



# Manual



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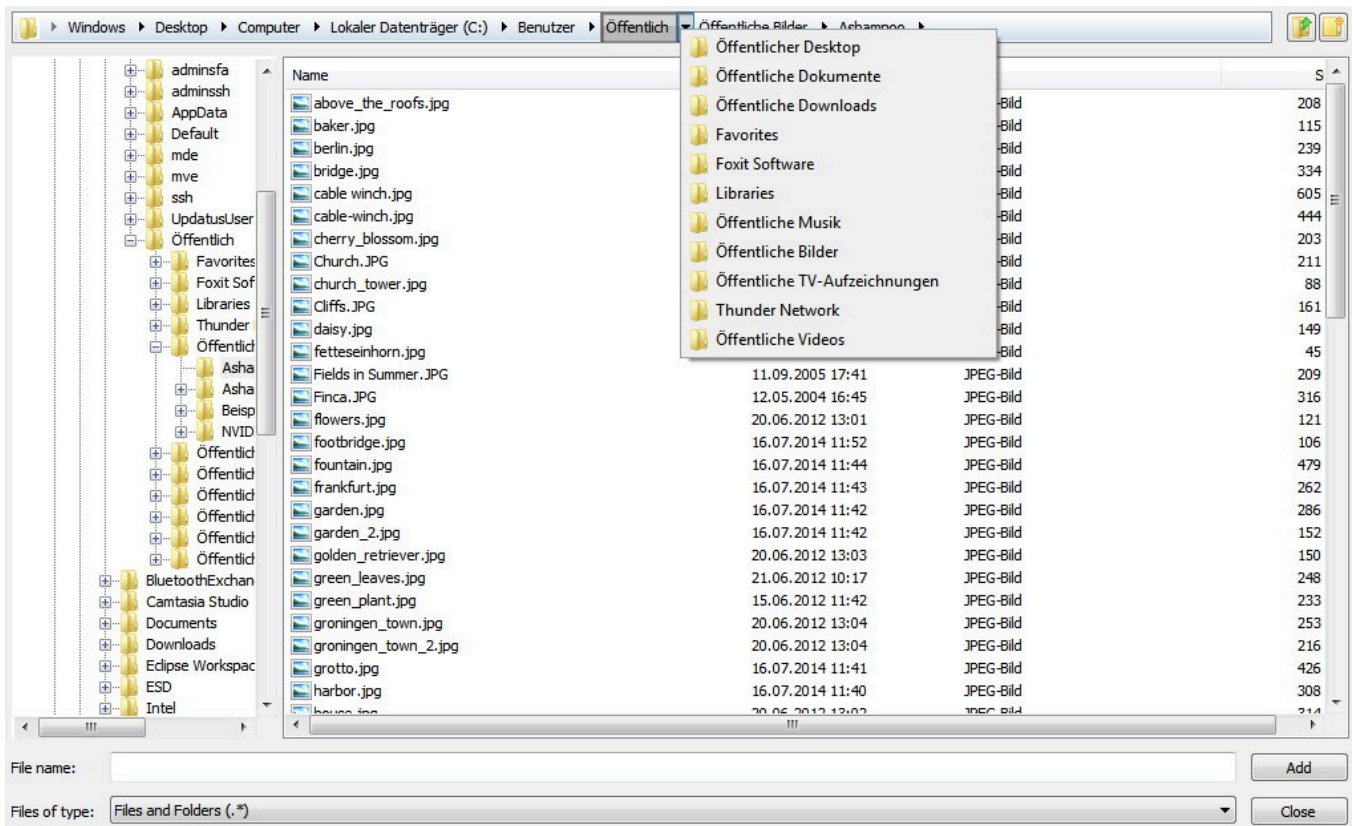
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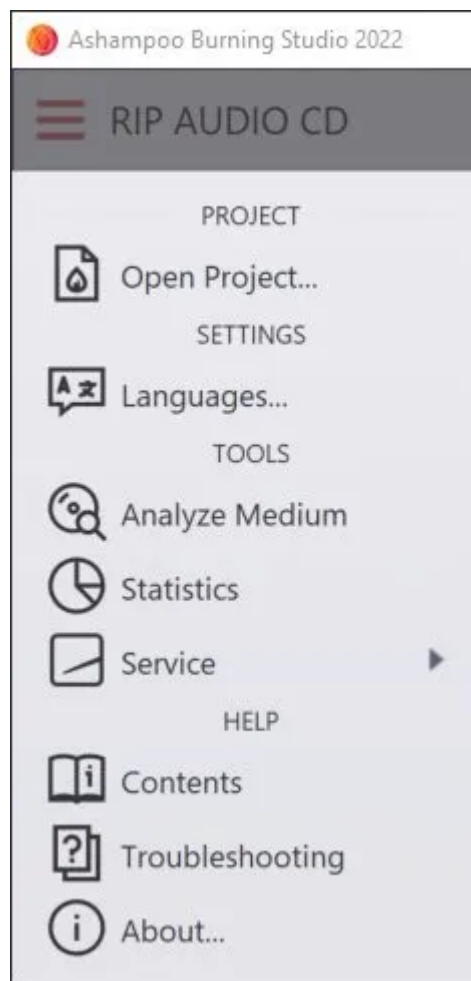
# 1. Basics

## 1.1 Breadcrumb bar



Many file selection dialogs throughout Ashampoo Burning Studio 2025 offer a breadcrumb bar that helps you keep track of your files as well as allowing you to navigate quickly between folders. Click the arrow behind a folder to display its contents as a popup menu and select an entry to navigate to that folder.

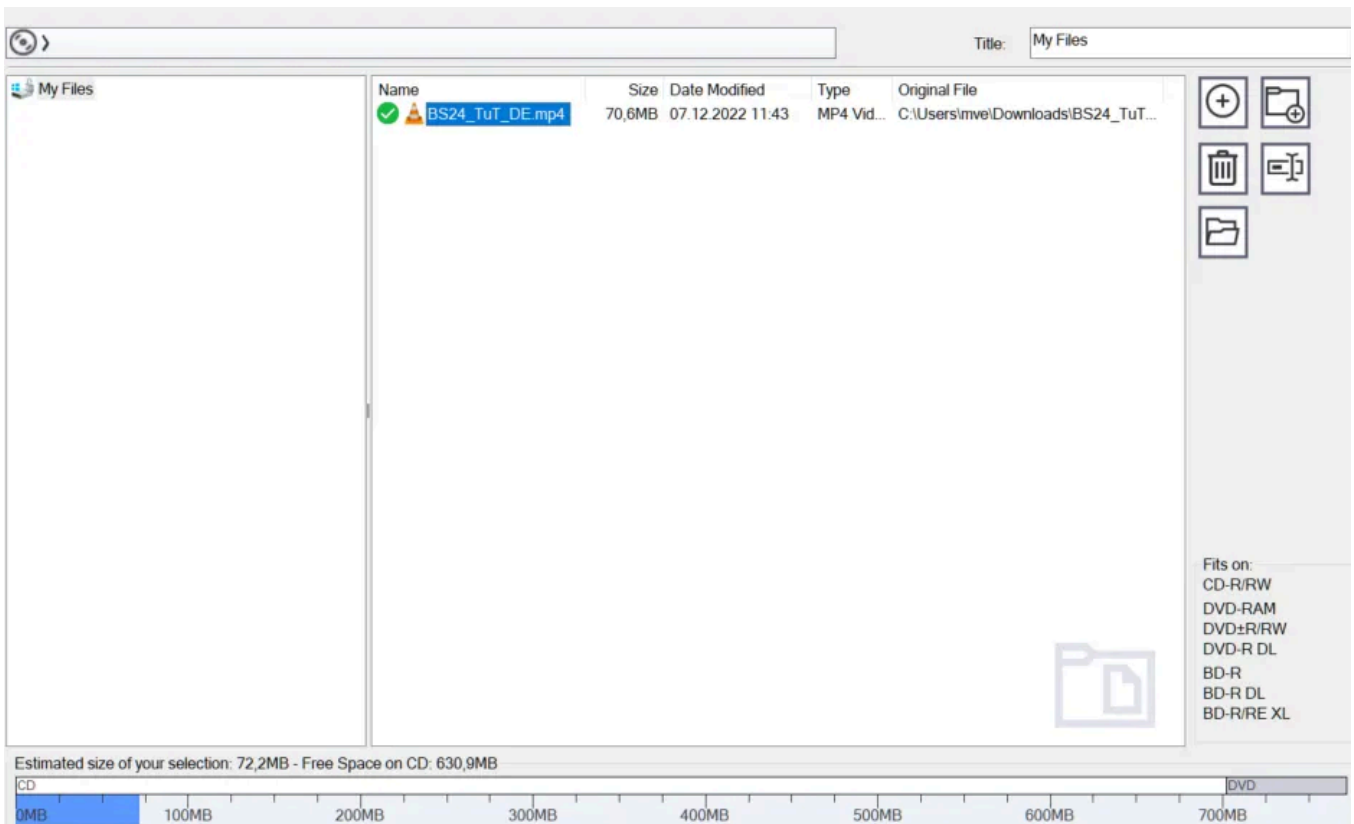
## 1.2 Project settings



Use the top left button to save your current project settings or load a saved project. You may also change the program language or appearance here.

## 1.3 Adding files

Adding files is mainly achieved through the following dialog:



The top breadcrumb bar helps you navigate between existing or newly added folders. Folder structures are shown in the left area, folder contents are displayed in the center. The bar display at the bottom visualizes the current space requirements of your selection. This helps you quickly determine whether your data will fit on a CD for example.

## Buttons



### Add

Allows you to add files and folders. New files will always be added to the currently open folder. In the example above, new files would be added to the "Ashampoo" folder. Alternatively, you may also drag files and folders from Windows Explorer into the window to add them to the project.

### New Folder

Creates a new folder.

### Remove

Removes the selected elements from the project.

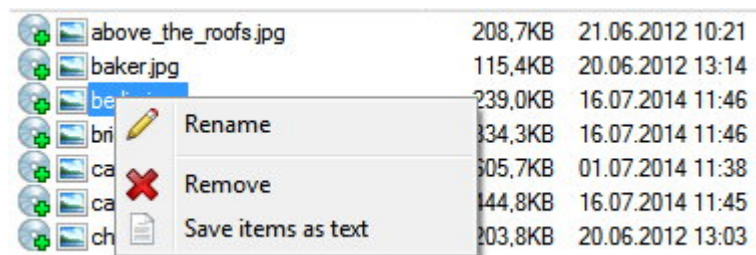
### Rename

Renames files and folders.

### Open

Opens the selected file in the Windows default application.

## Context menu



Right-click a file/folder to bring up the context menu.

### Rename

Renames files and folders within the project.

### Remove

Removes the selected elements from the project.

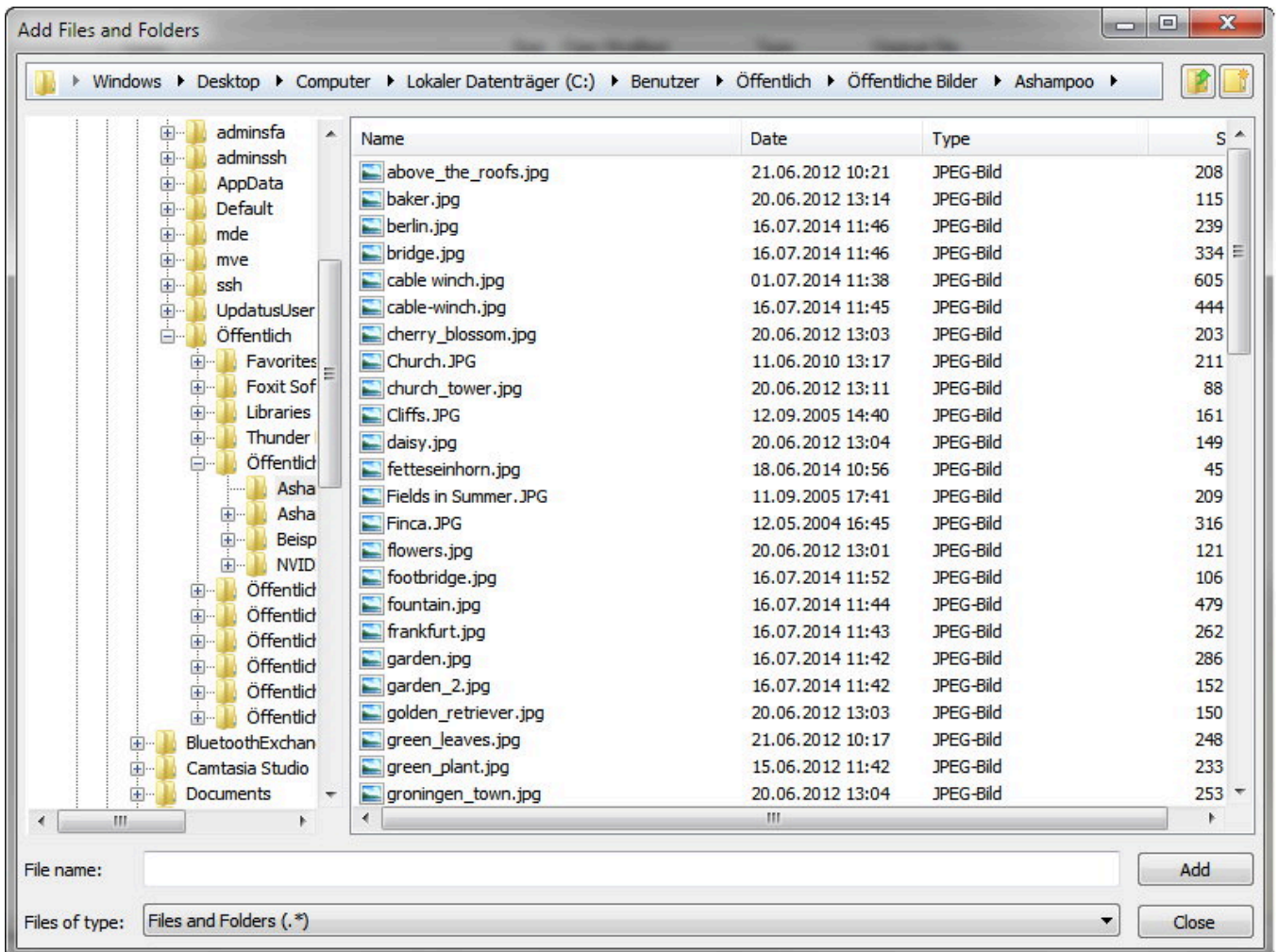
### Save items as text

Creates a text file that contains all file/folder entries.

## 1.4 Selecting files

With the exception of the backup feature, file selection is either done through the integrated file selection dialog or the Windows default file selection dialog.

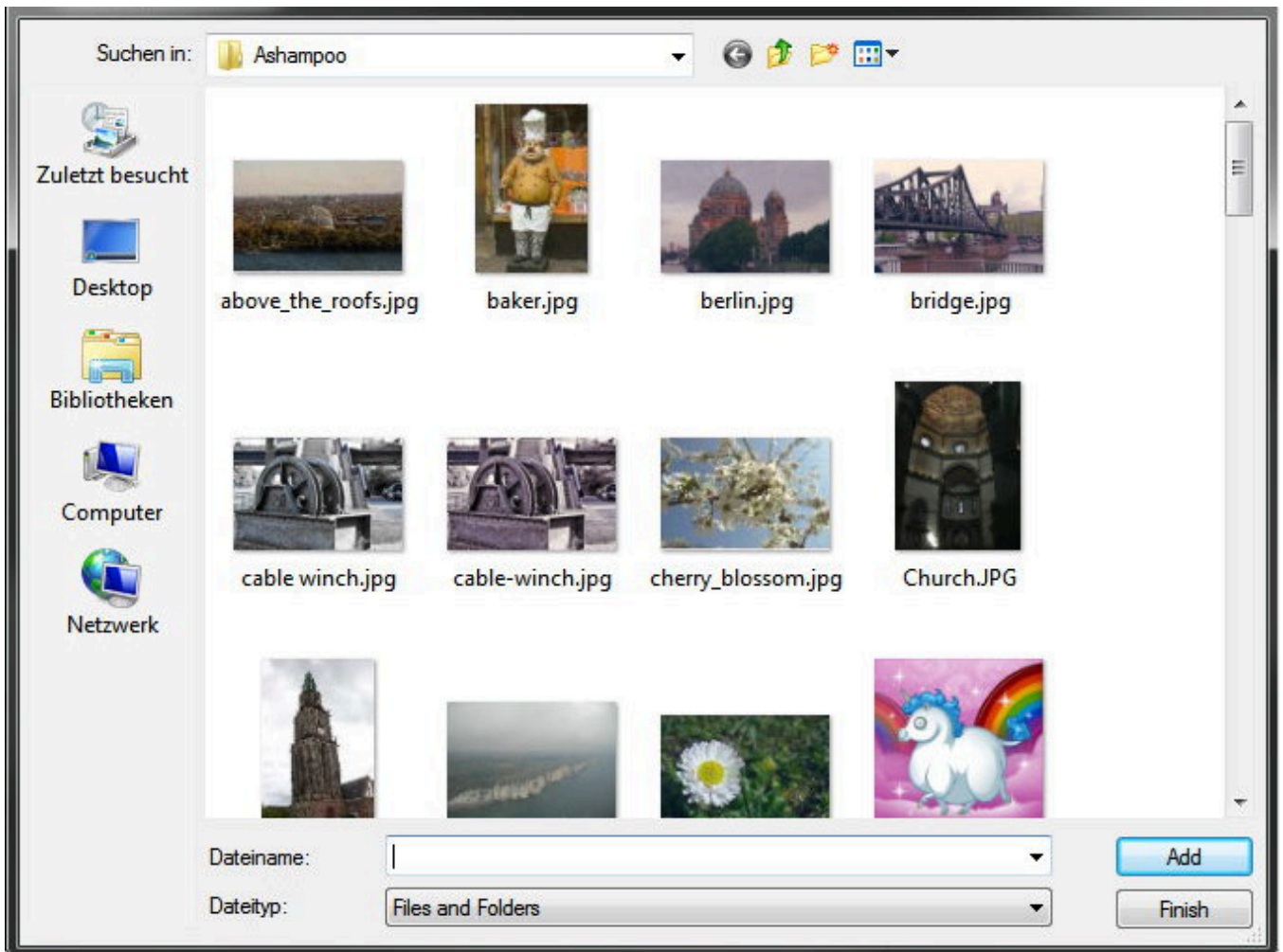
### Burning Studio file selection dialog



The dialog is structured like the classic Windows dialog with a breadcrumb bar and buttons for "Go back" and "Create folder" at the top, a folder structure view that allows you to click the plus/minus symbols to expand/collapse folders and a folder contents view in the center. Folder contents are displayed as a table view with details such as file sizes. Click a column to sort files in ascending/descending order. "File Name:" and "Tile of type:" behave like their counterparts in the Windows dialog.

