



Manual



Fission

Break It Down

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Welcome!

Welcome to Fission, Rogue Amoeba's streamlined audio editor! This page provides a basic look at Fission. Read it over, then have a look at the tutorials and the rest of the manual for more information. If that sounds dull, you can dive right in to Fission and refer back to the manual for help.

Fission Overview

Fission is an audio editor designed with simplicity in mind. Using Fission, you can quickly and easily trim and split MP3, AAC, Apple Lossless and AIFF files, with no quality loss. Cut one large audio file into multiple files, or to remove sections of audio from a file. There's no need to shell out big bucks for simple audio editing - Fission was created to make simple audio editing fast and affordable!

New in 1.6.12

- A problem caused by Mac OS X 10.7.4 which led to Apple Lossless files not displaying properly has been corrected.
- Several other minor changes have been made.

New in 1.6

- **Built-in iPhone ringtone saving**
- **The Insert Silence option enables you to insert periods of silence into a file**
- The new Set Playhead command allows you to specify an exact timestamp for the playhead
- Now uses Sparkle for easy software updates
- Almost two dozen additional improvements and bug fixes

Fission's Key Features

Lossless Editing

With Fission's lossless editing of AAC, MP3, Apple Lossless, and AIFF files, you can edit audio with zero loss in quality.

Complete Control

Fission 1.5 provides full audio insertion support. You can now copy and paste audio from other files, move audio around within a single file, and even merge multiple files.

Quick Snips

Fission is designed to enable you to quickly remove undesired audio from any file. Trim out silence from audio files or removing commercials from recordings.

Splits and Smart Split

Fission can quickly break a long audio file up in to multiple files by inserting splits and saving the audio. Better still, Fission's Smart Split tool allows you to rapidly find silence in-between tracks and save multiple files.

Goes Great With...

Fission is the perfect editing companion to [Audio Hijack Pro](#), or any other recording tool. Fission will help edit almost any audio you have.

System Requirements

- A Macintosh computer
- Mac OS X 10.6 or higher

Installation And Removal

To install Fission, just drag it from your download folder to your Applications folder, or wherever you'd like to keep it.

To remove Fission, simply place it in the Trash.

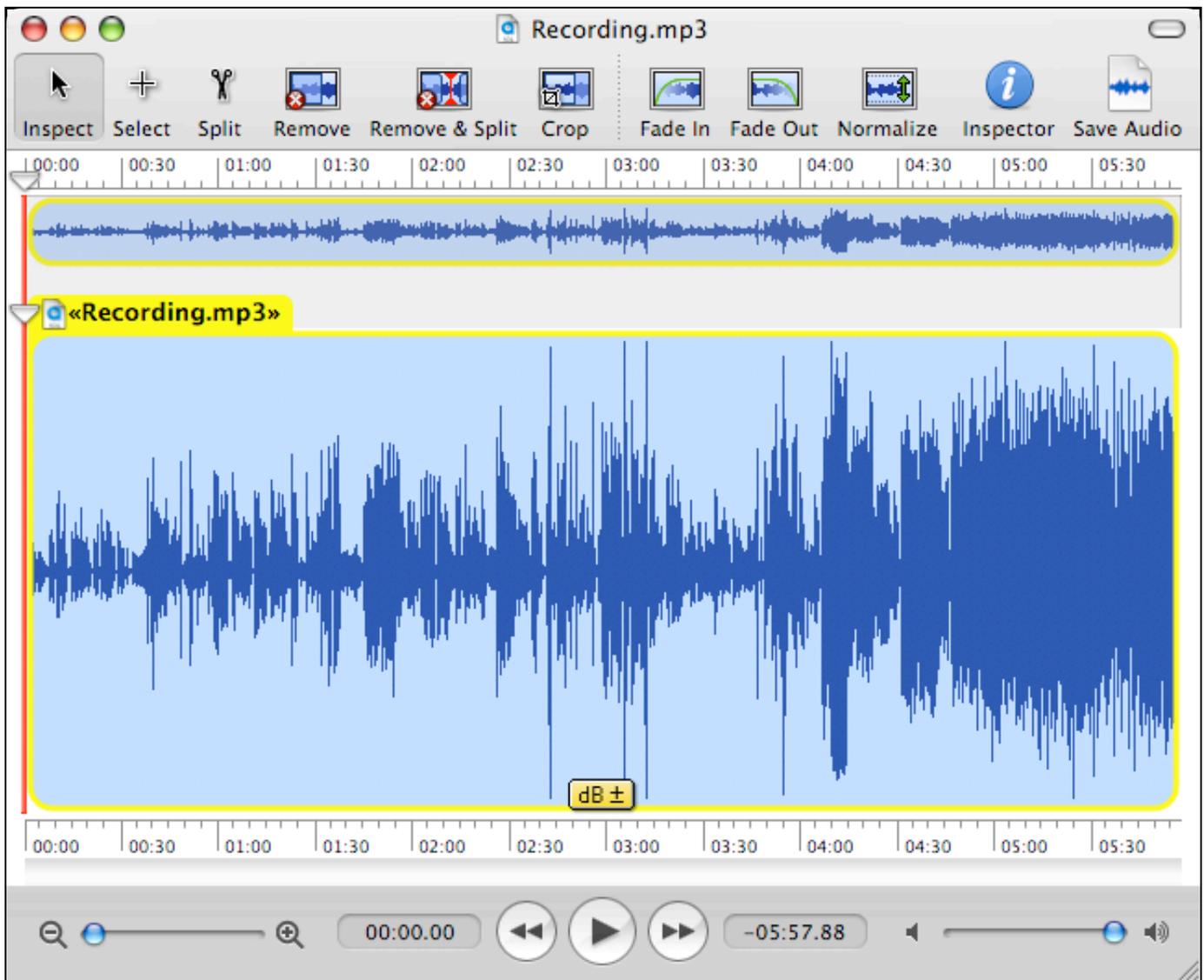
Purchasing

We provide a free trial of Fission for you to test. **In its trial state, the quality of audio saved with Fission is intentionally degraded with a series of audio fades.** The full version of Fission can be unlocked with a license key purchased from our online store.

When you're ready, head over to <http://roqueamoeba.com/store/> to purchase Fission.

Getting Started With Fission

Fission is useful for many tasks, but its basic functionality can be summarized in a few paragraphs. Read on for more details on the basic features of Fission.



Once you open a file, you'll see Fission's main window. From here, you can access almost all of Fission's features.

Removing Audio

The most basic action in Fission is cutting out pieces of an audio file. To do this, make a selection and then click the **Remove** button. This will remove the selected audio.

Using **Remove & Split** will insert a split point where the audio was removed. This creates multiple clips and thus multiple files when the audio is saved.

If you make a selection and then click **Crop**, all audio *outside* of the selection will be removed.

Inserting Audio

In addition to removing audio, Fission can insert audio in several ways. You can copy and paste audio around a single file, copy audio from one file to another (even between audio formats), or drag and drop a file from the Finder to append it to an open file.

Copy and Paste

Within a single file, you can re-arrange or duplicate audio. Simply make a selection, then select Copy from the Edit menu to place it on the clipboard. Move the playhead to your desired insertion point in the file, then select Paste from the Edit menu to place the audio.

Combine Audio Segments

You can also copy audio from one file, then paste it into another file. Select and copy audio from your first file, then open the second file. Move the playhead to the desired insertion point, then select Paste from the Edit menu and Fission will place it in. If the pasted audio does not match the format of the open file, Fission will convert it.

Drag & Drop

When you want to join two files, you can also drag a file from the Finder to an open window. Fission will then append the audio from the dragged file to the end of the open file.

Splitting Files

To split one audio file into multiple files, use Split mode to manually insert split points anywhere in the file. This will create multiple clips, which will then result in multiple files when you save the audio.

You can also use the Split At Playhead command in the Clips menu to insert a split point exactly where the playhead is. You can even use the Smart Split tool to have Fission intelligently place split points based on silence found in the file.

Editing ID3 Tags

With Fission's Inspector, you can adjust the ID3 tags associated with the selected audio. These tags allow you to add metadata to the file, such as artist and track information, and will then be read by audio players like iTunes and iPods.

Fading Audio

Fission can be used to fade audio in or out, enabling you to create a more pleasing listening experience. Select audio, then use the Fade In or Fade Out buttons to fade over the entire selection.

Adjusting Volume

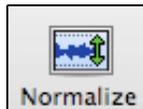
The volume of audio may be adjusted in two ways with Fission, with manual gain adjustment or with the Normalize function.



The Gain Adjustment button

Manual Gain Adjustment

When audio is selected in Fission, the Gain Adjustment button (as seen above) will appear. Clicking it brings up the Gain Adjustment slider. Audio can then be set anywhere between silence and full volume.



The Normalize button

Normalize

Normalize increases the gain of the selected audio, so that the loudest sample is set to the maximum possible value. Simply put, this makes the selection as loud as possible without causing distortion. Select audio, then click the Normalize button (as seen above) to normalize the selection.

Further Instruction

That's really it for the basic operations of Fission. You can learn more about many of these operations in the [Tutorials section](#), as well as the articles in [Advanced Topics](#). Fission really is quite simple to use, so while reading the manual is always a good idea, you may just want to dive right in.

Tutorials

This section of the Help will aid you in getting started with Fission. The following tutorials will assist you in getting started. Follow along

-[Removing Audio](#) - Use Fission to remove portions of audio, such as commercials, from a file.

