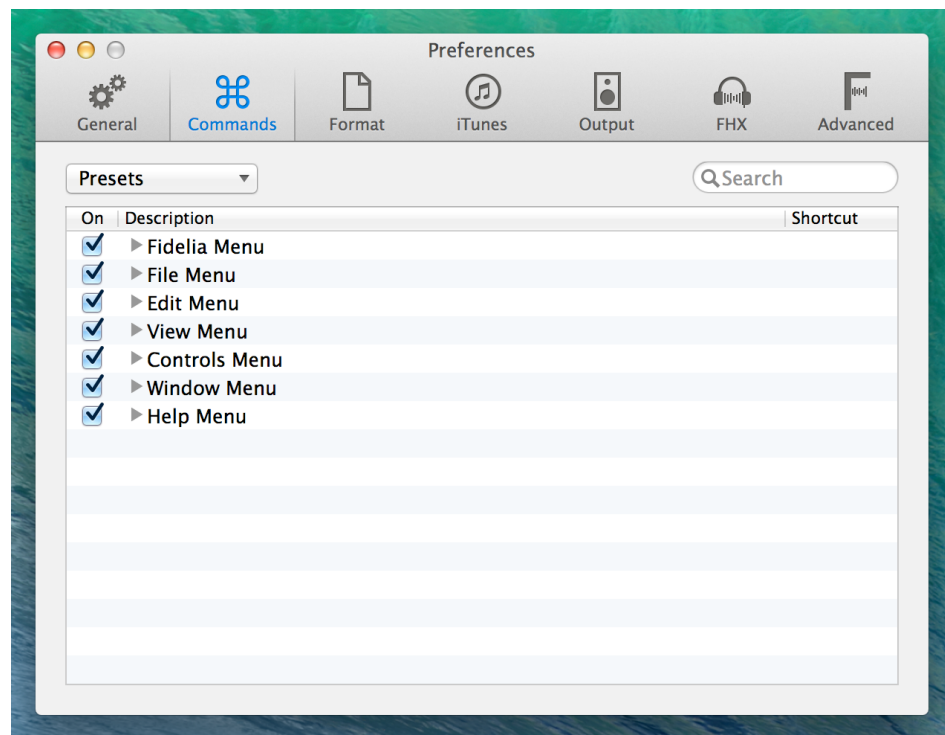
Determines which mouse axis controls the Volume Knob on the Player. Use the drop-down menu to select Horizontal or Vertical.

## DITHER

Choose the Bit Range and Dither processor. When the Dither button is toggled the output is dithered on-the-fly to the selected bit range using the selected dithering processor. For detailed information on MBIT+ Dither, please download iZotope's comprehensive dithering guide.



# COMMANDS



# COMMANDS

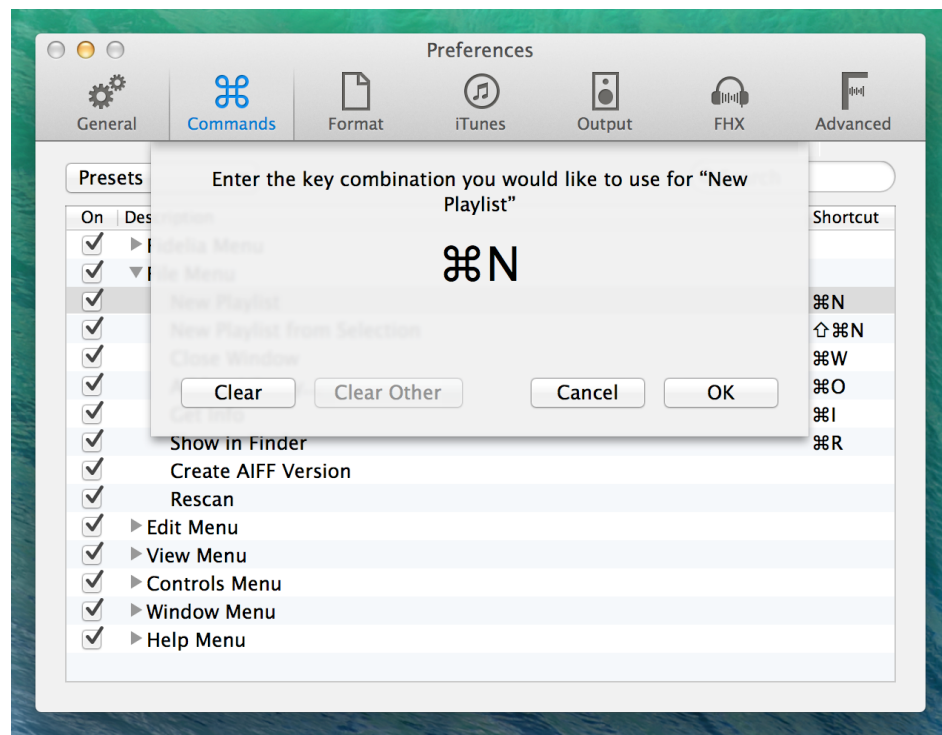
You can easily assign Keyboard Commands to menu commands. Access the Keyboard Commands panel by selecting **Fidelia > Preferences > Commands**.

## BROWSE COMMANDS

You can browse commands by expanding the categories and scrolling through the list.

## SEARCH

Or you can use the search field at the top right of the panel to quickly find any existing Commands.