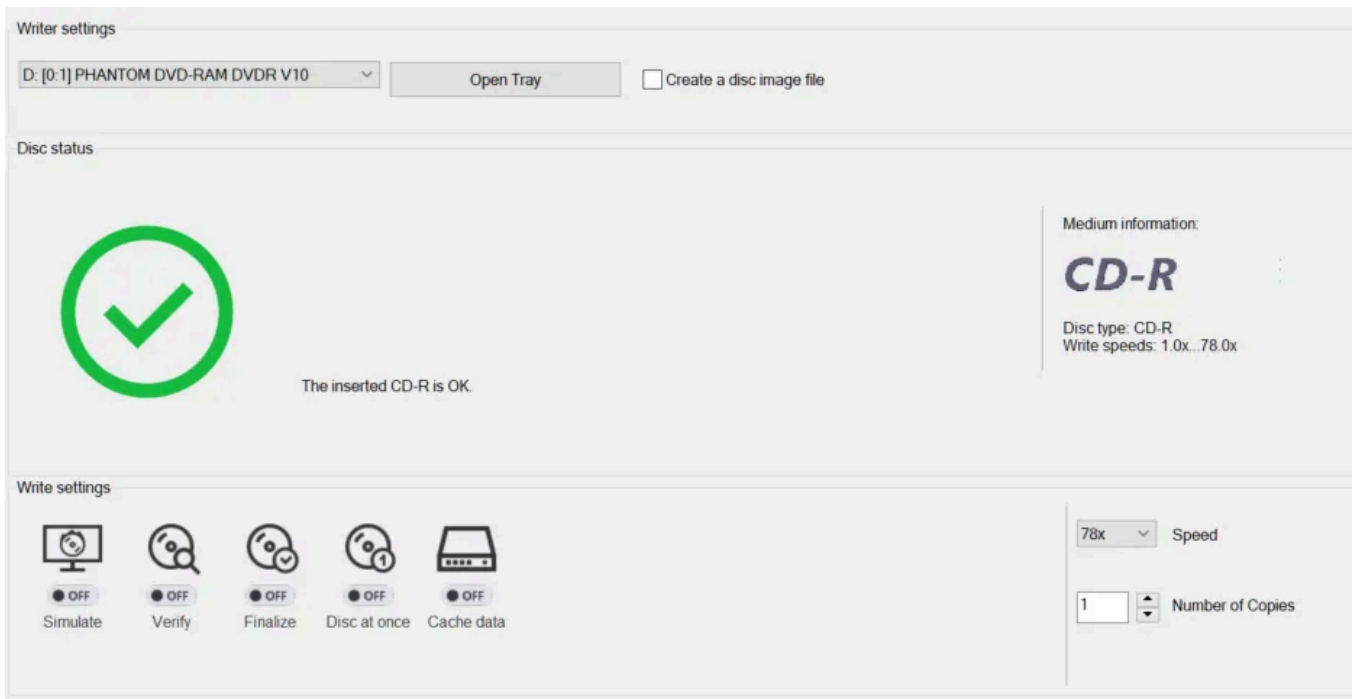
## Classic Windows file selection dialog





If you have this setting enabled, file selections will be done through the Windows default file selection dialog.

## 1.5 Selecting a disc recorder



Use the dropdown menu to select your disc recorder or enable "Writing a disc image file instead of burning a disc" to create a disc image instead.

## Burning settings

### Verify

Enable this setting to have the program check the finished disc for errors.

### Finalize

If you're certain you won't be adding any files to the disc at a later time, you may enable this setting to have the disc finalized.

### Disc at once

In this mode, all data will be burned to the disc in one go with the disc being finalized thereafter. You may need to enable this setting for audio discs that otherwise won't play in your older CD player.

### Cache data

Enable this setting to avoid errors on slower PCs and have all data buffered on your hard disk before burning commences.

### Shut down

Enable this option to have the computer shut down once burning is complete.

### Sound after burning

If enabled, the program will play a sound once burning is complete.

### Speed

Select your desired speed here. You may need to lower the speed in case write errors occur.

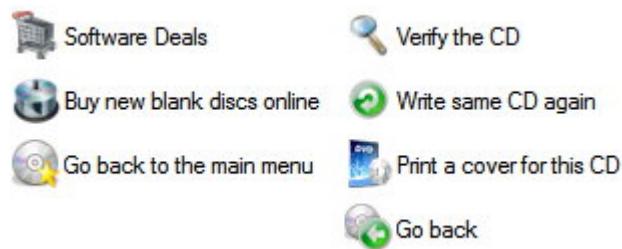
### Number of Copies

Set the number of copies here. The original disc also counts as 1 copy.

## 1.6 Disc recording status

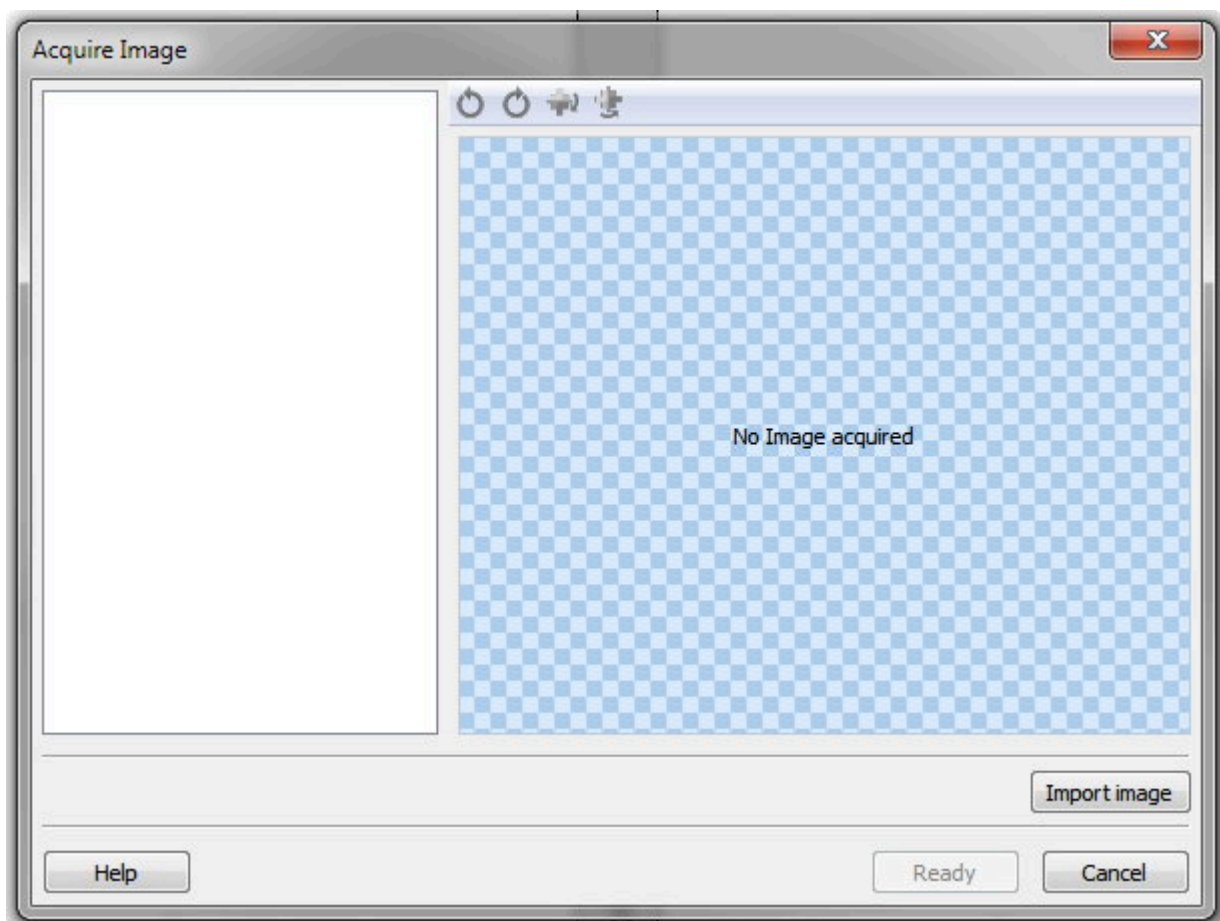
During recording, progress as well as status and error messages will be displayed in a separate dialog.

Once the disc is complete, additional steps will be available through the quickstart pane.



## 1.7 Acquiring images

This feature allows you to insert images, e.g. to use them with disc covers.



The toolbar allows you to rotate or mirror inserted images.

## Import image

### From internet

Allows you to specify an Internet address for an image source.

### From file

Loads an image file from a local drive.

### From scanner or camera

Uses the TWAIN interface to acquire an image through a connected scanner or digital camera using the software that came with the affected device.

### Select source

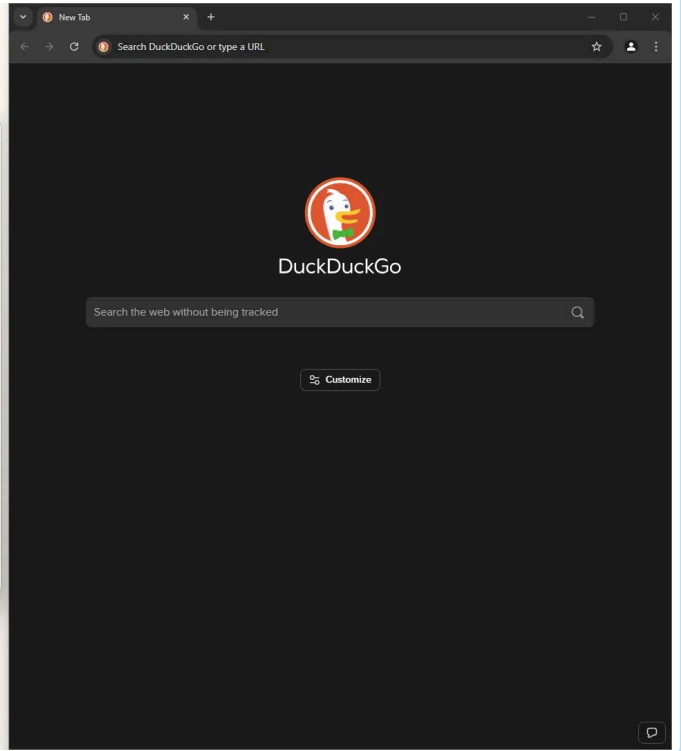
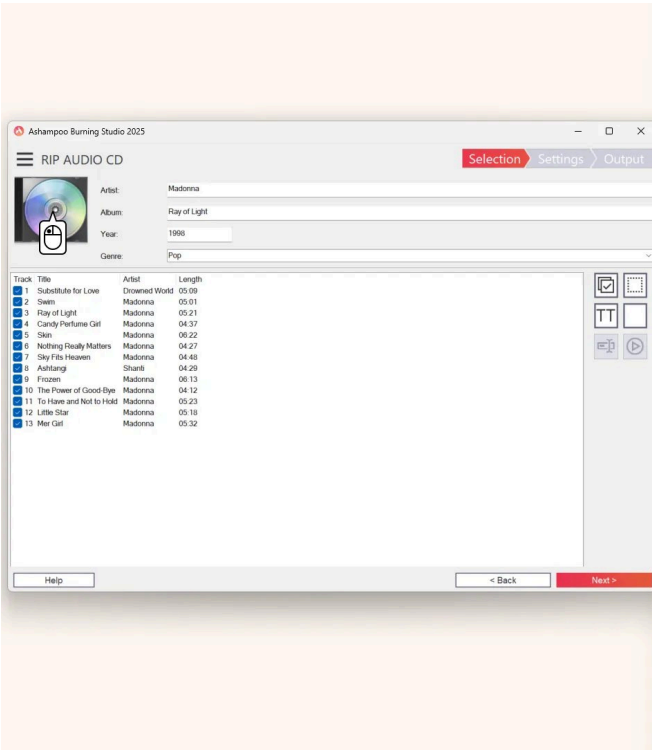
Allows you to select the TWAIN device.

### From cover search

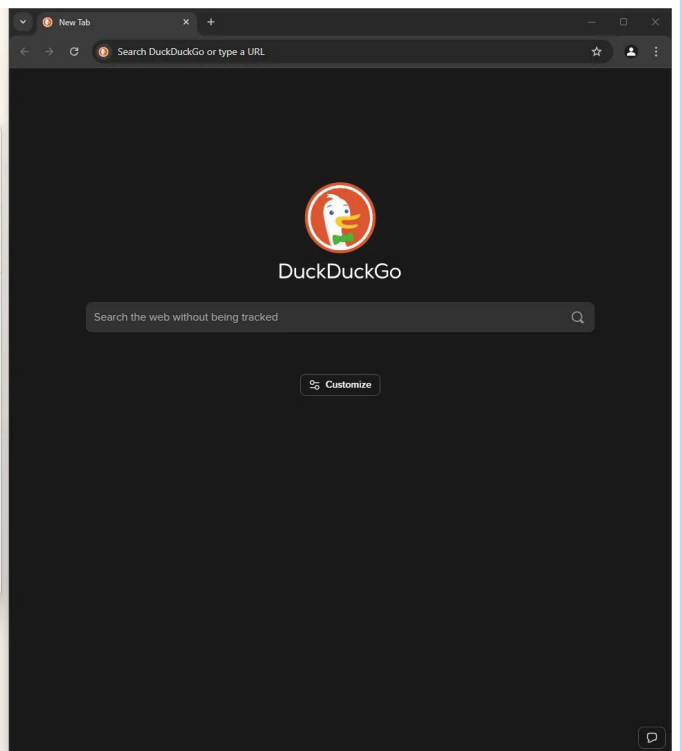
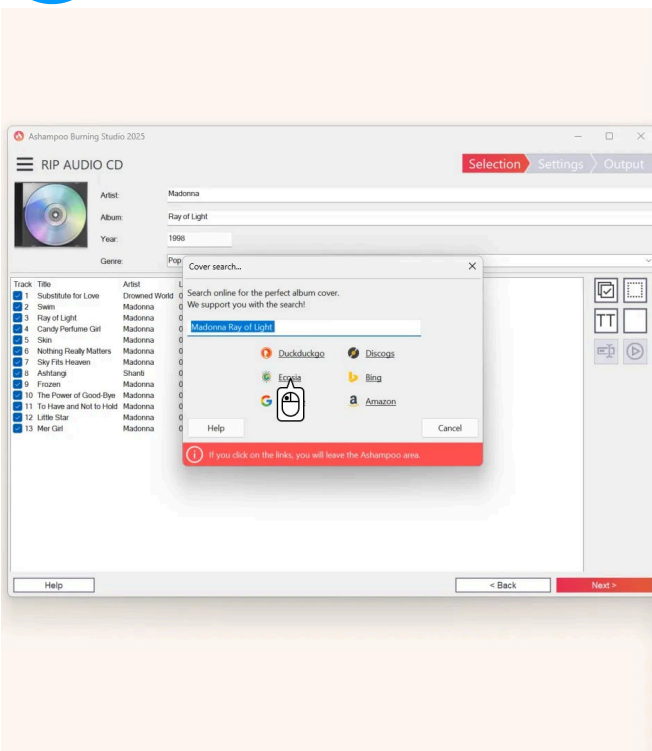
This search uses the search term with common online search engines (Google, Amazon, etc.) and displays the results in your default web browser. You can then drag and drop to add found images to your project or copy it to the system clipboard to have it auto-

inserted into the program.

