

Song Surgeon 6 Lite

User Guide (macOS and Windows)

Song Surgeon Lite is an audio practice tool for changing key and tempo, repeating difficult passages and building speed. This guide covers the Lite edition: audio playback and export, Lite projects, Key/Pitch, Tempo, Loop, Zoom, Speed Trainer, Algorithm, Formant Preservation and chord detection.

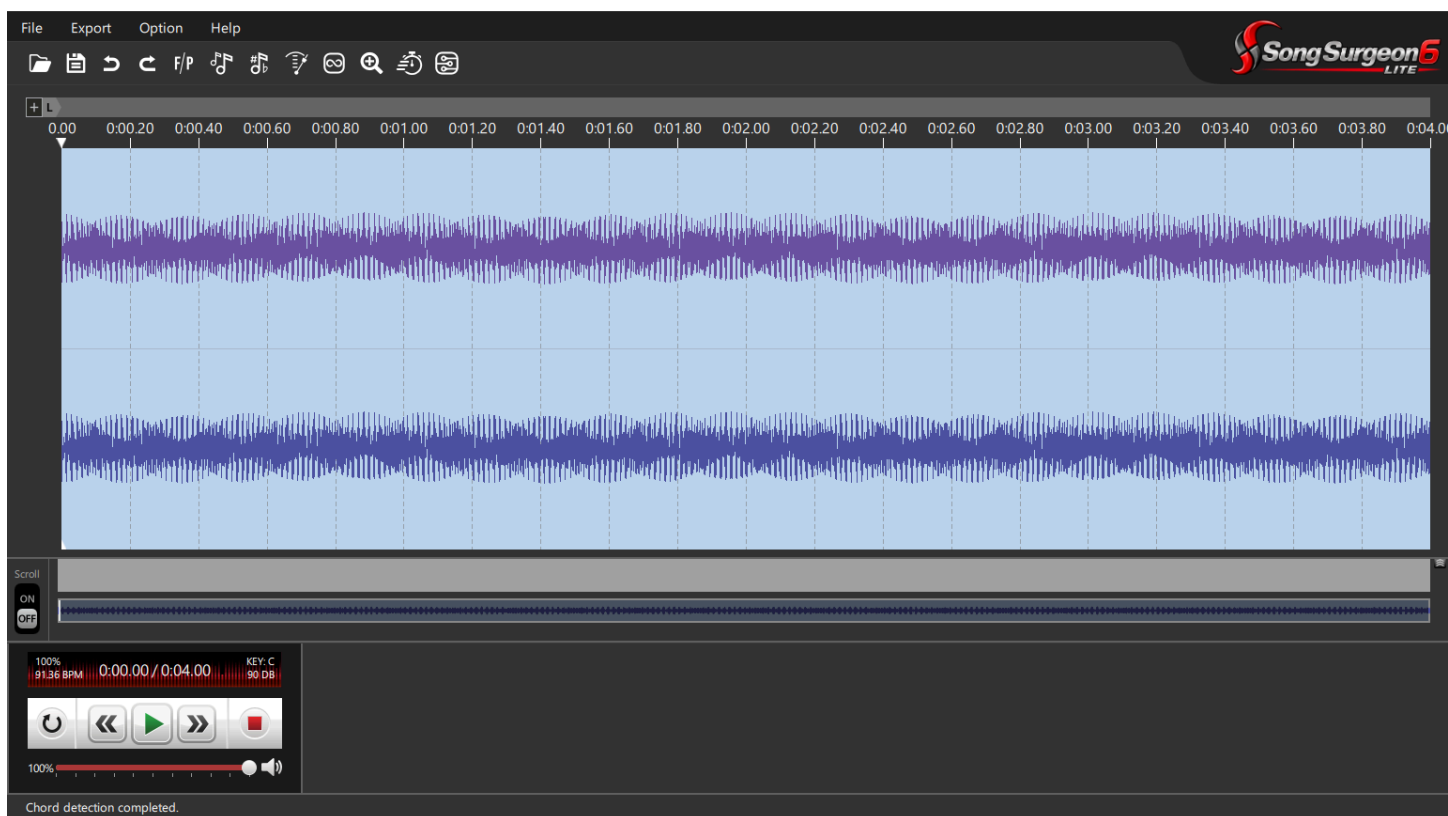
The same controls are available on Windows and macOS. Screenshots show the Windows interface; window frames and file dialogs may look different on your Mac. Open a song, choose a comfortable tempo and start practicing. Your original audio stays unchanged when you adjust playback settings.

Windows 10-11 | macOS 12 or later

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Song Surgeon Lite. Select any screenshot to view it at full size.

1 Main window and text menu

The title bar identifies Song Surgeon Lite and its version. After opening a file, it also shows the file name and audio information such as sample rate, bit depth and channel count. Lite works with one open audio file or project at a time.

Text menu: The top row contains **File**, **Export**, **Option** and **Help**. The icon row below gives quick access to frequently used actions and the practice modules. Hover over an icon to see its name.

The large central area displays the waveform. Loop boundaries appear in the track above it; detected chords can appear below it. Playback controls and any modules you open occupy the bottom of the window. The footer reports progress and messages, for example while opening a file, detecting chords or saving a project.

Normally the window opens at approximately 80% of one monitor, subject to its minimum usable size. You can resize or maximize it. [Initial Window State](#) selects whether it opens maximized.

2 File menu and Lite projects

2.1 Open New Audio/Project File: Browse to an audio file or a Lite project and select Open. The folder icon performs the same action. You can also drag a supported file onto the main window. If the current project has unsaved changes, choose Save, Discard or Cancel before replacing it.

The file picker accepts **WAV, MP3, MP1, AIF, AIFF, OGG, WMA, AAC, M4A, MP4 and CDA**, plus Lite projects with the **.ssplr** extension. MP4 files supply their audio; Lite does not display video. A CDA entry refers to a track on an audio CD, so the original disc must remain available in a compatible drive; copying a CDA shortcut alone does not copy the audio.

