

# Audiobook Builder 2 Help

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# Get started with Audiobook Builder

## Introduction

You're just moments away from creating an audiobook for your iPhone, iPad or iPod. It's pretty quick and easy - if not painless - and you'll have the hang of it in no time. But first, why not take a moment to build a Project from start to finish? We'll cover the basics of creating your first Project, organizing Files and Chapters, then building the final Audiobook. Are you ready to learn a thing or two about Audiobook Builder? Then turn the page so we can go over a few pointers before you start your first Project!

## The basics

### Projects

Your first step in any Project with Audiobook Builder is to create a Project document, where you'll gather, organize and tweak your audio data before Audiobook Builder turns it into iPod-friendly audiobook tracks.

Each audio file you add to a Project is copied into the Project document. That way, you don't have to finish a Project in one sitting - you can close the Project and come back to it later. You can also move Projects from one Mac to another without worrying where the original audio data is.

Just before you build a Project you can specify the audio format for the final Audiobook. You get three easy presets to start, but if you're up for it you can tweak the Data Rate, Channels, Sample Rate and Pass through hint. The Pass through hint allows you to tell Audiobook Builder to try to process your audio without re-encoding, if possible.

Once you get the results you want from a particular Project you can remove it from your Mac by dragging it to the **Trash**.

### Chapters and Files

The smallest pieces of data in Audiobook Builder are called Files. When you add an audio file to a Project it'll appear as a File enclosed in a Chapter. Chapters are like folders for your Files. You can drag Files between Chapters, or join them into new Chapters. You can drag Chapters around and join them, too.

Every Chapter in your Projects will emerge as a chapter stop on your iPhone, iPad, or iPod. Chapter stops also appear in iTunes and in some QuickTime applications. You can name each Chapter and also assign artwork, just like cover art for songs in iTunes - except this artwork only appears when playing a particular Chapter.

Remember, Files are imported directly into the Project document, so you don't have to finish a Project all at once or worry about removing the original audio files.

### The Project window

Each Project has three phases: Cover, Chapters and Finish. Each phase has its own section of the Project window. Switch between sections with three buttons at the bottom of the Project window. Let's go over each section.

### Cover

The Cover section allows you to specify a Title, Author and Genre, with a More... button for advanced details. There's also a drag and drop area where you can add Cover Art.

## Chapters

The Chapters section has buttons to add audio files, add the Music or iTunes selection, and import CDs, as well as the Join, Split and Remove buttons.

Remember, the audio files you add to your Project will appear as Files inside Chapters.

Click the Show Details button at the bottom of the Chapters section and you'll see an Inspector with information about any Chapters or Files you've selected. The Inspector also has playback controls so you can listen to the current selection.

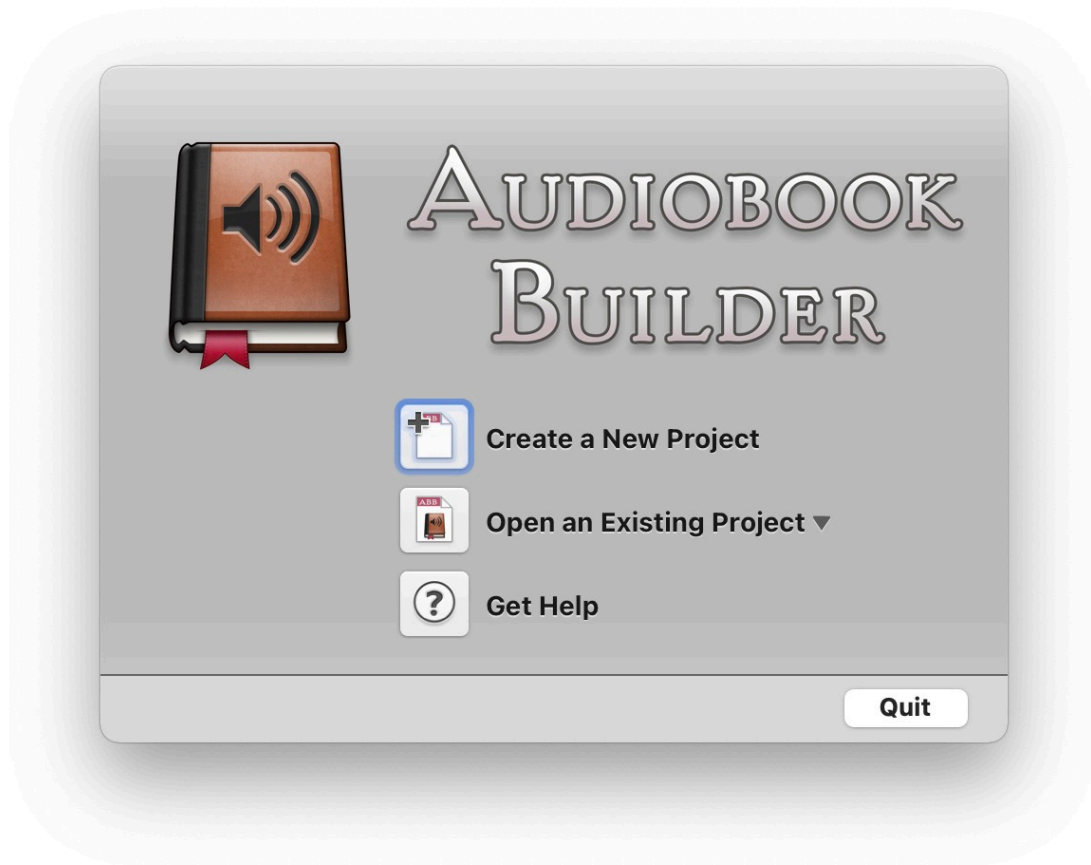
## Finish

The Finish section includes a summary of your final Audiobook, including Title, Author, Genre, Cover Art, Length, number of Chapters and number of Parts. Click the Build Options button, just under the Cover Art, to customize several settings that affect how your Audiobook will be built. When you're ready to build just click the Build button toward the bottom of the window.

## Create your first Project

Now you're ready to create your first Audiobook Builder Project. Here's how:

1. Open **Audiobook Builder**. Assuming your copy is licensed, the **Audiobook Builder** window will greet you with three options.

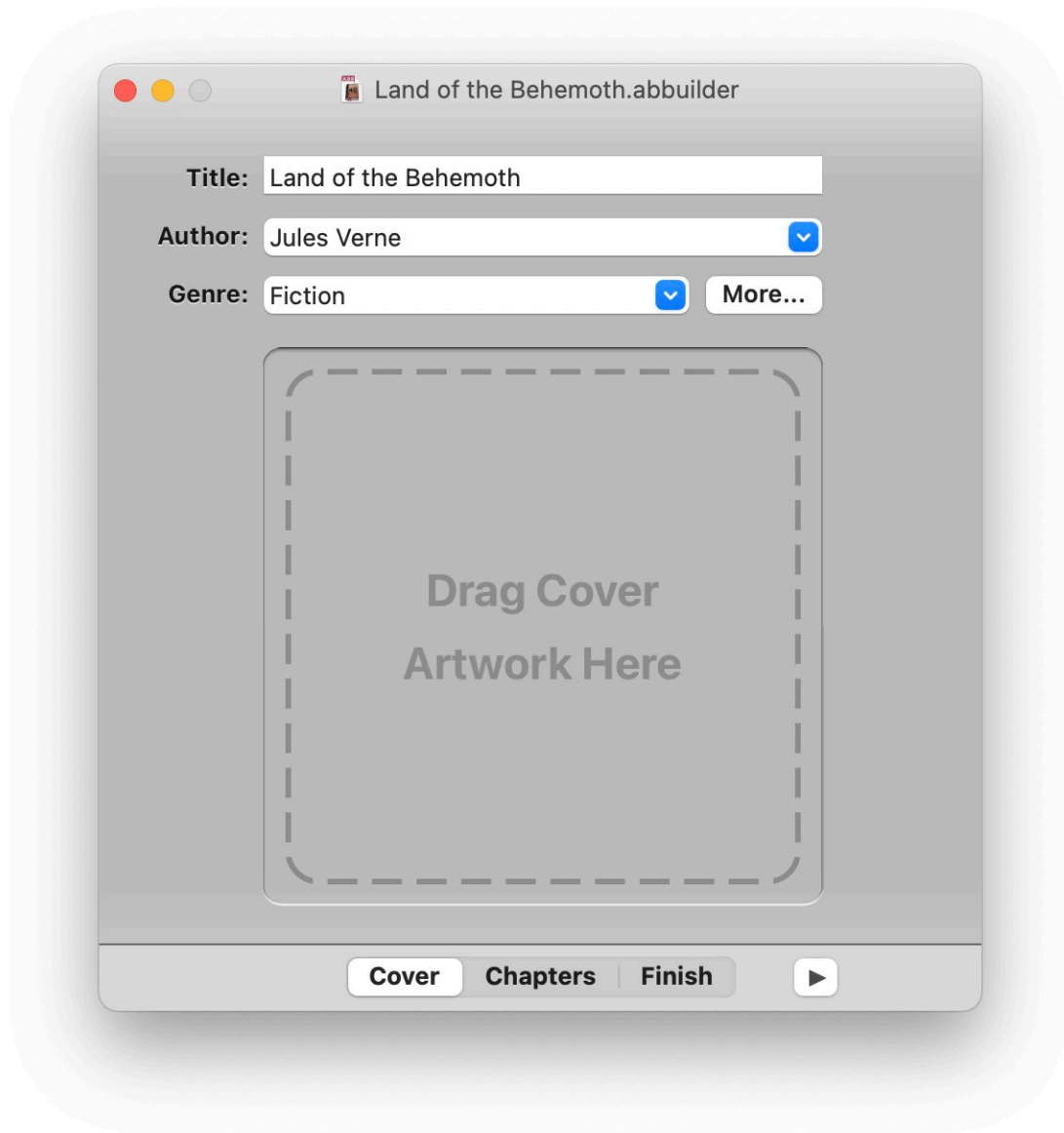


*The Audiobook Builder window*

2. Click the **Create a New Project** button. The **Create Project** window will appear.
3. Click the **Project** field at the top of the dialog and enter a descriptive name for your Project, such as the name of the Audiobook you're going to build.
4. Below the **Project** field you can choose where to save your Project. It's entirely up to you, but it's usually easier to keep Projects on your **Desktop** or in your **Documents** folder.
5. Click the **Create** button at the bottom right of the window to proceed. It's time to work on your Project!

## Set up your Project's cover

After clicking the **Create** button in the **Create Project** window you'll see the **Cover** section of the Project window.



*The Cover section*

The **Title** field at the top of the window automatically contains the Project name you chose in the Create Project window. If you'd like something else, click the **Title** field to change it.

Click the **Author** field just below the **Title** field and enter the author of your Audiobook. This is optional, but it helps organize your Audiobooks in applications on your Mac, as well as on your other Apple devices.

The **Genre** field below the **Author** field is also optional. You can click in the field and type in a custom genre your Audiobook.

Cover Art makes finding and listening to audiobooks more enjoyable, since you can see a part of the book as you browse and listen. If you'd like, drag an image to the **Drag Cover Artwork Here** box.

The **More...** button opens a window where you can enter additional information about your Project. We'll talk more about the **More...** button later.

When your Title, Author, Genre, and Cover Art are set you're ready to add, import, and organize your audio. Click the **Chapters** button at the bottom of the window to go to the **Chapters** section.

**Tip:** Click the buttons at the bottom of the Project window to go to a specific section. The highlighted button tells you which section you're in.



## Import your audio



*The Chapters section*

Your Project is now ready to receive and organize your audiobook content. Keep in mind each audio file you bring into Audiobook Builder is represented as a File, and Files are organized into Chapters. Now, let's get started by importing your first CD.

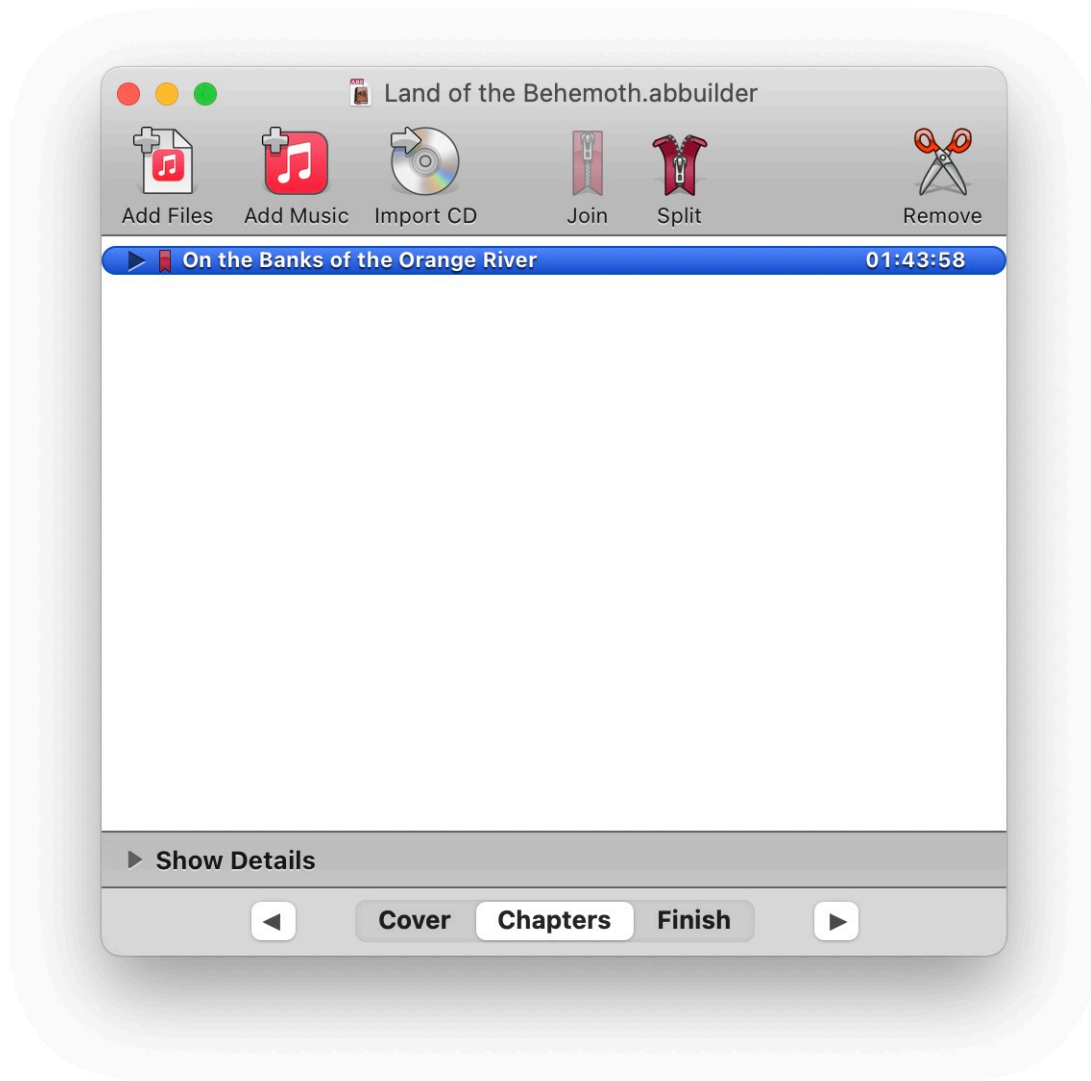
1. Insert the first audiobook CD.
2. Click the **Import CD** button at the top of the Project window. The **Import CD** sheet, with two sections, will slide into view.
  - The **CDs** section displays any audio discs in any of the CD/DVD drives connected to your Mac. The CD names should appear as they do in the **Finder**.

- The **Tracks** section displays the contents of the current selection in the CDs section. The track names should appear as they do in the **Finder**.