## ASSIGN COMMANDS

Double-click a command in the list and a sheet is displayed prompting you to assign a keyboard shortcut for that item. Type a Keyboard Shortcut and click the **"OK"** button. You will be warned if the shortcut is already in use. To remove a shortcut, click **"Clear."**

# SAVE, EXPORT & LOAD PRESETS

## SAVE

You can save Keyboard Commands as presets. To save your Keyboard Commands, select **"Save..."** from the drop-down menu at the upper left of the panel. Saved Commands are automatically added to the drop-down menu.

## RESTORE DEFAULTS...

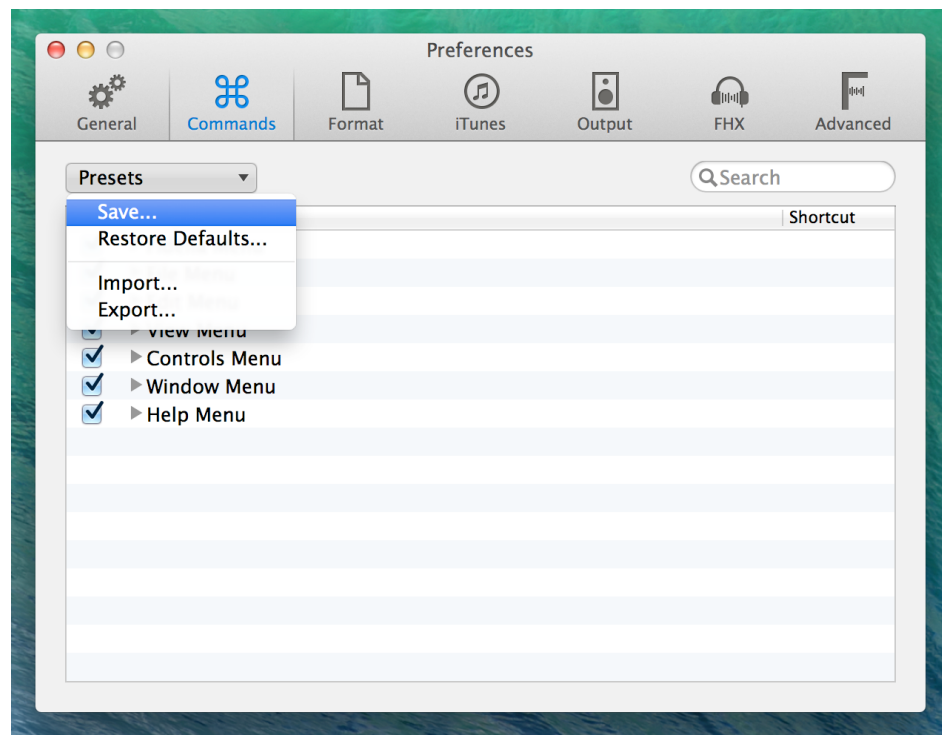
Restores all default commands, removing any user-created commands from Fidelia's Keyboard Commands library.

## IMPORT

If you wish to import an existing keyboard command, select **"Import..."** from the drop-down menu.

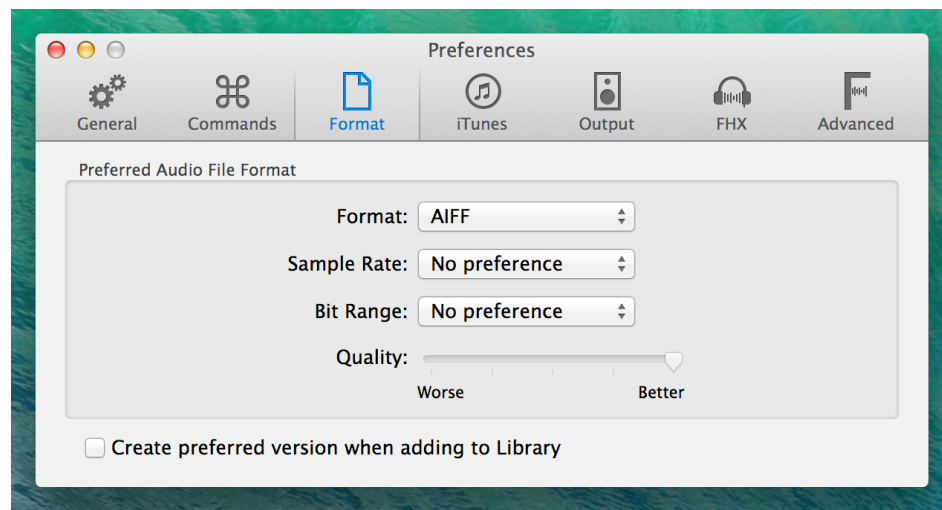
## EXPORT

If you wish to specify the save location, select **"Export..."** from the drop-down menu.





**FORMAT**



# FORMAT

## FORMAT

Choose the preferred audio file format from the following options: AIFF, Wave, CAF, AAC, Apple Lossless, Ogg Vorbis, and FLAC.

## SAMPLE RATE

Choose the sample rate of the preferred audio file format from the following options: 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz, and 192kHz.

## BIT RANGE

Choose the bit range of the preferred audio file format from the following options: 16-bit, 24-bit, and 32-bit.

## QUALITY

The Quality slider activates if Ogg Vorbis is the preferred format. The Compression slider activates if FLAC is the preferred format.