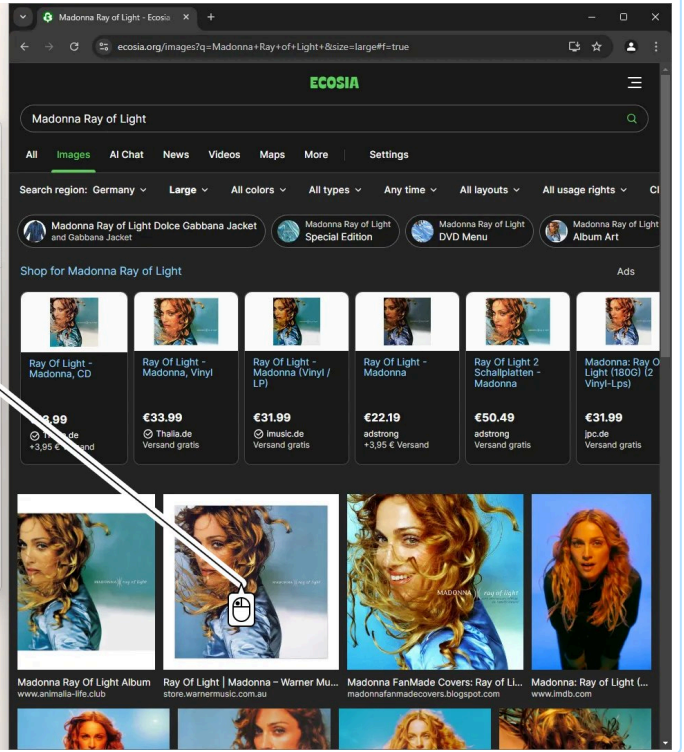
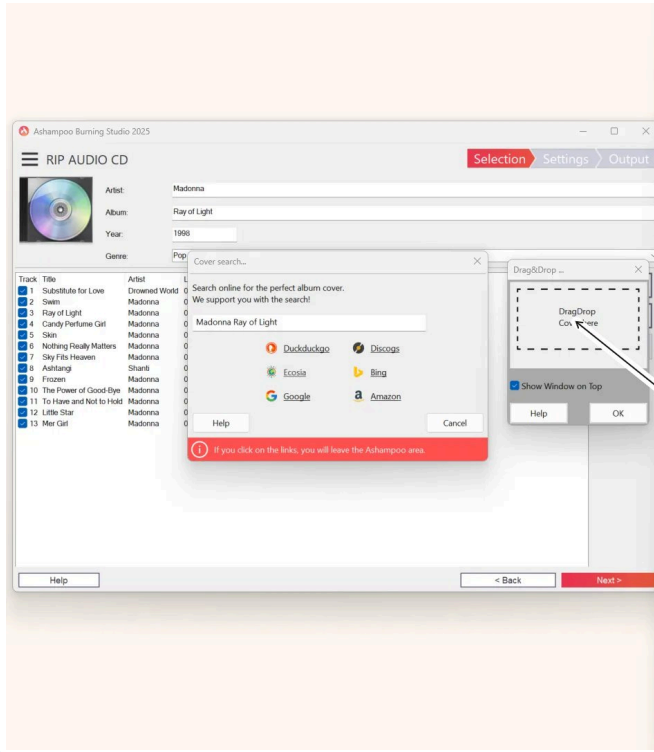
1



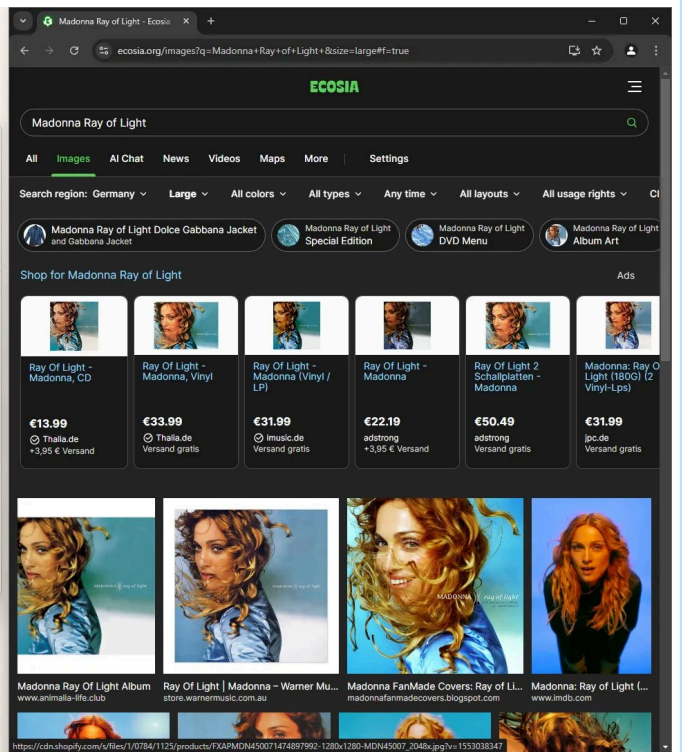
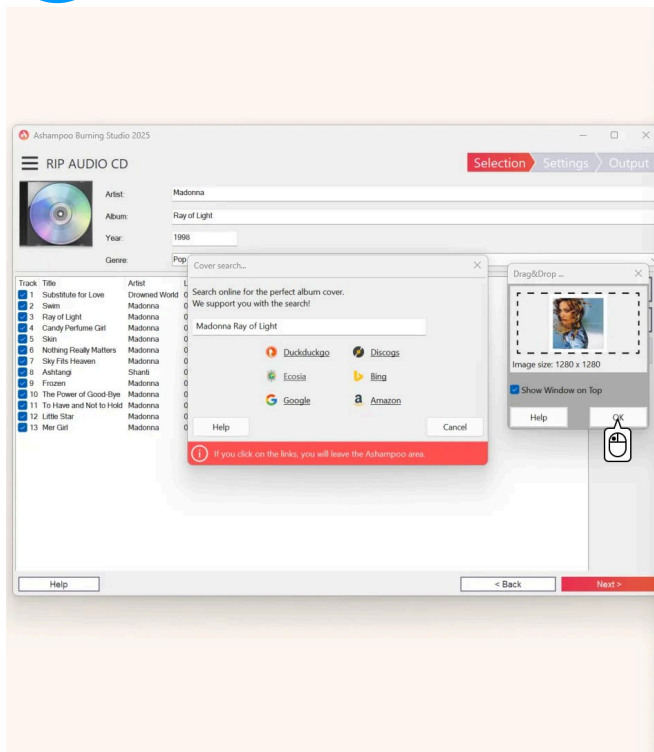
2



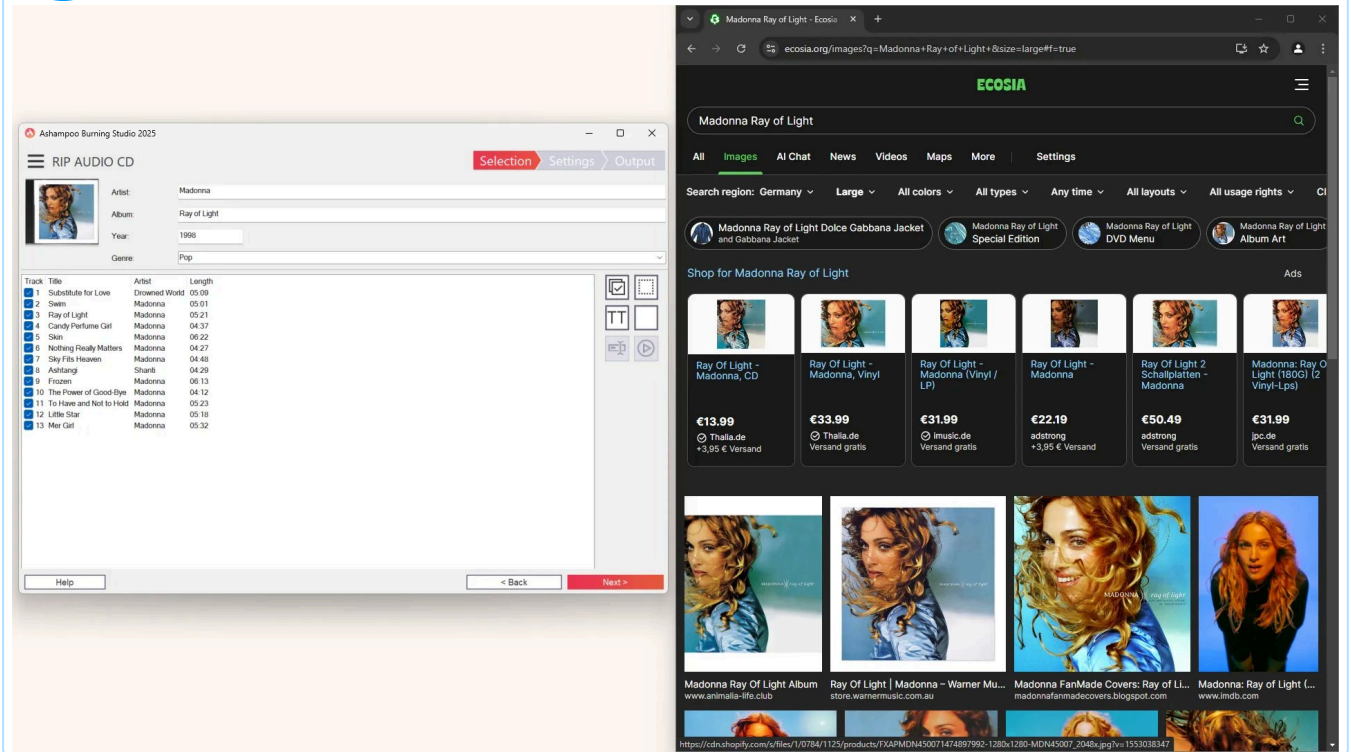
3



4

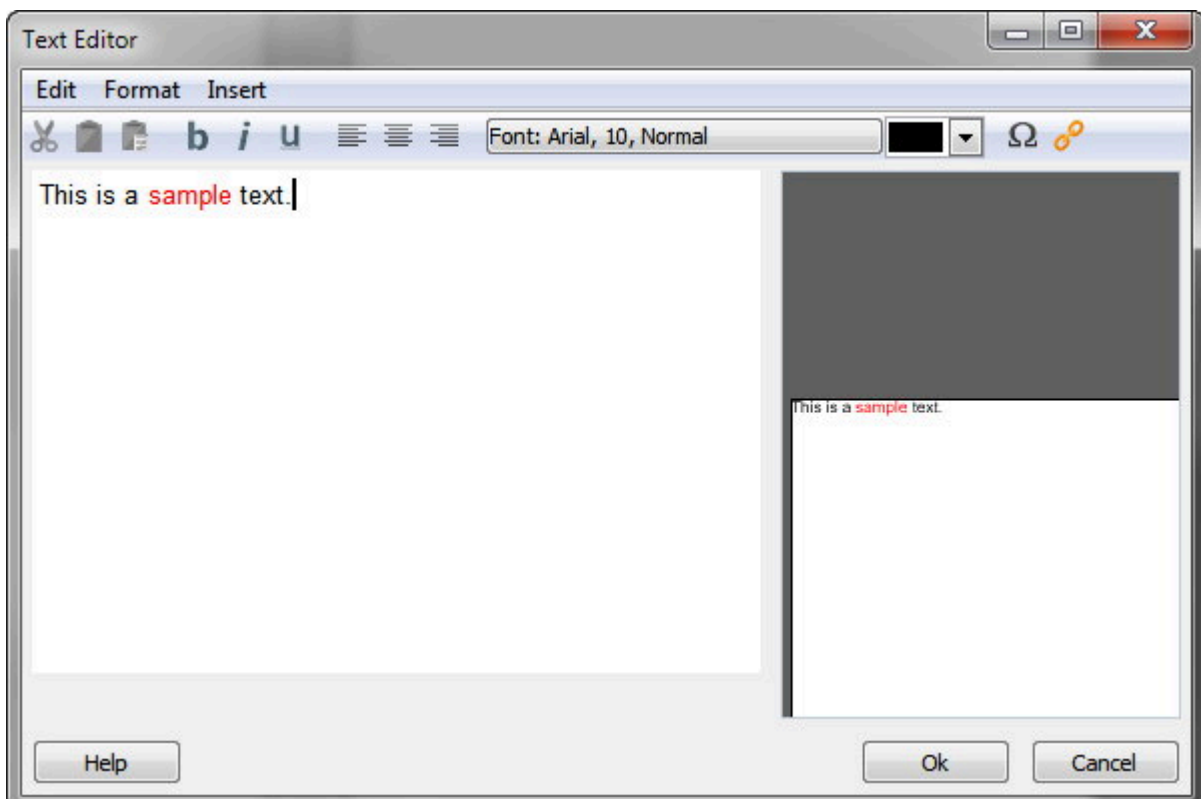


5



## 1.8 Editing text

Text editing is done through a separate editor throughout the application.



## Toolbar

### **Cut**

Cuts the current selection and copies it to the system clipboard.

### **Copy**

Copies the current selection to the system clipboard.

### **Paste**

Pastes the text from the clipboard at the current cursor location.

### **Bold**

Reformats the selected text with bold characters.

### **Italic**

Reformats the selected text with italic characters.

### **Underline**

Reformats the selected text with underline characters.

### **Align left**

Aligns the selected text left.

### **Center**

Centers the selected text.

### **Align right**

Aligns the selected text right.

### **Font**

Allows you to apply a different font and formatting style.

### **Color**

Enables you to select a different font color.

### **Insert symbol**

Inserts special characters.

### **Insert URL**

Inserts an Internet link.

## Menus



## Edit

Provides undo/redo as well as cut/copy/paste functions.

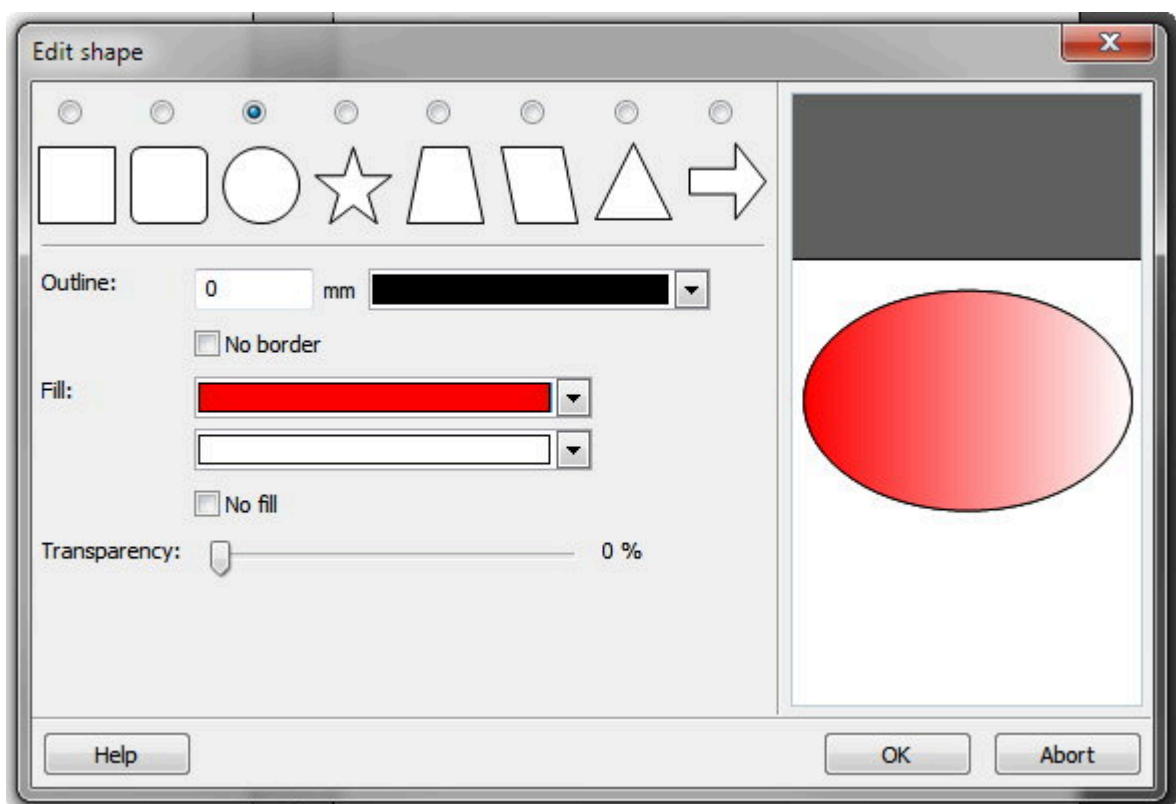
## Format

Allows you to align text and modify line spacing.