Preview before opening: The file picker has an **Autoplay selected audio** checkbox. When enabled, selecting an audio file previews it. Uncheck it to browse silently. Its default can also be changed in Program Settings 2.

2.2 Find File: Opens the file picker without starting in the configured default audio folder. Use its folders and file-name field to locate the file you need.

2.3 Save Project: Saves the current practice session as a **.ssplr** project. On the first save, choose a name and location. Later saves update that project. Use the disk icon, Ctrl+S on Windows or Command+S on macOS for the same action.

A Lite project contains its audio together with the current pitch/key, tempo/BPM, volume, processing algorithm, formant settings, playback position, waveform zoom/scroll, loops, Speed Trainer settings and detected chords. You can copy the project to another Windows or Mac computer running Song Surgeon Lite and continue there. Global preferences, such as audio output device and interface size, remain settings of the local installation.

2.4 Save Project As...: Saves the session under another project name or in another folder. Use this to keep separate practice versions. Right-clicking the disk icon also opens Save As.

Project compatibility: Lite uses its own **.ssplr** format. Full Song Surgeon **.sspr** projects and older project formats are not Lite projects. To work with audio from another edition, export an audio file there and open that audio in Lite.

2.5 Close: Closes the current file, with a prompt to save unsaved changes. **Exit** closes the application.

2.6 Recently Opened Files: Select a recent audio file or project to reopen it. Right-click the folder icon for the recent-file list, where entries can also be reordered or removed. Removing an entry from this list does not delete the file from disk.

2.7 Export Chords: Saves detected chord values as CSV or Excel. See [Chord detection and export](#).

Recovery: Auto Save periodically creates a recovery project. If a session ends unexpectedly, the next launch can offer to open that recovery project. Save the recovered session under your chosen project name. Recovery is a backup of the current session; use Save Project for work you want to keep.

3 Export menu

Export creates an ordinary audio file that can be played outside Song Surgeon Lite. This is how you make practice audio with the chosen pitch, tempo, formant processing and volume applied. Saving a project keeps settings editable; exporting produces the processed sound.

3.1 Current Loop: Place the playback indicator inside a completed loop, then choose Export → Current Loop. The menu shows the loop name. This exports the audio between that loop's boundaries using its stored pitch and tempo. The option is unavailable when no loop is selected.

3.2 Entire Song: Exports the full audio file, using the song settings outside enabled loops and each enabled loop's stored pitch/tempo within its boundaries. A Speed Trainer exercise is an interactive playback sequence; exporting does not record its series of tempo changes. Choose the fixed song and loop tempos you want for the exported practice file.

3.3 File format and quality: Choose the destination folder, file name and output format. WAV, MP3, AAC, MP4, M4A and AIF are offered on both platforms; WMA export is offered on Windows. Compressed formats open a bitrate dialog. A higher bitrate normally gives a larger file with better sound quality.

Export Duplicate Count: This value repeats the rendered selection within the exported audio file. Keep it at 1 for one copy, or increase it to make a longer practice track.

Choose a new file name to keep the source separate. Wait for the export to finish before opening the result or starting another export.

4 Option: preferences and settings

Click **Option** to open four tabs: Default Paths, Program Settings 1, Program Settings 2 and GUI Resizing. Use OK to save preferences, Cancel to close without saving pending form edits, and Reset to Defaults to restore the default form values. GUI scale changes are applied immediately.

4.1 Default Paths

Set the folders used for opening audio, saving projects and exporting audio. The initial folders are under **Documents / Song Surgeon Lite**. Use the browse button beside a path to choose another existing folder. Changing these paths does not move files that you already saved.

4.2 Program Settings 1

Default Paths | **Program Settings 1** | Program Settings 2 | GUI Resizing

Tempo Presets, Tempo Units

Select your preferred units for tempo (either BPM or %). Also, you can customize the tempo presets by entering your own preferred values. Custom values are in %.

☒ % ☐ BPM

Zoom Presets

Customize the zoom presets used on the user interface by modifying these values which represents seconds (Range 0.1-600)

Seconds

Formant Preservation

This setting is for the audio algorithm used for key and tempo change. The select one Will be used as your default setting

☐ On ☒ Off

Waveform Scroll

Toggle between On/Off to select the default setting for the waveform display

☐ On ☒ Off

Chord Detection

If showing the chords of the song is not of interest, you may turn this feature off.

☒ On ☐ Off

OK CANCEL Restore Default Setting

- **Tempo Presets, Tempo Units:** Choose percentage or BPM for the Tempo module. Customize its four preset percentages; each must be between 10 and 400. Preset numbers are percentages even when BPM is your preferred display.
- **Zoom Presets:** Set the five visible time-span presets in seconds, from 0.1 to 600. Smaller numbers show a shorter passage in more detail.
- **Formant Preservation:** Choose whether preservation is enabled by default when opening audio. It is particularly useful when changing the pitch of vocals.

- **Waveform Scroll:** Choose the initial On/Off setting for following playback in the zoomed waveform.
- **Chord Detection:** Choose whether to analyze chords automatically when opening audio. Turning it off speeds up opening when you do not need chord information. You can request detection later from the chord row.

4.3 Program Settings 2

The screenshot shows the 'Program Settings 2' dialog box with the following settings:

- Audio Output Devices:** Choose Audio Output Device: Default System Audio Output
- Scrub Time Interval:** Time in seconds: 5,00
- File Extensions:** Set default file extension for export: WAV (*.wav)
- Default:**
 - Volume: 100
 - Initial Window State: Default
 - Loop Repeat: -1
 - BPM PopUp Window: Show
 - Max Loop Count: 5
 - Zoom: 0
- Show Modules on Opening:**
 - ☐ Key/Pitch
 - ☐ Tempo
 - ☐ Loop
 - ☐ Zoom
 - ☐ Speed Trainer
 - ☐ Algorithm
 - ☐ F/P
- AutoPlay Files Prior to Opening:** To turn off audio playback prior to opening a file, select "Off". ☒ Off
- Auto Save:** Automatically save period in minutes: 5

Buttons at the bottom: OK, CANCEL, Restore Default Setting

- **Audio Output Devices:** Select the system default or a listed playback device. Choose your connected speakers, headphones or audio interface here.