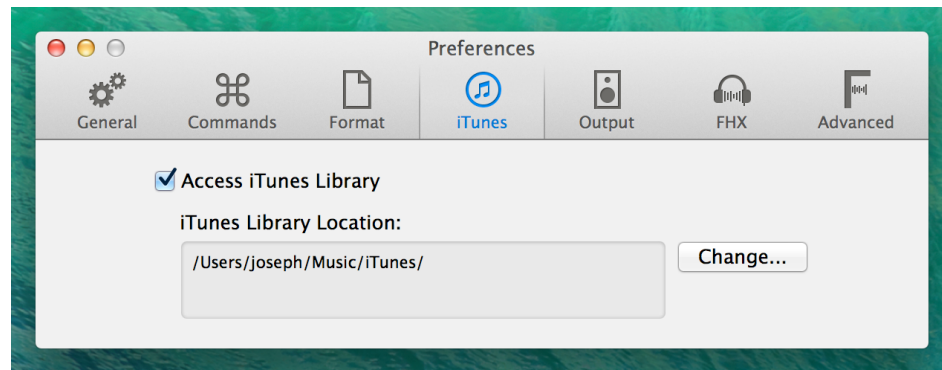
## CREATE PREFERRED VERSION WHEN ADDING TO LIBRARY

Create preferred version when adding to Library Toggle this checkbox for Fidelia to create the preferred audio file when a file is added to the Fidelia Library. The converted file is created in the same directory as the original file and does not overwrite the original file. Note that you can perform this action on an individual basis using the "Create File Type Version" command from the File menu (or with a keyboard shortcut associated to the command).



**ITUNES**





# ITUNES

## ACCESS ITUNES LIBRARY

Toggle this checkbox to allow Fidelia access to your iTunes library.

## CHANGE

Select the **"Change..."** button to navigate to an iTunes library. You must select the "iTunes Music Library.xml" or "iTunes Library.xml" file in the iTunes folder. If you have both of these files, select the "iTunes Library.xml" file.



# TROUBLESHOOTING

It can be the case that the "iTunes Music Library.xml" or "iTunes Library.xml" file is out of sync with the iTunes library database file. For reference, please read this Apple knowledgebase article:

<http://support.apple.com/kb/ht1660>

Quote: "This file contains some (but not all) of the same information stored in the iTunes Library file. The purpose of the iTunes Library.xml file is to make your music and playlists available to other applications on your computer. In Mac OS X other iLife applications (like iPhoto, iDVD, and iMovie) use this file to make it easier for you to add music from your iTunes library to your projects."

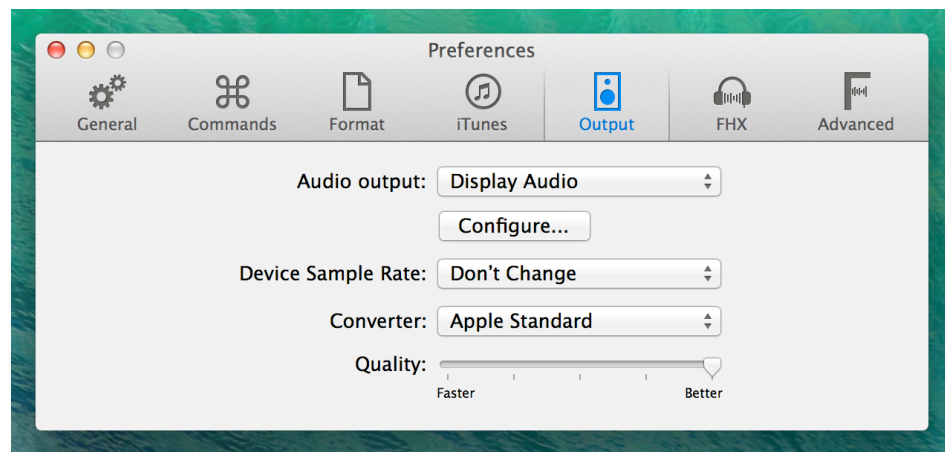
If your iTunes Library and XML files are out of sync, please utilize Apple's iTunes Support resources to resolve the issue: <http://www.apple.com/support/itunes/>

## PLEASE NOTE

Fidelia syncs with the selected iTunes library on launch. If any changes are made to your iTunes Library click **File > Rescan** to see those changes in Fidelia.

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**OUTPUT**



# OUTPUT

## AUDIO OUTPUT

Select Fidelia's final audio destination from the list of available system outputs. If the audio output you desire isn't in this list, select the **"Configure..."** button to launch Audio MIDI Setup.

## DEVICE SAMPLE RATE

Using this drop-down menu you can choose to set a fixed sample rate of 44.1 kHz, 48.0 kHz, 88.2 kHz, 96.0 kHz, or have the device change to match the sample rate of the song.