## Insert

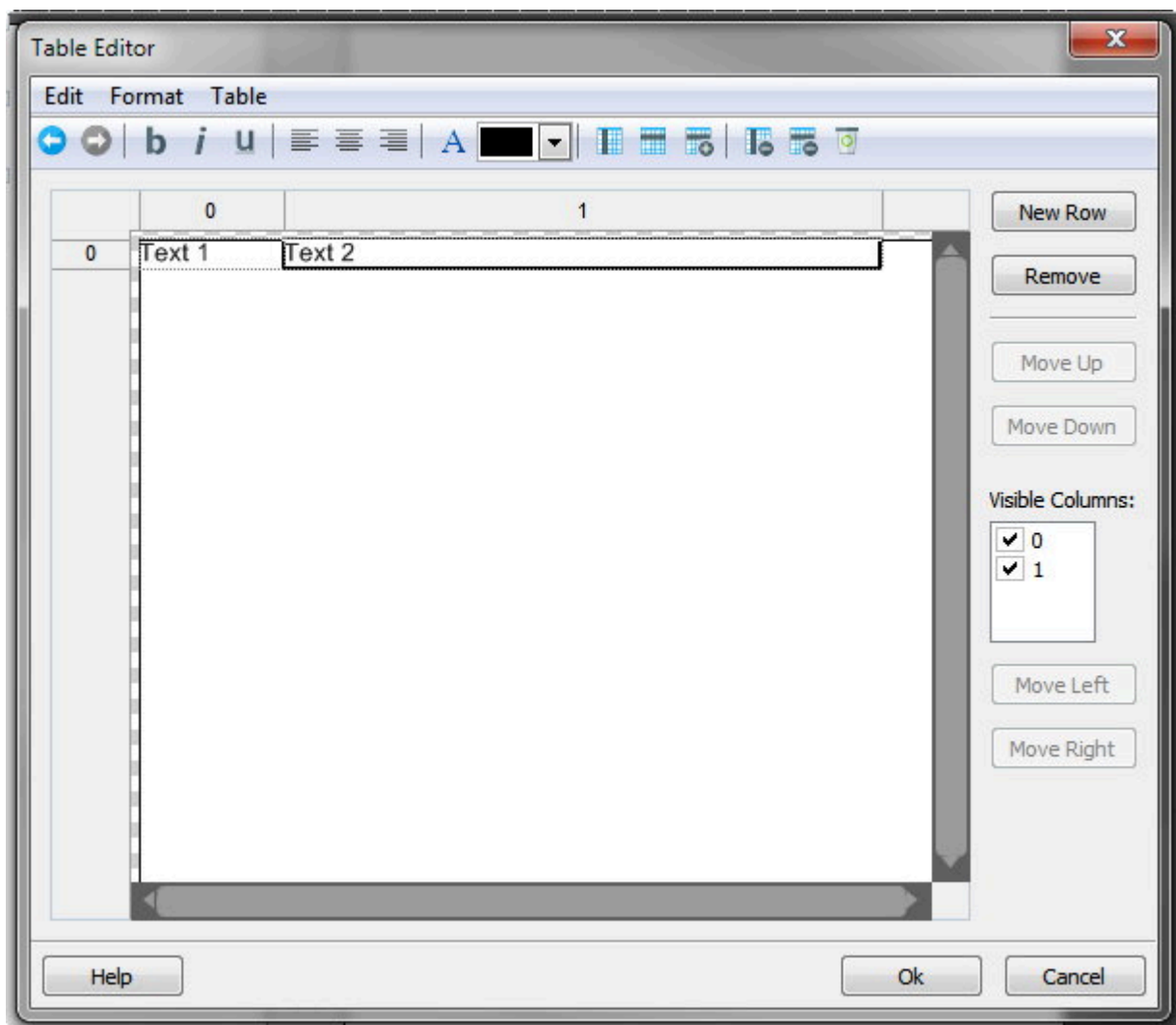
Inserts special characters or Internet links.

# 1.9 Editing shapes



First, select a shape type. Then, use "Pen" to specify the border color and "Brush" to fill the shape with either a single color or two colors as a gradient. Use the transparency slider to adjust the opacity of the shape.

# 1.10 Editing tables



Double-click a table cell to edit it using the text editor. Click the line number to select the entire row or the column number to select the entire column. To adjust column widths, move the mouse to the left or right edge of the affected column label and drag to modify.

## Toolbar

### Undo

Undoes the last action.

### Redo

Redoes the last undone action.

### Bold

Reformats the selected text with bold characters.

### Italic

Reformats the selected text with italic characters.

### Underline

Reformats the selected text with underline characters.

### **Align left**

Aligns the selected text left.

### **Center**

Centers the selected text.

### **Align right**

Aligns the selected text right.

### **Font**

Allows you to apply a different font and formatting style.

### **Color**

Enables you to select a different font color.

### **Insert column**

Inserts a column behind the selected cell.

### **Insert row above**

Inserts a row above the current row.

### **Insert row below**

Inserts a row below the current row.

### **Delete column**

Deletes the column associated with the currently selected cell.

### **Delete row**

Deletes the current row.

### **Empty row**

Empties the current row.

## **Buttons**

### **New row**

Inserts a new row below the current row.

### **Remove**

Deletes the current row.

### **Move Up**

Moves the current row up by one row.

### Move Down

Moves the current row down by one row.

### Visible Columns

Allows you to enable/disable single columns.

### Move Left

Moves the selected column left by one column.

### Move Right

Moves the selected column right by one column.

## 2. Burn Data

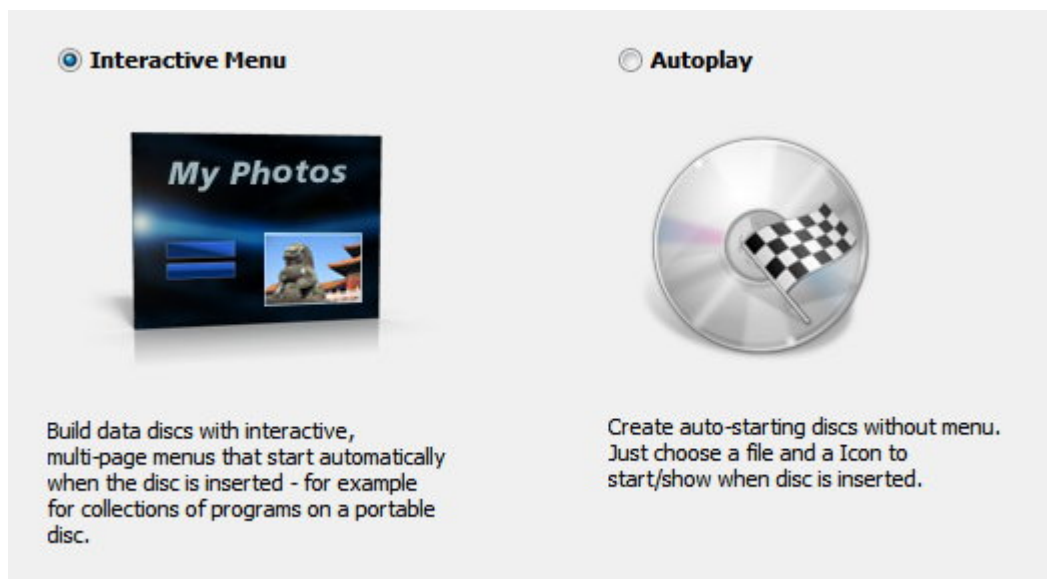
### 2.1 New Disc

1. Add the files and folders to be burned.
2. Select a disc recorder and adjust the burning settings.
3. Start burning. The current recording status will be displayed visually.

### 2.2 New Disc + Autostart

Aside from data, your discs may also include a sophisticated menu or autostart behavior that will launch a particular file, once the disc is inserted.

1. Add files and folders to be burned.
2. Select your desired autostart behavior.



3. Select a disc recorder.

4. Start burning. The current recording status will be displayed visually.

## 2.2.1 Interactive Menu

**Format**

Stand-alone (Default)

Browser-based

**Product Title**

Title:

**Background Music**

File:

Loop the music

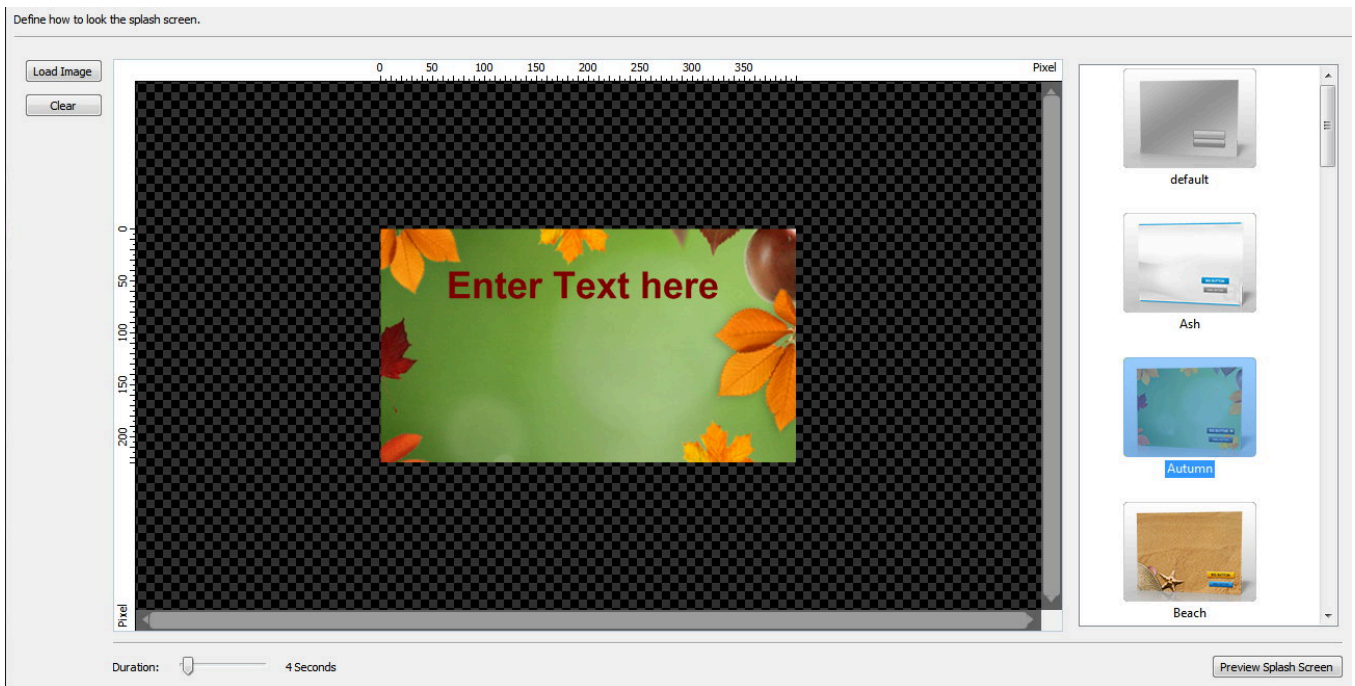
This will play in the background for as long as the menu is open (30 seconds max. due to file size).

**Icon**

This icon will be used in Windows Explorer for the disc or drive.

First, select whether the menu will be a standalone application or be run in a web browser and enter a title. You may additionally select a background music and modify the icon that will be displayed in the task bar.

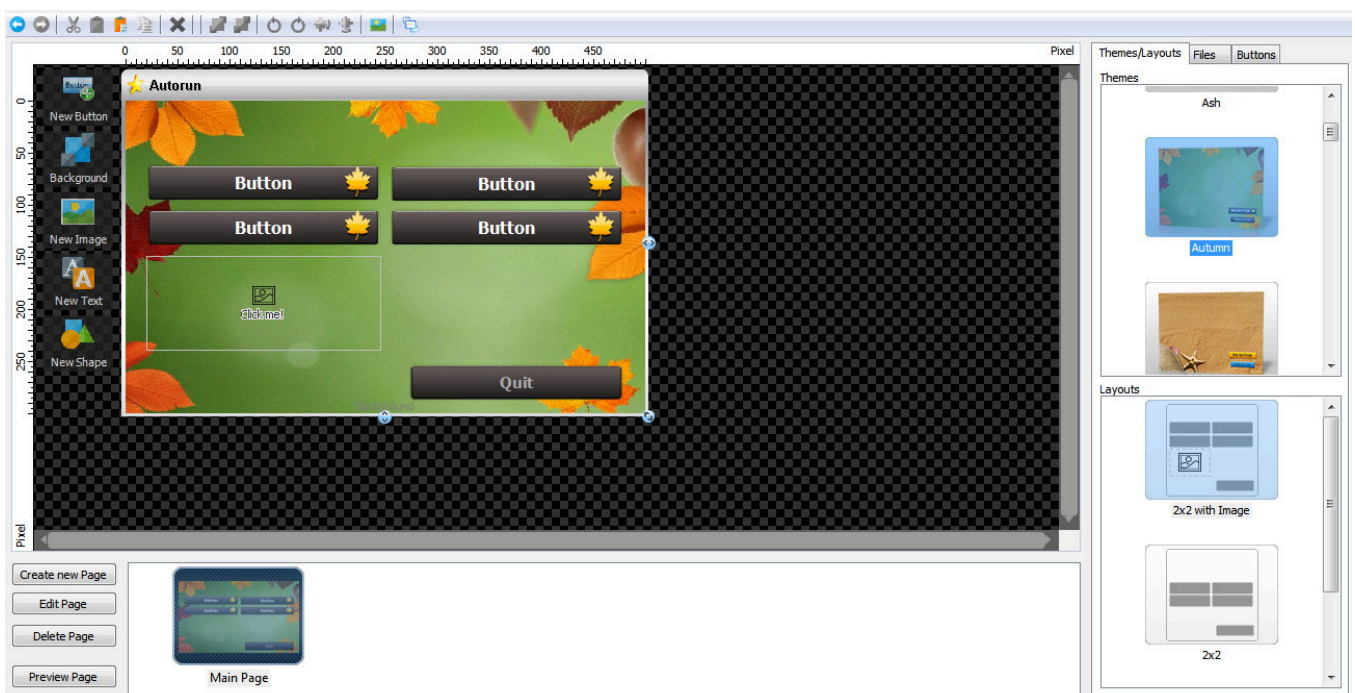
Setting the splash screen



Either select a design from the left or use "Load Image" to set a background image. If you select a design, you will also be able to edit the greeting text. Use the slider to adjust the display duration for the splash screen.

## Editing the design

The menu designer helps you create individual disc menus.



The example above is using the "Autumn" theme with a "2x2 with Image" layout. Double-click a theme/layout to adjust your settings later.

## Toolbar

### Undo

Undoes the last operation.

### Redo

Redoes the last undone operation.

### Cut

Cuts the current object and copies it to the system clipboard.

### Copy

Copies the current object to the system clipboard.

### Paste

Pastes the currently copied object into the menu.

### Duplicate

Creates a copy of the selected object.

### Delete

Deletes the selected object.

### Send to front

Sends the selected object to the front.

### Send to back

Sends the selected object to the back.

### Rotate left

Rotates the selected object 90° left.

### Rotate right

Rotates the selected object 90° right.

### Mirror vertically

Mirrors the selected object vertically.

### Mirror horizontally

Mirrors the selected object horizontally.

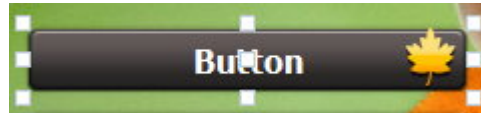
### Acquire image

Allows you to insert images from external source.

### Preview

Displays a fully functional menu preview.

## Working with objects



Click an existing object to select it and drag the surrounding markers to adjust its size. Drag the center marker to adjust its position. Hold down Alt or Ctrl while dragging to align an object either with existing objects or the center point of your menu.

Double-click an object, e.g. a button, to edit its behavior.

### **New Button**

Creates a new button.

### **Background**

Allows you to select a an image file as background image.

### **New Image**

Creates an image object.

### **New Text**

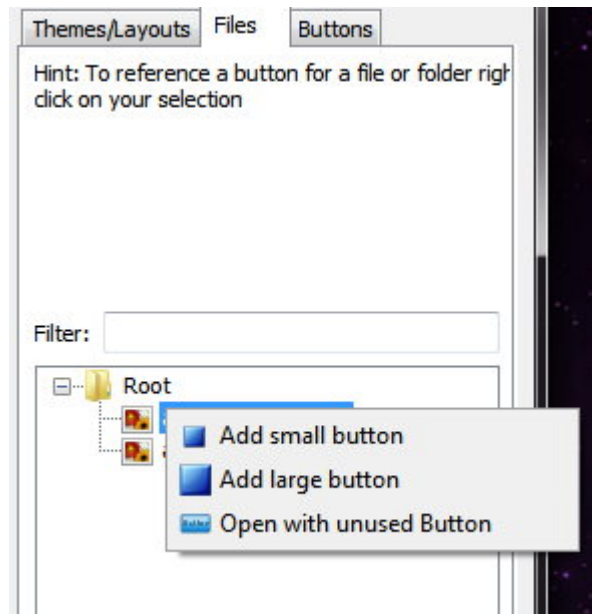
Creates a text object using the text editor. Adjust the size of the object to modify the angle for circular text objects.

### **New Shape**

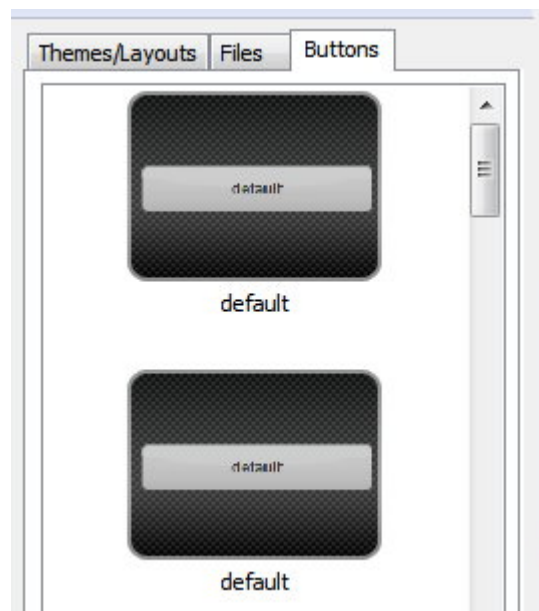
Creates a shape.