- **Scrub Time Interval:** Set how many seconds the backward and forward buttons move through the audio.
- **File Extensions:** Choose the default audio format in the Export dialog.
- **Volume:** Set the starting playback volume, from 0 to 100%.
- **Initial Window State:** Choose Default or Maximized for startup.
- **Loop Repeat:** Set the starting repeat count for new loops. A value of -1 means continuous looping. See [Loop](#) for repeat behavior.
- **BPM PopUp Window:** Show or hide the prompt that offers an alternative half-tempo interpretation of a high detected BPM.
- **Max Loop Count:** Set a limit from 1 to 5 loops per song. Lite supports a maximum of five.
- **Zoom:** Set the initial visible span in seconds. Zero fits the entire song.
- **Show Modules on Opening:** Select which of the seven practice modules appear when the application starts.
- **AutoPlay Files Prior to Opening:** Set the default for previewing selected audio in the Open dialog.
- **Auto Save:** Set the recovery interval from 2 to 60 minutes. The default is 5 minutes.

4.4 GUI Resizing

Choose an interface scale to make buttons, labels and controls larger or smaller. A value of 1 is the normal size. The scale updates immediately and is stored for future launches. Window resizing changes the available workspace; GUI Resizing changes the size of the controls themselves.

5 Help menu

User Guide: Opens this Lite guide in your web browser.

Show Logs: Opens the application's log folder so you can locate diagnostic files when support requests them.

See other TMJ Software Products: Opens the TMJ Software website.

About Song Surgeon...: Shows the Lite version and build information. Include this information when reporting a problem.

MuseHub - SDK test...: In development builds that show this extra entry, it opens a connection diagnostic. Start MuseHub and select Check again to repeat the check. A verified test receipt checks the SDK connection; it does not represent a purchased product license.

6 Icon menu

The icon row keeps the same visual style as Song Surgeon 6, with the tools included in Lite.

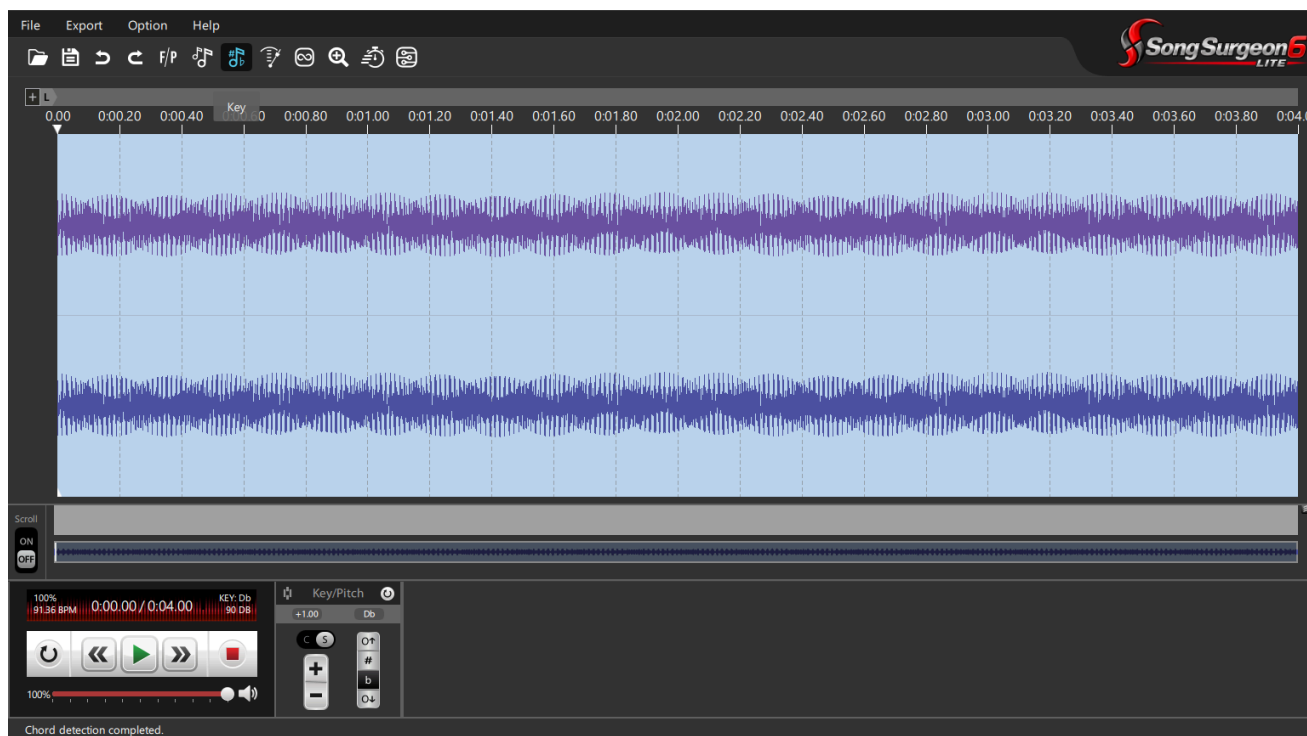
- **Open:** Opens audio or a Lite project. Right-click for the recent-file list.
- **Save:** Saves the project. Right-click for Save Project As.
- **Undo / Redo:** Step backward or forward through supported changes to the practice session, including pitch, tempo, loops and zoom.
- **F/P:** Shows or hides the Formant Preservation module.
- **Chords:** Shows or hides the detected-chord row. Hiding it does not delete the detection results.
- **Key, Tempo, Loop, Zoom, Speed Trainer and Algorithm:** Show or hide the corresponding module at the bottom of the window.