## CONVERTER

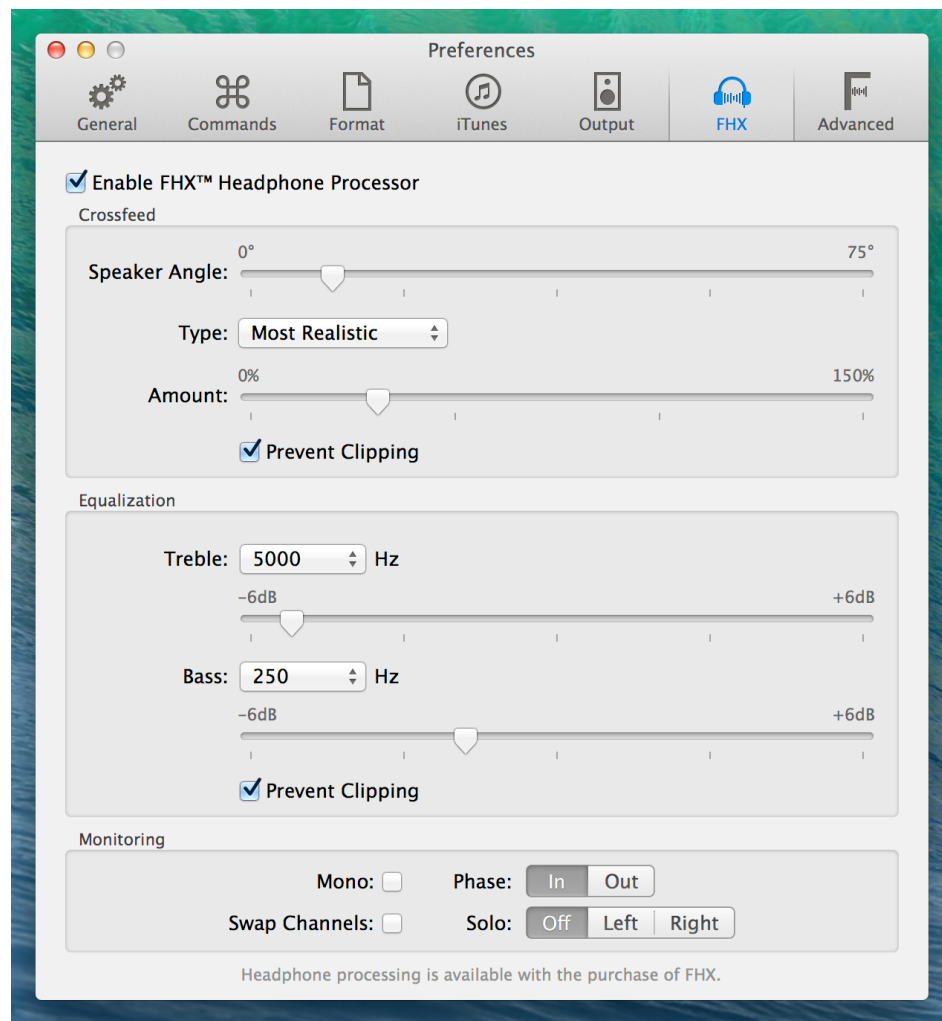
Select your desired output converter from the choices available. Fidelia offers two options: iZotope 64-Bit SRC Resampler or Apple AUConverter.

## QUALITY

Adjust the Quality slider to alter the quality of the output conversion process. Choose between getting Faster results (less CPU intensive) versus getting Better results (more CPU intensive) that take longer to complete.



**FHX<sup>TM</sup>**



## USING FHX™

### **FHX WAS DESIGNED TO ADDRESS A NUMBER OF ISSUES OFTEN ASSOCIATED WITH LISTENING TO MUSIC ON HEADPHONES**

FHX was designed by mastering engineer Devin Kerr and is a result of extensive research and listening tests. By incorporating several broad spatial characteristics of an ideal loudspeaker playback setup, FHX creates a more spacious, natural soundstage over headphones—enabling an exceptional listening experience that will truly inspire and engage. With user controls that are simple and effective, the algorithm can be fine tuned to your personal music library, listening preferences, and hardware.

*Note: FHX™ is a paid feature add-on.*



## WHAT'S WRONG WITH HEADPHONES

In theory: nothing; in the real world: a lot. The main “problem” with headphones is that most music is created (recorded, mixed, mastered) on speakers, with tools that were primarily designed for loudspeaker playback. Hence, a type of auditory translation error occurs when music is instead played back on headphones.