**Tip:** Most of the time, your CDs and tracks will be automatically named correctly, but sometimes your Mac won't be able to contact the online album database it relies on and that can cause the names to show up as generic defaults. Try restarting your Mac. If that doesn't help there's not much you can do besides carefully renaming each Chapter.

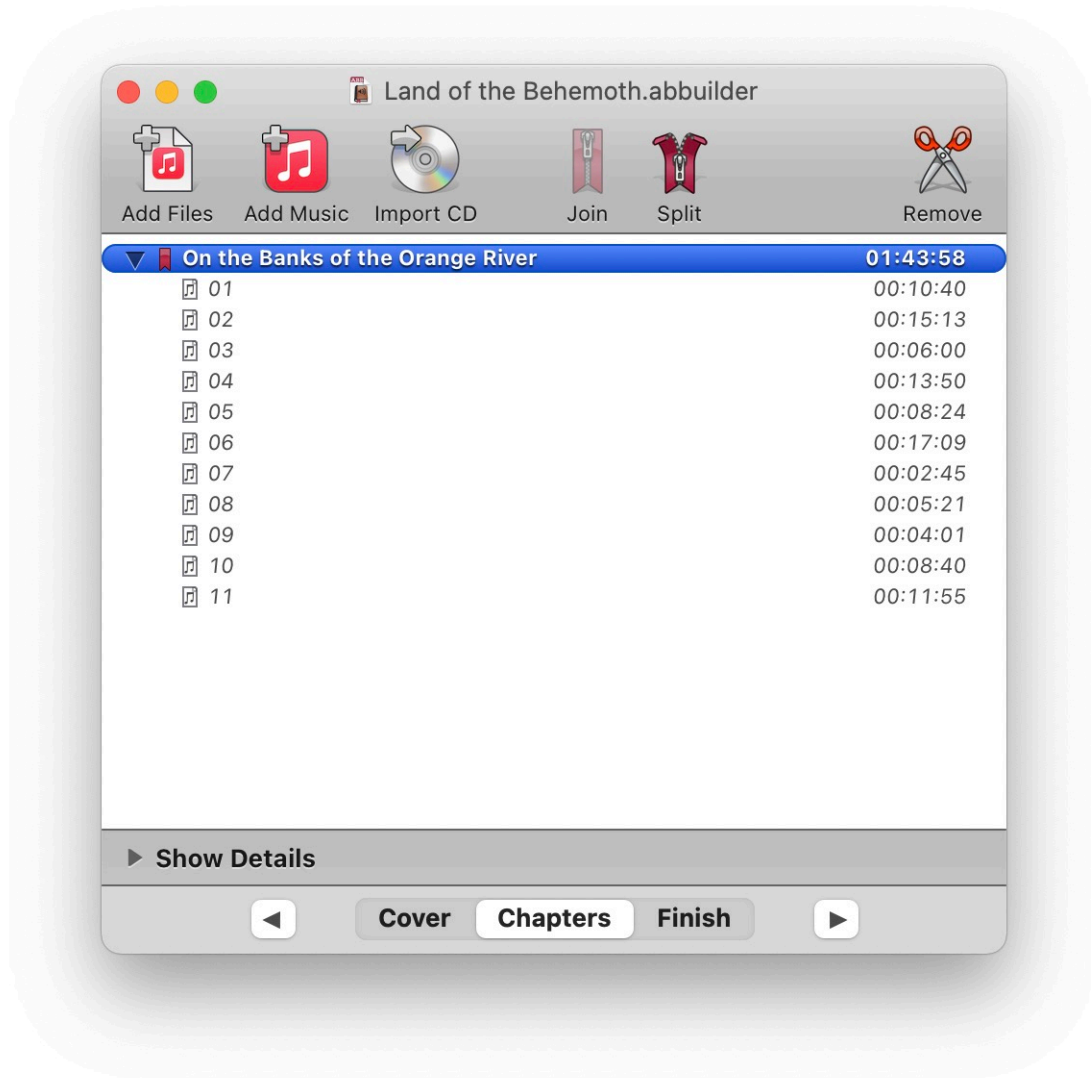
3. Look for the disc you inserted in the **CDs** section. If it isn't highlighted, click it once. The disc's contents should appear in the **Tracks** section.
4. Click the **Import** button at the bottom right of the sheet. Audiobook Builder will show you a progress indicator while it imports the disc. When it finishes you'll be returned to the **Chapters** section.

After Audiobook Builder finishes the import process it'll create a new Chapter named after the just-imported CD and place all of its contents into the new Chapter. The next time you see the **Chapters** section the new Chapter will look just like this:



*A new Chapter*

Click the triangle to the left of the new Chapter to see its contents:



*A Chapter's contents*

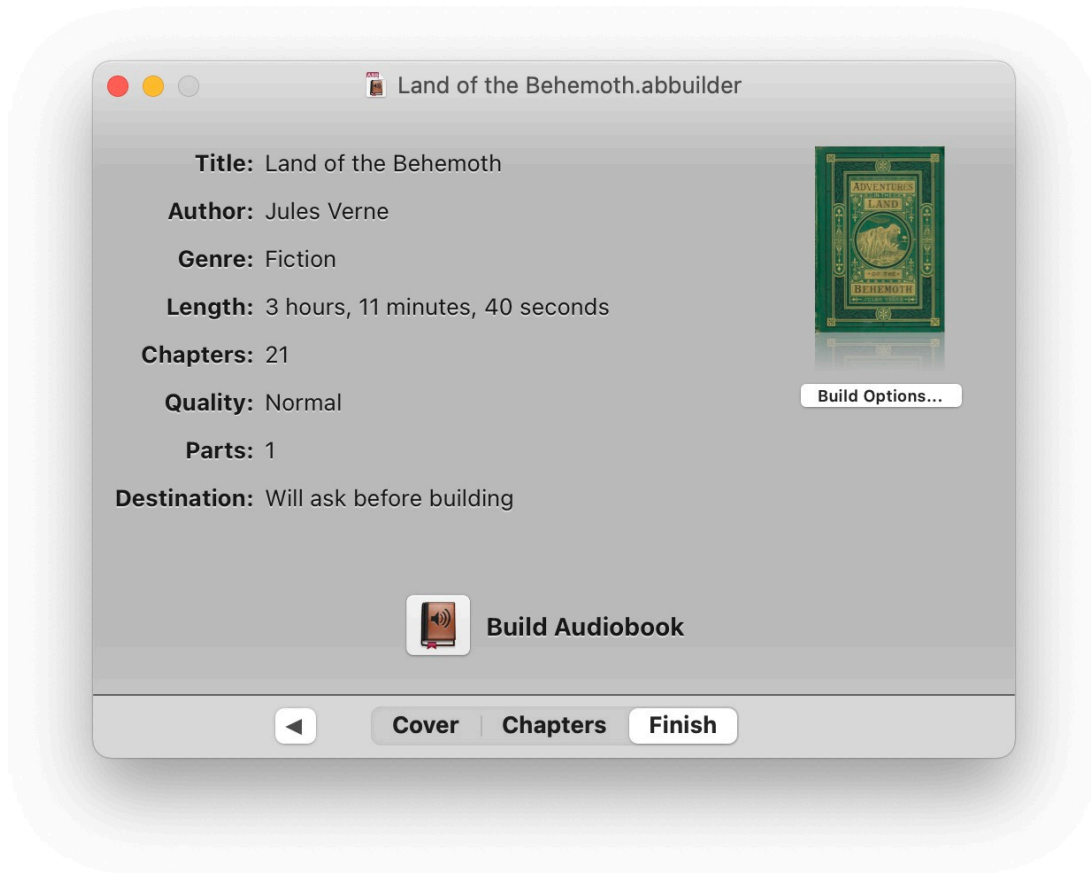
Now that you know how to import a single CD, go ahead and import the rest of your Audiobook's discs.

**Tip:** It's best to import your audiobook CDs in order, but if they get mixed up you can rearrange Chapters by dragging them up and down. Be careful, though - you can also drag a Chapter to another, combining them. That's probably not what you want to do when importing directly from audiobook CDs since the order of the Files in each Chapter will be exactly as the author intended. You might need to rearrange, join, or split Chapters - but not the Files within.

Once you've imported all of your Audiobook's discs, make sure the Chapters and the Files they contain are in order. When you're certain everything's in order then it's time to take the plunge and finish your Project. Click the **Finish** button at the bottom of the Project window to proceed to the final phase of the Project!

## Build your Project

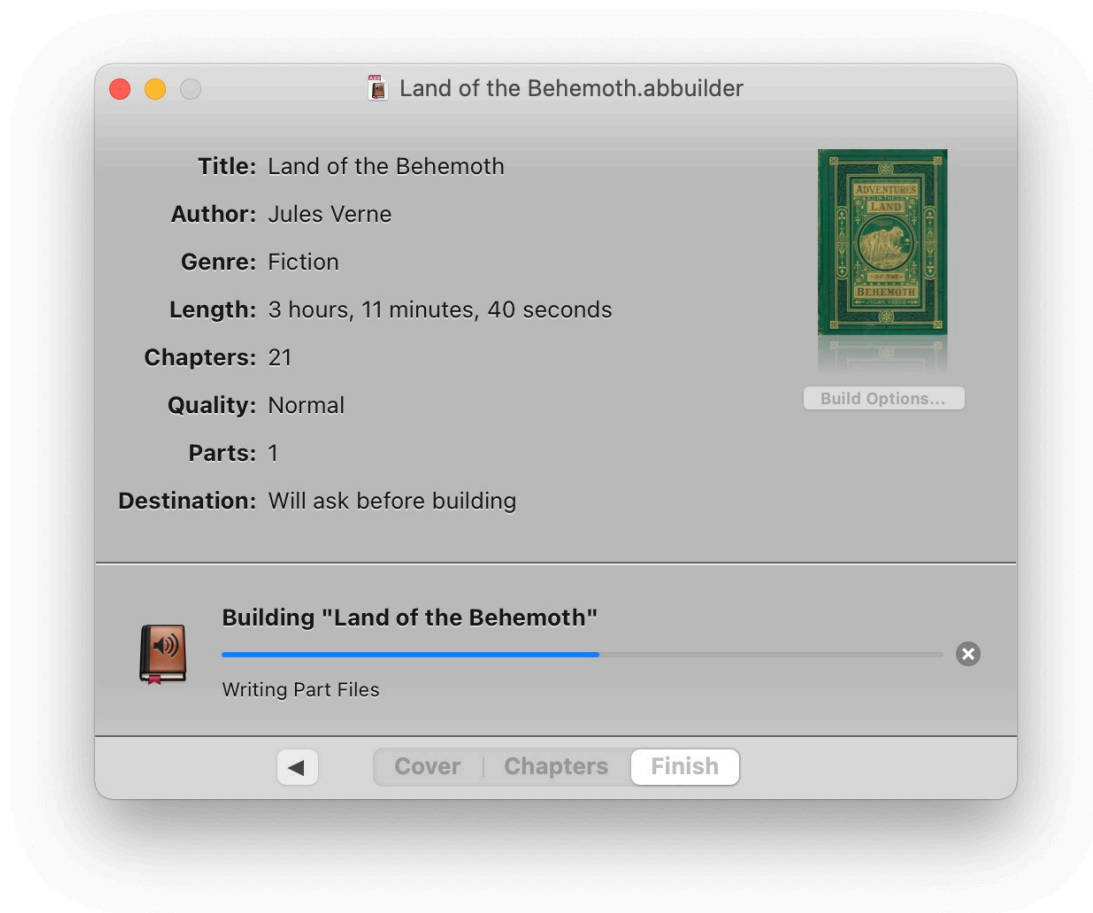
Here we are at the **Finish** section, where you'll find three things:



*The Finish section*

- A summary of your Project's contents, including the number of Parts to expect and the total length.
- The **Build Options** button, just under the **Cover Art** area. Click this button to customize the audio quality, file format, and Part style Audiobook Builder will use when it builds your Project.
- The **Build Audiobook** button. Your last stop before Audiobook Builder builds your Project.

Review the summary to be sure it matches your expectations. When everything looks right, click the **Build Audiobook** button toward the bottom of the window and let Audiobook Builder handle the rest.



*Build progress*

## Tips

### Performance

Three important things about your Mac can affect Audiobook Builder's performance:

- How fast your Mac's processor is
- How fast your Mac can read and write large amounts of data
- How much memory your Mac has

Including the time it takes to import CDs, expect older Macs (say, 800MHz or so) to build an audiobook in about 4 or 5 times less than the actual length of your Project.. The fastest Macs out there (2GHz and up) can do the job quite a bit faster.

One more performance tip: lower quality settings pack more of your audiobook into less storage space, which means less data crunching and significantly better performance. You can definitely feel the speed when switching from **High Quality** to **Low Quality** - and if you're listening to the spoken word and quality isn't a priority, the difference you hear may be worth the time you save.

### What is "Pass through"?

When audio is copied from a CD to your hard drive, or converted between audio formats, your Mac puts in a lot of time and effort - and audio quality suffers a little along the way. Audiobook Builder tries to improve performance and minimize quality loss by re-encoding your audio data only when necessary. Whenever possible, Audiobook Builder will "pass through," or join without re-encoding. In some cases, there's no guarantee your audio sources will match well enough to pass through, but importing directly from CD is a sure thing.

Here are some potential situations and how Pass through fits in:

- **All audio imported from CD:** Audio imported from CD will be formatted with the Project's Audio Options and will pass through.
- **Some audio imported from CD, some added from files, Music, or iTunes:** Audio imported from CD will be formatted with the Project's Audio Options. If all audio meets certain criteria, and matches closely enough, it will pass through. Otherwise, it will be re-encoded to match the Project's Audio Options.
- **All audio added from files, Music, or iTunes:** If all audio meets certain criteria, and matches closely enough, it will pass through. Otherwise, it will be re-encoded to match the Project's Audio Options.

New Projects are always created with Pass through turned on. You can change the Pass through setting just before building a Project by clicking the **Build Options...** button in the **Finish** section. If Pass through is not possible, the **Pass through** checkbox will be disabled.

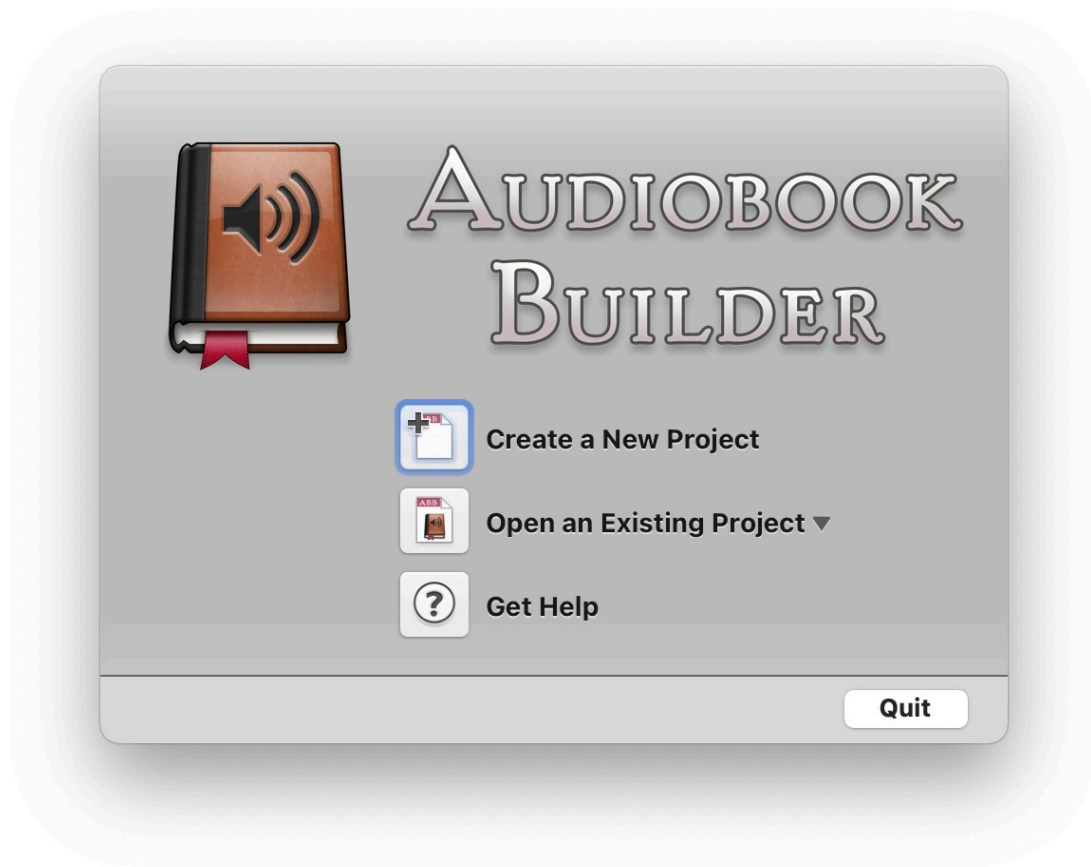


## Recycling Projects

After Audiobook Builder builds a Project, and you're satisfied with the results, there's no reason to keep the Project document around. Move it to the **Trash** at your convenience.