Click a module icon again to close its panel. Closing a panel does not reset its settings or turn off its processing. If several panels are open and do not fit, use the arrows in the module area to scroll to the remaining controls.

7 Practice modules

These panels appear beside the playback controls. Most have a reset arrow in their title bar. Use a panel's reset to return that setting to its normal value.

7.1 Key/Pitch

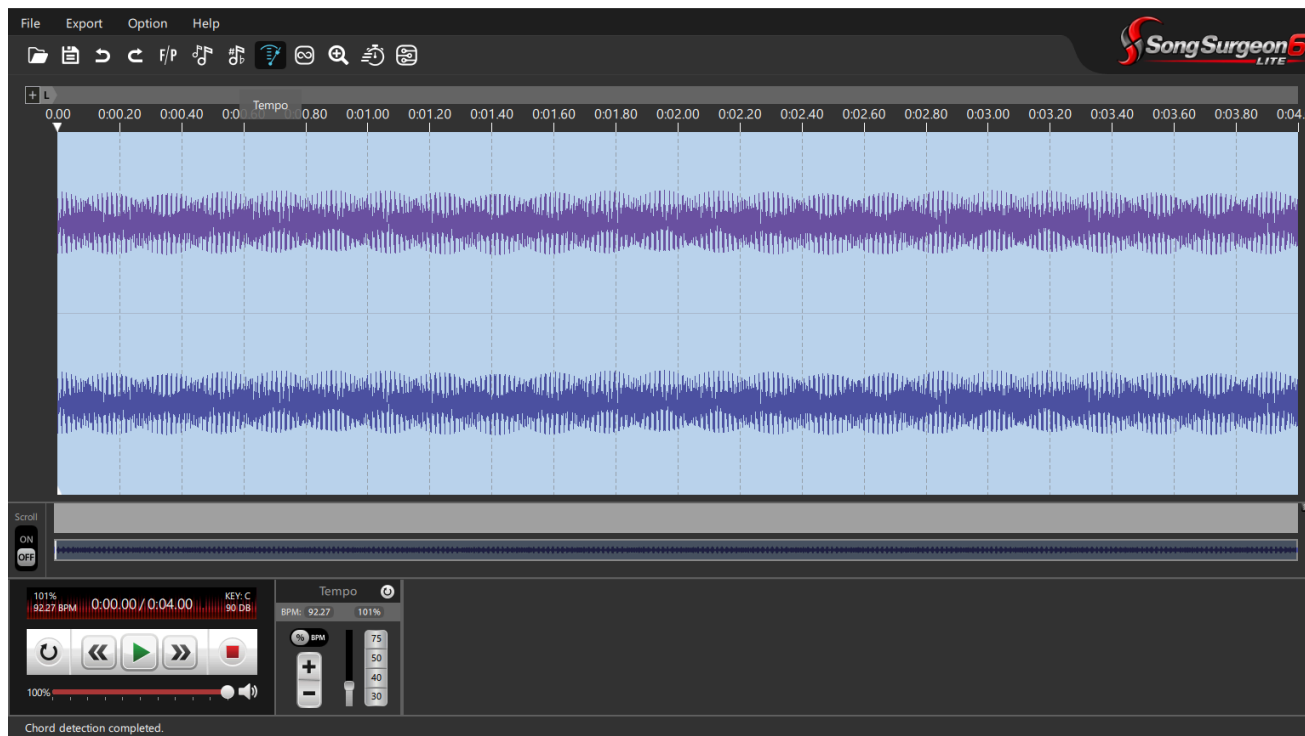


Change the musical pitch without changing playback speed. Use **+** and **-** to raise or lower pitch, with a range of -24 to +24 semitones. Hold a button for repeated adjustment. The **S/C** switch selects semitone steps or fine cent steps; 100 cents equal one semitone. The octave buttons change pitch by 12 semitones.

The numeric readout shows the pitch change, and the key readout shows its musical name when a starting key is known. The sharp/flat switch changes how names are written. The lock keeps the key-name field from being edited accidentally. Outside a loop, unlock it to correct the starting key label if automatic detection was wrong; this corrects the reference label rather than transposing the sound. Use the pitch controls to transpose.

When playback is inside an active loop, the panel operates on that loop's pitch setting. Reset returns pitch change to zero. For vocals, also try [Formant Preservation](#).

7.2 Tempo



Slow down or speed up audio without changing its pitch. **100%** is the original speed; 50% is half speed. The supported range is **10–400%**. Drag the slider, use the plus/minus buttons or choose a preset. Reset returns to 100%.

Use the **%/BPM** switch to select the display units. BPM is calculated from the song's detected or stored starting tempo. Treat automatic tempo detection as a useful starting point and listen to confirm it. If the high-BPM prompt appears, choose the interpretation that matches how you count the music.

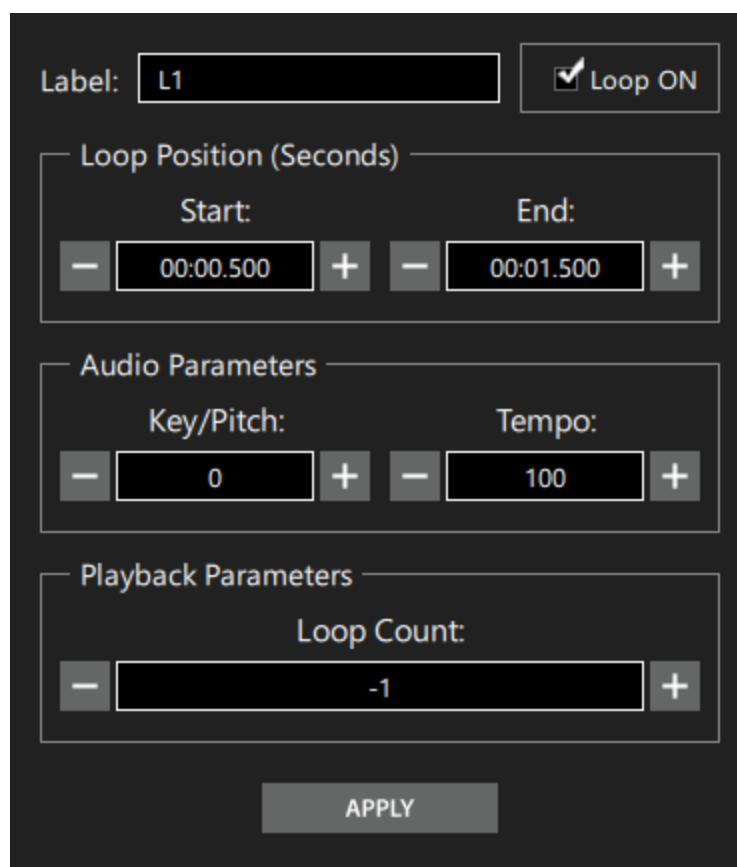
Preset percentages and the preferred display unit are configured in Program Settings 1. As with pitch, an active loop can have its own tempo.