VS

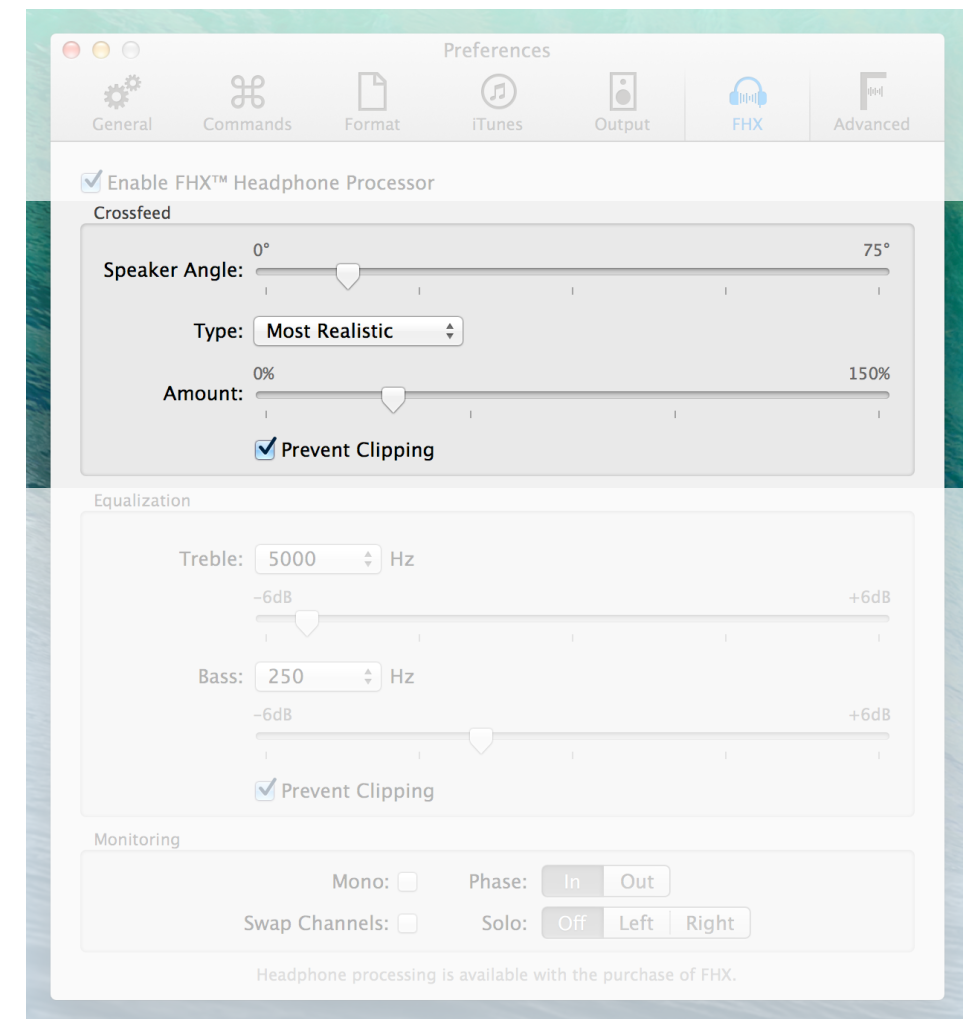


# CROSSFEED

The biggest difference between headphone and loudspeaker listening is crossfeed. In the case of stereo loudspeaker listening, a sound fed from the right loudspeaker not only reaches the right ear of the listener, but a portion of the sound also reaches the left, far ear as well.

The inverse is true of the left loudspeaker: sounds emitted reach the left ear first, while a portion also reaches the right ear. Thus, sounds presented over loudspeakers are partly crossfed to each opposing ear of the listener.

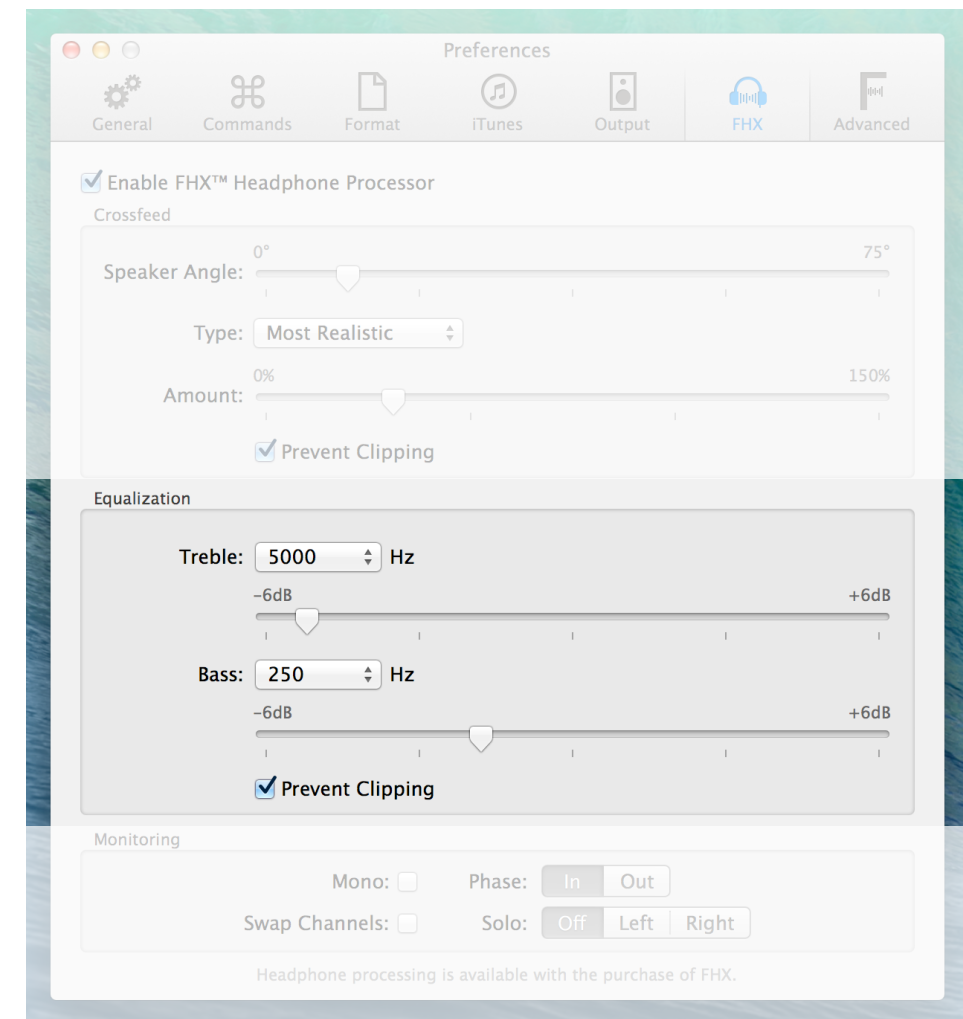
Comparing to a headphone environment: sounds fed from the left channel of a pair of headphones only reach the left ear, and likewise, sounds fed from the right channel only reach the right ear. The subjective effects of these differences between headphone and loudspeaker listening are extremely significant.





