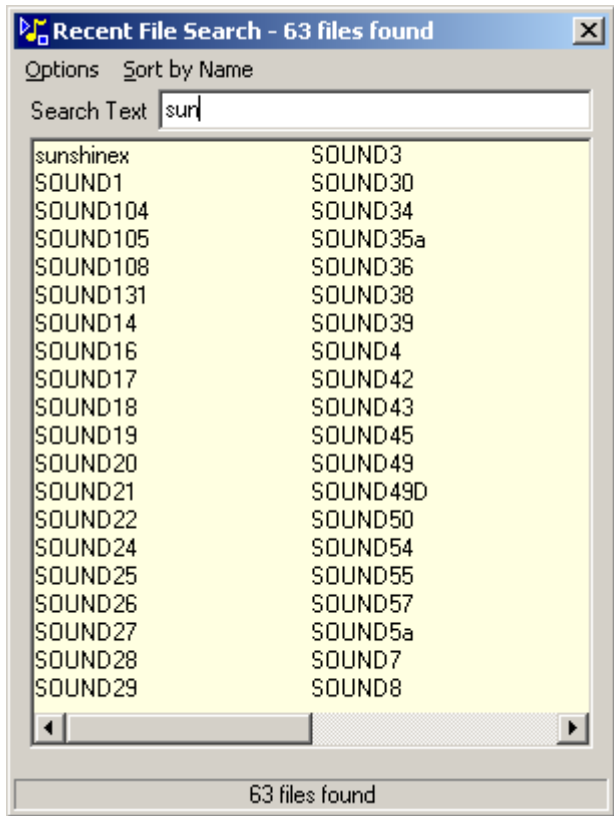


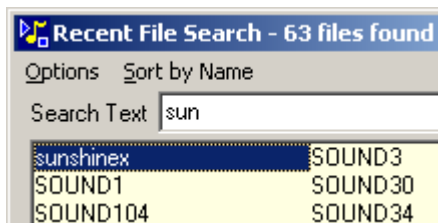
# Search Menu

The Search menu will display a popup window similar to that shown below containing the 1000 most recent files loaded into SpotOn.

The names listed are the disk filenames or display names if they were altered when loaded into SpotOn. They can be searched by typing directly into the Search Text edit panel, here 'sun' has been entered and the file 'sunshine' has been moved to the top of the list.



Once the required file has been located it can be selected and then dragged and dropped on to the appropriate main window button. Drag and Alt+Drop will automatically Top/tail track before it is loaded onto the button



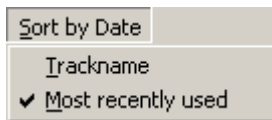
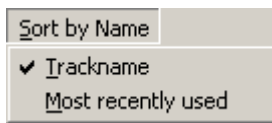
The actual location of the audio file is show in the search window status bar.



## Sorting Search List

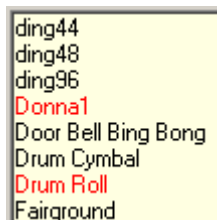
By default the list of tracknames will be sorted in ascending alphanumeric order.

The 'Sort by' menu allows the list to be sorted in alphanumeric order or with the most recently loaded tracknames at the beginning of the list.



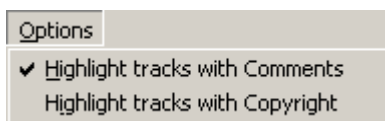
## Remote Files

Tracks sourced from remote file locations are included in the list only if the [Try Remote Files](#) option is selected, in that case any remote files will be shown in red text.

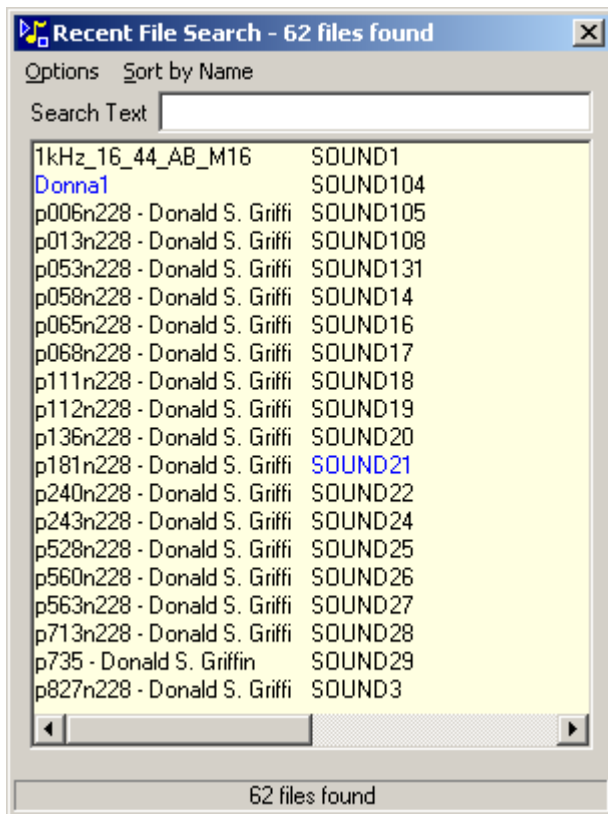


## WAV files containing Copyright or Comment fields

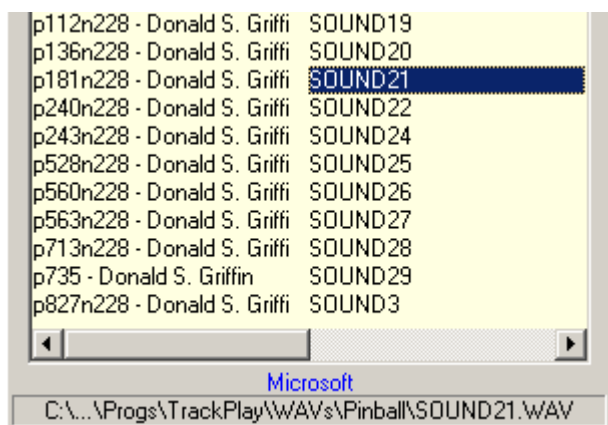
WAV files can contain embedded text fields detailing copyright, artist, creation date etc., the Options menu allows files having entries in either the Copyright or Comments fields to be highlighted in the search list.



Checking the Highlight Comments option displays the file name in blue if it has an associated comment field.



Selecting the file will show the comments in the upper status bar



## Preview Track

The tracks can be previewed individually by double-clicking files in the results list. So for example the entries for 'Sound21' and 'Sound22' can be compared by double-clicking the names, right-clicking will stop the track as will closing the Search window.

The previewed audio will be played on the output that was selected as being the 'Preview Output' via Global|[Preview Output Assignment](#).