7.3 Loop

Use loops to repeat a difficult phrase. Lite supports up to five completed loops. Move the playback indicator to the beginning of the phrase and click the loop-start button. Move it to the end and click the loop-end button. You can set these points while listening or while paused.

The Loop panel provides **On/Off**, start/end controls, an edit button, delete-current and delete-all buttons. The inventory button opens a list of loops; select a

loop there to locate it in the song. The panel menu includes **Show Loop Count**, **Reorganize from L to R** and **Show Details**.



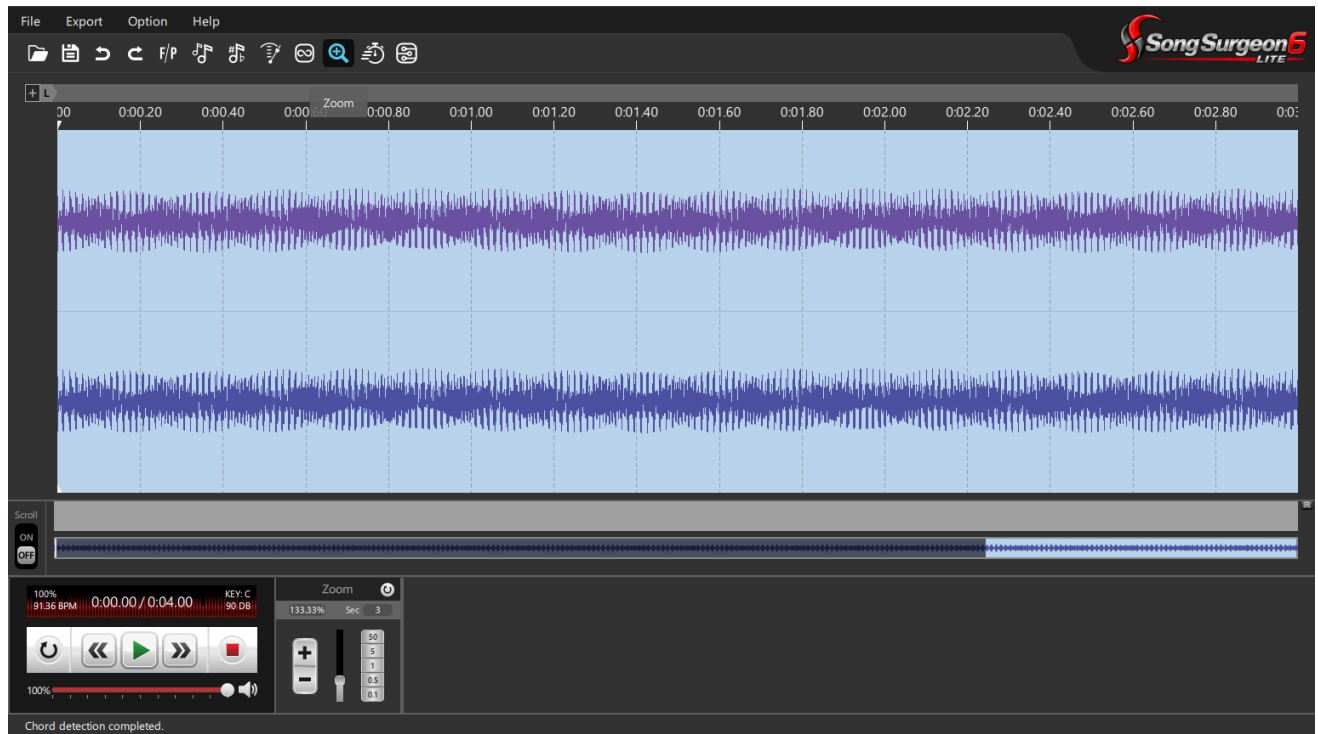
The screenshot shows a dark-themed settings panel for a loop. At the top, there is a 'Label' field containing 'L1' and a 'Loop ON' checkbox which is checked. Below this is a section titled 'Loop Position (Seconds)' containing 'Start' and 'End' fields. The 'Start' field has a value of '00:00.500' and the 'End' field has a value of '00:01.500'. Each field is flanked by minus and plus buttons. The next section is 'Audio Parameters', containing 'Key/Pitch' and 'Tempo' fields. The 'Key/Pitch' field has a value of '0' and the 'Tempo' field has a value of '100'. Both are flanked by minus and plus buttons. The final section is 'Playback Parameters', containing a 'Loop Count' field with a value of '-1', also flanked by minus and plus buttons. At the bottom of the panel is a large 'APPLY' button.

Editing a loop: Set its label, Loop ON state, start/end positions, pitch, tempo and Loop Count, then apply the changes. Loop positions must remain in the song and leave a valid interval. The other loop boundaries limit where a loop can be moved.

Loop Count: -1 repeats continuously. Zero makes one pass; a positive value sets the additional repeats before playback continues beyond the loop. Turning looping off lets the song play through. Speed Trainer uses its own repeating tempo sequence while enabled.