# EQUALIZATION

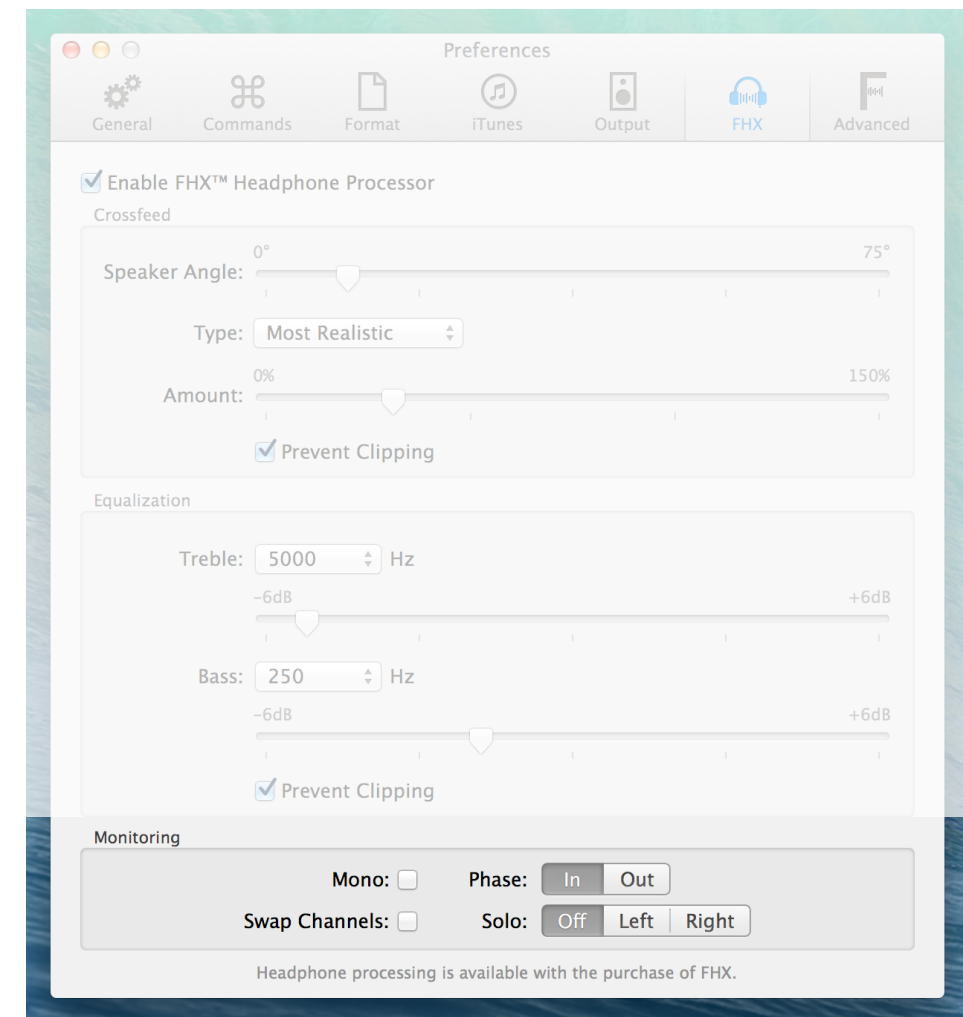
FHX utilizes a unique, dynamic-range optimized equalization section to maintain the highest possible digital resolution at any setting. So, you'll never need to worry about digital clipping, distortion, or loss of headroom when using FHX.