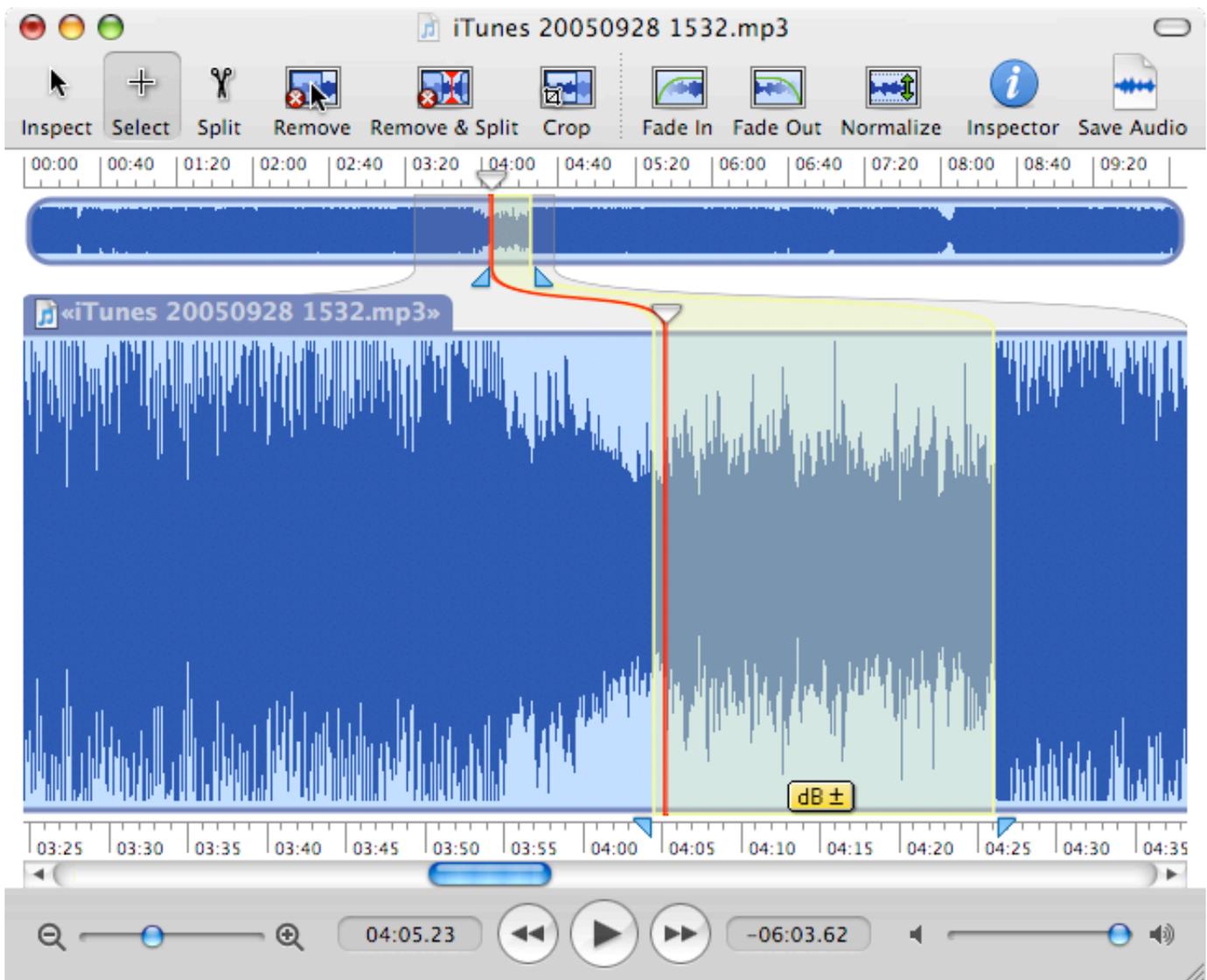
-[Inserting Audio](#) - Fission can also move and add audio to files.

-[Splitting Files](#) - Fission can split long files up rapidly and, with Smart Split, intelligently.

-[Adjusting Volume](#) - Using Gain Adjustment and Normalize, you can change the volume levels of your audio with Fission.

Removing Audio

Fission can be used to cut out pieces from an audio file. This is useful for removing commercials from a recording, as well as cutting out any other undesired audio.



Removing audio is quite simple. Click Select to enter Select Mode, then select the audio you wish to remove by clicking the waveform. You can adjust a selection by dragging its edges in or out.

Remove

Once your audio is selected, clicking the Remove button will remove the selection. The audio on either side of the selection will be merged.

Remove & Split

If you wish to create multiple clips after removing audio, use Remove & Split. This will remove the selected audio and replace it with a split point, leaving you with two distinct clips.

Fades

When removing audio, Fission will fade in and out of the cut by 1.0 seconds by default. This prevents cuts from being too jarring when the surrounding audio is merged. The fade setting can be adjusted with the Fade Around Removed Audio preference in the Preferences window, and toggled on or off in the Clip menu (Fade Around Removed Audio).

Run-Through

Let's run through the steps to remove portions of a file.

Step 1) Open your audio file and enter Select mode.

Step 2) Select the audio you wish to remove, by clicking and dragging in the waveform.

Step 3) Once you have the audio selected, click Remove to remove the audio.

Step 4) Save the audio out by clicking Save Audio. You'll get a file or files with just the audio you want!

Inserting Audio

Fission can move and insert audio in several ways. Audio can be copied and paste around a single file, copied from one file to another (even between audio formats), or dragged and dropped from a file in the Finder.

Undo Paste	⌘Z
Redo	⇧⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Delete	
Select All	⌘A
Deselect	⌘D
Copy Tags	⇧⌘C
Paste Tags	⇧⌘V

Copy and Paste

Within a single file, you can re-arrange or duplicate audio. Simply make a selection, then select Copy from the Edit menu to place it on the clipboard. Move the playhead to your desired insertion point in the file, then select Paste from the Edit menu to place the audio.

Run-Through

Let's run through the steps to copy and paste audio around a file.

Step 1) Open your audio file and enter Select mode.

Step 2) Select the audio you wish to copy by clicking and dragging in the waveform.

Step 3) In the Edit menu, select Copy to copy the audio to the clipboard (if you wish to duplicate audio), or Cut to copy the audio to the clipboard and remove the current selection (if you wish to move audio).

Step 4) Drag the playhead to the desired location, then select Paste from the Edit menu to paste the audio in.

Step 5) Save the audio out by clicking Save Audio.

Combine Audio Segments

You can also copy audio from one file, then paste it into another file. Select and copy audio from your first file, then open the second file. Move the playhead to the desired insertion point, then select Paste from the Edit menu and Fission will place it in.*

* If the pasted audio does not match the format of the open file, Fission will convert it. This may cause quality loss.

Run-Through

Let's run through the steps to combine audio from two different files.

Step 1) Open your source audio file and enter Select mode.

Step 2) Select the audio you wish to copy by clicking and dragging in the waveform.

Step 3) In the Edit menu, select Copy to copy the audio to the clipboard.

Step 4) Open the destination audio file.

Step 5) Drag the playhead to the desired location, then select Paste from the Edit menu to paste the audio in.

Step 6) Make sure the audio is where you'd like, by previewing. Once everything is set, be sure to remove the Split Points (by clicking to highlight, and then deleting). This will allow the audio to be saved as one file.

Step 7) Save the audio out by clicking Save Audio.

Drag & Drop

When you want to simply join two files, you can drag a file from the Finder to the end of the open window. Fission will then append the audio from the dragged file to the end of the open file.*

* If the appended audio does not match the format of the open file, Fission will convert it. This may cause quality loss.

Run-Through

Let's run through the steps to join one file to another.

Step 1) Open your first audio file in Fission.

Step 2) Find the second audio file in the Finder, and drag it to the open window in Fission. Fission will automatically append the second file to the first.

Step 3) Once you've got the audio position where you'd like, remove the split point by clicking to highlight it, then pressing the Delete key to remove it. The audio will now be merged.

Step 4) Save the audio out to one file, by clicking Save Audio.

Inserting Silence

To insert a period of silence, just position to playhead where you wish silence to be inserted, then select Insert Silence from the Clip menu. Specify the desired duration of silence, and it will be appended from the playhead on.

Run-Through

Let's run through the steps to insert silence.

Step 1) Open your audio file in Fission and position the playhead where you wish the silence to begin.

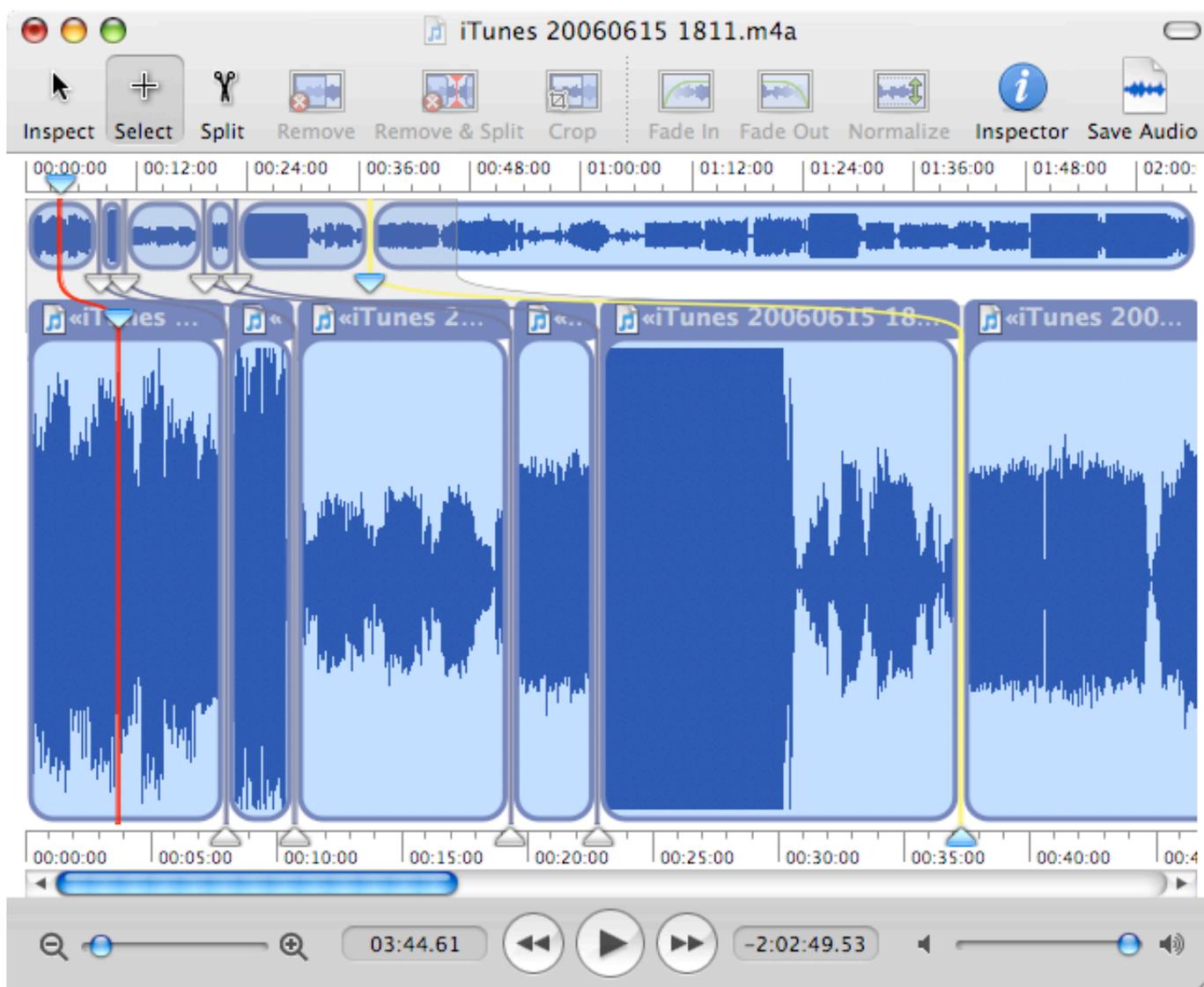
Step 2) Select Insert Silence from the Clips menu.