Loop pitch and tempo take effect as playback enters the loop. When it leaves, the settings for the surrounding song resume. Save the project to keep your loops.

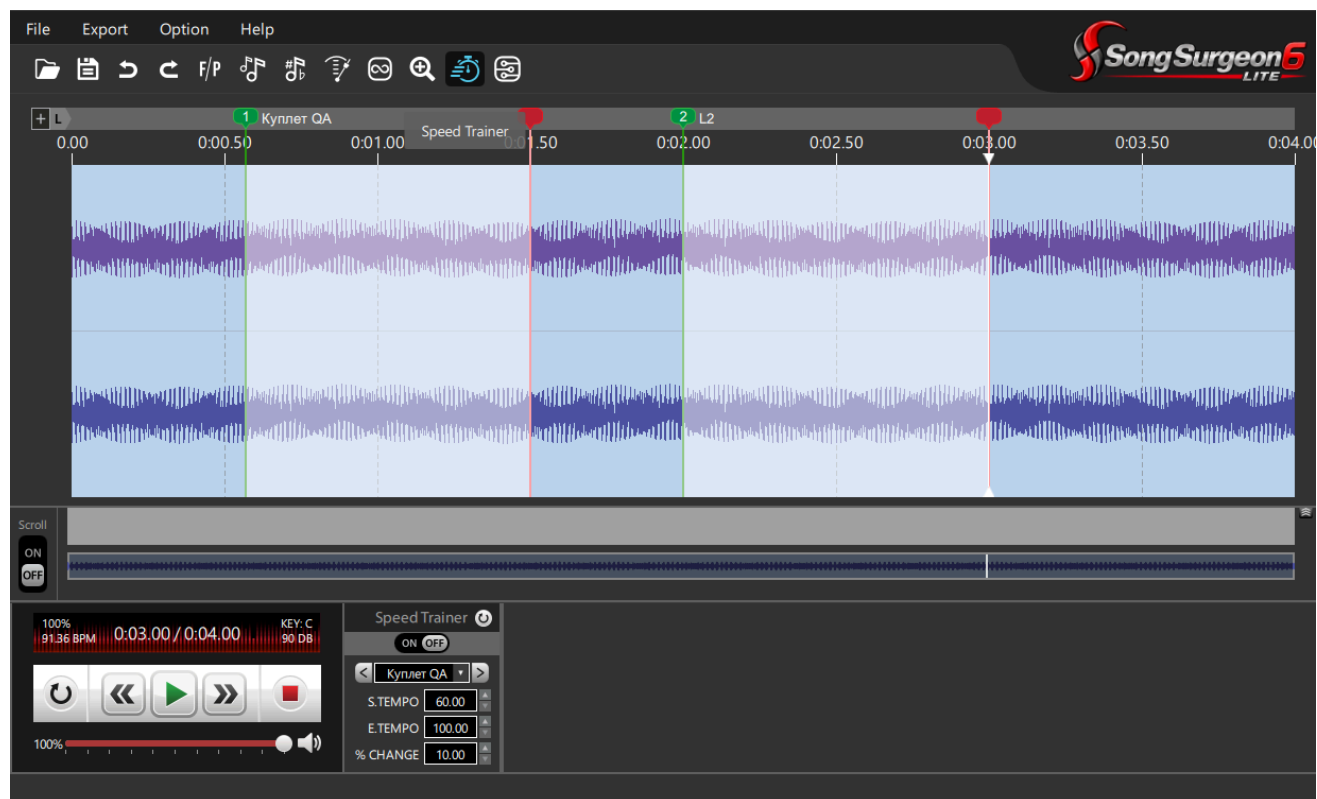
7.4 Zoom



Zoom controls the number of seconds visible across the main waveform. A smaller span shows more detail; it does not change the audio or its speed. Use the slider, plus/minus buttons or five preset buttons. The Sec readout shows the visible time span. Reset fits the song.

After zooming in, drag the highlighted region in the miniature waveform to view another part of the song. You can adjust loop boundaries more accurately at a closer zoom. Customize the preset spans in Program Settings 1.

7.5 Speed Trainer



Speed Trainer changes the tempo each time a loop repeats so you can work gradually toward a target speed. Create and enable a completed loop before using it.

1. Open Speed Trainer and select the loop from its list. The arrows beside the list move between available loops.
2. Enter **S.TEMPO**, the starting percentage of the original speed.
3. Enter **E.TEMPO**, the target percentage.
4. Enter **% CHANGE**, the number of percentage points to change on each repeat.
5. Turn Speed Trainer On, make sure the loop is enabled, place playback inside it and press Play.

For example, S.TEMPO 60, E.TEMPO 100 and % CHANGE 5 produce passes at 60%, 65%, 70% and so on until 100%. After the target-speed pass, the sequence restarts at the starting tempo. If the target is lower than the starting tempo, the sequence slows down instead. A change of zero holds a fixed speed.