## Create a Project

1. Open **Audiobook Builder**. This should take you to the **Audiobook Builder** window, where you'll see the **Create a New Project** option.



*The Audiobook Builder window*

2. Click the **Create a New Project** button. The **Create Project** window will appear.
3. Click the **Project** field at the top of the window.
4. Below the **Project** field you can choose where to save your Project. The **Desktop** or your **Documents** folder work well, depending on how long you need to keep the Project document on your Mac.
5. When you're ready to continue, click the **Create** button at the bottom right corner of the window.

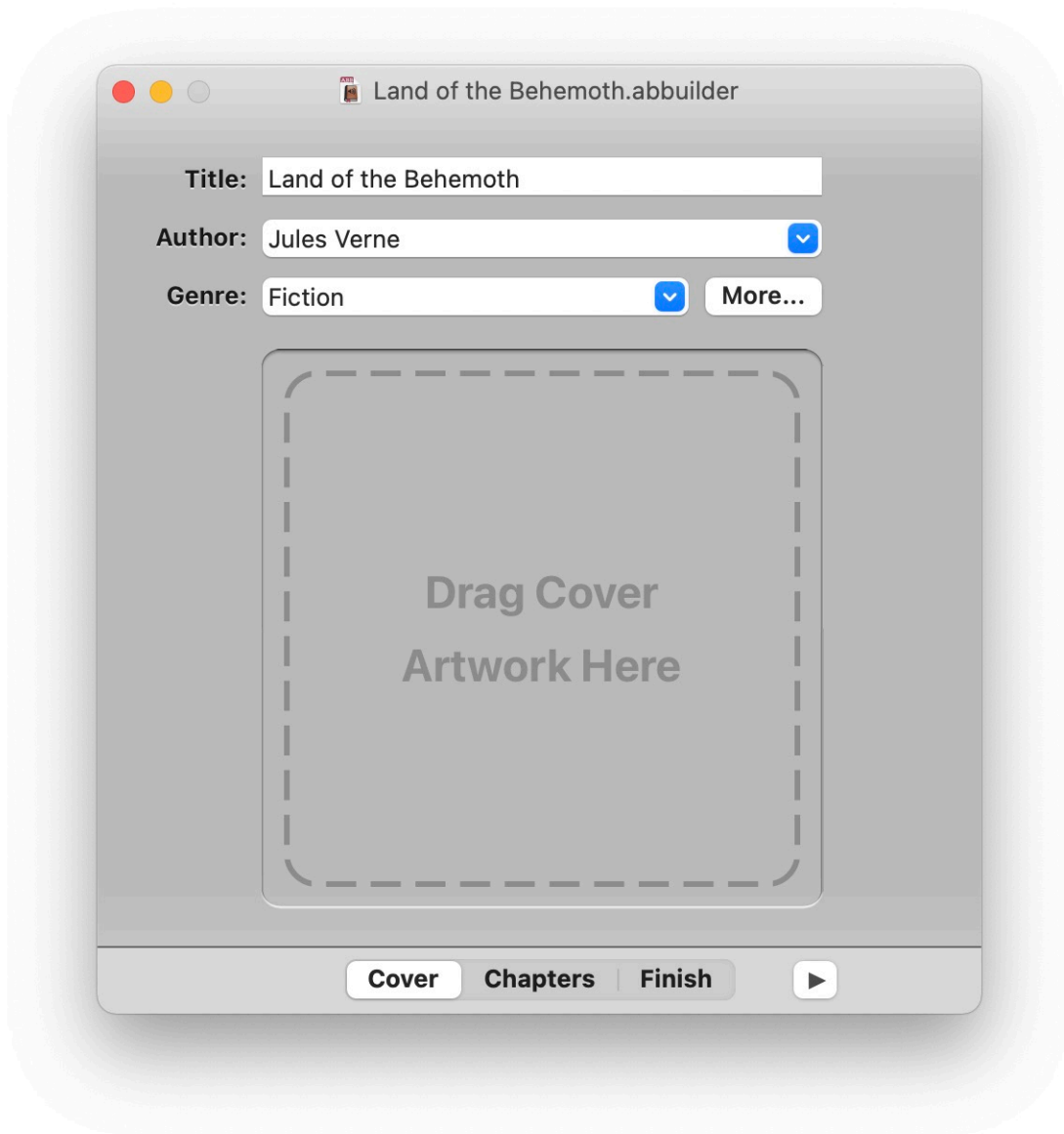
### Tips

- You can also go to the **File** menu and click the **New...** item to create a new Project. If you have a Project open, Audiobook Builder will close that Project before creating the new Project. **Keyboard shortcut: Command (⌘) + N.**
- Audiobook Builder copies every audio file you import from CD, drag from the **Finder**, or add from **Music** or **iTunes** into the Project document. That can add up when you're working with lengthy Audiobooks, so free up space by moving Project documents you've already built to the **Trash** when you don't need them anymore.