Step 3) Enter the desired duration for your silence, then click Insert. The silence will be inserted from the playhead on.

Splitting A File

If you have a long audio file, such as a recording of a radio program, or an imported album, you may wish to divide it into shorter files. Fission enables you to split your file up quickly, easily, and with no loss in quality. Splits can be done manually, or using the Smart Split tool.

Manual Splits



Above, you can see three split points at around 8:00, 10:30 and 18:00. These split points have created four separate clips. When the audio is saved out, each clip will be saved as a separate file. This is very useful for breaking a long file into multiple smaller and shorter files.

Inserting Split Points

There are two ways to insert split points and create clips. The most accurate method is to play the audio, then pause when you reach the portion at which you wish to split. Use the arrow keys to move the playhead in small increments forward and back, and the space bar to pause the playback. Once you reach the desired spot, use the Split At Playhead option to insert a split point exactly where the playhead is located.

Alternately, you can enter Split mode and click the waveform or the ruler wherever you wish to place a split point. You can then move the split point by clicking it and moving it with the mouse.

Removing Split Points

To remove a split point, simply highlight it by clicking either of the triangles on its end. Once highlighted, just click Delete on your keyboard to remove the split point and re-merge the two clips.

Run-Through

Let's run through the steps to manually split a file into multiple files.

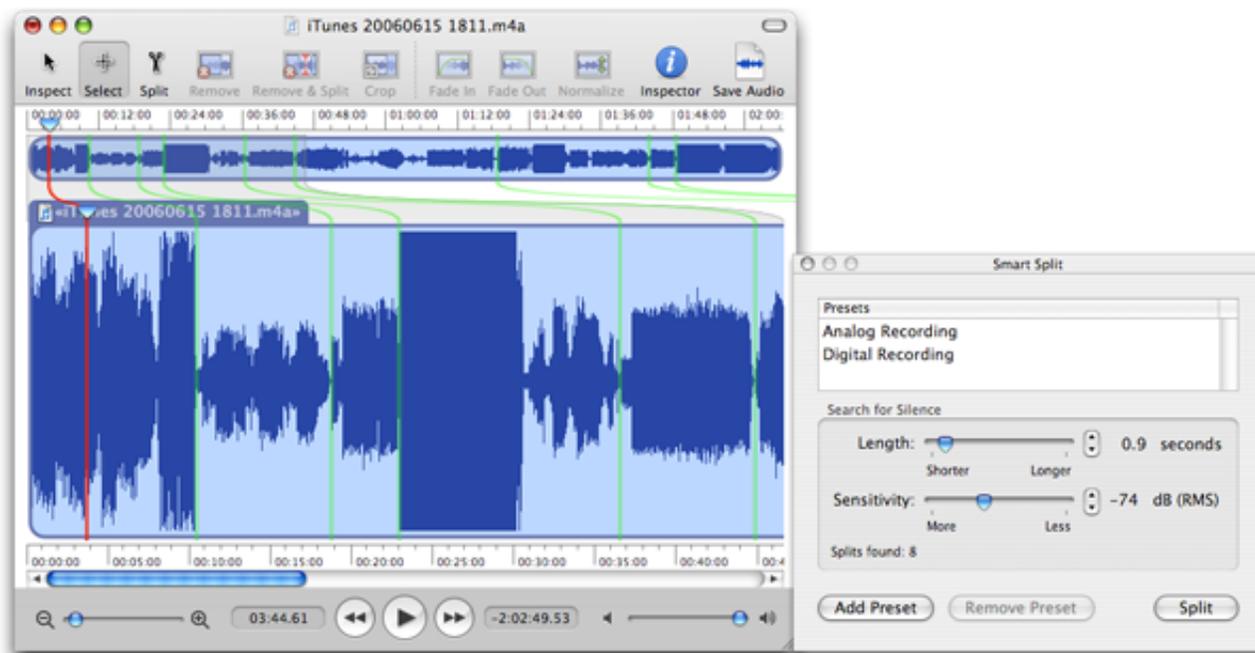
Step 1) Open your audio file and enter Split mode.

Step 2) Insert splits at the desired points. Play the audio, then pause at the desired point and use the Split at Playhead option in the Clips menu to insert a split point. Alternately, simply click the waveform or the ruler where you wish to place a split point. You can move split points by dragging them.

Step 3) When you've placed all your split points and have checked your clips, save the audio out with the Save Audio button. Now you'll have multiple files, one for each section. Enjoy!

Smart Split

Fission's Smart Split feature looks for "silence" in the audio file, as defined by the settings. When you click the Split button split points will be inserted at these locations. This will create multiple clips in the file, which can be tweaked if needed. When the audio is saved out, a separate file will be created for each clip.



In the above image, you can see Smart Split in action, working on a file imported from a vinyl record. The green lines visible in the main window are suggested split points. Smart Split will insert 12 splits with the current settings, creating 13 clips, one for each track on the record.

Presets

Smart Split's presets are useful for Analog recordings such as those from records and tapes (which will likely have more line noise during "silence"), as well as Digital recordings where silence needs to be more strictly defined. These presets are merely a starting point - you can then adjust the controls as needed. Once you find settings that work, you can also add your own Presets for future use.

Controls

Smart Split's two controls will adjust exactly what Smart Split considers to be "silence".

Length

The length setting determines the length a section needs to be in order to be considered silence. Increasing this value will cause fewer silences to be found, as well as preventing brief lulls in audio from being considered silence.

Sensitivity

The sensitivity setting adjusts how soft the audio needs to be in order to be considered silence. Decreasing the sensitivity will result in more silences being found.

Run-Through

Let's run through the steps to use Smart Split on a file.

Step 1) Open your audio file and access the Smart Split window from the Tools menu.

Step 2) Adjust the settings and watch the main window. Here, you'll see the split points that will be inserted once you click Split.

Step 3) Click Split, and then have a listen to each clip. The Preview Beginning and Preview End options in the Playback menu will be helpful here. Move, adjust, or delete splits as needed.

Step 4) Save the audio out, and you'll get a file for each clip as seen in the main window. You're done!

Adjusting Volume

Fission enables you to losslessly adjust the volume of audio files in two ways, with manual Gain Adjustment as well as the Normalize function.

Gain Adjustment



The Gain Adjustment button

Selecting audio causes the Gain Adjustment button to appear. Clicking it brings up the Gain Adjustment slider (seen below). Using this slider, the volume of the audio can be set all the way down to silence or up to the maximum possible value.



The Gain Adjustment slider

Run-Through

Let's run through the steps to adjust the volume of a selection.

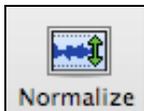
Step 1) Open your audio file and enter Select mode.

Step 2) Select the audio you wish to adjust by clicking and dragging in the waveform.

Step 3) Once you have the audio selected, click the Gain Adjustment button, then drag the slider up or down to adjust the volume level.

Step 4) Save the audio out by clicking Save Audio. You're all set!

Normalize



The Normalize button

Normalize increases the gain of the selected audio, so that the loudest sample is set to the maximum possible value. Simply put, this makes the selection as loud as possible without causing distortion. Select audio, then click the Normalize button (as seen above) to normalize the selection.

Run-Through

Let's run through the steps to normalize a selection.

Step 1) Open your audio file and enter Select mode.

Step 2) Select the audio you wish to normalize by clicking and dragging in the waveform.

Step 3) Once you have the audio selected, click the Normalize button in the toolbar or choosing Normalize Selection from the Clip menu.

Step 4) Save the audio out by clicking Save Audio. You're all set!

Fission Interfaces

This section of the Help gives details on what each piece of Fission does.

-[Main Window](#) - An overview of Fission's main window.

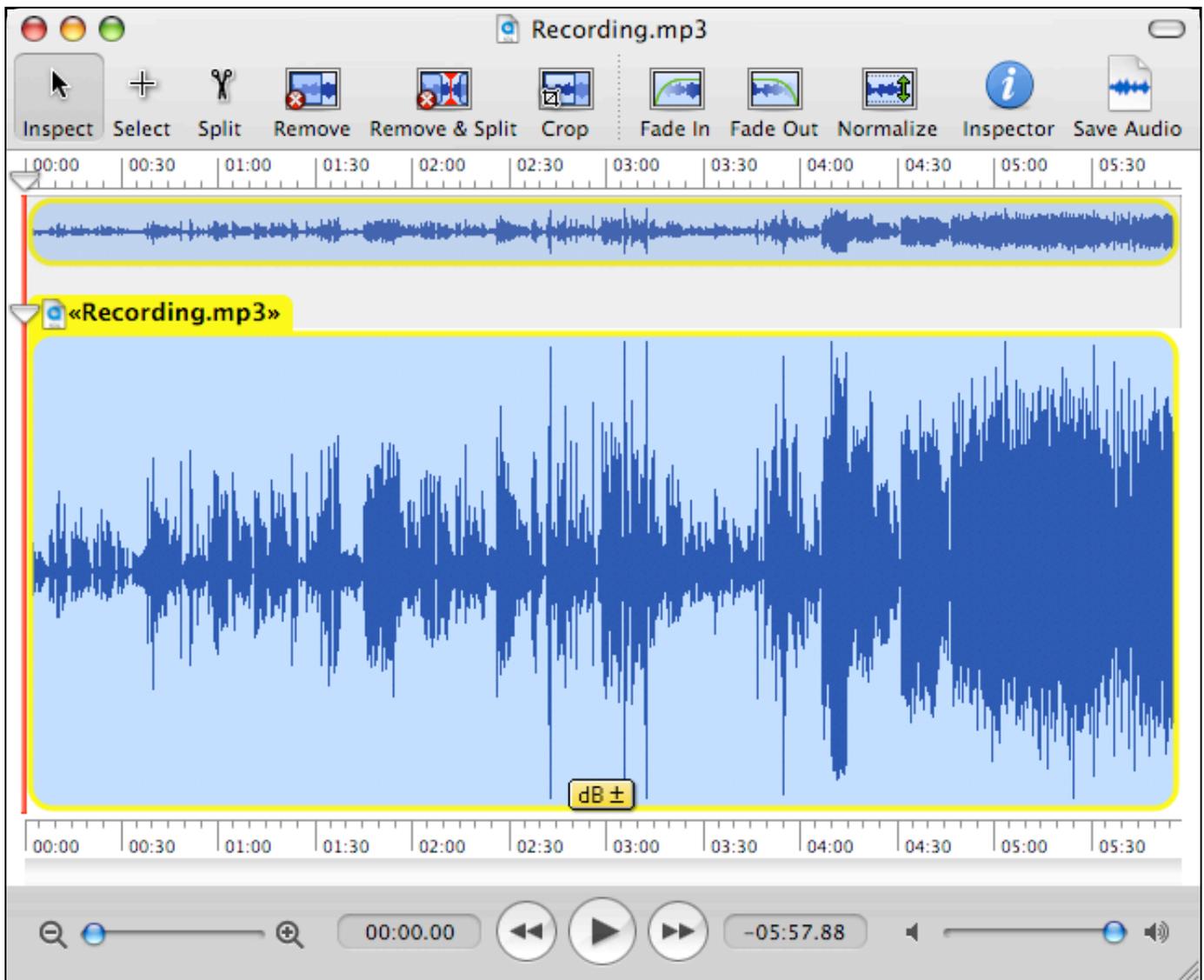
-[Secondary Control Windows](#) - These secondary control windows of Fission contain additional controls.