## Editing pages



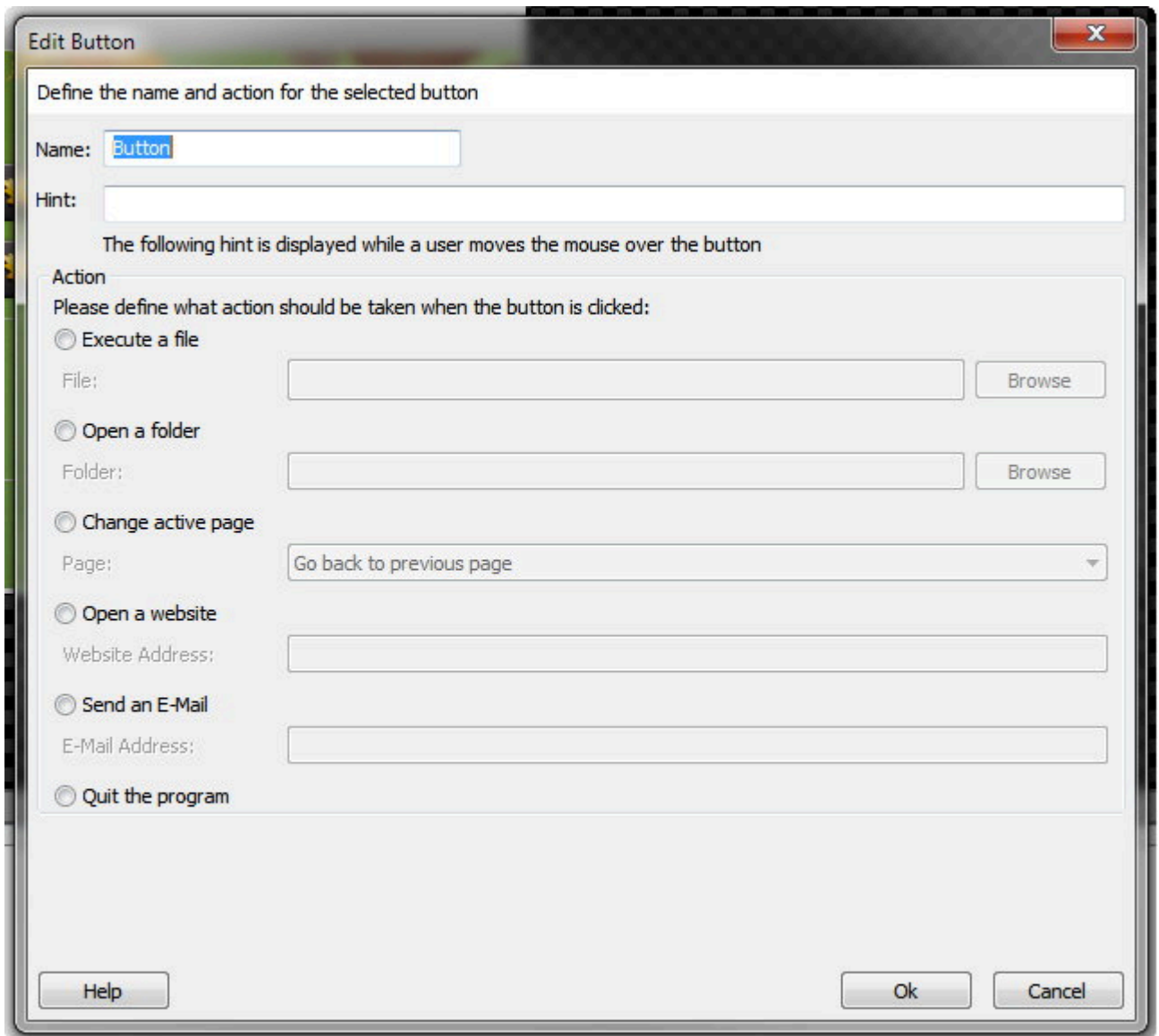


"Files" contains a list of all files included in the current project. Right click an entry to create a button that is linked to that file.



"Buttons" allows you to apply different designs to selected button objects or create new objects by double-clicking.

Editing buttons



You may specify different behaviors for each button. First, enter a name and tooltip text. Then, select your desired behavior. Depending on the selected behavior, you may need to specify additional data such as a URL for "Open a website". Use the preview feature from the toolbar to test your settings.

## Editing pages



Each page can contain individual button and object combinations. You may provide page navigation by adjusting button properties.

### Create new Page

Creates a new page. More on that here.

## Edit Page

Allows you to rename a page.

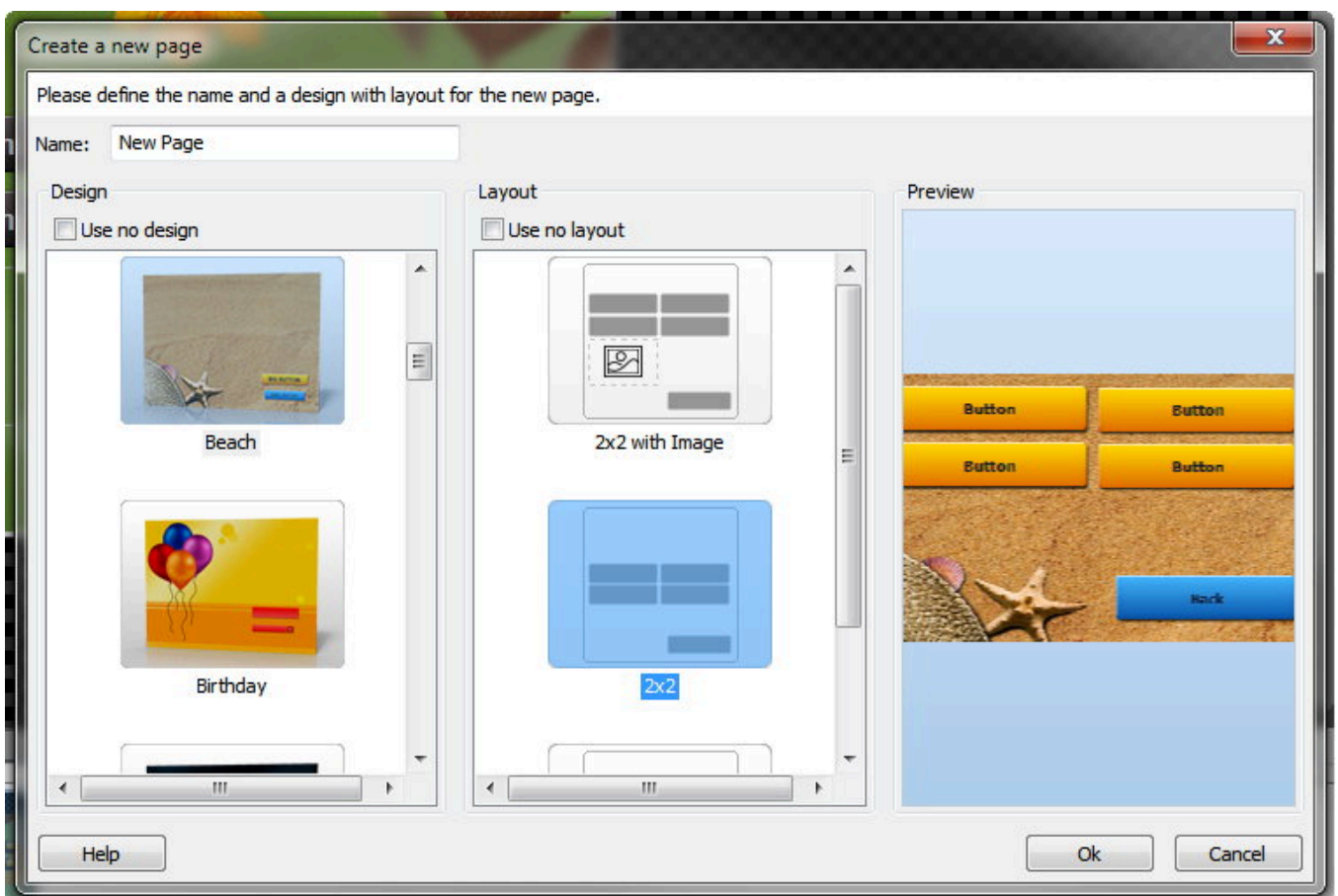
## Delete Page

Deletes the selected page from the menu.

## Preview Page

Displays a fully functional page preview.

## Creating new pages



First, input a name for the new page. You may then select an existing design or layout.

## Editing pages

Simply enter the new name and click "Ok".


## 2.2.2 Autoplay

File to open

File:

This file is running if disc is inserted in the drive

Icon



This icon is used in the explorer for the disc/drive

Select a file to be opened when the disc is later inserted and specify an icon, if required.

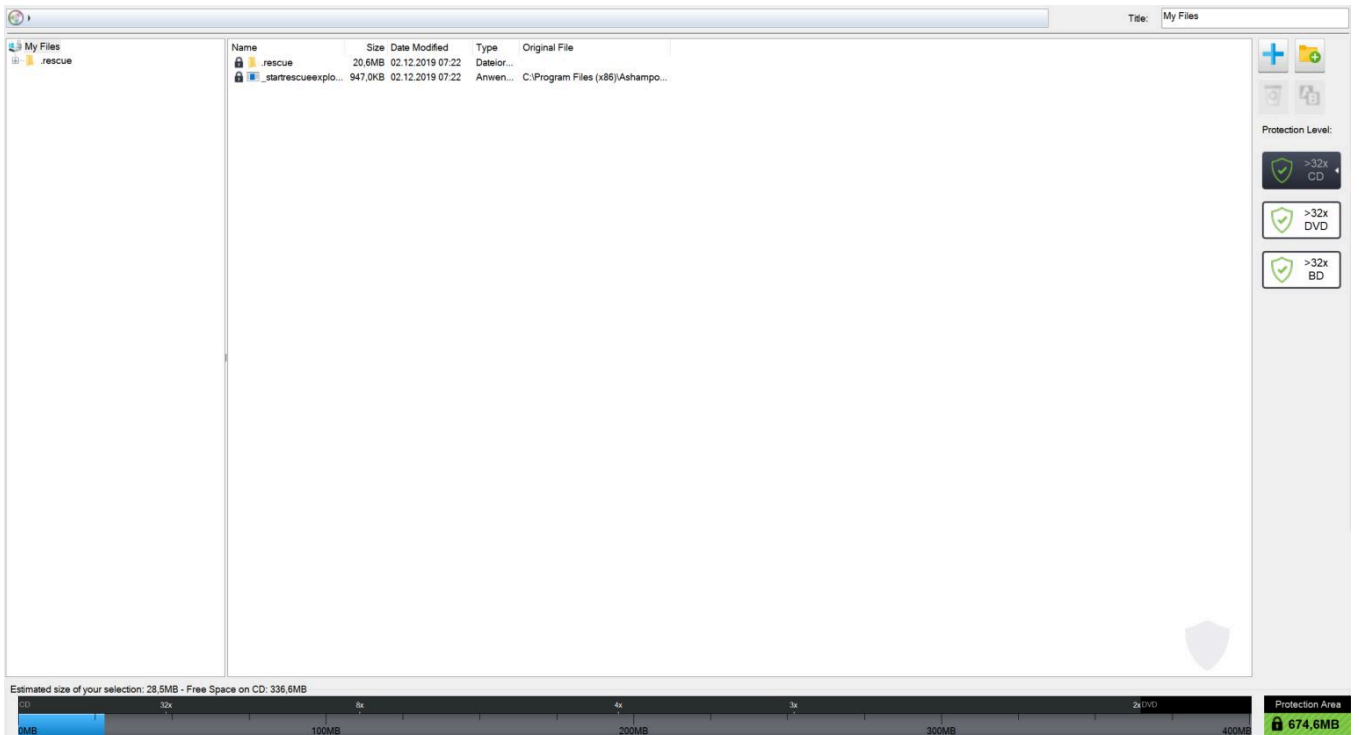
## File selection

Only files that will be included on the disc are selectable.

## 2.3 New Encrypted Disc

1. Add the files and folders to be burned.
2. Then, specify the password to be used. You will require the password whenever you try to access your files later.
3. Select your disc recorder and settings.
4. Start burning. The current recording status will be displayed visually.

## 2.4 Create Scratch Protected disc



1. Add the files and folders to be burned.
2. Select a disc recorder and adjust the burning settings.
3. Start burning. The current recording status will be displayed visually.

A rescue program will automatically be included in your compilation. The corresponding files are auto-selected and cannot be removed.

## Buttons



### 1. Add

Allows you to add files and folders. New files will always be added to the currently open folder. In the example above, new files would be added to the "Ashampoo" folder. Alternatively, you may also drag files and folders from Windows Explorer into the window to add them to the project.

### 2. New Folder

Creates a new folder.

### 3. Remove

Removes the selected elements from the project.

#### 4. Rename

Renames files and folders.

## Protection Level

This display gives you visual feedback on how many copies will be created depending on your current file selection (more than 32 in this example). The more copies, the higher the chances of data recovery in the event of physical disc damage. Note that the program will always use up the entire available disc space to create as many copies as possible.

Click the disc types to update the status bar for the selected type.

## Status bar

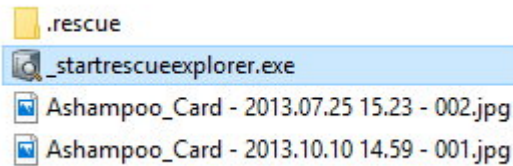


Scratch protection uses up at least 50% of the available disc space. In the above example, a DVD with a capacity of 4.6 GB is used. This means, the user has 2.3 GB of space available for files. 0.6 GB have already been used which means 1.6 GB are still available. "Protection Area" shows how much disc space will be used to create copies.

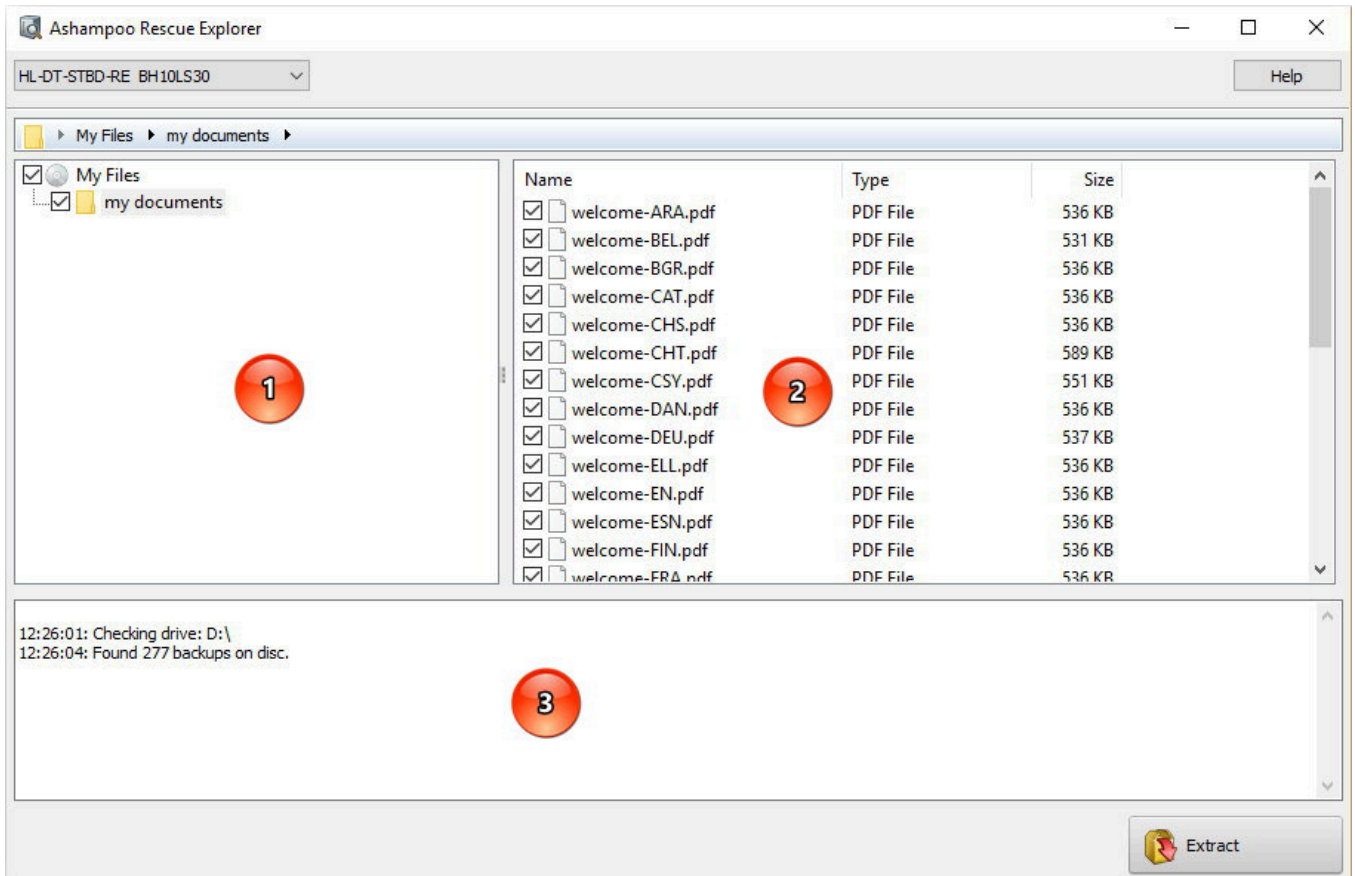
## 2.5 Restore Scratch Protected disc

Naturally, you can open discs that were burned using scratch protection the same way as any regular disc in Windows Explorer. In the event of disc damage, we recommend you use the rescue tool either through Ashampoo Burning Studio 2025 or by double-clicking "\_startrescueexplorer.exe" on the affected disc.