## Work with Projects

### Set the title for your Project

1. Click the **Cover** button at the bottom of the Project window to go to the **Cover** section.

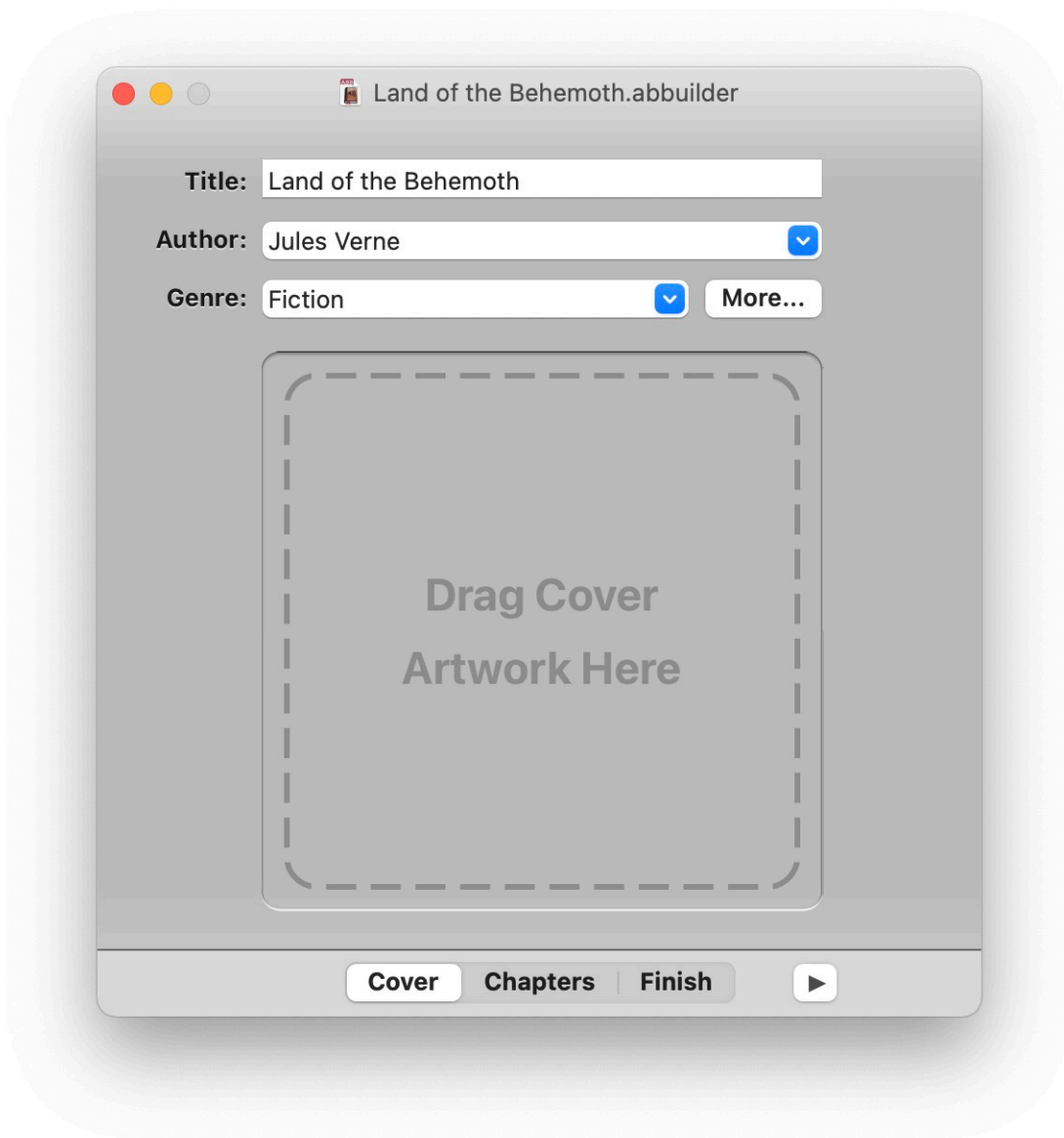


*The Cover section*

2. Click the **Title** field at the top of the Project window and enter a title for your Project.

## Set the author for your Project

1. Click the **Cover** button at the bottom of the Project window to go to the **Cover** section.

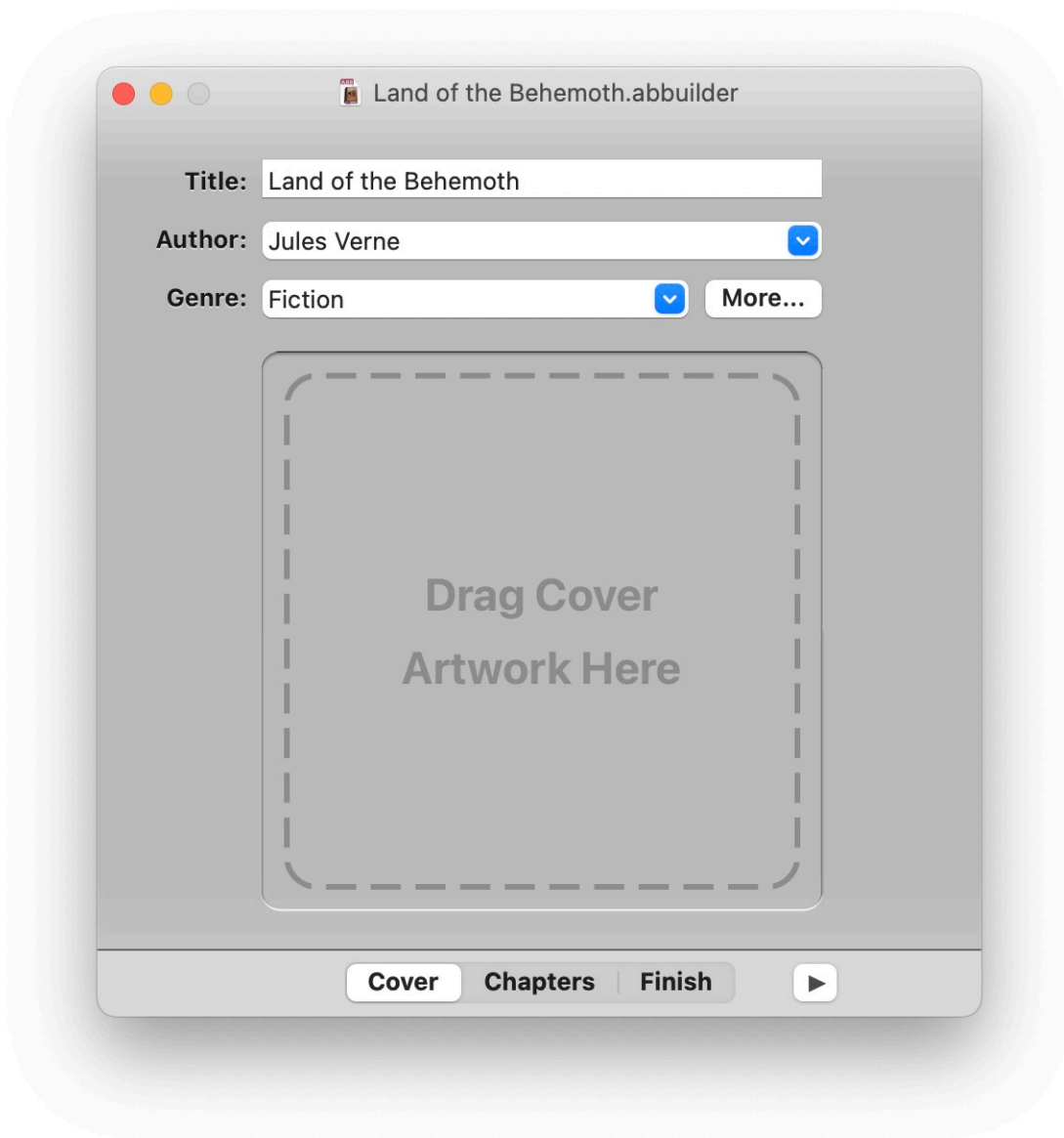


*The Cover section*

2. Click the **Author** field near the top of the Project window and enter an author for your Project.

## Set the genre for your Project

1. Click the **Cover** button at the bottom of the Project window to go to the **Cover** section.

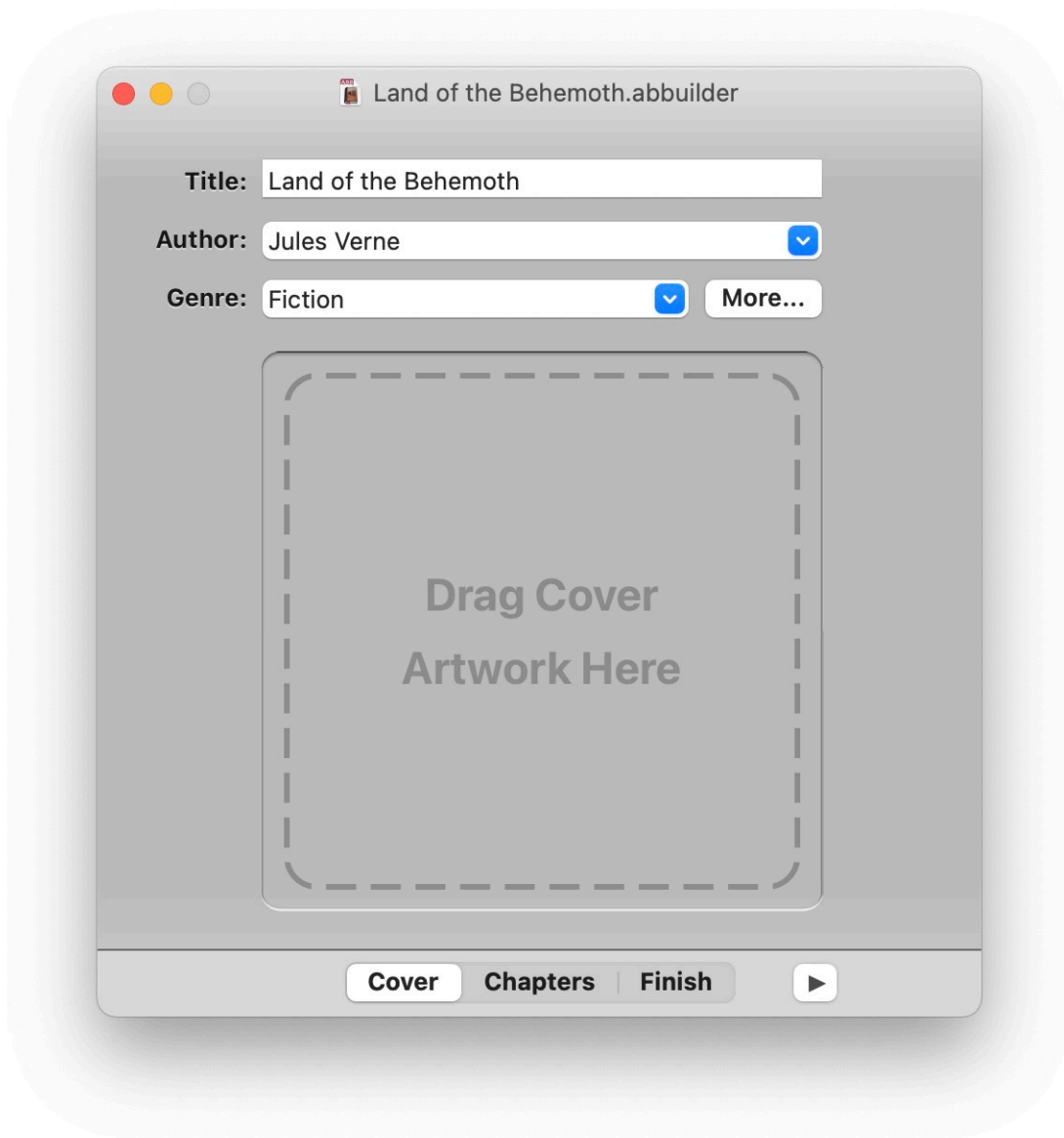


*The Cover section*

2. Click the **Genre** field toward the top of the Project window and enter a genre for your Project.

## Add cover art to your Project

1. Click the **Cover** button at the bottom of the Project window to go to the **Cover** section.



*The Cover section*

2. Drag an image into the cover art area of the window, just below the **Genre** field.

## Tips

- To remove cover art from your Project, click the cover art image, then go to the **Edit** menu at the top of your screen and click the **Delete** item.
- Cover Art appears with a reflection below it to show how the image will appear in apps that display a reflection automatically, such as iTunes. The reflection isn't included in Audiobook Builder's final output.



## More Info

In addition to the Title, Author, and Genre, Audiobook Builder also lets you edit several items that are common in audiobooks, including who narrated the audiobook, the date it was released, and a description of the book.

### Edit More Info for your Project

1. Click the **Cover** button at the bottom of the Project window to go to the **Cover** section.
2. Click the **More...** button to the right of the **Genre** field. The **More Info** window will appear.

More Info

Narrated by:

☒ Date: 1/ 1/1872 ⌵

Copyright: Scribner Armstrong

Description: Three Englishman (Colonel Everest, Sir John Murray and William Emery) and three Russians (Matthew Strux, Nicholas Palander and Michael Zorn) and their guide, a bushman named Mokoum, set out to measure the arc of a meridian in the Kalahari Desert of South Africa. Everything is going well, until war is declared between England & Russia.

Comments:

Lyrics: Three Englishman (Colonel Everest, Sir John Murray and William Emery) and three Russians (Matthew Strux, Nicholas Palander and Michael Zorn) and their guide, a bushman named Mokoum, set out to measure the arc of a meridian in the Kalahari Desert of South Africa. Everything is going well, until war is declared between England & Russia.

Encoded by: Randy K.

Encoded with: Audiobook Builder 2

Cancel OK

*The More Info window*

3. Edit the items you're interested in and click the **OK** button at the bottom right of the window when you're ready to confirm your changes.

## Tips

- **Music** and **iTunes** will only display the first 255 characters of the Description in their **Description** columns.
- By default, the **Narrated by** will be placed in the Audiobook's **album artist (aART)** tag. You can change where the **Author** and **Narrated by** values are placed in Audiobook Builder's settings/preferences.
- iOS devices will display the **Lyrics** over the **Now Playing** screen as your Audiobook is playing. To turn off the Lyrics go to your device's **Settings**, tap the **Music** item, and turn off **Lyrics & Podcast Info**.

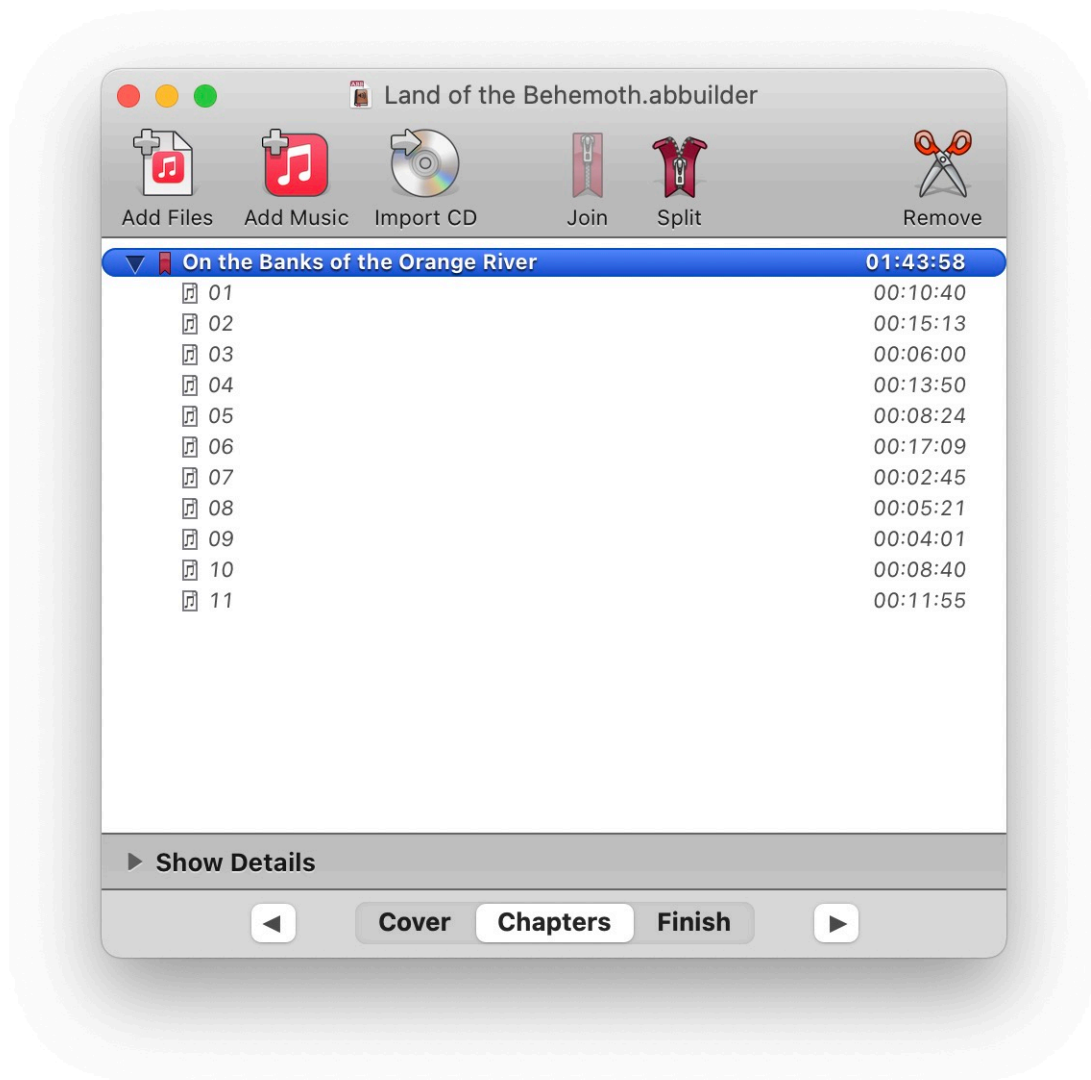
## Add audio data

Audiobook Builder gives you three ways to bring audio data into your Projects:

- Adding audio files from your Mac
- Adding audio tracks from **Music** or **iTunes**
- Importing tracks directly from audio CDs

We'll cover the first two methods in this section, and [importing from CD](#) in the next.

As audio files or tracks are added to a Project, Audiobook Builder displays the audio data as **Files** inside **Chapters**, which are like folders. **Chapters** are expandable and have a bookmark icon to the left of their name. **Files** are indented underneath their parent Chapter and have an icon of a small document with musical notes to the left of their name.



*Chapters and Files*

## Add files from your Mac

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Click the **Add Files** button at the top left corner of the window. The **Add Files** window will appear.
3. Select the files you'd like to add to your Project and click the **Add** button at the bottom right corner of the window.

The selected files will appear as Files within Chapters at the end of the list of Chapters.

## Tips

- You can go to the **Audiobook** menu and click the **Add Files...** item to add files. **Keyboard shortcut:** **Command (⌘) + 7.**
- You can also add files by dragging them from the **Finder** to the **Chapters** view.

## Add tracks from Music or iTunes

1. Select a group of file tracks in **Music** or **iTunes**.
2. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
3. Click the **Add Music** or **Add iTunes** button at the top left of the window, just to the right of the **Add Files** button.

The selected tracks in **Music** or **iTunes** will appear as Files within Chapters at the end of the list of Chapters.

## Tips

- You can go to the **Audiobook** menu and click the **Add Music Selection...** or **Add iTunes Selection...** item to add the current Music or iTunes selection. **Keyboard shortcut:** **Command (⌘) + 8.**
- You can also drag the selection directly from **Music** or **iTunes** to the list of Chapters in Audiobook Builder.

## If File or Chapter names don't look right

Audiobook Builder can be set to use either the actual file name or the title tagged within the file. Change the setting [in Audiobook Builder's settings/preferences](#).

**If you get an error when adding Audible.com (.aa or .aax) files**

Audiobook Builder doesn't know how to work with Audible.com files because they're in a proprietary format encoded with special digital rights management. These files already appear as audiobooks in Books on macOS Catalina and later and in iTunes on macOS Mojave and earlier, and can be synced with your Apple devices without using Audiobook Builder.

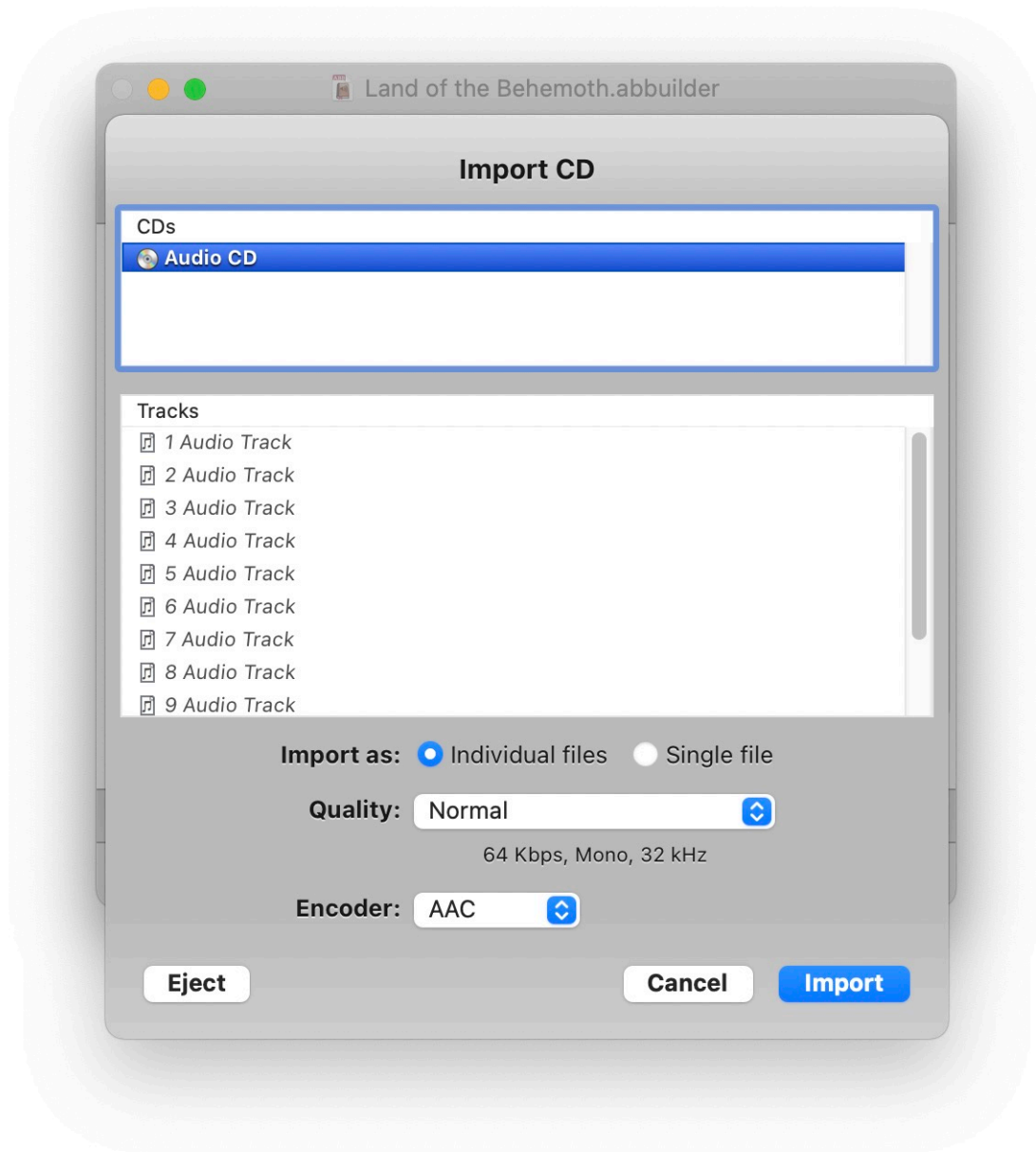
## Import CDs

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.



*The Chapters section*

2. Insert an audio CD.
3. Click the **Import CD** button at the top of the window. The **Import CD** sheet, which is split into separate **CDs** and **Tracks** lists, will slide into view. The CD you inserted should appear in the **CDs** area and its tracks should appear in the **Tracks** area.



*The Import CD sheet*

- Your Mac automatically gathers CD and track names from an online database. A communications error or an issue at the database server can prevent the appropriate names from appearing. If the track names are also missing in the Finder, go to the **File** menu in **Music** or **iTunes**, down to the **Library** submenu, and click the **Get Track Names** item. If successful, the proper names will appear in both the Finder and Audiobook Builder. If not, save your Project, restart your Mac and try to import again.
- Importing as individual files lets you organize the CD's contents into Chapters but, due to the way AAC audio is compressed, each file may end with a very short silence. When you listen to audio that was originally intended to flow seamlessly from one track

to the next, you'll hear the silence as a small click. Importing as a single file avoids this issue but, because all of the tracks on the CD are now part of a single File, you won't be able to create Chapters from the original tracks.

4. Click the **Import** button at the bottom right of the sheet. A progress bar keeps you updated while Audiobook Builder imports each track. When the import is finished you'll be returned to the Chapters section.