-[Save Panel](#) - Fission's Save Panel enables lossless saving, as well as saving in other formats through QuickTime.

-[Other Windows](#) - Information on the other minor windows in Fission is found here.

-[Menu Reference](#) - This section explains what each and every menu item does in obsessive, boring detail.

Main Window



The main window seen above houses all of Fission's main settings. From here, all of Fission's primary controls can be accessed.

Fission's Modes

Fission has three distinct modes for affecting audio files, selectable from the toolbar at the top of Fission's window.



Inspect Mode

When in Inspect Mode, you can examine clips and files. Select audio to be played back or adjusted with the Inspector.

Select Mode

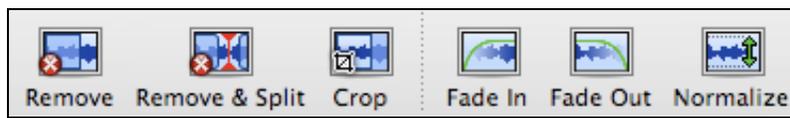
Use Select Mode to select portions of audio. This audio can then be cropped around, cut, or faded.

Split Mode

Split Mode is used to insert Split Points into the file. When the audio is then saved, each split point will cause a separate file to be created.

Editing Controls

Fission's Editing controls enable you to remove and adjust audio as described below.



Remove

Clicking Remove will remove the selected audio.

Remove & Split

Remove & Split will remove the selected audio, and leave a split point. This will create two clips and two files when the audio is saved.

Crop

Crop removes all the audio *outside* of the current selection, leaving only the selected audio.

Fade In

Fade In will fade audio in over the entire selection, ramping up the volume to the end of the selection.

Fade Out

Fade Out will fade audio out over the entire selection, ramping down the volume to the end of the selection.

Normalize

Normalize will increase the gain of the entire selection, so that the loudest sample is at the maximum possible value. Simply put, this makes the selection as loud as possible without causing distortion.

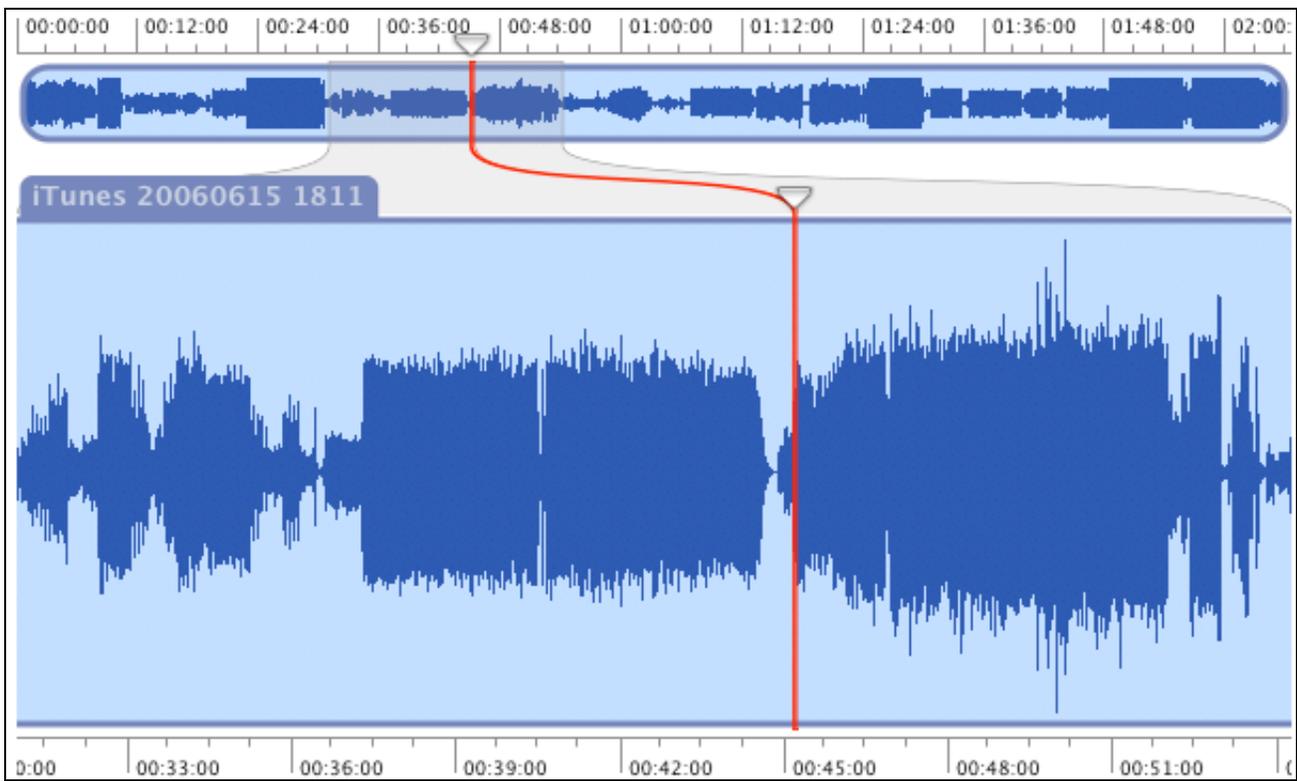
Control Buttons

The Inspector button toggles the visibility of the Inspector. The Save Audio button opens the Save dialog to save the audio out.



Main Editing Area

Fission's main editor consists of two waveforms showing your audio visually. The top waveform shows the entire file at once, while the bottom provides a larger, zoomed-in view.



Above you can also see the read playhead, showing where audio is playing, as well as the two rulers (on the top and the bottom) showing the timestamps.

The Gain Adjust controller (shown above) can be whenever audio is selected. Click this, then drag the slider up and down to adjust gain of the selected audio.

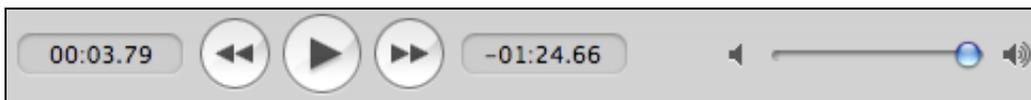


To adjust the zoom level of the main waveform, use the zoom slider. Clicking the - or the + buttons on the end will zoom out or in by one step, respectively.



Playback Controls

When playing audio in Fission, you can control playback with these controls.

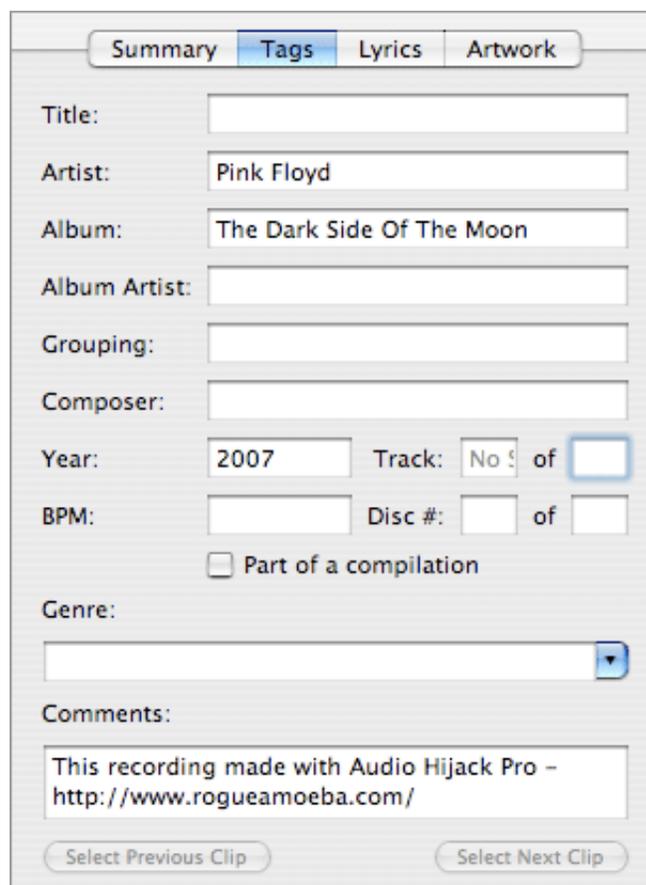


The timer wells show the time elapsed and time remaining. Use the rewind, play/pause, and fast forward controls to move the playhead, and the volume control to adjust the output volume during playback.