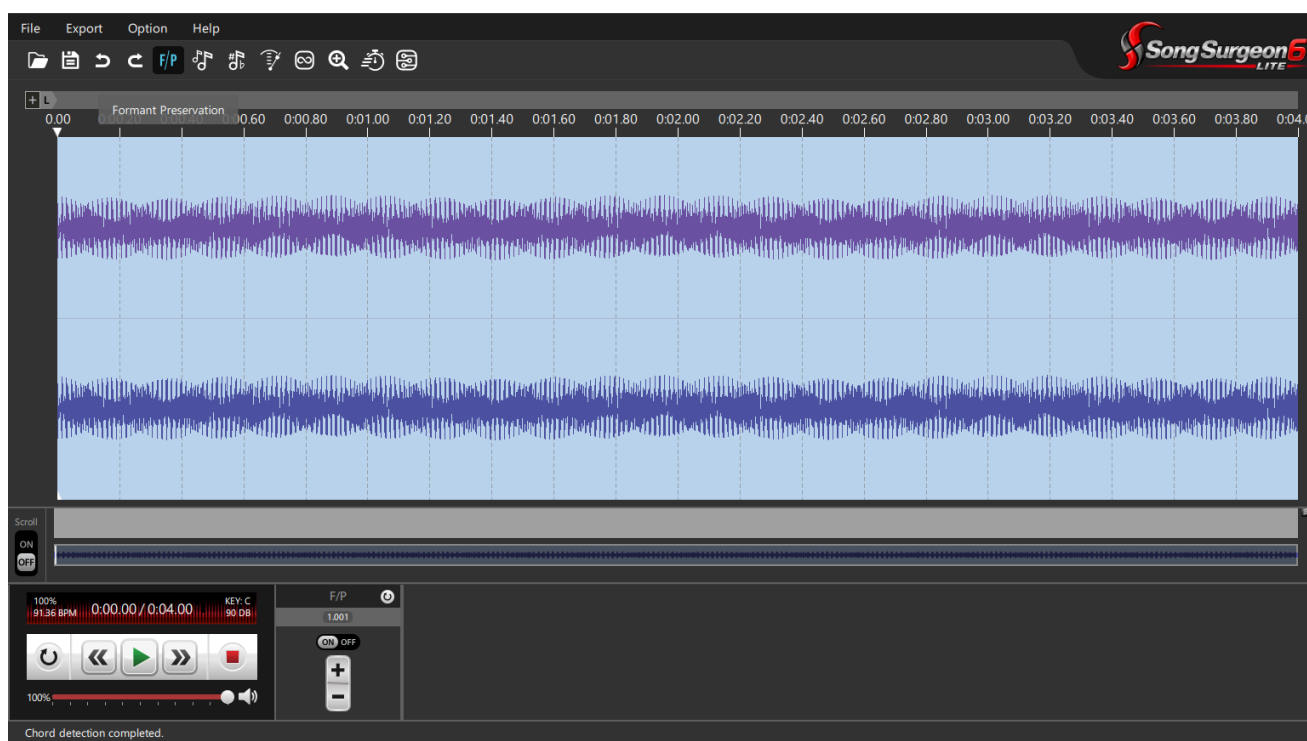
Start/end tempo values range from 10 to 400%; the change is 0-100 percentage points. Each loop keeps its own trainer values. Turn the trainer Off to return to normal loop playback. A Lite project saves both the trainer settings and its enabled state.

7.6 Algorithm

The Algorithm panel selects how the audio is processed for pitch and tempo changes. The **P**, **T** and **V** buttons select **Preview**, **Transcribe** and **Voice**. Try the choices on the passage you are practicing and use the one that sounds best; Voice is useful to compare on voice or a single melodic source.

The LAMBDA arrows cycle the same choices. The QUALITY field displays the processing quality; the P/T/V buttons select Best quality. Reset returns to the panel's default algorithm. These controls affect sound processing, not the displayed waveform or chord-analysis data.

7.7 Formant Preservation (F/P)



Formants contribute to the character of a voice. Preserving them can help vocals sound more natural after a pitch change. Set the default On/Off preference in Program Settings 1 and open the F/P panel from the icon row.

Use its plus/minus controls to adjust the formant ratio between **0.5 and 2.0**, in steps of 0.001; holding a button repeats the adjustment. Adjusting the ratio enables formant processing. Reset returns the ratio to 1.000 and turns preservation off for the current audio. Listen while making small changes, since the best setting depends on the voice and the amount of transposition.

The On/Off preference sets the default for newly opened audio; hiding the F/P panel only hides its controls. Your project retains the formant ratio and enabled state, and audio export applies the current formant settings.

8 Loop track and loop controls

The track marked **L** sits above the timeline. Its **+** button adds a loop at the current playback position. Loop labels and boundary markers show where each practice passage begins and ends.

Drag a boundary marker to refine a loop's start or end. Use the loop's context menu for the available edit, enable/disable, delete and display commands. Adjacent loops can share a boundary; use the separate-boundary command when offered if you need to move one edge independently.

Loop display options let you move the label, change marker/label sizing and show details. Reorganize from L to R orders loops by their position in the song. For precise values, use the Loop Editing dialog rather than estimating a position with the mouse.

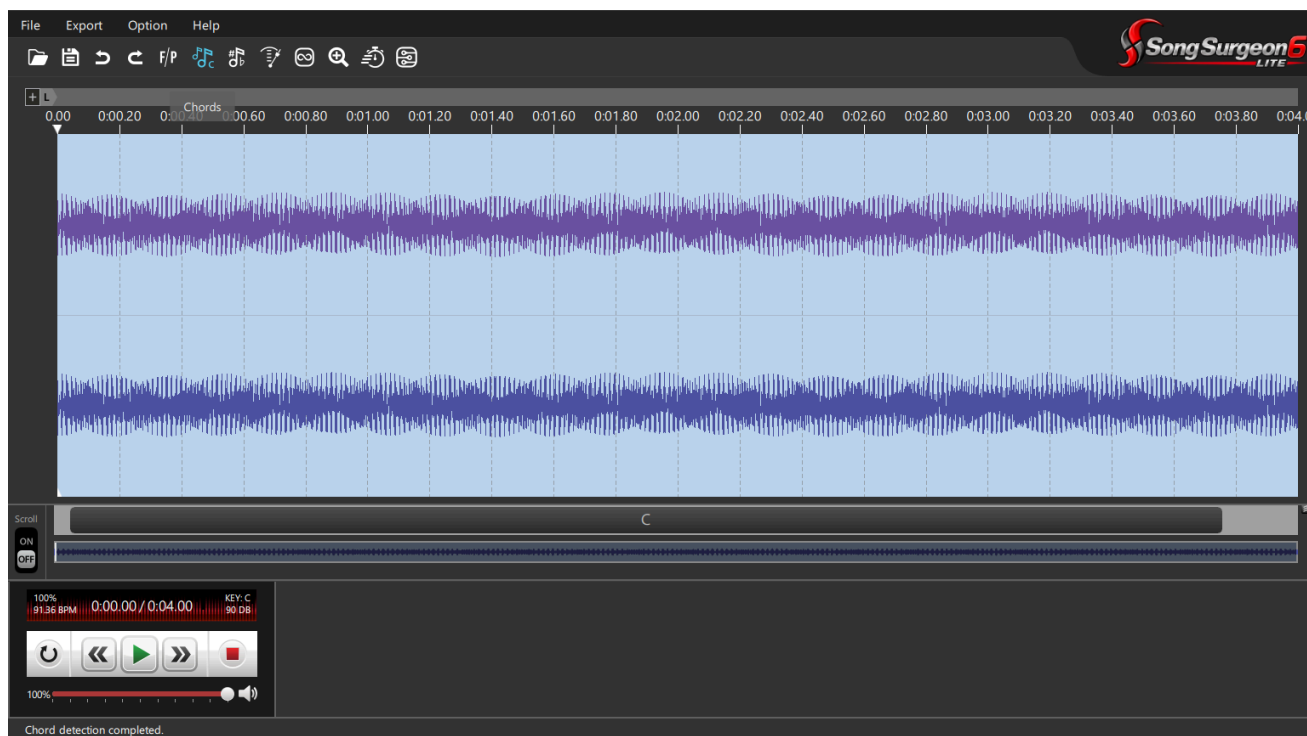
The Loop Inventory provides a searchable list of your loops. Select the passage you want to practice; the playback position moves to it. Changes to loop positions and properties can be undone with Undo.