## Tips

- You can also go to the **Audiobook** menu and click the **Import CD...** item to begin importing CDs. **Keyboard shortcut: Command (⌘) + 9.**
- Music or iTunes may be set to import or play CDs automatically when they are inserted. **This will dramatically affect Audiobook Builder's import performance.** To change the setting that controls how Music or iTunes handles CDs, open **Music** or **iTunes**, go to the **Music** or **iTunes** menu at the top left corner of your screen, click the **Settings...** or **Preferences...** item and click the **General** button at the top of the window. Look toward the bottom of the window for the setting named **When a CD is inserted** or **When you insert a CD** and change it to **Show CD**.

## If you insert an MP3 CD and it doesn't appear in the list of CDs

You'll want to add the MP3s [just like other audio files](#). Click the **Cancel** button to end the import session, then click the **Add Files** button at the top of the **Chapters** section and add the whole disc, or drag the disc from the **Finder** to your list of Chapters.

## If you see “an unknown error occurred (5)”, or file error 42 or -128, when importing from CD

These errors mean your Mac can't read part of the disc. Clean the disc (use a **soft** cloth, **gently** wiping with **straight strokes** from the center hole toward the outer edge and **never in a circular motion**) and try importing again. If that doesn't help, you may be able to import into **Music** or **iTunes** using its error correction mode. Send us a message at [support@splasm.com](mailto:support@splasm.com) and we'll help out!



## Remove Chapters and Files

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Select the Chapter or File you'd like to remove.
3. Click the **Remove** button at the top of the window.

### Tips

- You can also go to the **Audiobook** menu and click the **Remove** item to remove the current selection. **Keyboard shortcut:** the **Delete** key.
- Select a group of neighboring items by clicking the first item in the group, holding down the **Shift** key on your keyboard, and clicking the last item in the group.
- Select items that don't neighbor by holding down the **Command (⌘)** key on your keyboard while clicking each item.

## Join Chapters and Files into a single Chapter

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Select a group of Chapters and/or Files you'd like to join.
3. Click the **Join** button at the top of the window.

### Tips

- You can also go to the **Audiobook** menu and click the **Join** item to join the current selection. **Keyboard shortcut:** **Command (⌘) + J**.
- Select a group of neighboring items by clicking the first item in the group, holding down the **Shift** key on your keyboard, and clicking the last item in the group.
- Select items that don't neighbor by holding down the **Command (⌘)** key on your keyboard while clicking each item.
- When the group of items you join begins with a Chapter that already has chapter art the result will include the same chapter art.

### If you click the Join button but nothing appears in Books, Music, or iTunes

The **Join** button only combines Files or Chapters inside your Audiobook Builder Project - it won't actually build the final audiobook. To [build your audiobook](#), click the **Finish** button at the bottom of the window, then click the **Build Audiobook** button.

## Split Chapters into one Chapter per File

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Select one or more Chapters that each contain more than one File.
3. Click the **Split** button at the top of the window.

### Tips

- You can also go to the **Audiobook** menu and click the **Split** item to split the current selection. **Keyboard shortcut:** **Command (⌘) + [**.
- Select a group of neighboring items by clicking the first item in the group, holding down the **Shift** key on your keyboard, and clicking the last item in the group.
- Select items that don't neighbor by holding down the **Command (⌘)** key on your keyboard while clicking each item.

## Rename Chapters

### Rename a single Chapter

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Double-click the Chapter you wish to rename and edit its name.
3. Click any other item in the Chapters list to confirm your changes.

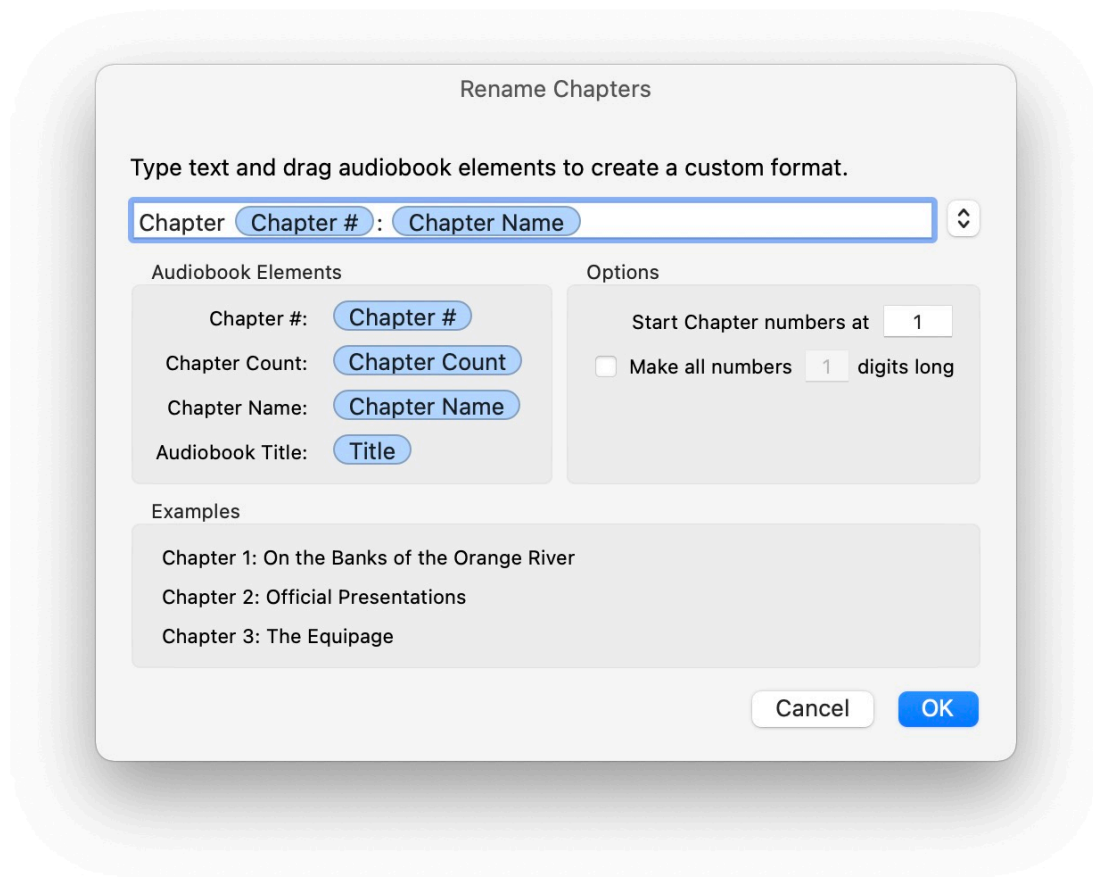
### Tips

- Pressing the **Tab** or **Return** key after editing a Chapter's name will also confirm your changes and begin editing the next Chapter's name.
- Chapter names may be edited in the **Inspector**, available by clicking the **Show Details** button at the bottom of the **Chapters** section.

### Rename a group of Chapters with a specific format

Audiobook Builder lets you rename a group of Chapters according to a specific pattern, such as "Chapter 1", "Chapter 2", "Chapter 3", etc. The **Rename Chapters** window presents a field where you can set a pattern for renaming your Chapters, a button with common patterns, a palette of elements you can drag into your renaming pattern, and options for the numbers Audiobook Builder uses while renaming your Chapters. The examples at the bottom of the window give you an idea of how your Chapters will be renamed.

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Select the Chapters you'd like to rename. To select a group of Chapters click the first Chapter in the group, hold down the **Shift** key and click the last Chapter in the group. To add to your selection hold down the **Command (⌘)** key and click each Chapters you'd like to add.
3. Go to the **Audiobook** menu and click the **Rename...** item. The **Rename Chapters** window will appear.

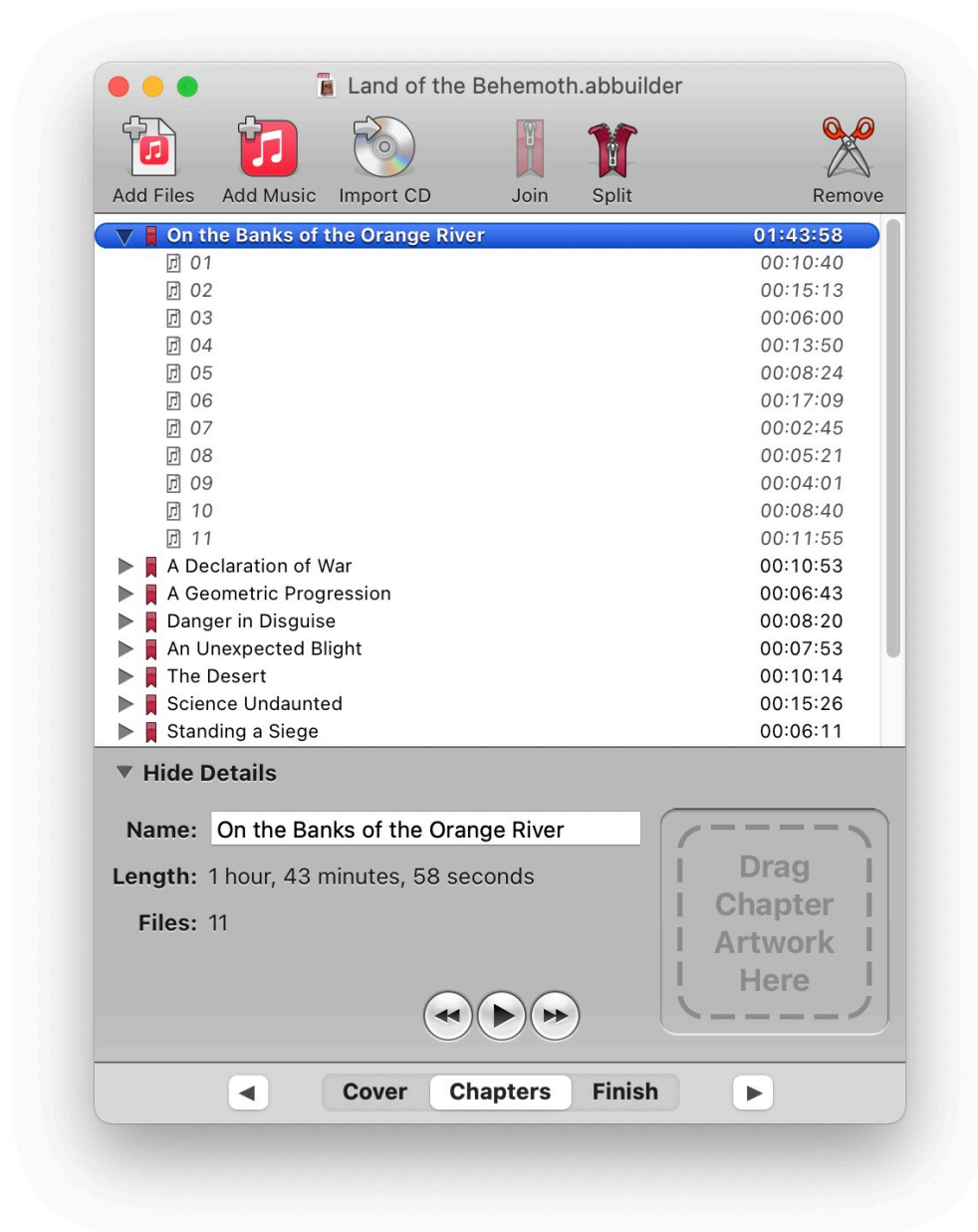


*The Rename Chapters window*

4. When the renaming format is just right, click the **OK** button at the bottom right of the window to rename the selected Chapters.

## Add art to a Chapter

1. Click the **Chapters** button at the bottom of the Project window to go to the **Chapters** section.
2. Select a Chapter.
3. Reveal the Inspector by clicking the **Show Details** button at the bottom of the **Chapters** section.



*The Inspector's Chapter art area*

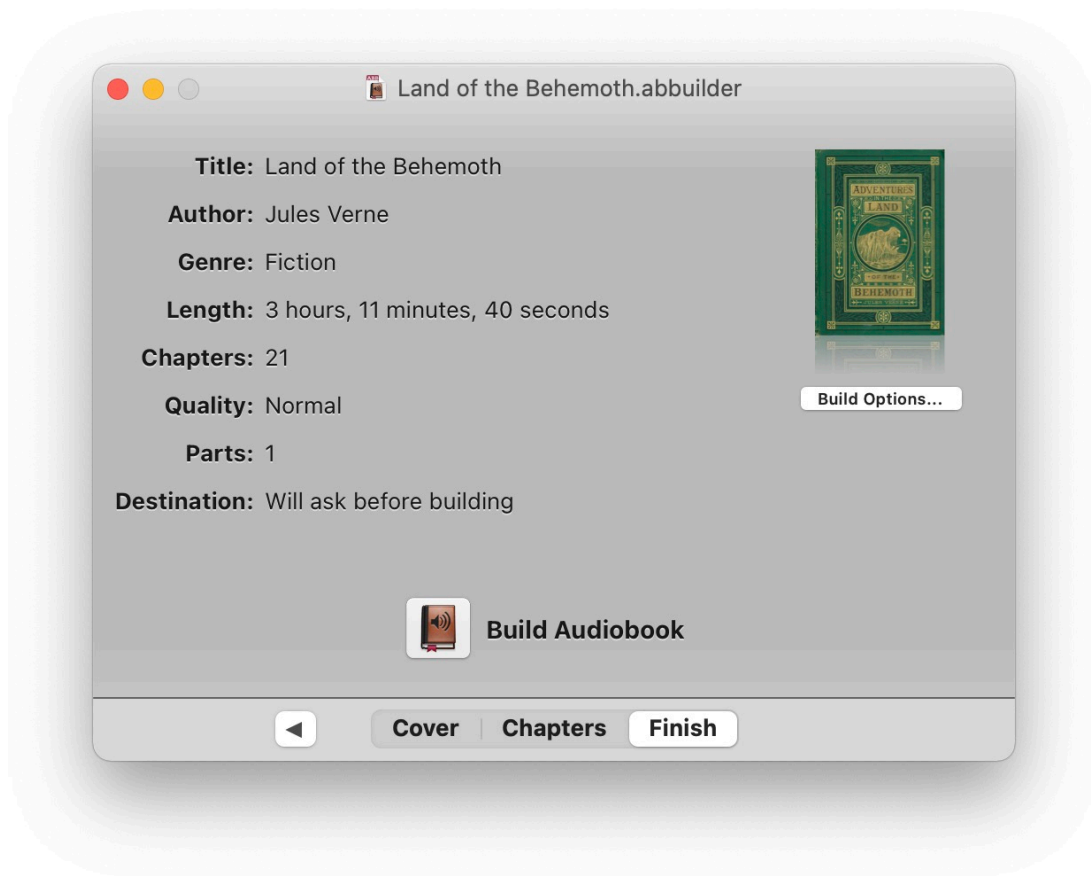
4. Drag an image into the Chapter art area of the Inspector.

### Tips

- To remove art from a Chapter, click the art, go to the **Edit** menu at the top of your screen and click the **Delete** item.

## Build your Project

1. Click the **Finish** button at the bottom of the Project window to go to the **Finish** section.



*The Finish section*

2. Look over the Project summary, which includes the title, author, genre, length, cover art, quality, and output destination. Click the **Build Options** button, below the cover art area, to change your Project's audio quality, file format and Part style.
3. When you're ready, click the **Build Audiobook** button at the bottom of the window. A progress bar will appear, updating you on your Project's build status through completion.

### Tips

- You can also go to the **Audiobook** menu and click the **Build** item to begin building your Project. **Keyboard shortcut:** **Command (⌘) + Return.**
- To change the destination, go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** menu item.