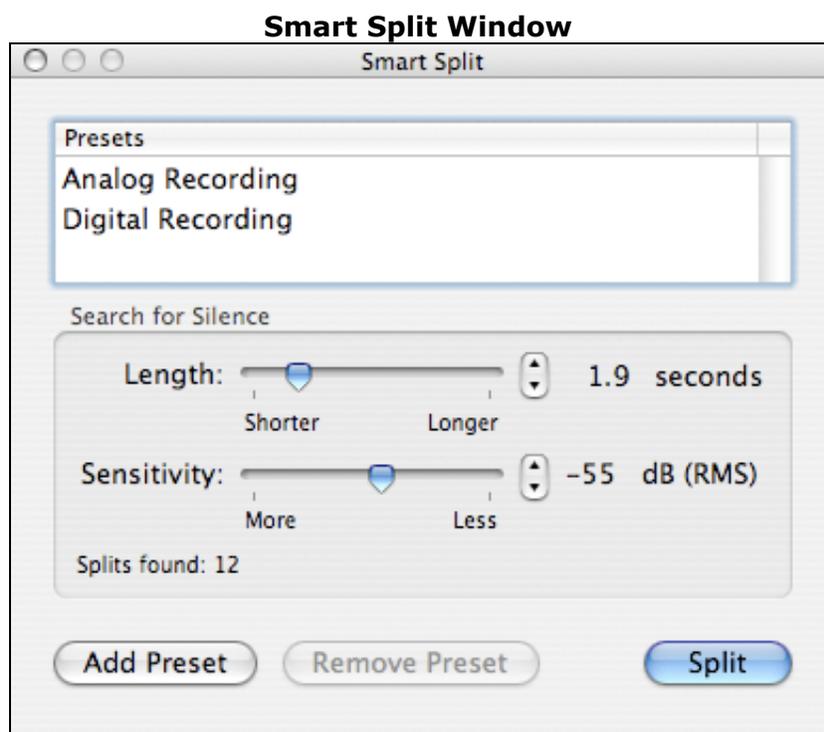
Secondary Windows

The secondary windows in Fission provide access to additional controls.

Inspector Area



The Inspector area allows access to information on the file or clip selected, as well as ID3 tag editing. ID3 tags display in most media players when a file is played, to show information such as the title and artist for a song. Edit tags for the selected clip here, and when the file is saved, these tags will be added as well.

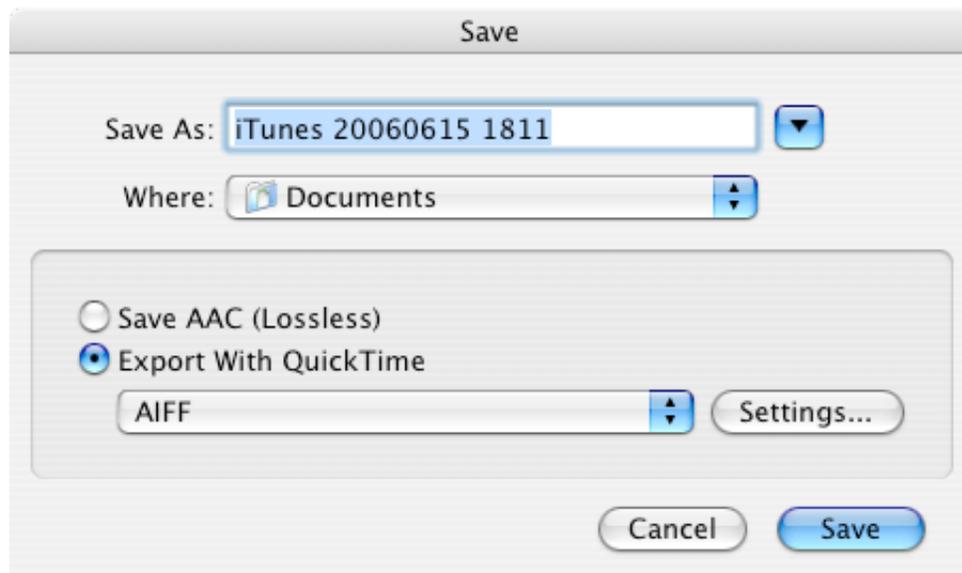


This window provides access to Fission's Smart Split functionality. This allows a file to be split into multiple clips, based on silence found in the file.

As the controls here are adjusted, suggested splits will appear in the Main window. Click the Split button to accept and place these split points, creating multiple clips. When the audio is saved, multiple files will be saved, one for each clip.

Save Panel

Fission's Save panel is accessed by clicking the Save Audio, and controls how audio is saved after editing.

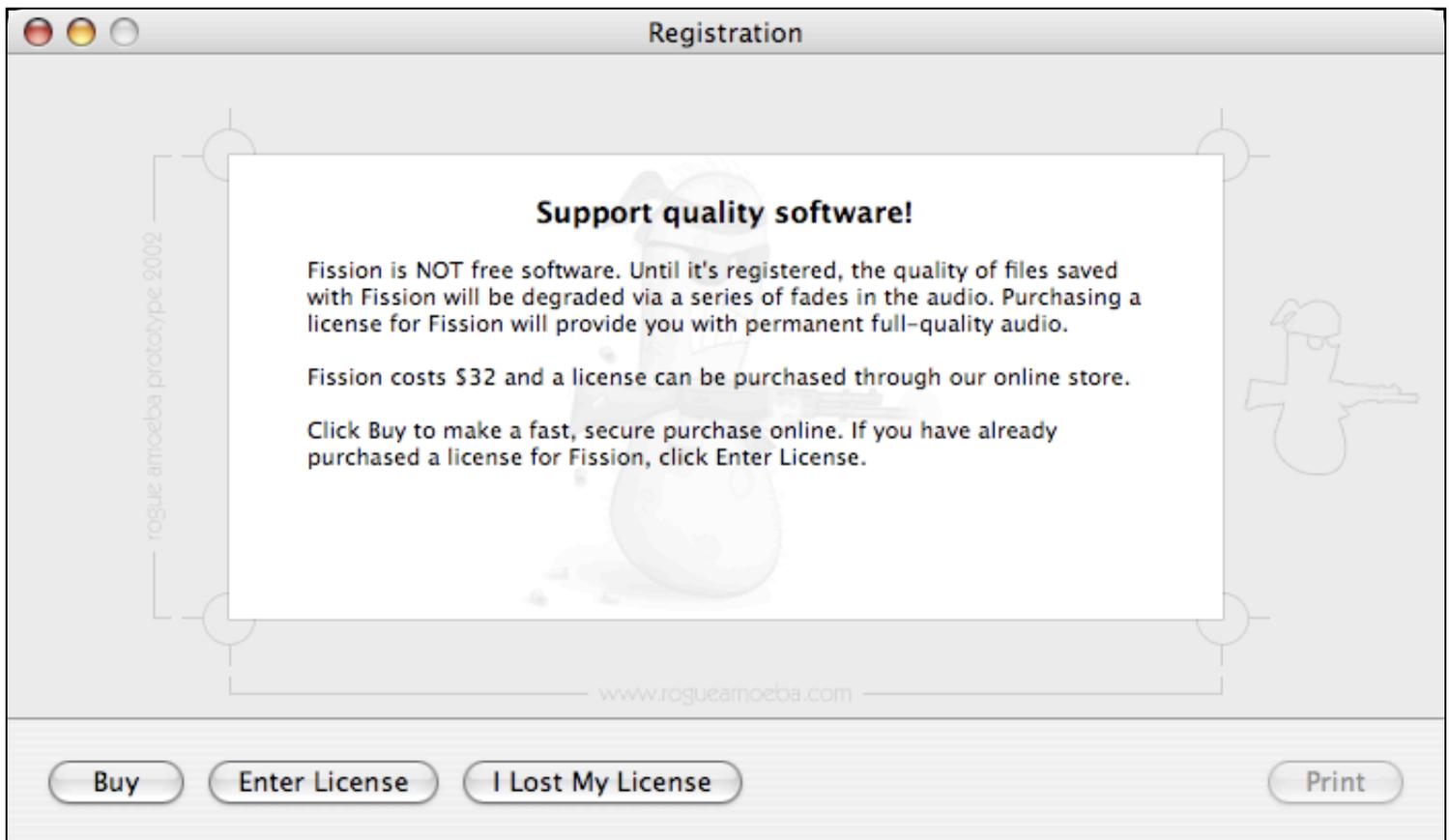


Fission's Save Panel

When editing an MP3, AAC, Apple Lossless, or AIFF file, you should generally choose the first option here. This will save the new files in the same format as your original audio, without any quality loss.

If you wish to save the audio to another format, choose the Export With QuickTime options. This will enable you to save in any audio format supported by your QuickTime installation.

Other Windows

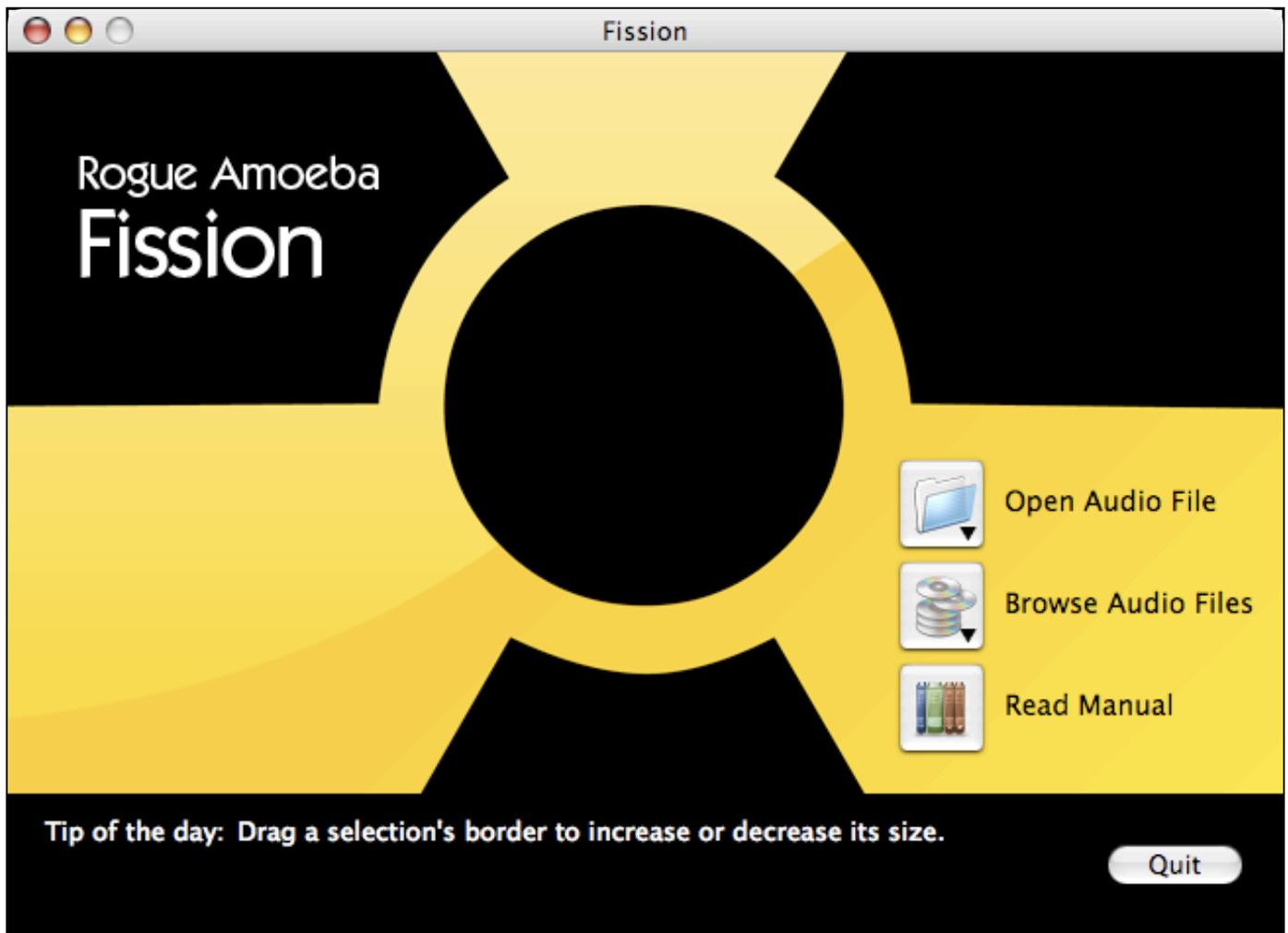


Help Window

This displays the Fission Manual, and can be accessed by pressing Command-? or choosing 'Fission Help' from the Help menu.