## Ashampoo Rescue Explorer



Ashampoo Rescue Explorer can restore your data from scratched discs that were created with the scratch protection feature. To launch the program from the affected disc, simply double-click the "\_startrescueexplorer.exe" file.



**1. Directory structure:** Folders are presented as a hierarchical tree view. Use the plus/minus buttons to expand/collapse individual folders and the checkboxes to select them including contained subfolders and files.

**2. Directory content:** Files and subfolders for the currently selected folder (1) are shown here. Use the checkboxes to select individual folders/files.

**3. Status view:** Details on the current recovery process are displayed here.

Click "Extract" and select the target folder to begin the recovery process. Details will appear in the status view (3). The program will automatically replace corrupt files with one of the backups (if available).

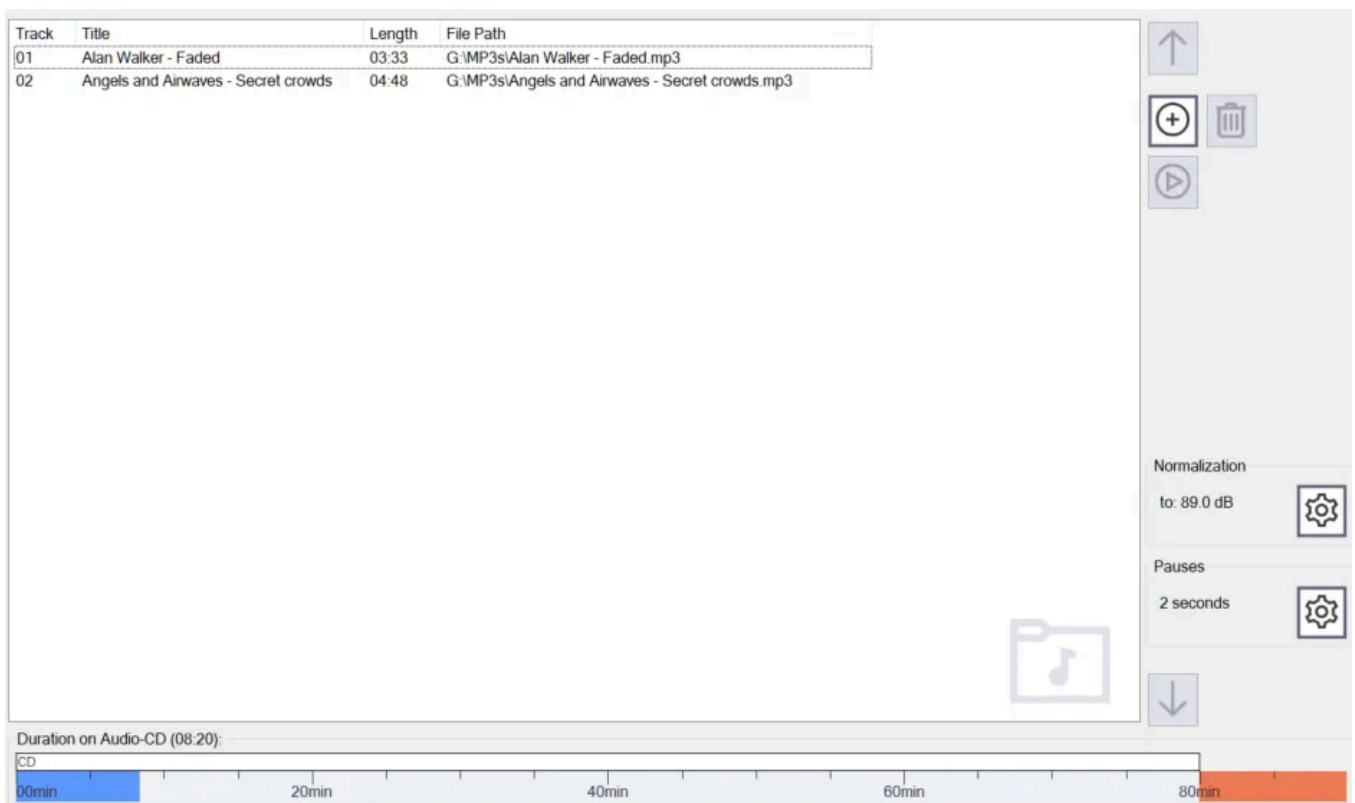
## 2.6 Update Disc

Use this feature to add files to existing, not yet finalized discs. Note that, even though you are able to remove existing files through the file selection window, these files will only be marked as deleted for non rewritable discs and will continue to occupy space.

The procedure itself is identical to "New Disc".

# 3. Audio + Music

## 3.1 Create Audio CD



Click the plus button to add audio files. Use the arrow up/down buttons to move songs up or down in the playlist and use the trash can button to delete files.

Use Normalization to adjust the volume levels of your songs and Pauses to modify the pauses between songs.

Then, select a recorder and start the burning process.



# Normalization

Normalization adjust the volume levels of several songs around a common level. Use the slider to set the volume level manually or let the application to it automatically for you.

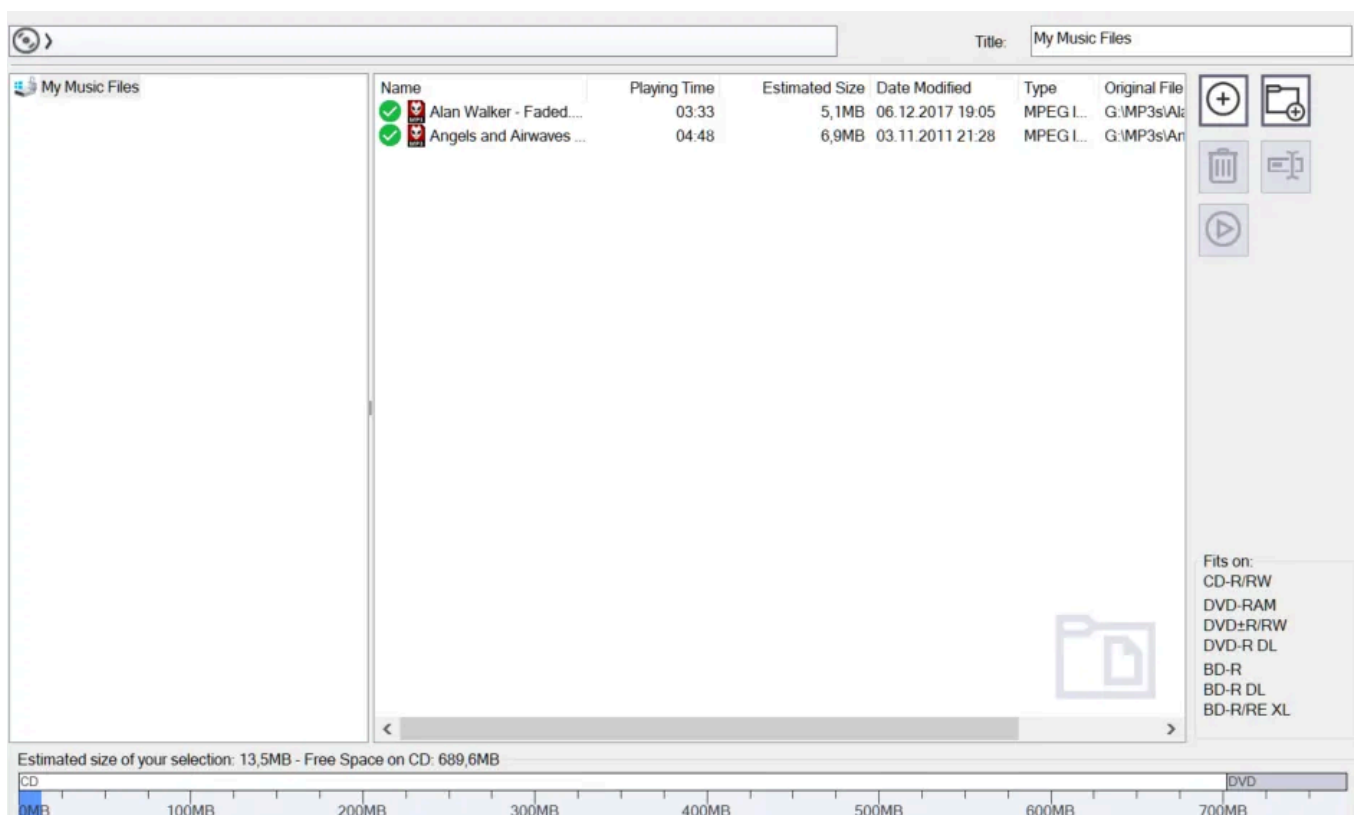
# Pauses

By default, the program places a 2s pause in between songs but you can also disable pauses entirely.

## 3.2 Create MP3 or WMA Disc

First, select an output format and bitrate/quality. The higher the quality, the less files will fit on your disc. Then, add your audio files. Your will will then be converted into the selected output format. Finally, select a disc recorder and start burning.

### Adding audio files



The procedure is identical to that of creating a data disc except only audio files can be added this time. Aside from individual files, you can also add files from playlists in the common ".m3u" format.

## Conversion status

Progress is displayed visually.

## 3.3 Copy Music Files to Disc

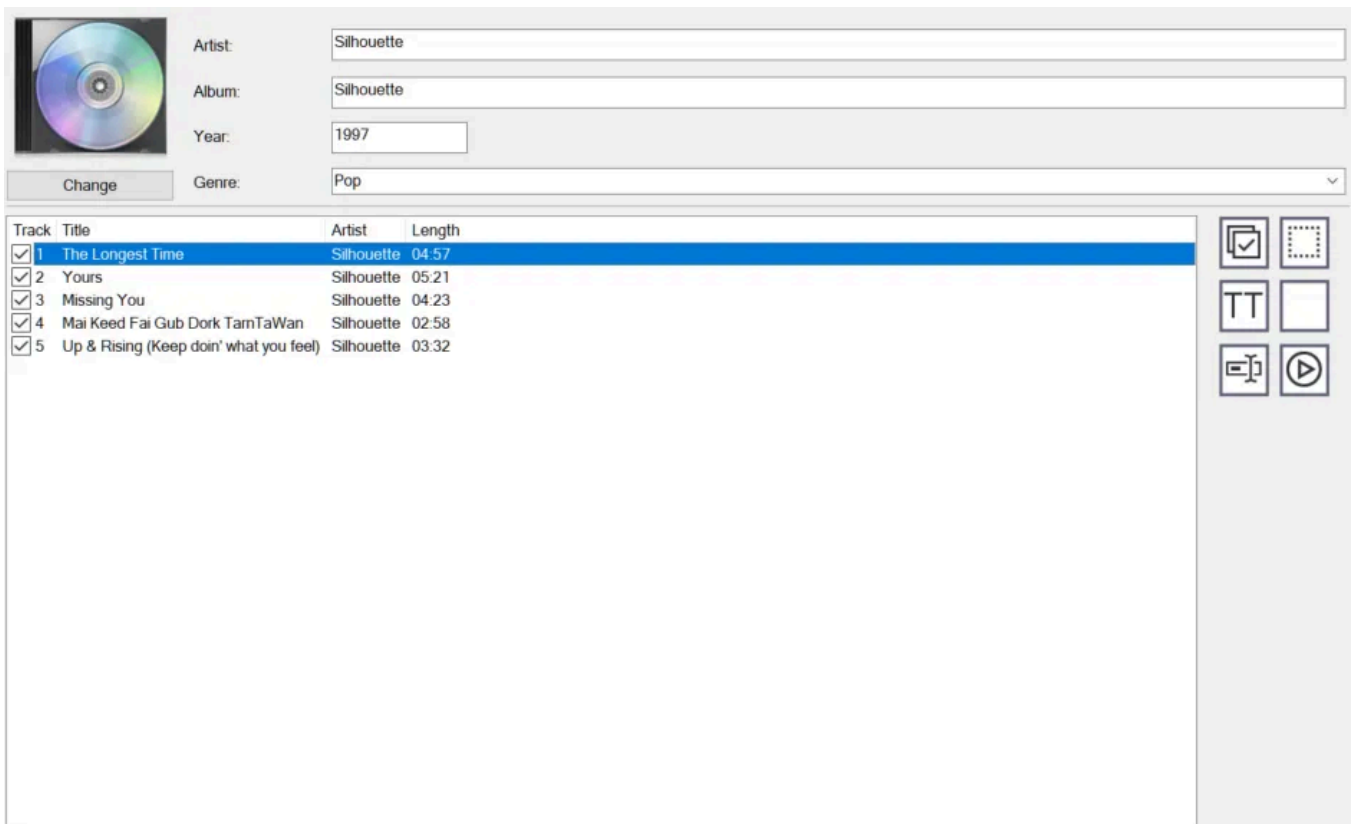
- 1.Add the files to be burned.
- 2.Select a disc recorder and settings.
- 3.Start burning. The current recording status will be displayed visually.

## 3.4 Rip Audio CD

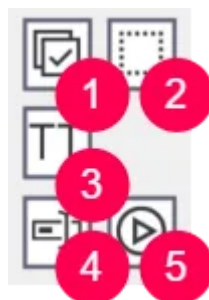
Ripping turns your music CDs into audio files such as MP3s.

Insert your audio CD. Then, select the tracks to be ripped and add information on artist, title etc. Finally, adjust the settings and begin ripping.

### Selecting tracks



By default, all tracks will be selected followed by an online search for additional information such as artist, title etc.



### Select All

Select all tracks.

### Select None

Clears the selection.

### Capitalize

Capitalizes the first letter of all entries including artist, album and genre.

### Rename

Renames the selected track.

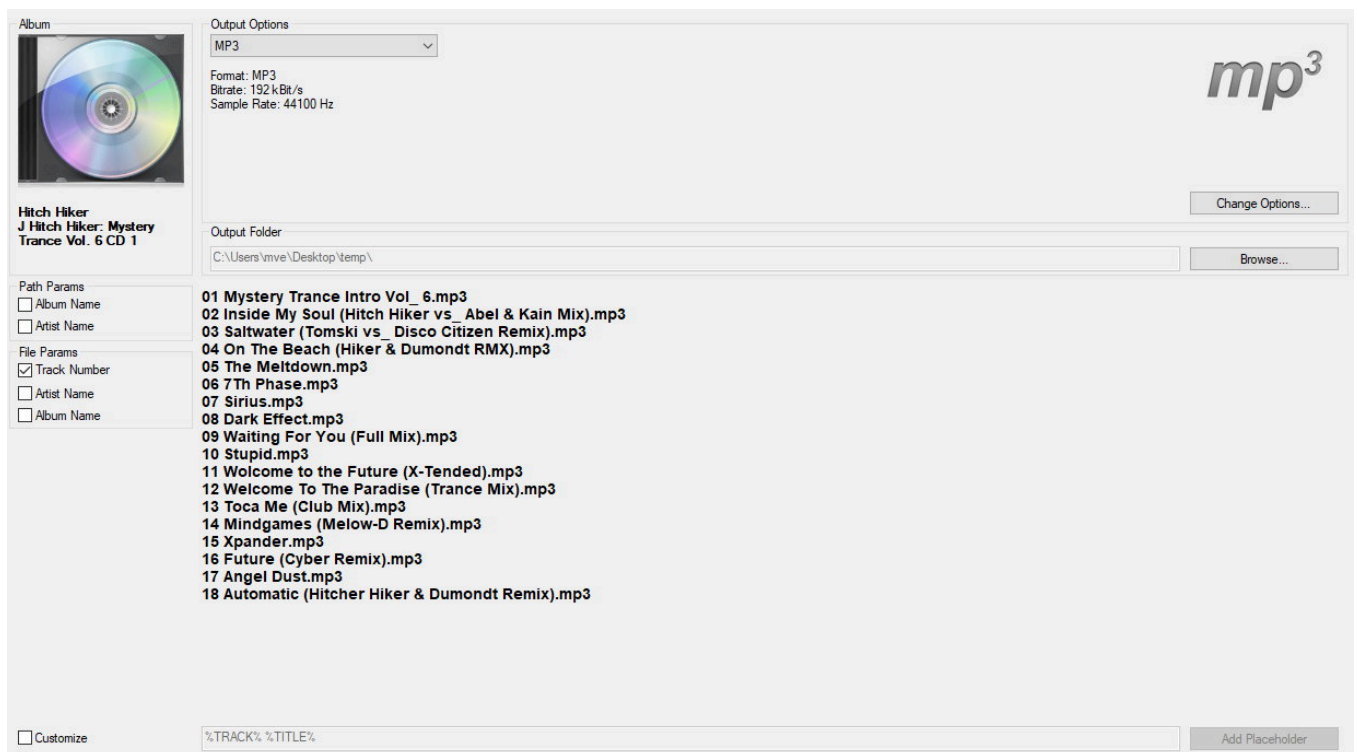
### Play

Plays the selected track with the integrated audio player.

## Change cover

Click "Change" to select an image file as cover or perform an online cover search.