# MONITORING

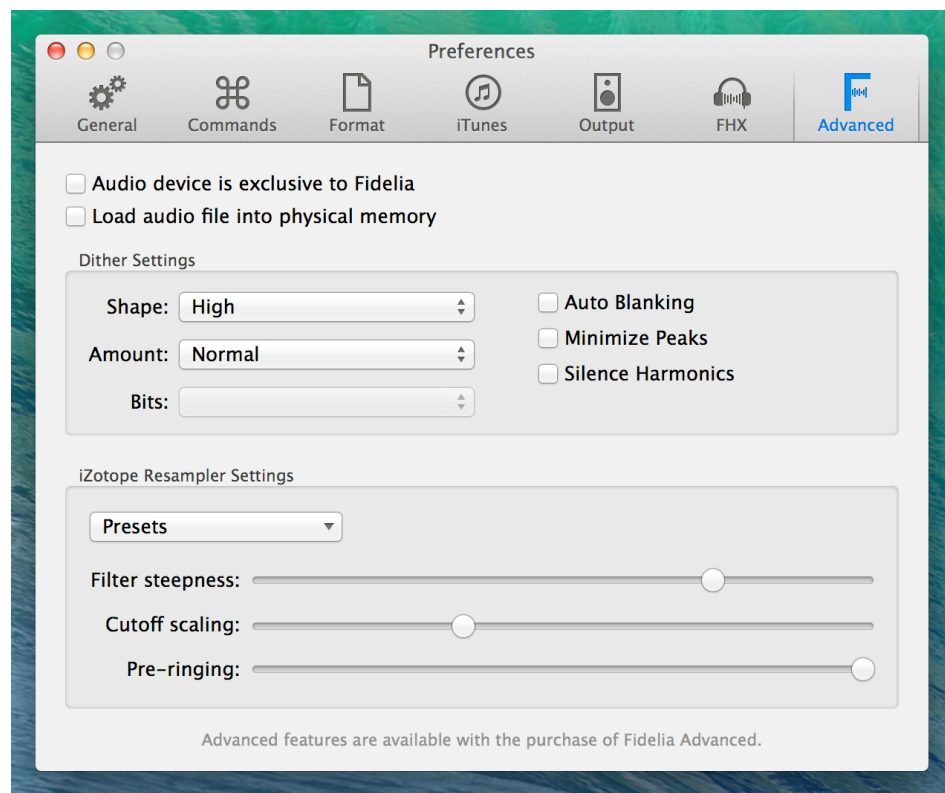
The FHX monitoring section offers several key monitoring facilities that are typically reserved for high-end monitor controllers or mastering consoles.

Mono enables a user to monitor the mono summation of the left and right channels. This control is post “Balance” and “Phase” processing. Phase allows inversion of the right channel polarity. Swap Channels swaps the left and right channels such that left becomes right, and right becomes left. Balance allows you to adjust balance of the left and right channels.



2.7

**ADVANCED**



*Note: Advanced is a paid feature add-on.*

## FIDELIA ADVANCED

The "Audio device is exclusive to Fidelia" checkbox toggles what is commonly known as "hog mode". Enabling this makes Fidelia the only application that can access the selected audio device.

### DITHER SETTINGS

For detailed information on MBit+, please download iZotope's comprehensive dithering guide.

### FILTER STEEPNESS

The critical step in any resampling implementation is the lowpass filter used to discard frequencies which cannot be represented or are undesirable in the target format. The steepness parameter controls the steepness of the transition band of the lowpass filter. Higher steepness will reject unwanted frequencies but cause more ringing in the time-domain and a higher CPU load.

### CUTOFF SCALING

The cutoff frequency of the resampler's lowpass filter can be scaled back from the Nyquist frequency. The cutoff frequency is computed by multiplying the Nyquist frequency by the value of the cutoff scaling parameter. Larger values of cutoff scaling offer a flatter pass-band, while smaller values offer better aliasing suppression. Typical values are close to 1.0.

### PRERINGING

All lowpass filters are characterized by the amount of ringing they introduce into their output. The steeper the filter, the greater the amount of ringing.



# MORE ABOUT PRERINGING

There are two general types of ringing: pre-ringing and post-ringing. Preringing will smear transients earlier in time, while postringing will smear transients later in time. This control allows users to select pre-ringing, post-ringing, or anywhere in between. A value of 1.0 produces a linear phase filter with equal pre- and post-ringing. A value of 0.0 produces a minimum phase filter which offers no pre-ringing but has non-linear phase distortion which can be objectionable. Setting intermediate values allows a continuous tradeoff between pre-ringing and post-ringing and allows users to linearize phase in the pass-band as much as possible.



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## CHAPTER 3

# SUPPORT



# SUPPORT PANE

## SCREENCASTS

Displays a current list of all video tutorials available for Fidelia. Select a screencast in the left column and it will load to the right. Select **"Notify me of new tutorials"** if you wish to be notified when new screencasts are posted. There are currently no screencasts available for Fidelia.

## ROADMAP

Displays a list of upcoming features.