Registration Window

As seen above. Click 'Enter License' to enter a license key for Fission, which may be [purchased](#) from our store, then click Print to make a copy for safekeeping. If you don't own a license key, click Buy to purchase. If you've lost your license, click the 'I Lost My License' button.



Welcome Panel

The Welcome panel appears when Fission is launched. It shows a helpful tip of the day, as well as providing access to the open files dialog, and browse for files from common locations. From here, you can choose to open an audio file, browse from common locations, or open the Fission manual. Once you open an audio file, you'll see the main window, as shown below.

You can turn off the Welcome panel in Fission's [preferences](#).

About Window

Displays the credits for Fission.

Menu Reference

The following is a list of the relevant menu items in Fission including a short description of each item's function.

Fission Menu

About Fission - Shows Fission's credits

Check For Update - Checks via the Internet for updates to Fission

Preferences... - Opens Fission's Preferences window

License... - Opens Fission's License window

Hide Fission - Conceals all of Fission's windows

Hide Others - Conceals all other applications

Show All - Reveals all other applications

Quit Fission - Quits Fission

File Menu

Open... - Shows the Open dialog

Open Recent - Shows recently used files for quick access

Browse Files - Enables access to audio files in iTunes, via a Spotlight search, or in Audio Hijack Pro's recordings folder

Close - Closes the current file

Revert to Original - Reverts to the original version of the file, removing all changes made since last saving

Save Audio... - Opens the Save dialog to save changes

Save Selection... - Saves just the selected audio

Save Cue Sheet... - Saves a cue sheet along with the current audio file

Save as iPhone Ringtone - Saves as a ringtone for use with the iPhone, passing the file off to iTunes.

Edit Menu

Undo - Allows the previous actions to be Undone

Redo - Allows previously Undone actions to be Redone

Cut - Removes the selection and places it on the clipboard

Copy - Copies the selection to the clipboard

Paste - Pastes the contents of the clipboard

Delete - Deletes the current selection

Select All - Selects all audio in a window or text in a field

Deselect - Deselects, leaving no audio or text selected

Copy Tags - Copies all tags from the currently selected clip onto the clipboard

Paste Tags - Pastes all tags from the clipboard onto the currently selected clip

Clear All Splits - Removes all split points from the current file

Tools Menu

Inspect Mode - Enters Inspect Mode, to allow ID3 tag editing and clip inspection

Select Mode - Enters Select Mode, to select audio for Cropping, Cutting and Fading

Split Mode - Enters Split Mode, to insert Split points

Smart Split... - Opens the Smart Split panel

Set Selection... - Brings up the Set Selection sheet, to set a selection by exact time stamps

Add Split... - Brings up the Add Split sheet, enabling a split to be added by timestamp

Apply Cue Sheet... - Shows the Open dialog to select a cue sheet to apply to the existing audio file

Zoom In - Zooms the waveform view in

Zoom Out - Zooms the waveform view out

Zoom to Selection - Zooms the waveform to the selected audio

Playback Menu

Play/Pause - Toggles playback of audio

Scan Forward - Moves the playhead forward in small increments

Scan Backward - Moves the playhead backward in small increments

Play Selection Only - When this option is active, playback will apply only to selected audio

Loop Playback - When selected, playback will loop

Preview Beginning - Plays the first second of audio

Preview End - Plays the last second of audio

Clip Menu

Select Next Clip - Highlights the next clip

Select Previous Clip - Highlights the previous clip

Select Next Tab - When the Inspector is visible, switches to the tab to the right.

Select Previous Tab - When the Inspector is visible, switches to the tab to the left.

Remove - Removes the currently selected audio

Remove & Split - Removes the currently selected audio and inserts a Split point

Crop - Removes all audio not contained in the current selection

Fade Around Removed Audio - Toggles the application of the "Fade Around Removed Audio" preference

Split at Playhead - Inserts a split point at the playhead's location

Fade Selection In - Fades the currently selected audio in

Fade Selection Out - Fades the currently selected audio out

Normalize Selection - Normalizes the selected audio, increasing its volume to make it as loud as possible without distortion

Insert Silence... - Inserts the specified duration of silence where the playhead is located.

Window Menu

Zoom - Zooms the foremost window

Minimize - Minimizes the foremost window to the Dock

Show/Hide Toolbar - Toggles the visibility of the Toolbar in the main Fission window.

Customize Toolbar... - Allows adjustment of options found in the Toolbar in the main Fission window.

Show/Hide Inspector - Toggles the visibility of the Inspector

Bring All to Front - Brings all of Fission's windows to the foreground.

Help Menu

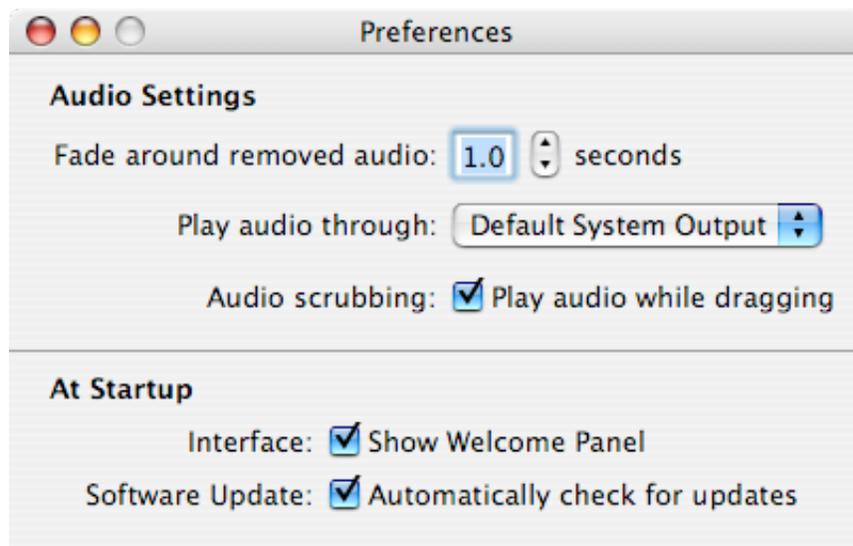
Fission Manual - Opens this help window

Contact Support... - Opens an in-application form that directly sends email to us for support

Visit RogueAmoeba.com... - Takes you to our homepage

Purchase Fission - Opens the Rogue Amoeba Store to purchase Fission.

Preferences



Audio Settings:

Fade around removed audio: - This setting adjusts the length of audio faded in and out when removing a section of audio from a file. Set to 0.0 for Off.

Play audio through: - This setting adjusts the output device through which audio from Fission plays.

Audio Scrubbing: - With this preference on, audio near the cursor will play when the cursor is moved.

At Startup:

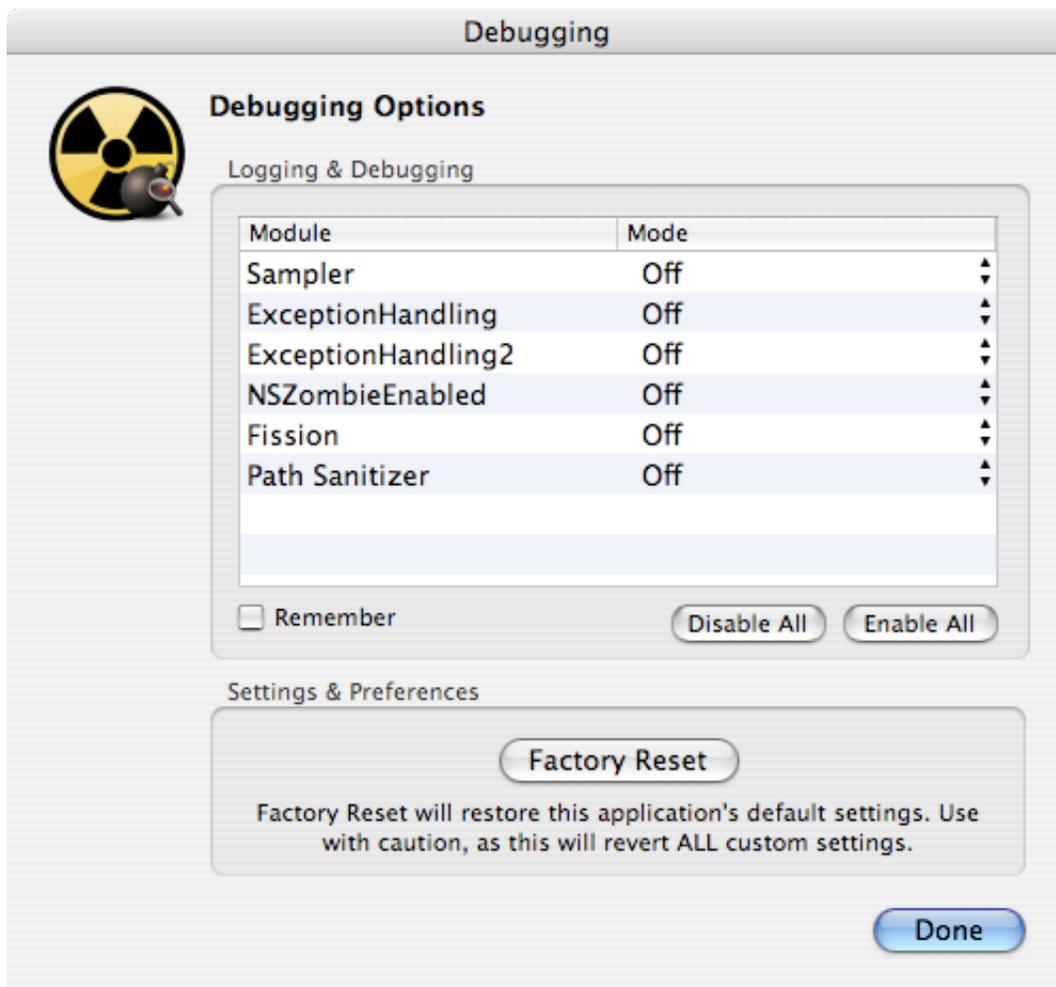
Show Welcome Panel: - This setting causes the Welcome panel to display on launch, including easy access to major functions as well as helpful hints.