- Building can take quite a while depending on how fast your Mac is, the length of the Project and whether the audio was imported from CDs. If Pass through isn't possible, slower Macs (say, 800MHz) may take around 4x less than the actual length of the Project, while faster Macs (2GHz or better) can do the job quite a bit faster.

### **If you click the Finish button but nothing happens**

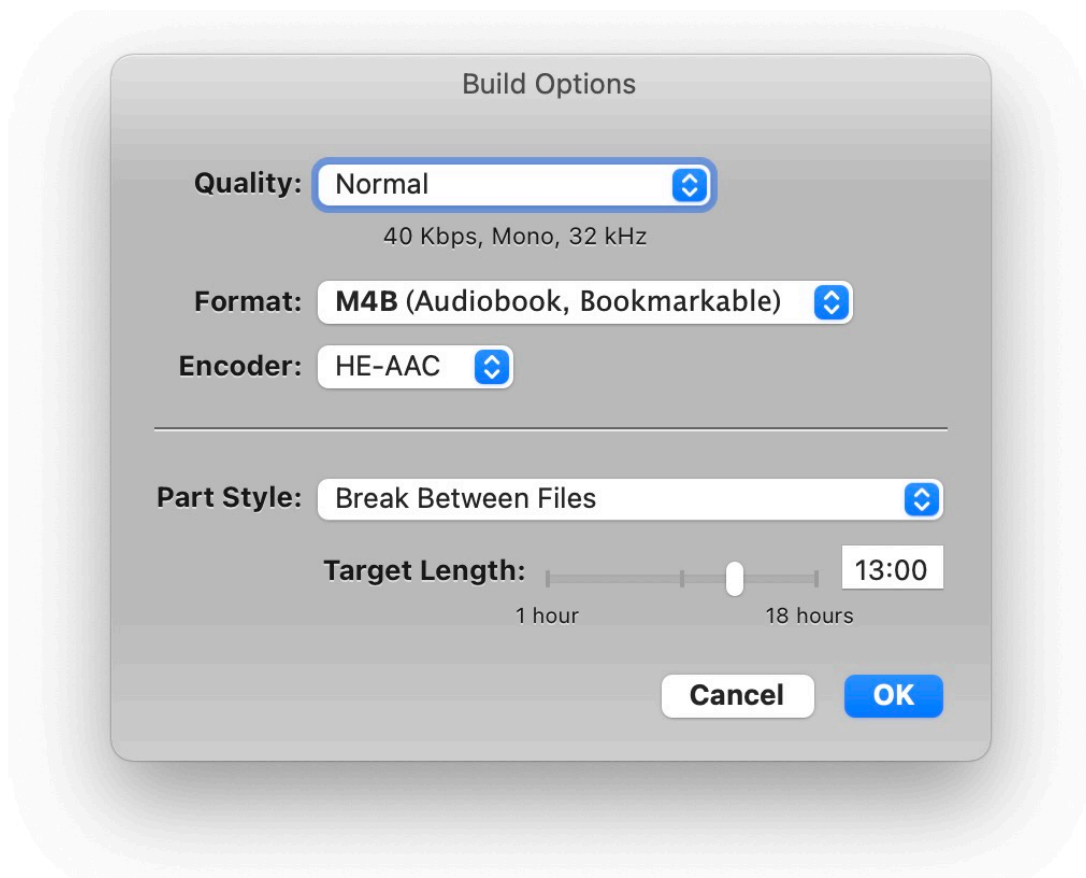
Click the **Build Audiobook** button, just above the **Finish** button, to begin building your audiobook.

### **If you see an error while building**

Send the error message to us at [support@splasm.com](mailto:support@splasm.com). We'll get you up and running!

## Change your Build Options

1. Click the **Finish** button at the bottom of the Project window to go to the **Finish** section.
2. Click the **Build Options** button below the cover art area at the upper right corner of the window. The **Build Options** window will appear:



*The Build Options window*

3. You can change the following Build Options:
  - **Quality:** Choose from three Quality presets. You can also select the **Custom...** option to set the audio quality just the way you want. If Pass through is possible, the **Pass through** checkbox will appear. With Pass through selected, Audiobook Builder will ignore the selected Quality and simply join everything in your project without re-encoding.
  - **Format:** **M4B**, the default setting, creates files that Books, iTunes, and Apple devices recognize as audiobooks. **M4A** creates files that Music, iTunes, and Apple devices recognize as music tracks.
  - **Encoder:** Select **AAC** for a wider selection of custom Quality options, but you'll usually hear better quality at lower data rates with **HE-AAC**, and that could save some precious

storage space. Try building with each Encoder set to the same Quality preset and listen to find what sounds best to you.

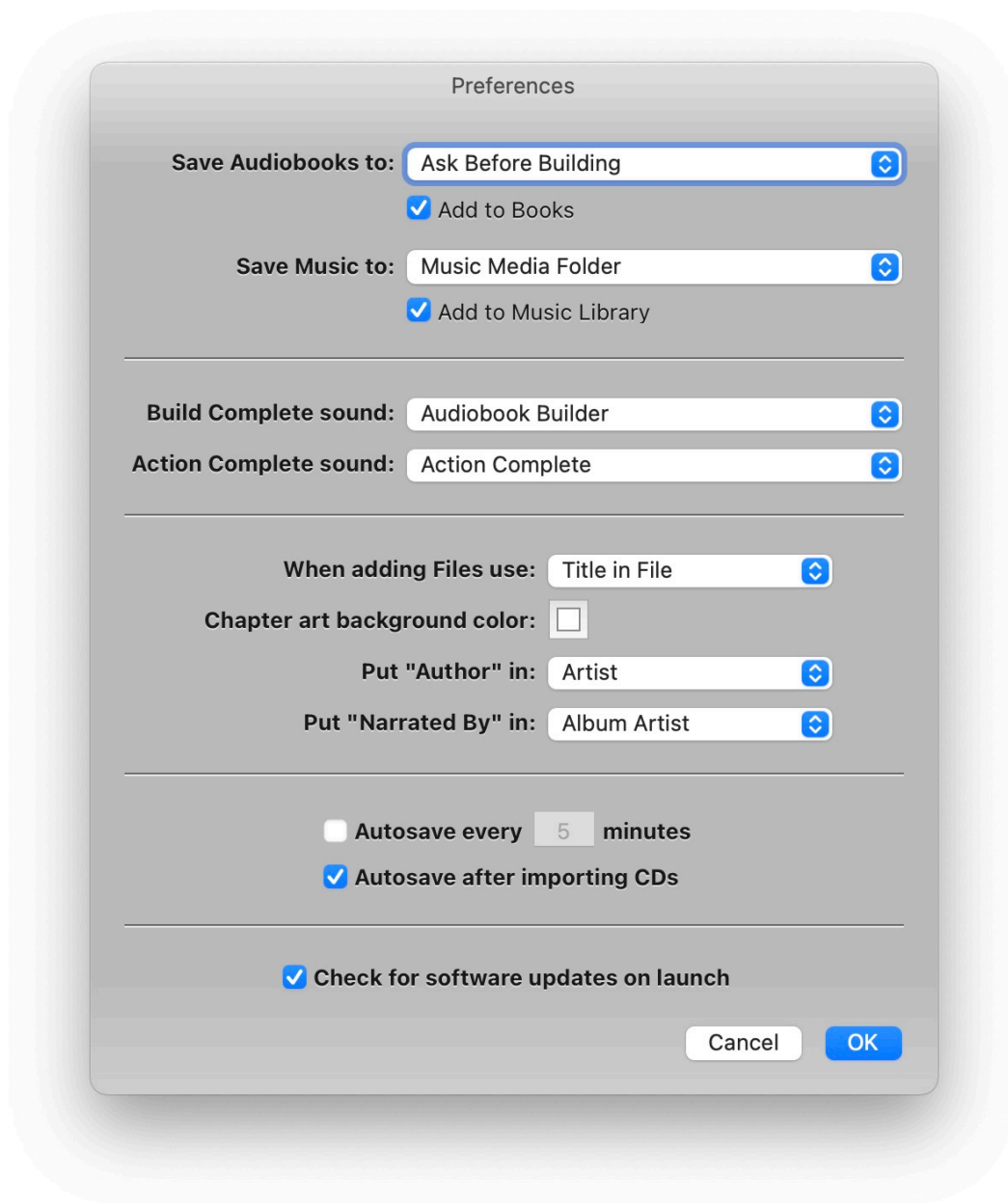
- **Part Style:** Choose whether Audiobook Builder divides your Project into Parts between Chapters or Files, by arbitrarily splitting into equal lengths, or by creating one Part per Chapter.

## Settings/Preferences

Choose where your audiobooks are saved on macOS 10.15 Catalina and later

### For Audiobooks

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



*The Settings/Preferences window on macOS Catalina and later*

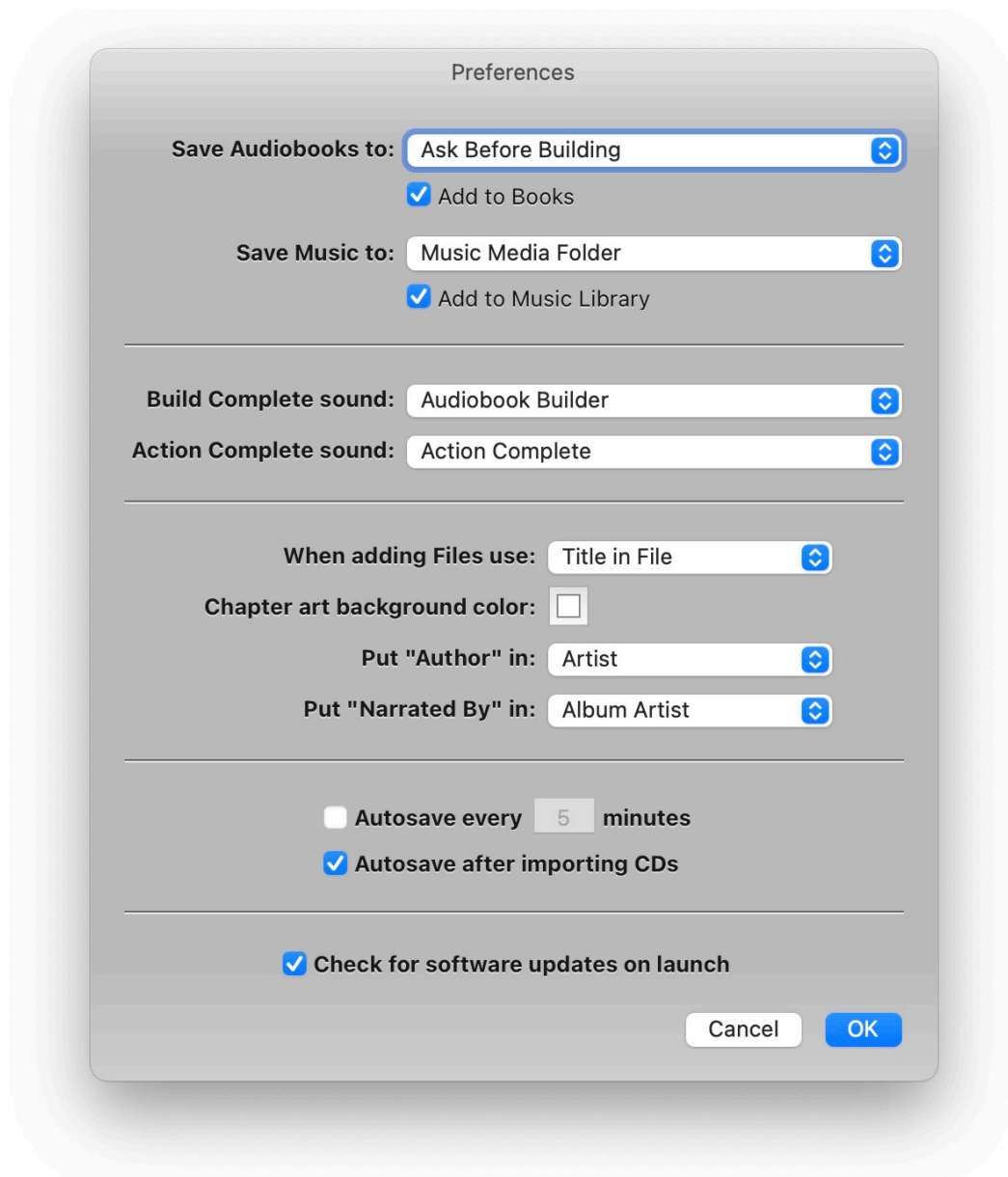
2. Click the **Save Audiobooks to** menu button and choose where you want to save your audiobooks:
  - **Ask Before Building:** Audiobook Builder will ask you to choose a location for your audiobooks just before building.
  - **Specify Path....:** Specify an output location for all future Projects.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Automatically add your audiobooks to Books

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings... or Preferences...** item. A window will appear.
2. Click the **Add to Books** checkbox, just below the **Save Audiobooks to** menu button.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## For Music

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Preferences...** item. A window will appear:



*The Settings/Preferences window on macOS Catalina and later*

2. Click the **Save Music to** menu button and choose where you want to save your music:
  - **Music Media folder:** Audiobooks will be moved to the Music Media folder.
  - **Ask Before Building:** Audiobook Builder will ask you to choose a location for your audiobooks just before building.

- **Specify Path...:** Specify an output location for all future Projects.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Automatically add your music to Music

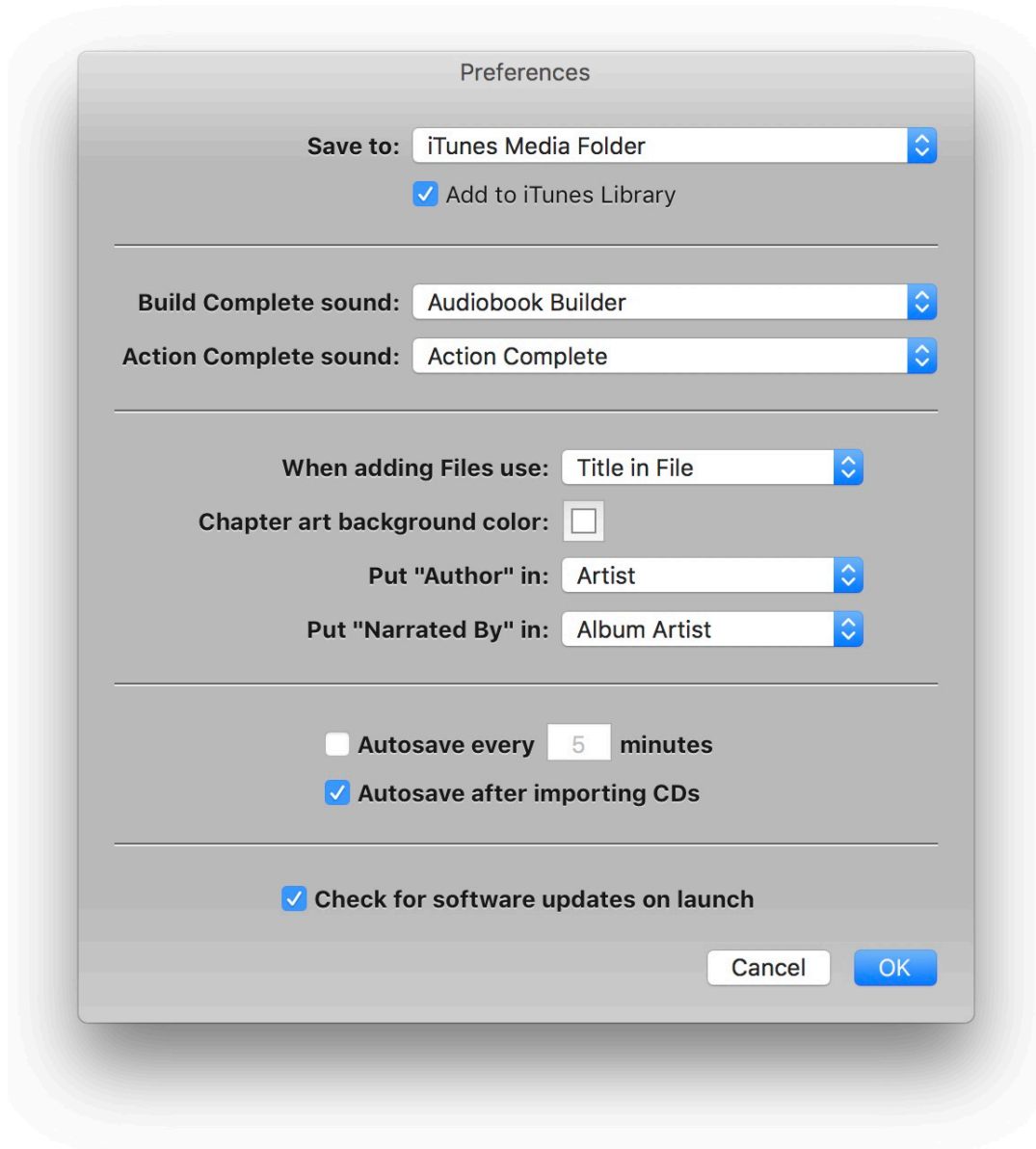
1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings... or Preferences...** item. A window will appear.
2. Click the **Add to Music Library** checkbox, just below the **Save Music to** menu button.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Tips

- Music may automatically organize your audiobooks into a different artist and album folder than the output folder you've selected, depending on your Music settings.