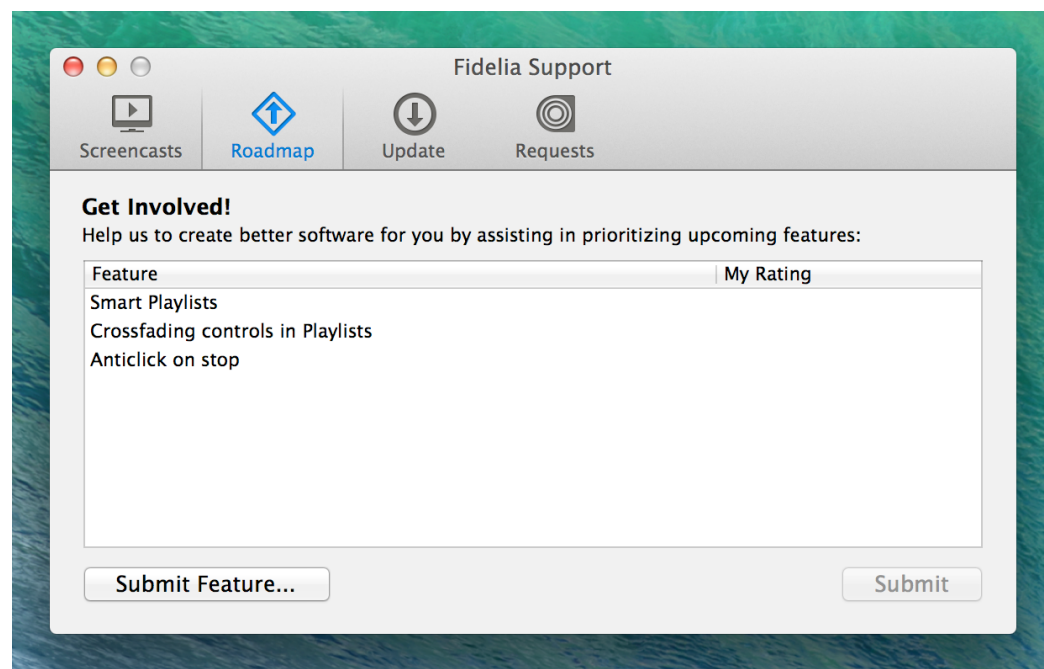
## UPDATES

This pane configures how and when Fidelia checks for updates. To check for updates every time you launch Fidelia, select **"At startup."** To check Daily, Weekly, or Monthly, select the check box next to the pop-up list and select option. To check for updates immediately, click the "Check Now" button.

## REQUESTS

This pane allows you to submit and track support requests. The Help Desk will automatically populate contact information using the "Me" entry from Address Book. You can change this information at any time.

*Note: Your email address is used to track requests. Please make sure it is correct.*



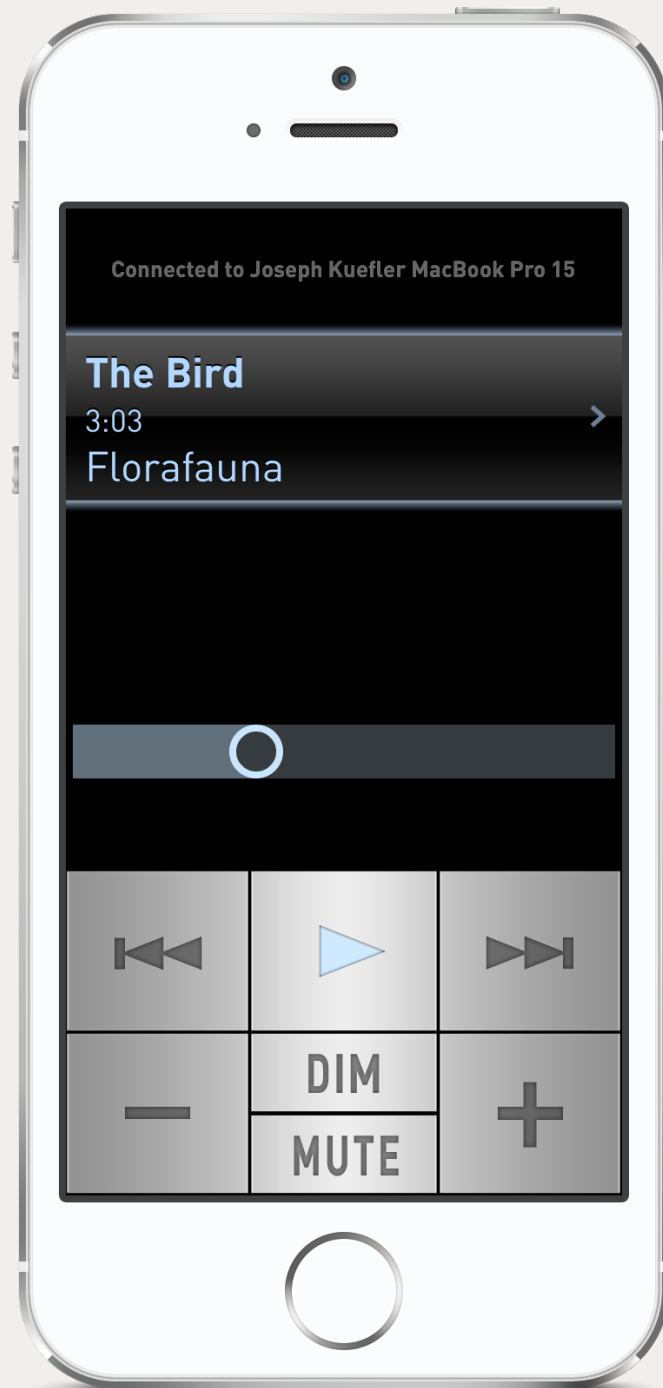


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## CHAPTER 4

# FIDELIA REMOTE





## FIDELIA REMOTE FOR IOS

Fidelia Remote for iOS turns your iPhone or iPod touch into a full-featured remote control for the Fidelia music player. Browse your Fidelia library and playlists, adjust playback volume and navigate between or within tracks from as far away as your wireless network allows.





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## CHAPTER 5

# CREDITS

# ACKNOWLEDGEMENTS

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iZotope 64-bit SRC™, MBIT+™ dither, Consumer Restoration & SonicFit™  
**IZOTOPE.COM**

FHX™ by Devin Kerr  
**DAVIDKERR.COM**

Musepack by the Musepack Development Team  
**MUSEPACK.NET**

Monkey's Audio by Matt Ashland  
**MONKEYSAUDIO.COM**

WavPack by David Bryant  
**WAVPACK.COM**

Ogg Vorbis & FLAC by the Xiph.org Foundation  
**XIPH.ORG**

Sparkle by Andy Matuschak  
**SPARKLE.ANDYMATUSCHAK.ORG**

## SPECIAL THANKS

---

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