9 Waveform and timeline

The waveform plots the audio over time. Stereo audio has left and right channels; mono audio has one. Time labels run across the top, and the playback indicator shows the current position. Click the waveform at the point where you want playback to start.

Use Zoom to enlarge a short phrase, then refine its loop boundaries. The timeline labels become more detailed as you zoom in. The waveform is a view of the source audio: changing key, tempo or formants does not redraw it as a new recording.

10 Chord detection and export



When Chord Detection is On in Program Settings 1, Lite analyzes newly opened audio in the background. The footer shows when detection is complete. Click the Chords icon to display the results below the waveform.

If no results are available, the chord row offers **Do you want to run Chord Detection now?** Click Yes to analyze the current audio. Reopening a saved Lite project restores the chord data stored with it.

Each bubble covers the time interval of a detected chord. The active bubble is highlighted during playback. Zoom in if labels are too crowded, or hover over a bubble to read its name. Automatic detection is an estimate, so compare it with what you hear.

Lite's chord timeline is read-only. It supports viewing detection results and exporting them. It does not provide chord editing, dragging/resizing chord

boundaries or an instrument Chord Viewer.

Exporting: Choose File → Export Chords, select CSV or Excel (.xlsx), then choose a file name. The table contains the song name and columns for **Start (seconds)**, **Chord** and **Duration (seconds)**. The export uses the stored detection results and source-audio timings; it is not a chord-diagram printout. You can print or annotate the table in your spreadsheet application.

11 Scroll and miniature waveform

The miniature waveform below the main display represents the whole song. When zoomed in, its highlighted region shows the portion currently visible above. Drag that region left or right to move through the song without changing the zoom span.

The **Scroll On/Off** control determines whether the zoomed view follows playback. With Scroll On, the waveform moves as playback advances. With it Off, use the overview region to choose the passage you want to inspect. The default is set in Program Settings 1.

12 Playback controls

The player at the bottom left shows elapsed time, total duration, tempo, key information and the audio level. Its controls are:

- **Play / Pause:** Starts playback or pauses at the current position. Space performs the same action when the main window has keyboard focus.
- **Stop:** Stops playback and returns to the start.
- **Backward / Forward:** Moves by the Scrub Time Interval selected in Program Settings 2. The left/right arrow keys perform these actions when the main window has focus.
- **Replay:** Toggles repeating the song when playback reaches its end.
- **Volume and speaker:** Adjust playback level with the slider; use the speaker control to mute or unmute. The level is saved with the project, and export uses the volume setting.

Playback uses the pitch and tempo for the current position: the song settings outside loops and the applicable loop settings inside enabled loops. If the speed unexpectedly changes, check whether you have entered a loop or left Speed Trainer On.

13 Keyboard shortcuts and troubleshooting

Use **Ctrl on Windows** and **Command (⌘) on macOS**. For playback and Undo/Redo, click the main workspace first so a text field or dialog does not have keyboard focus.

Windows	macOS	Action
Ctrl+O	⌘O	Open audio or a Lite project
Ctrl+F	⌘F	Find File
Ctrl+S	⌘S	Save Project
Ctrl+Shift+S	⌘Shift+S	Save Project As
Ctrl+Z	⌘Z	Undo
Ctrl+Y	⌘Y	Redo
Space	Space	Play / Pause
Left / Right arrow	Left / Right arrow	Scrub backward / forward

No sound: Check the application's volume and mute control, your system volume, and Option → Program Settings 2 → Audio Output Devices. Confirm that the selected headphones or speakers are connected.

A loop will not repeat: Complete both boundaries, enable the loop, check Loop Count and move playback inside the loop. If you already have five loops, delete one before creating another.

Chords are missing: Show the chord row, wait for analysis to finish or use its Yes button to request detection. Not every passage contains a reliably identifiable chord.

A project will not open: Confirm that it is a Lite .ssplr project. Renaming an SS6 project's extension does not convert it. Use supported audio to begin a new Lite session.

The saved file has unchanged speed: A project stores editable practice settings. Use Export to create a processed audio file for another player.

Controls are too large: Reduce GUI Resizing or enlarge the window. If many modules are open, scroll the module strip or close panels you are not using.

For assistance, note the version shown in About Song Surgeon and the steps that reproduce the issue. Use Show Logs when support asks for diagnostic files.