## Settings



The screenshot shows the settings window for an MP3 conversion application. The interface is divided into several sections:

- Album:** Displays a CD image and the album information: "Hitch Hiker", "J Hitch Hiker: Mystery", "Trance Vol. 6 CD 1".
- Output Options:** A dropdown menu is set to "MP3". Below it, technical details are shown: "Format: MP3", "Bitrate: 192 kBit/s", and "Sample Rate: 44100 Hz". A "Change Options..." button is located to the right.
- Output Folder:** A text field shows the path "C:\Users\mvve\Desktop\temp\" with a "Browse..." button to its right.
- Track List:** A list of 18 tracks is displayed, each with a track number and filename, such as "01 Mystery Trance Intro Vol\_6.mp3" and "02 Inside My Soul (Hitch Hiker vs\_ Abel & Kain Mix).mp3".
- Path Params:** Two checkboxes are present: "Album Name" and "Artist Name", both of which are unchecked.
- File Params:** Three checkboxes are present: "Track Number" (checked), "Artist Name" (unchecked), and "Album Name" (unchecked).
- Customize:** A checkbox labeled "Customize" is unchecked. To its right, a text field contains the placeholder "%TRACK% %TITLE%". An "Add Placeholder" button is located to the right of this field.

## Output Options

Select the output format and quality. You may access quality settings through "Change Options...".

## Output Folder

Select the output location for the new files here.

## Path / File Params

You may adjust the structure of the file names to your needs. Either select individual path parameters such as album name and artist or enable "Customize" and adjust the structure manually. Use the center preview to check your settings.

## Adjusting parameters

For maximum flexibility, you may adjust the naming scheme manually. Input the desired segments via placeholders such as %TRACK% %TITLE%. You can access additional placeholders via "Add Placeholder". "%TRACK%" means that the track number will appear in that position in the file name.

## Ripping status

The status of the ripping process is presented visually.

# 4. Movie

## 4.1 Video DVD from Folder

1. Input a title and select the folder that contains the required files for the video DVD.

The folder must have the following structure:

Folders:

```
\BDMV
\BDMV\AUXDATA
\BDMV\BACKUP
\BDMV\BACKUP\BDJO
\BDMV\BACKUP\CLIPINF
\BDMV\BACKUP\JAR
\BDMV\BACKUP\PLAYLIST
```

\BDMV\BDJO  
\BDMV\CLIPINF  
\BDMV\JAR  
\BDMV\META  
\BDMV\PLAYLIST  
\BDMV\STREAM  
\CERTIFICATE  
\CERTIFICATE\BACKUP

Files:

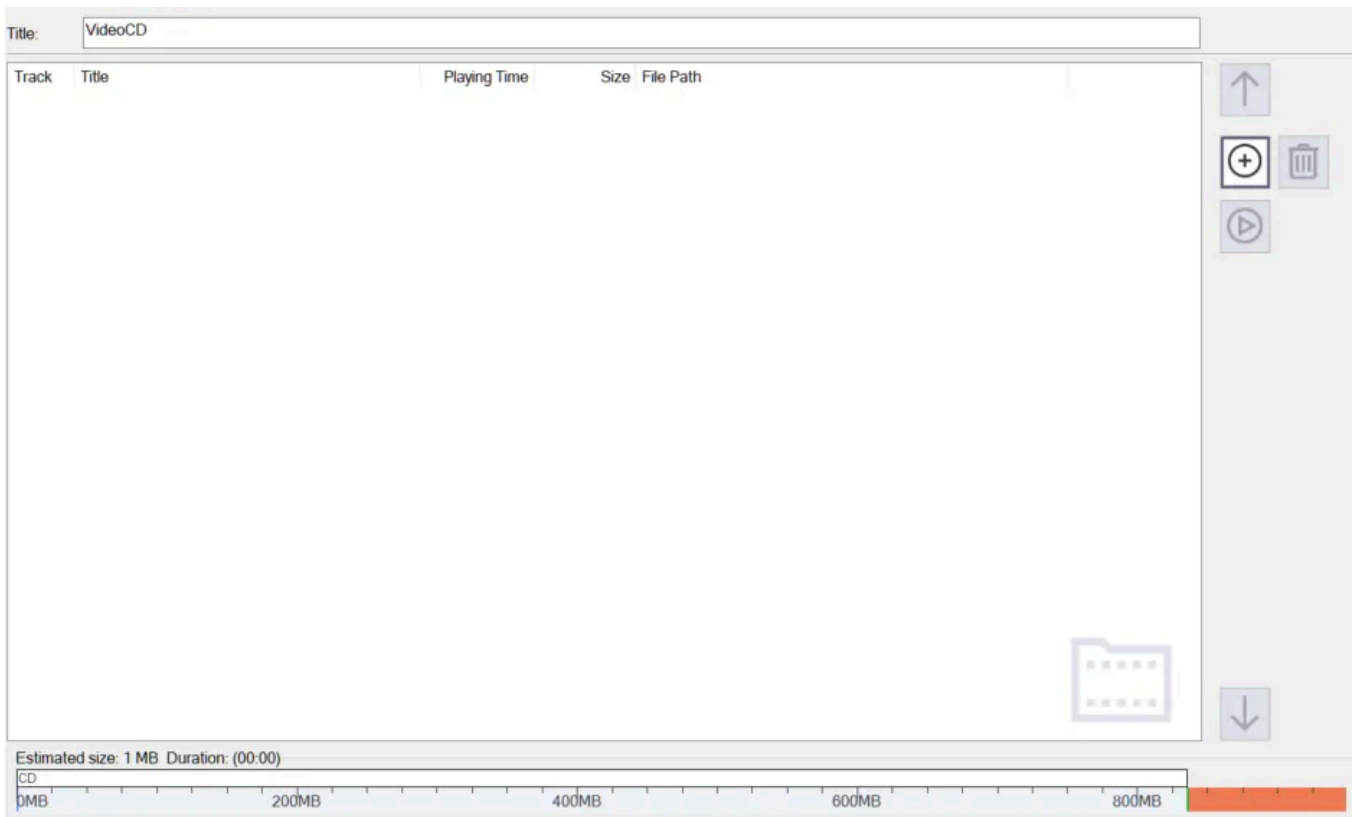
\BDMV\index.bdmv  
\BDMV\MovieObject.bdmv

2. Select a disc recorder and settings.
3. Start burning.

## 4.2 Video Blu-ray from Folder

1. Input a title and select the folder that holds the files required to create a Blu-ray video disc.
2. Select a disc recorder and settings.
3. Start burning.

## 4.3 Video CD (VCD)



Enter a title and select the videos to be included on your disc.

#### **Add**

Allows you to add video files.

#### **Remove**

Removes the selected videos from the project.

#### **Move Up**

Moves the selected video one up.

#### **Move Down**

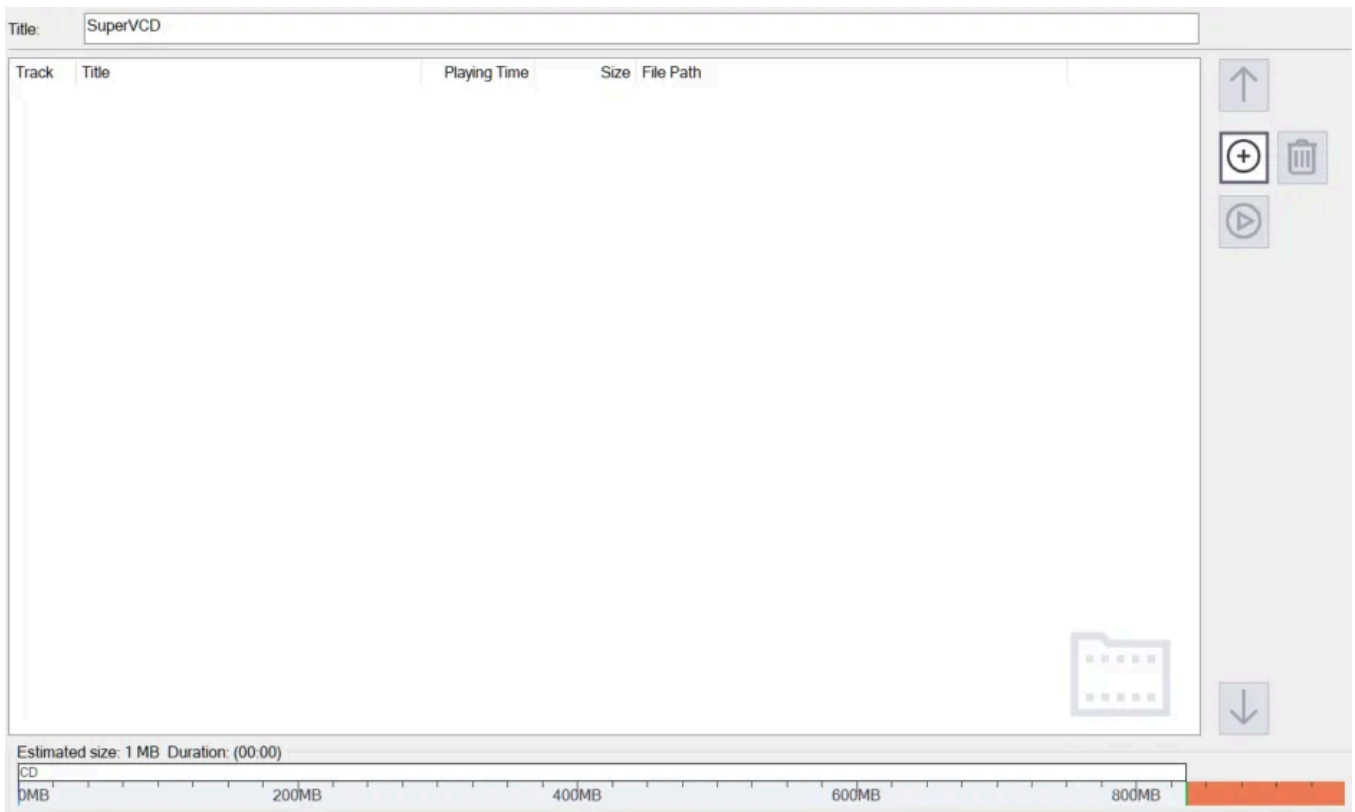
Moves the selected video one down.

#### **Play**

Plays the selected video in the Windows default video player.

Then, select your burning settings and start burning.

## **4.4 Super Video CD (SVCD)**



Enter a title and select the videos to be included on your disc.

#### **Add**

Allows you to add video files.

#### **Remove**

Removes the selected videos from the project.

#### **Move Up**

Moves the selected video one up.

#### **Move Down**

Moves the selected video one down.

#### **Play**

Plays the selected video in the Windows default video player.

Then, select your burning settings and start burning.

## **5. Covers + Inlays**

First, select the cover types and formats you wish to use. You may also create your own



format. "Acquire image" allows you to select a background image for your cover. Click "Diameter Disc" to adjust the diameter for your disc.

## 5.1 Edit paper formats

You may adjust an existing format or create your own in case the ones included do not match your printer or your format is not listed. The included formats are write-protected but you may use "Copy" to create an editable copy from an existing format.

### Copy

Creates a new format based on an existing format.

### New

Creates a new format.

### Edit

Edits the selected format.

### Remove

Deletes the selected format.

## Copy / New / Edit

First, input a name for the new format and specify its measurement. Select "Custom" to manually specify a width and height. Then, select the media type and specify the number of pages and orientation. You will then need to specify the number of entries for each printed page.

## Defining items

Select type and quantity and click "Next" to proceed.

## Defining measures

Depending on your selected type, you will see a different number of customizable settings. Click the text fields to update the preview accordingly. The hint at the bottom

provides additional infos.

## Summary

Finally, you will see a summary of your inputs. Click "Finish" to apply your settings.

## 5.2 Change Disc Radius

Use this dialog to adjust the size of the printable area on your disc.

## 5.3 Editing titles

Either input the song titles manually or use "Import" to load the data from an existing disc.

### **New Row**

Creates a new entry.

### **Edit**

Edits the selected entry.

### **Remove**

Removes the selected entry.

### **Remove all**

Removes all entries.

### **Move Up**

Moves the selected entry up one row.

### **Move Down**

Moves the selected entry down one row.

### **Search Cover**

Downloads suitable covers for your songs from the Internet.

### **Import**

Loads song information from an existing source such as an audio disc, a playlist in ".M3U" format or a text file.

## Edit entry

Use this dialog to edit the details of a song title. Use "Clear thumbnail" to remove an existing cover and "Load thumbnail" to select a new cover image. Use "← Previous" and "Next →" to navigate between multiple selected songs.

## 5.4 Creating a design



The program will automatically create a mosaic view from all your existing cover images.

## Toolbar

### New project

Discards the current design and starts over.

### Open project

Loads an existing project.

### Save project

Saves the current project.

**Undo**

Undoes the last operation.

**Redo**

Redoes the last undone operation.

**Cut**

Cuts the current object and copies it to the system clipboard.

**Copy**

Copies the current object to the system clipboard.

**Paste**

Pastes the currently copied object into the menu.

**Duplicate**

Creates a copy of the selected object.

**Delete**

Deletes the selected object.

**Zoom all Objects**

Adjusts the zoom so that all objects are visible on the screen.

**Zoom In**

Zooms into the design.

**Zoom Out**

Zooms out of the design.

**Zoom selection**

Zooms into the selection.

**Send to front**

Sends the selected object to the front.

**Send to back**

Sends the selected object to the back.

**Rotate left**

Rotates the selected object 90° left.

**Rotate right**

Rotates the selected object 90° right.

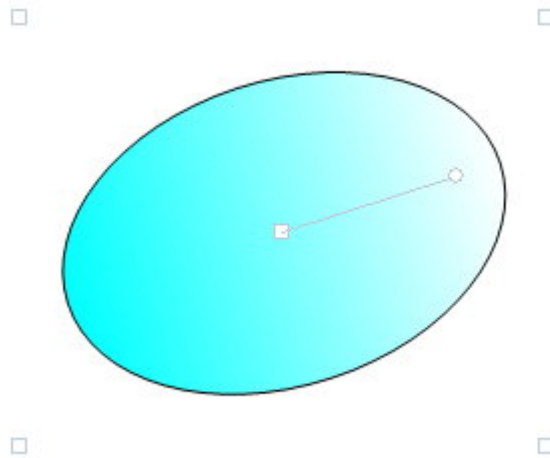
**Mirror vertically**

Mirrors the selected object vertically.

## Mirror horizontally

Mirrors the selected object horizontally.

## Working with objects



Click an existing object to select it and drag the surrounding markers to adjust its size. Drag the center marker to adjust its position. Drag the circular marker to adjust the angle. Hold down Alt or Ctrl while dragging to align an object either with existing objects or the center point of your menu.

## New Table

Creates a table object. Double-click the object to open the table editor.

## New Graphic

Allows you to insert an image or shape object. More on shapes [here](#).

## View Text

Create a text object using the text editor. Adjust the size of the object to modify the angle for circular texts.

## Background

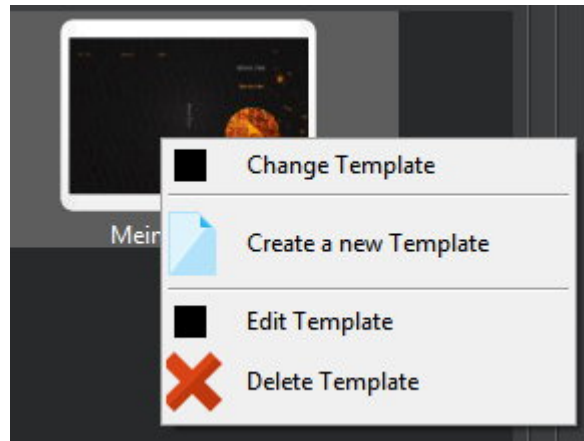
Adds a background image based on a local file or the cover search.

## Themes

Themes help you quickly adjust your design through a simple double click. All data from the previous page is retained.

# Templates

This view holds your saved designs which work the same way as templates. Right-click an existing template to display the context menu.



## Change Template

Applies the selected template to the current project.

## Create a new Template

Allows you to create a new template. More on that here.

## Edit Template

Edits the selected template. More on that here.

## Delete Template

Deletes the selected template.

## 3SS Objects

This view helps you keep track of and select existing objects quickly. Simply click an entry to select the associated object.

## Creating / Editing templates

Use Template Editor to modify existing templates or create new ones. The procedure is identical to creating a cover design.

## 5.5 Printing covers

This view shows all the sheets you created. Click "Print" above each sheet to print that sheet. Enable "With Cutmarks" to include marks that will make it easier to cut out your designs later using scissors.

After printing

Click "Save as template" to save your design and apply it to new projects later.

## 6. Copy Disc

1. Select the drive that holds the disc to be copied.
2. The program will begin reading the disc.
3. Select a disc recorder and settings.
4. Start burning. The status will be presented visually.

### Reading status

The program will now read the disc and provide visual feedback.

## 7. Disc Image

### 7.1 Burn Image

1. Select the image file to be burned.
2. Select a disc recorder and settings.
3. Start burning.

## 7.2 Create Image

1. Select the drive that contains the disc.
2. Select the output location and format.
3. The program will now create the image file and give visual feedback.