## Choose where your audiobooks are saved on macOS 10.14 Mojave and earlier

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Preferences...** item. The **Preferences** window will appear.



*The Preferences window on macOS Mojave and earlier*

2. Click the **Save to** menu button and choose where you want to save your audiobooks:
  - **iTunes Media Folder:** Audiobooks will be moved to the **iTunes Media** folder.
  - **Ask Before Building:** Audiobook Builder will ask you to choose a location for your audiobooks just before building.



- **Specify Path...:** Allows you to specify an output location for all future Projects.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Automatically add your audiobooks to iTunes

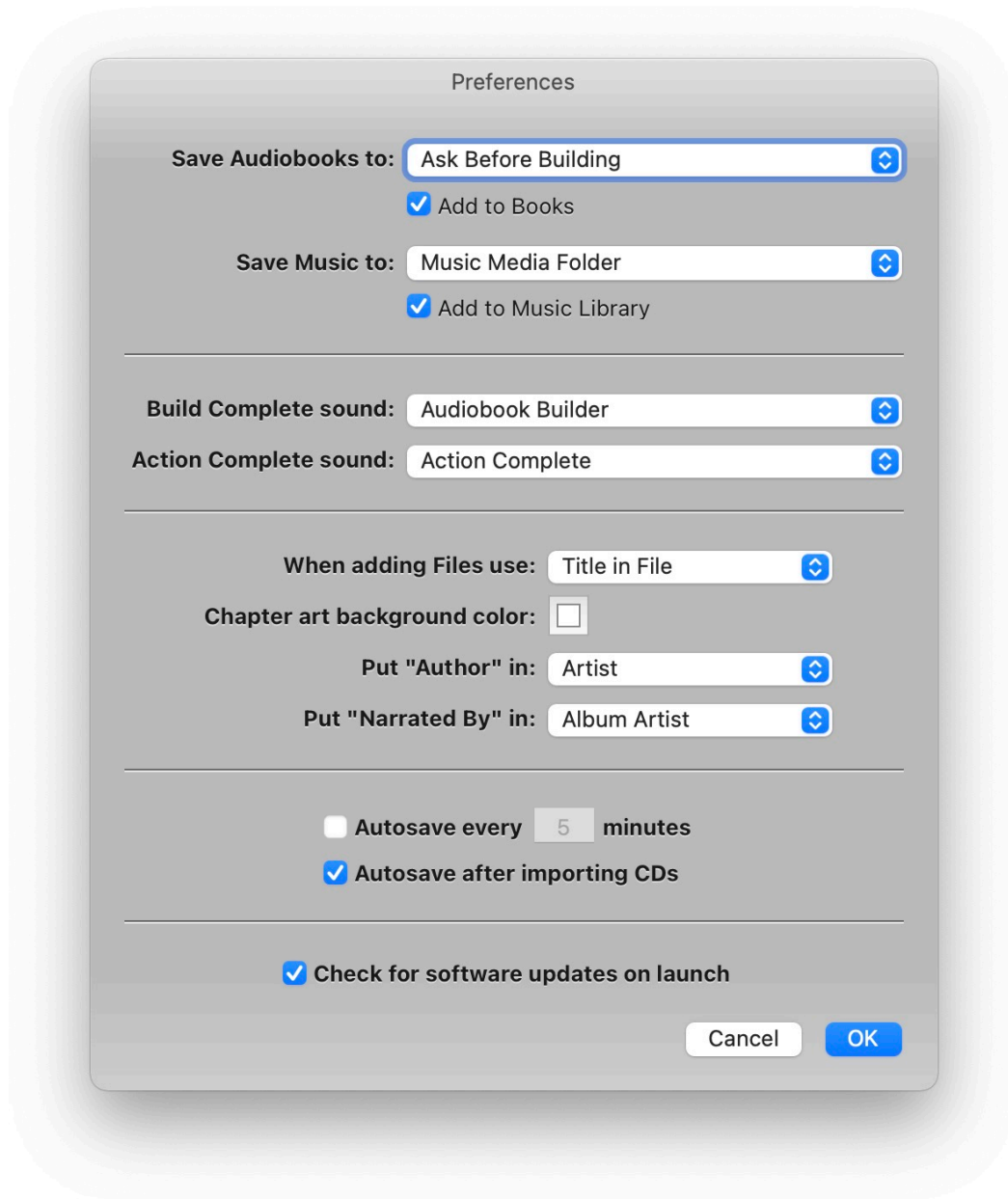
1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Preferences...** item. The **Preferences** window will appear.
2. Click the **Add to iTunes Library** checkbox, just below the Save to menu button.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Tips

- iTunes may automatically organize your audiobooks into a different author and album folder than the output folder you've selected, depending on your iTunes preferences.

## Change Audiobook Builder's interface sounds

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



*The Settings/Preferences window*

2. Click the following menu buttons and choose the sounds you like:
  - **Build Complete:** Plays immediately after your Project is built.
  - **Action Complete:** Plays after several events in Audiobook Builder, such as adding Files or importing from CD.

3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Tips

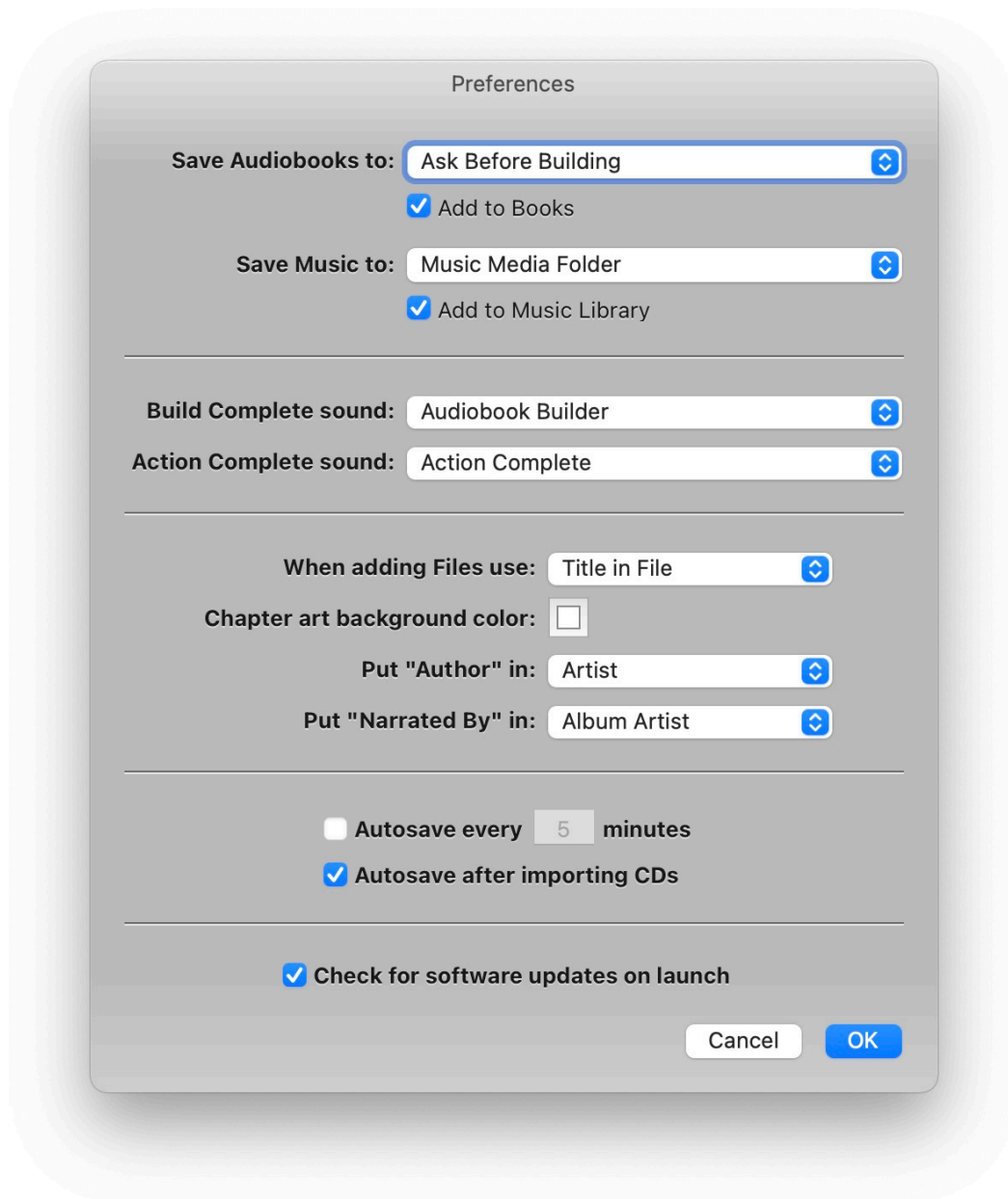
- You can find the sounds listed in the **Build Complete** and **Action Complete** menu buttons in your **Home/Library/Sounds/**, **/Library/Sounds/**, and **/System/Library/Sounds/** folders. If you want other sounds to appear in Audiobook Builder, drag short audio files to your **Home/Library/Sounds/** folder.

## Incoming File name style

The incoming File name style tells Audiobook Builder how to name the Files you add to your Projects.

### Change the incoming File name style

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



*The Settings/Preferences window*

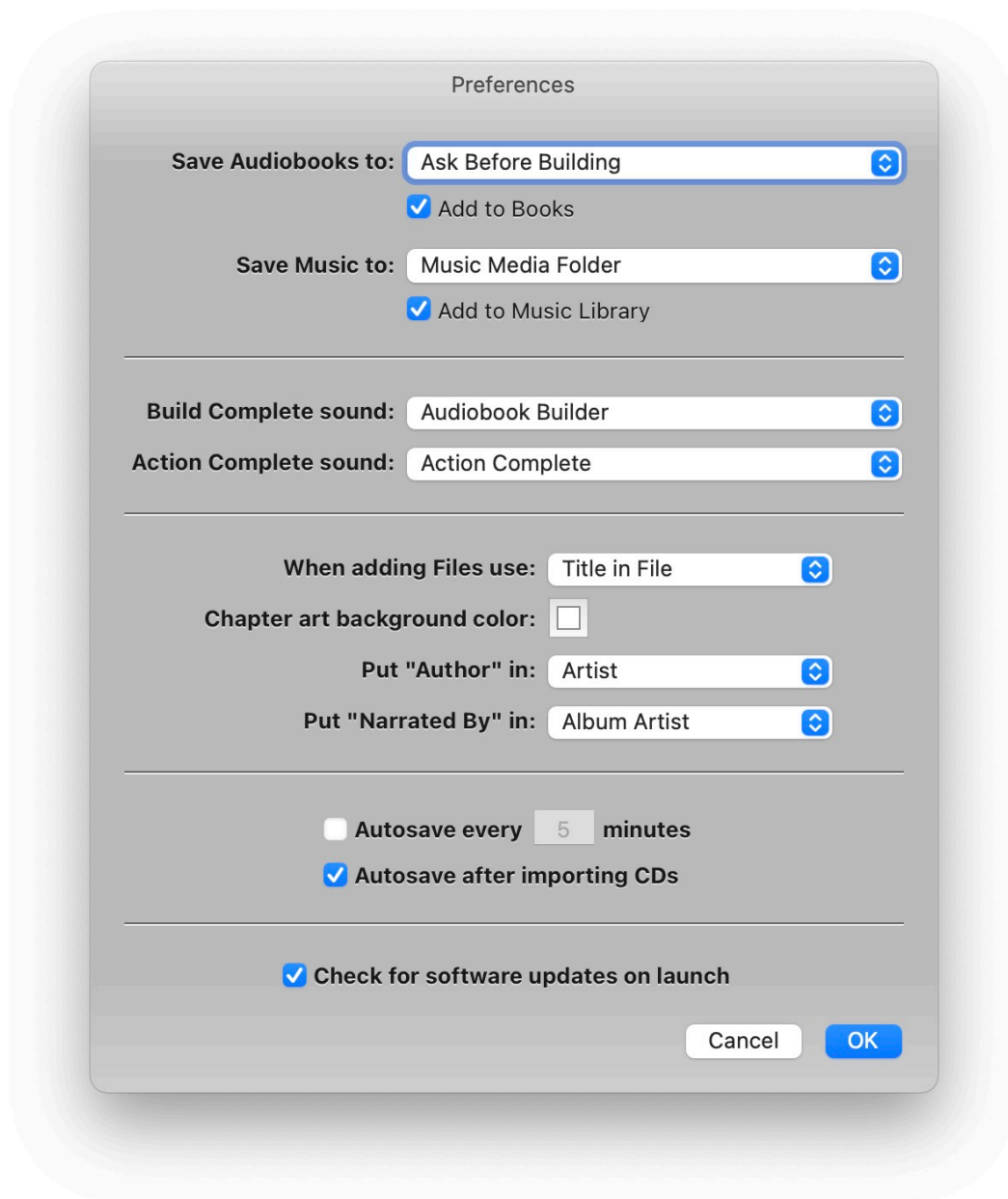
2. Click the menu button next to **When adding Files use** and choose a style:
  - **File Name on Disk:** Audiobook Builder will use the actual name of each incoming file as it appears in the **Finder**.
  - **Title in File:** Audiobook Builder will use the title of each incoming file as it is tagged in the file or as it appears in **Music** or **iTunes**.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## Chapter art background color

The Chapter art background color is used to fill in the empty area behind your Project's Chapter Art.