Automatically check for updates: - With this on, Fission compares its own version number with the most current version available from our server. Leave this on to stay up-to-date.

Hidden Features

Fission has a great many features, some of which can be a bit difficult to find. Read this over for some of the lesser-known features of Fission

Debugging



The Debugging dialog can be accessed by holding down the option key as Fission launches. If a problem occurs, these debugging options may show what's wrong.

Hidden Preferences

In the name of simplicity, not all of Fission's preferences are accessible from within the application. Some prefs can only be accessed through the "defaults" system in the Terminal or by editing the preferences file (`~/Library/Preferences/com.rogueamoeba.Fission.plist`) by hand.

disableSaveWarning: This preference toggles the appearance of the Save Warning when closing a file in Fission.

The example command below for the Terminal will prevent the Save Changes warning from appearing.

```
defaults write com.rogueamoeba.fission disableSaveWarning -bool YES
```

limitSmartSplits: This preference toggles a limiter placed on the number of splits found by the Smart Split window. By default, this window is limited to finding 100 splits. Removing this limit will allow the Smart Split window to find more splits, but can slow the program or cause it to crash.

The example command below for the Terminal will cause the Smart Split limiter to be deactivated.

```
defaults write com.rogueamoeba.fission limitSmartSplits -bool NO
```

registrationObscured: This preference controls the visibility of the registration code in the Registration window. If you're in a group environment, you may wish to obscure this code to prevent theft.

The example command below for the Terminal will cause the code to be obscured in the Registration window.

```
defaults write com.rogueamoeba.Fission registrationObscured YES
```

initialZoomFactor: This preference controls the zoom factor for newly opened files. By default, new windows open at 2x zoom.

The example command below for the Terminal will cause new documents to open at 32x zoom.

```
defaults write com.rogueamoeba.Fission initialZoomFactor 32
```

Purchasing Fission

Quick Link: To buy a license key for Fission, visit our [online store](#).

Why Should I Buy Fission?

Put simply, you should buy Fission because it isn't free - we give you a chance to test out the program and all its features before you buy it. It's like test driving a car, for as long as it takes you to decide.

In trial mode, all of Fission's features are available to try, but it won't work for full-time use. Until you purchase, the quality of audio saved through Fission will be degraded through a series of audio fades.

If you use Fission and find you like it, please purchase a license key - support the software you use and love!

What does Fission cost?

Fission is available for purchase the world over for just **\$39**. Our prices are so low, they're affordable!

If you need to record audio from a mic or an application, try out Audio Hijack Pro. You can purchase the Audio Hijack Pro + Fission bundle for just \$50!

How do I buy Fission?

To purchase your license key, just visit <http://www.rogueamoeba.com/store/>.

After Purchase

How does purchasing work?

When you purchase through our store, you'll immediately receive a license key in your browser, as well as via email. This key will allow you to unlock the full version of Fission. Simply enter your key into Fission as instructed, and you'll be all set.

Can I use my license key on multiple machines?

A license key for Fission provides 1 "seat". This allows for a single copy to be in use at one time. If you own multiple personal machines, you may install and unlock Fission on them, provided it is only in use on one machine at a time. If you need to use Fission simultaneously on multiple machines, you'll need to purchase multiple license keys.

What's your upgrade policy?

Rogue Amoeba doesn't have a stated upgrade policy, just a great track record. Since 2002, we've provided hundreds of free updates across our entire product line. These updates have fixed bugs and added new features. If we add substantial new functionality, we may charge an upgrade fee. However, we do not make most of our income from upgrades, and we provide nearly all updates free of charge. Buy with confidence!

What's your refund policy?

All Rogue Amoeba products are available as demos for an evaluation prior to purchase. We believe that no customer should have to buy software in order to find out how well it works. Our software can be fully evaluated with no limitations in capabilities, prior to purchase. Customers are **strongly encouraged** to take advantage of these trials prior to purchase. You may also seek any needed technical support from us - we answer support emails rapidly and responsively for current and potential customers alike.

If you would like a refund, please contact hello@roqueamoeba.com within 14 days of your purchase. Because we can not recover the license key that was sold, refunds are issued on a case-by-case basis.

Cross-Promotion



Audio Hijack Pro

Recording Audio With Audio Hijack Pro

Fission enables you to edit audio you already have. If you also need to record audio, have a look at [Audio Hijack Pro](#). Record any audio with Audio Hijack Pro, from microphones and other audio devices, as well as software applications like RealPlayer and more.

Bundle Up

Audio Hijack Pro costs just \$32. Better still, when you purchase Audio Hijack Pro and Fission together, the bundle costs just \$50!

So how do I buy Audio Hijack Pro?

To purchase a license key for Audio Hijack Pro, just visit <http://www.roqueamoeba.com/store/> and follow the instructions there.

Advanced Topics

The following pages provide advanced instruction on various topics.

-[Keyboard Shortcuts](#) - Fission has many keyboard shortcuts for speeding up your workflow.

-[Creating Non-iPhone Ringtones](#) - Fission is great for creating ringtones for your cell phone.

-[Cue Sheets](#) - New in Fission 1.5 is support for working with cue sheets.

Fission's Keyboard Shortcuts

As you use Fission more, you may wish to access its features faster. Fission's keyboard shortcuts can help you do this. The following shortcuts will get you editing your audio faster than ever.

Basic Controls

Command-=: Works the same as Command-+, to zoom in.

Delete/Backspace: Removes the selected Split, or Cuts the selected audio. A Split Cut will occur if the selected audio contains a split.

Space: Toggles play/pause

Home & End: Moves the playhead to the beginning or end of the file

Arrow keys: Moves the playhead, split or selection, as described below.

Arrow Keys

The left and right arrow keys are very useful for navigating a file and adjusting the current selection.

Playhead movement:

No modifier keys: The playhead will be moved by approximately .2 seconds.

While holding Option: The playhead will be moved by exactly a single packet.

While holding Command: The playhead will be moved to the specified end of the file.

While holding Control: The playhead will be moved to the next split in the specified direction, or to the end of the file if no further split points exist.

Split movement:

No modifier keys: The selected split will be moved by approximately .2 seconds.

While holding Option: The selected split will be moved by exactly a single packet.

Selection movement:

No modifier keys: The selection will be moved by approximately .2 seconds.

While holding Option: The selection will be moved by exactly a single packet.

While holding Shift: The selection will be expanded in the specified direction.

While holding Shift+Command: The selection will be decreased in the specified direction.

Selecting Audio

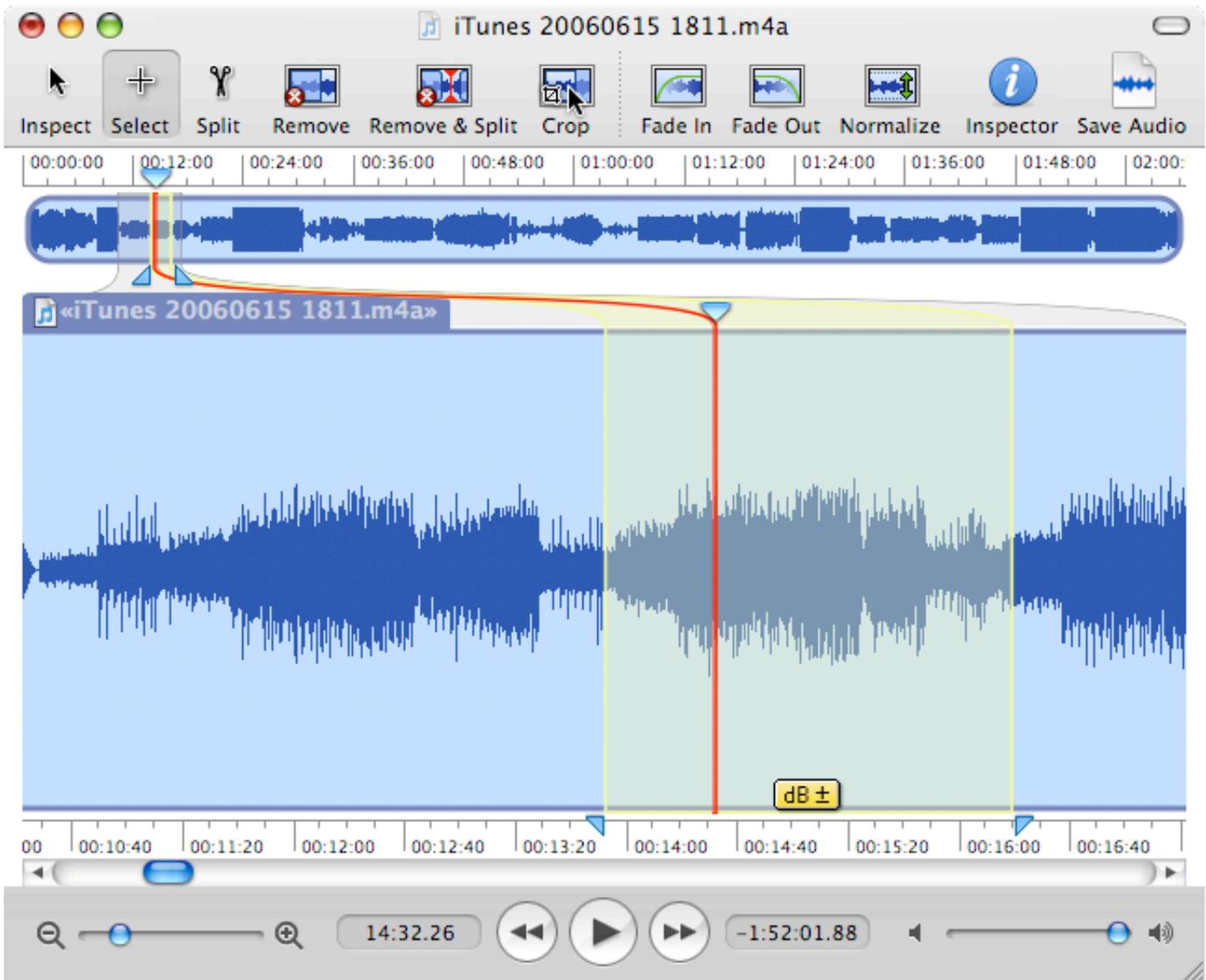
Keyboard shortcuts can be used to make a selection. Pressing 'i' will set the selection to the playhead's current location. You can then move the playhead with the arrow keys, and press 'o' to expand selection to the area that the playhead has moved over.

Quick steps to select audio with the keyboard:

1. Move the playhead to one end of your desired selection. Press 'i' on your keyboard to start the selection.
2. Use the forward and back arrow keys to move the playhead to the other end of the desired selection.
3. Press 'o' on your keyboard to finish the selection. Your audio will now be selected.

Creating iPhone Ringtones

If you've got an iPhone, Fission can turn any audio file into a ringtone for it, by editing and passing it off to iTunes.



With Fission, you can take any audio file you already own and create a short ringtone from it. To do this, you'll open your audio file in Fission then select the audio you want for the ringtone. To find the exact audio you want, use the playback controls and adjust your selection by dragging the edges.

Once you have your audio selected, use the Crop function to trim out the unwanted audio. Play the audio to confirm it's what you want, and you're nearly done! Just click Save as iPhone Ringtone, and Fission will convert the audio to AAC (if needed) then send it over to iTunes. iTunes will then interpret the file as a Ringtone, and you'll be able to sync it over to your iPhone or iPod Touch for use there. Enjoy!

Run-Through

Let's run through the steps to create a ringtone:

Step 1) Open your original audio file.

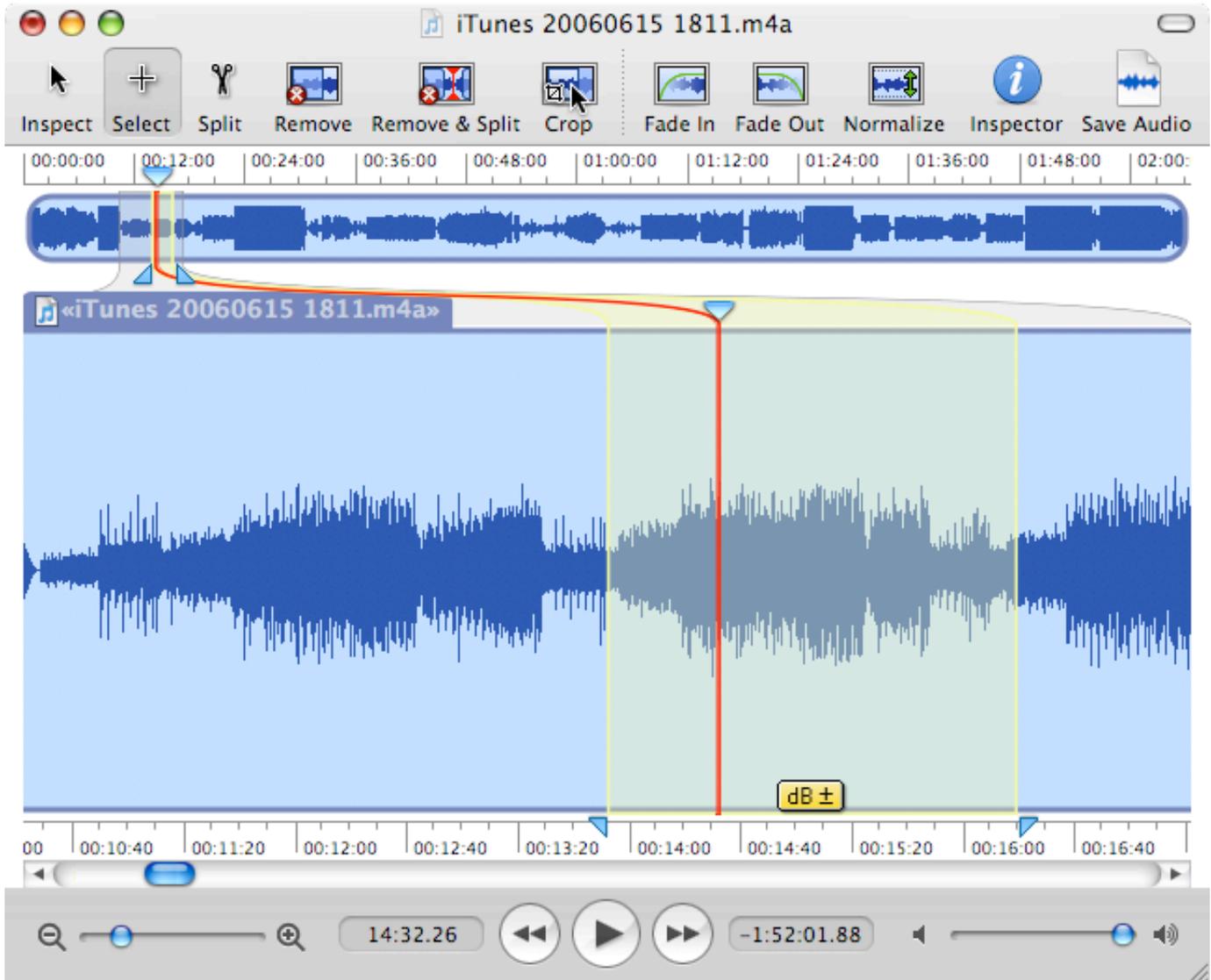
Step 2) Using Select mode and the playback controls, select the portion of the audio you want to use for your ring tone.

Step 3) With your desired audio selected, click the Crop button to remove all other audio.

Step 4) Save the ringtone by clicking Save as iPhone Ringtone. Fission will automatically convert the file to AAC and pass it off to iTunes to turn it into a ringtone. It's now ready for syncing to your iPhone!

Creating Non-iPhone Ringtones

Why pay \$2.99 to get a ringtone of a song you already own? If your phone supports MP3 or AAC playback, you can make your own ringtones using Fission!



With Fission, you can take MP3 or AAC files you already own and create a short ringtone from it. To do this, you'll open your audio file in Fission then select the audio you want for the ringtone. To find the exact audio you want, use the playback controls and adjust your selection by dragging the edges.

Once you have your audio selected, use the Crop function to trim out the unwanted audio. Play the audio to confirm it's what you want, and then save the audio out by clicking Save Audio. Be sure to save in a format compatible with your cell phone - MP3 will work on many new cell phones, as well as AAC. Once you have your file, transfer it to your cell phone and you're all set!

Run-Through

Let's run through the steps to create a ringtone:

Step 1) Open your original audio file.

Step 2) Using Select mode and the playback controls, select the portion of the audio you want to use for your ring tone.

Step 3) With your desired audio selected, click the Crop button to remove all other audio.

Step 4) Save the audio by clicking Save Audio, and choose to save losslessly. Once you have your file, transfer it to your cell phone and you're set to go!

Cue Sheets



Fission 1.5 now has full support for reading and writing cue sheets to accompany audio files. Cue sheets provide audio editing software with information about a file, allowing it to automatically perform editing tasks on the file. This can be very useful for automating a standard editing process.

Opening Cue Sheets

If you have a cue sheet from Fission or another editor, you can simply open it as a normal file in Fission - drag it to the Dock icon or the Welcome window, or choose Open from the File menu. If you have an audio file open already, you can also select Apply Cue Sheet... from the Tools menu.

Saving Cue Sheets

To save a cue sheet with Fission, simply use Fission as normal. Place split points and enter meta-data, then choose Save Cue Sheet... from the File menu. Fission will save the audio file in its current state, and an accompanying cue sheet. You can then open the cue sheet in Fission at a later time or in other editors that support cue sheets.

Licenses, Contacts and All The Fun That Involves

We now present the conclusion to the Fission Manual

-[User License](#) - Let your lawyer explain it all to you.

-[Contact](#) - How to get in touch with Rogue Amoeba.

-[Printable Manual](#) - Click here for a printable version of this manual. **License**

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Rogue Amoeba Software
Marketing Department
25 Wheeler St. #314
Cambridge, MA 02138

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Refunds

All Rogue Amoeba products are available as demos for an evaluation prior to purchase. We believe that no

customer should have to buy software in order to find out how well it works. Our software can be fully evaluated with no limitations in capabilities, prior to purchase. Customers are **strongly encouraged** to take advantage of these trials prior to purchase. You may also seek any needed technical support from us - we answer support emails rapidly and responsively for current and potential customers alike.

If you would like a refund, please contact hello@roqueamoeba.com within 14 days of your purchase. Because we can not recover the license key that was sold, refunds are issued on a case-by-case basis.

What that said: We want you to be happy, so we enable you to test drive our software. If you have any questions, let us know before you buy, we're happy to help. Refunds may be issued within 14 days of purchase, at our discretion.

Disclaimer

Fission ("The Software") is provided as is. Rogue Amoeba Software ("The Author") is not responsible for any damage to the user's computer system or data and in no event will The Author, its officers, directors, employees or agents be responsible to the user for any consequential, incidental, or indirect damages (including damages for loss of business profits, business interruption, lost of business information, and the like) arising out of the use or inability to use the The Software, even if The Author has been advised of the possibility of such damages. Because some states do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitations may not apply to you. Further, the consumer agrees that using this software in any way illegal, or even for the purposes of assessing its viability for illegal usage, is prohibited.

What that said: Be safe when you use the software. Be aware that it's simply a tool designed to make your life better. Don't use it to do illegal or evil things. If you do, be ready to take responsibility for your own actions.

Contacts

Fission Homepage

<http://roqueamoeba.com/fission>

Rogue Amoeba Homepage

<http://roqueamoeba.com>

Fission Support

fission@roqueamoeba.com

Be sure to look over the [Known Issues](#) page and the [support center](#) first.

Join the Rogue Amoeba low-traffic announcement list. There's no spam, EVER. It's as simple as that.

<http://roqueamoeba.com/company/lists/maclist.php>

Printable Manual



To print this entire manual, download the PDF version [here](#).