### Change the Chapter art background color

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



*The Settings/Preferences window*

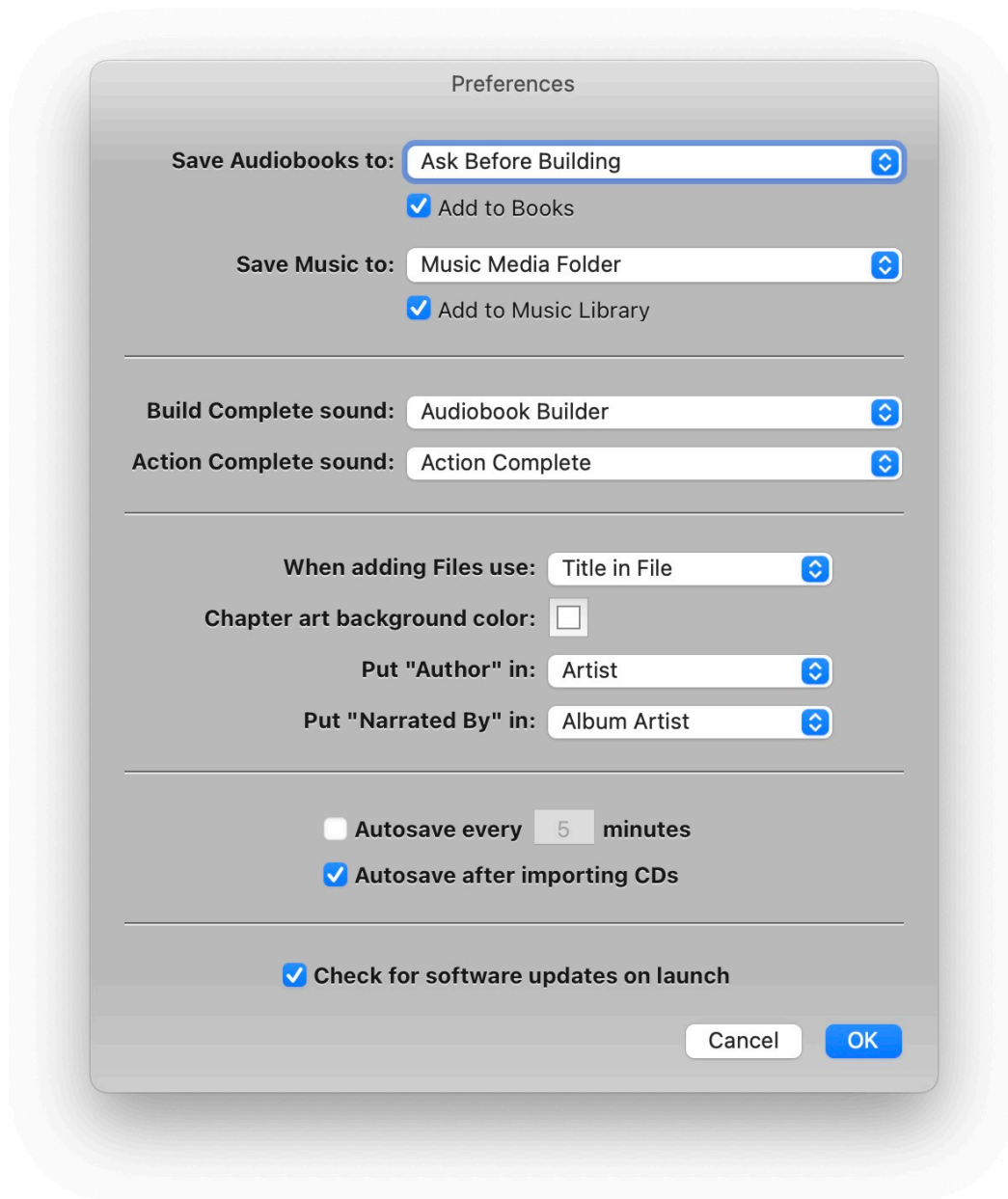
2. Click the color button next to **Chapter art background color**. A color picker will appear.
3. Choose a color in the color picker.
4. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## Author and Narrated By

You can choose where Audiobook Builder places both the **Author** and **Narrated by** details in your Projects. Choose from Album Artist, Artist, and Composer.

### Change where the Author and Narrated by details are placed

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



*The Settings/Preferences window*

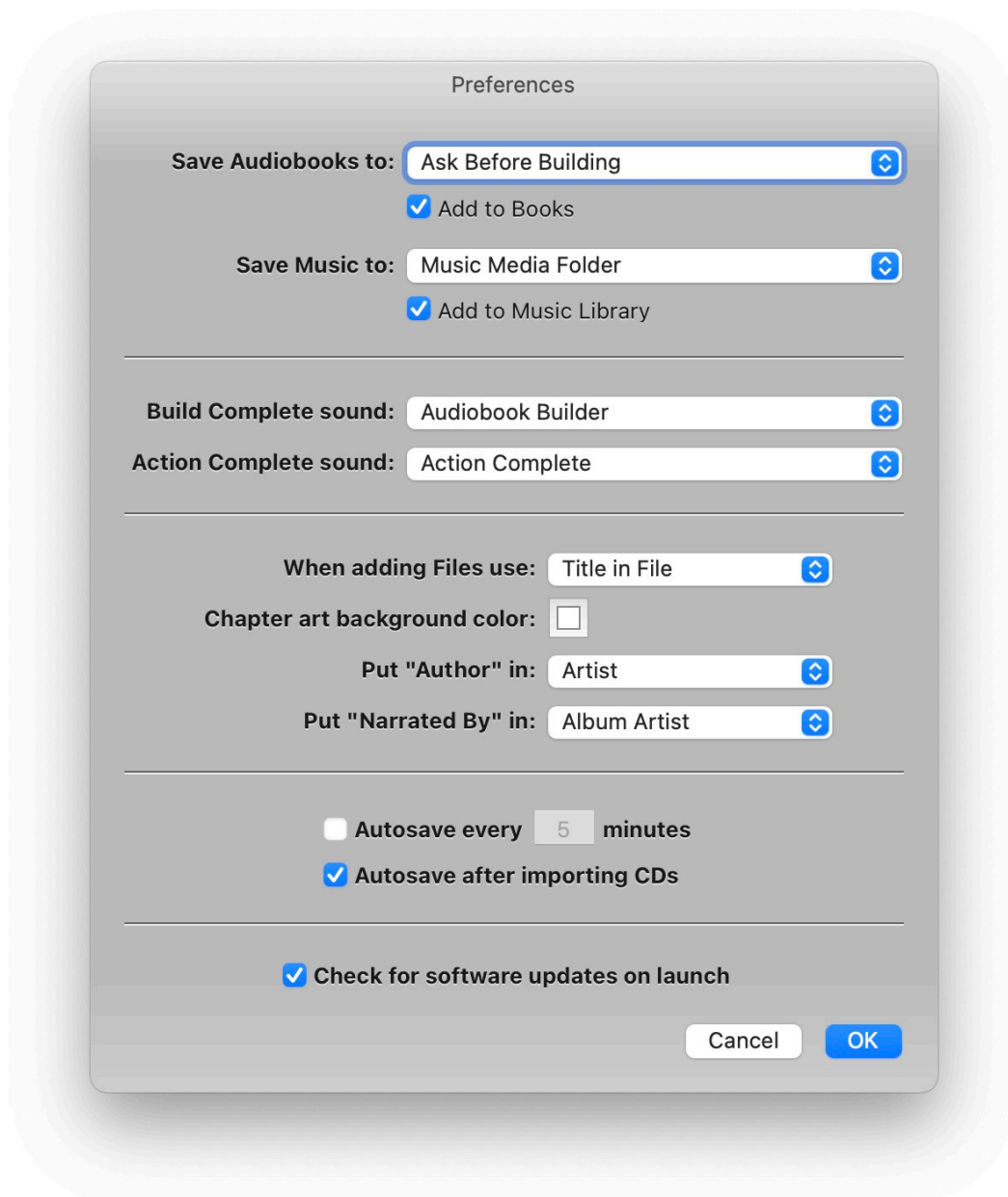


2. Click the menu buttons next to **Put “Author” in** and **Put “Narrated By” in** and choose where you'd like the Author and Narrated by settings to be placed.
3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## Autosave

### Turn on Autosave

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear:



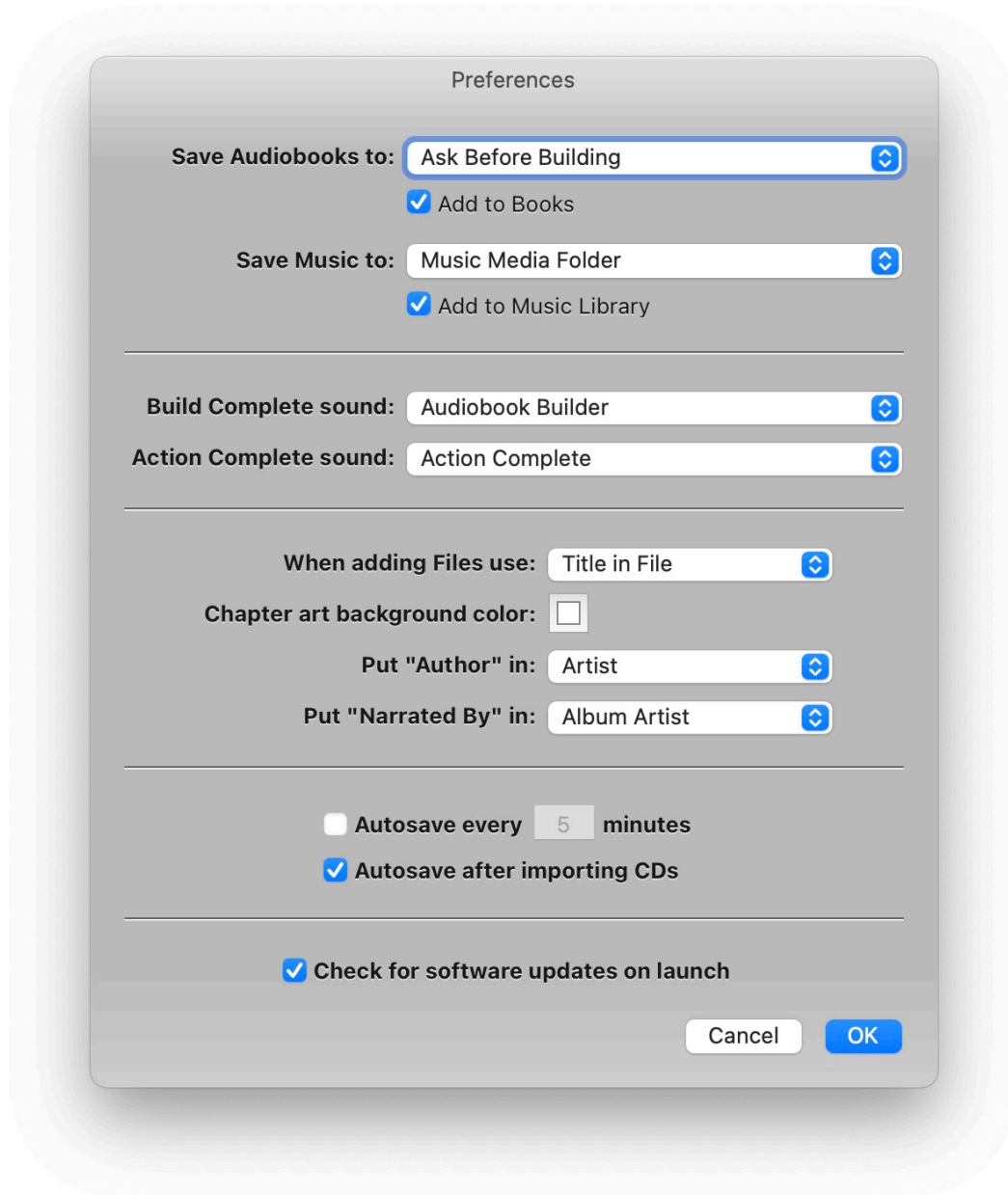
*The Settings/Preferences window*

2. Click the checkbox next to **Autosave every X minutes**.

3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

### Turn on Autosave after importing CDs

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings... or Preferences...** item. A window will appear:



*The Settings/Preferences window*

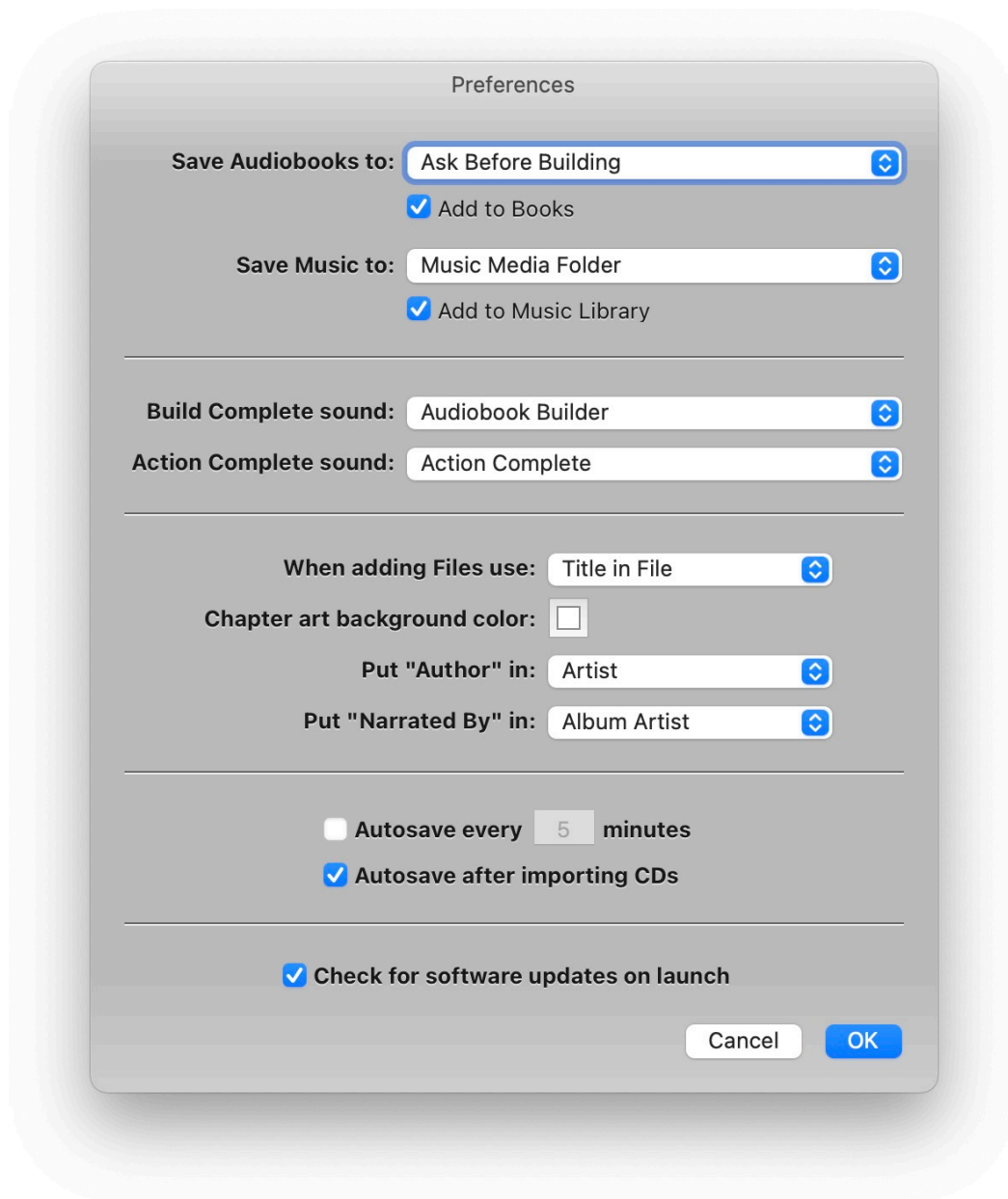
2. Click the checkbox next to **Autosave after importing CDs**.

3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## Check for software updates on launch

*This option is not available in the Mac App Store version of Audiobook Builder.*

1. Go to the **Audiobook Builder** menu at the top left of your screen and click the **Settings...** or **Preferences...** item. A window will appear.



*The Settings/Preferences window*

2. Click the checkbox next to **Check for software updates on launch** at the bottom of the window.

3. Click the **OK** button at the bottom right when you're ready to confirm your settings.

## **Audiobook Builder Help**

Version 2.2.7

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