### Write status

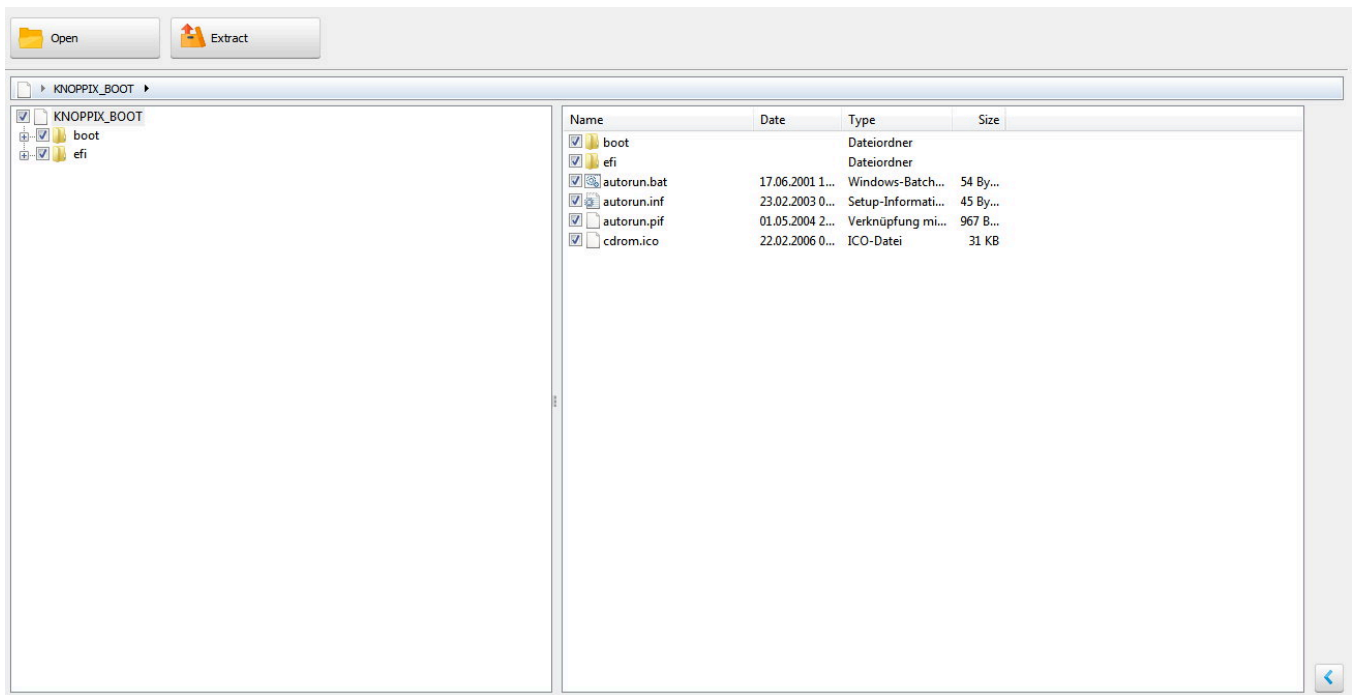
The status of the image creation is presented visually.

## 7.3 Browse Image

First, select the image you would like to browse.

### Selecting files





Use the tree view to select entire folder structures and the center pane to select individual files. Use the arrow button at the bottom right to show/hide the preview pane.

### Open

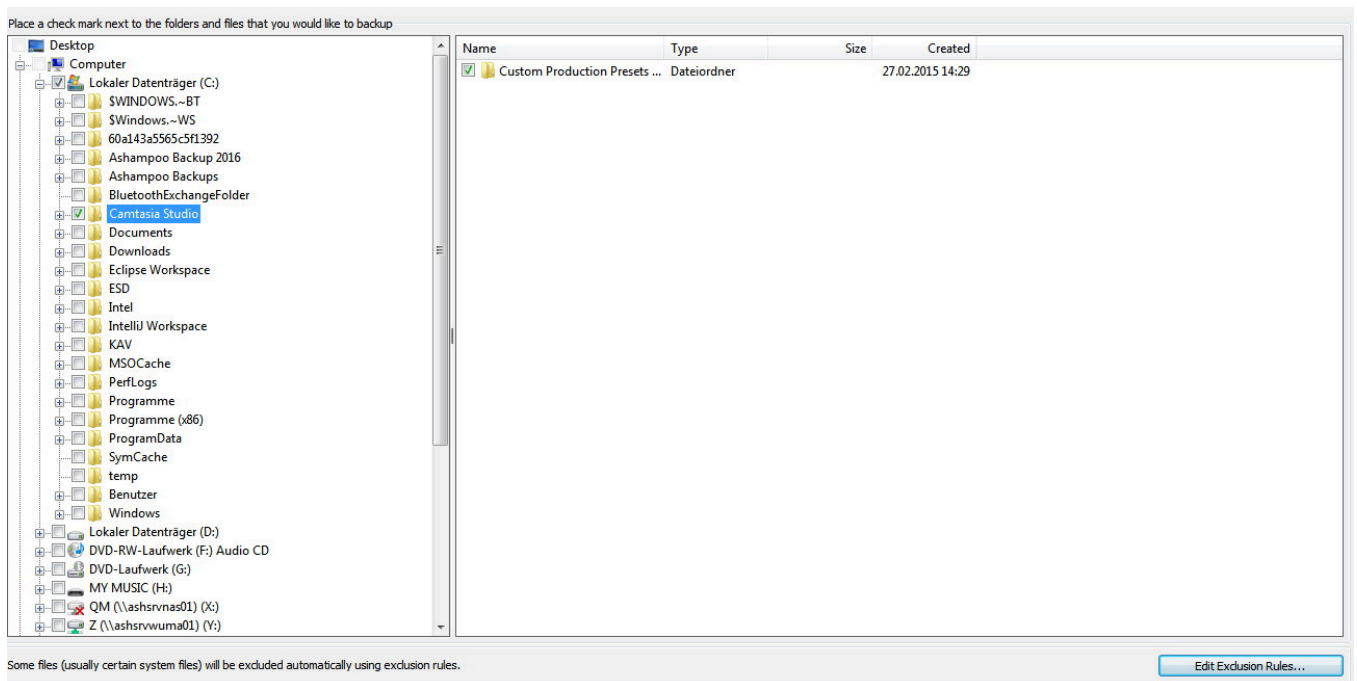
Allows you to open a different image file.

### Extract

Extracts the selected files/folders to a selectable target location.

# 8. Backups

## 8.1 Backup Files



First, select files and folders to backup. To select a file/folder, click the checkbox in front of it. Select a folder in the tree view, to select all subfolders and folders.

## Edit Exclusion Rules...

Exclusion rules allow you to prevent files of specific file types from being backed up. The default rules cannot be edited and should not be deleted.

### New

Allows you to exclude a file type, e.g. .TXT, from all backups. You may either select the type to exclude from a list or enter its extension into a text field manually.

### Default Rules...

Restores the default rules.

### Edit

Allows you to edit a rule.

### Remove

Deletes a rule.

### Close

Closes the dialog.

The next step is to define the backup location and settings for your backup.

## Selecting backup settings

You can either backup your files to disc or to hard disk, flash drive or another external device. You may also protect your backup with a password and compress it to save space. If required, you may even split up your backup into several smaller files of equal size.

## 8.2 Restore Files

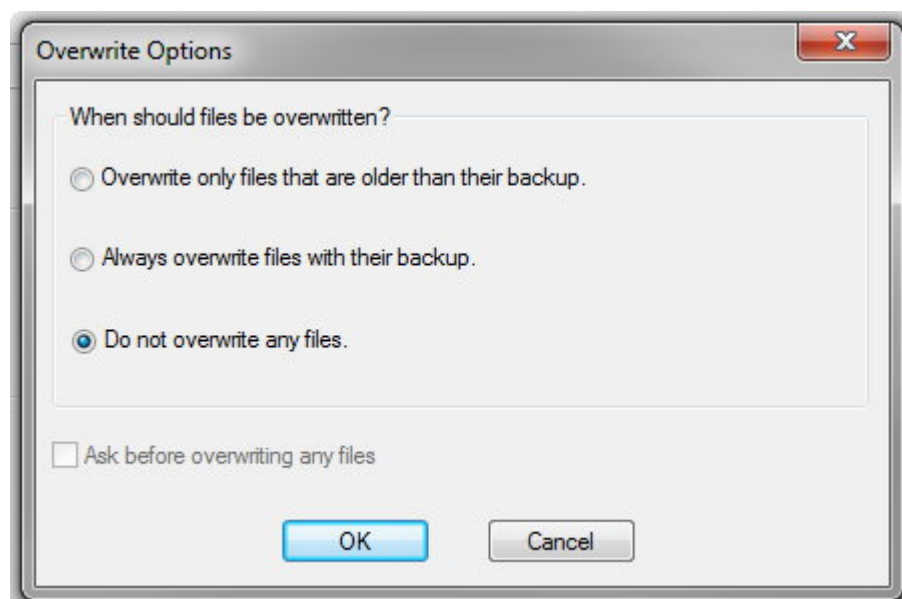
First, select a backup to restore. If the desired backup is not listed use "Select backup file from a custom location..." and select it manually. Then, select the files to restore and adjust the available settings.

### Selecting files

Select files/folders to restore. Use the tree view to select entire folder structures and the center pane to select individual files.

### Settings

Select the location to restore your files to and adjust how the program will handle existing files that match files to be restored by clicking "Change...".

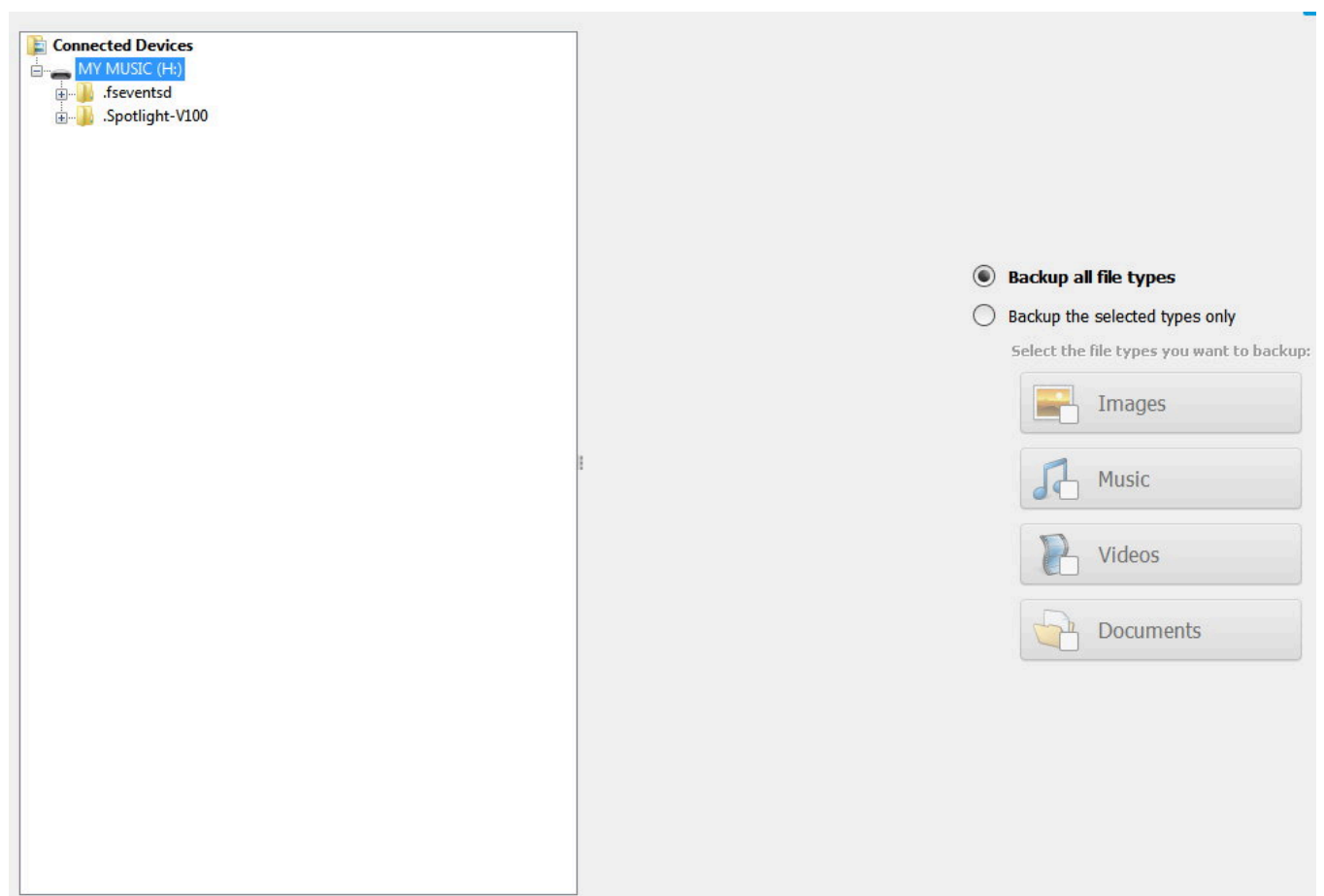


If you select "Do not overwrite any files", existing files will not be overwritten and the affected files will not be restored.

## 8.3 Backup External Devices

First, select whether you wish to create a new backup disc or update an existing one.

### Create a new backup



The program will scan your system for suitable data sources and will display them in the left tree view. Select a device or subfolder to backup there. Then, select the file types you wish to backup.

### Scanning files

The program will now scan for suitable files and have you select a disc recorder in the next

step. The files will then be burned to disc.

## Update an existing backup

First, insert the disc that contains the previous backup. The remaining steps are identical to those for creating a new backup.

# 9. Advanced Functions

## 9.1 Create a modified copy

1. Select the drive that contains the disc to be modified.
2. Select files and folders to be added.
3. Start burning.

## 9.2 Create a Data Disc using advanced settings

Advanced users may use this feature to adjust file system settings or create a bootable disc. Note that the Ashampoo Burning Studio 2025 does not provide a boot image itself.

1. Select your desired file and boot settings.
2. Add files and folders.
3. Start burning. The current status will be presented visually.

ISO 9660

**ISO 9660 Level 1:** File and folder names with up to 8 characters, no special characters except underscore, 8 folder levels max

**ISO 9660 Level 2:** File and folder names with up to 31 characters, various special characters, 8 folder levels max

**ISO 9660 Windows:** File and folder names with up to 128 characters, various special characters, unlimited number of folder levels

## Joliet

Joliet supports file names with up to 64 characters with support for various special characters, there's no limit on the number of folder levels.

## UDF

Universal Disc Format (UDF) was developed for high-capacity media such as DVD and Blu-ray. There's no restrictions on file name lengths and folder levels.

### 9.2.1 Bootable CD/DVD/Blu-ray discs

Note that you require a boot image that contains all files and folders required for booting such as images of already bootable CDs.

## 9.3 Erase rewritable Disc

1. Select the disc recorder that holds to the disc to be erased. Select "Quick Erase" to erase the table of contents only. The disc will still be fully writable then but previous files may be retrievable through special recovery tools. This may pose a problem should the disc contain sensitive information and should fall into the wrong hands.

2. Start the erasing procedure. The current status will be presented visually.

## Status

The status will be presented visually.

# 10. Settings

## 10.1 General Options

### Caching

Specifies the folder that will be used for all temporary files.

### Burn options

#### **Enable extended drive enumeration**

Enable this setting in case the program doesn't detect your disc recorder.

#### **Check file access rights before burning**

Enable this setting to have the program check it has access to all files before burning them to avoid errors.

#### **Eject Disc after burning**

If enabled, the drive will open automatically once burning is complete.

#### **Automatically close tray before verifying**

If enabled, the drive will close automatically before disc verification commences. Enable this setting if you enabled the one above it and you want your discs to be verified once they are burned.

## Compatibility

### Enable old file selection dialog

Enable this option in case the program often hangs or freezes when you try to select files. This will force the program to use the classic Windows file chooser instead of Burning Studio's proprietary one.

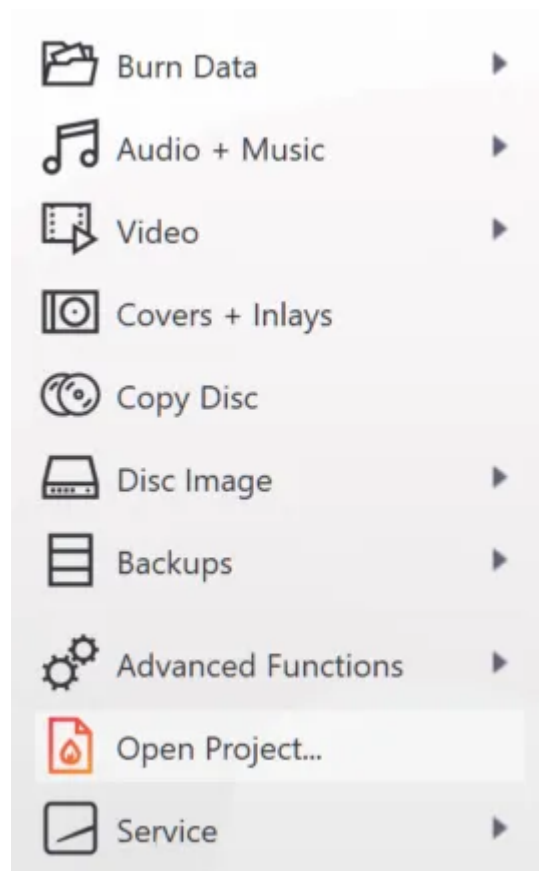
### Show notification when a new skin is available

Enable this setting to get notified whenever new program skins become available.

## Confirm Dialogs

Click "Reset" to display all program notifications again.

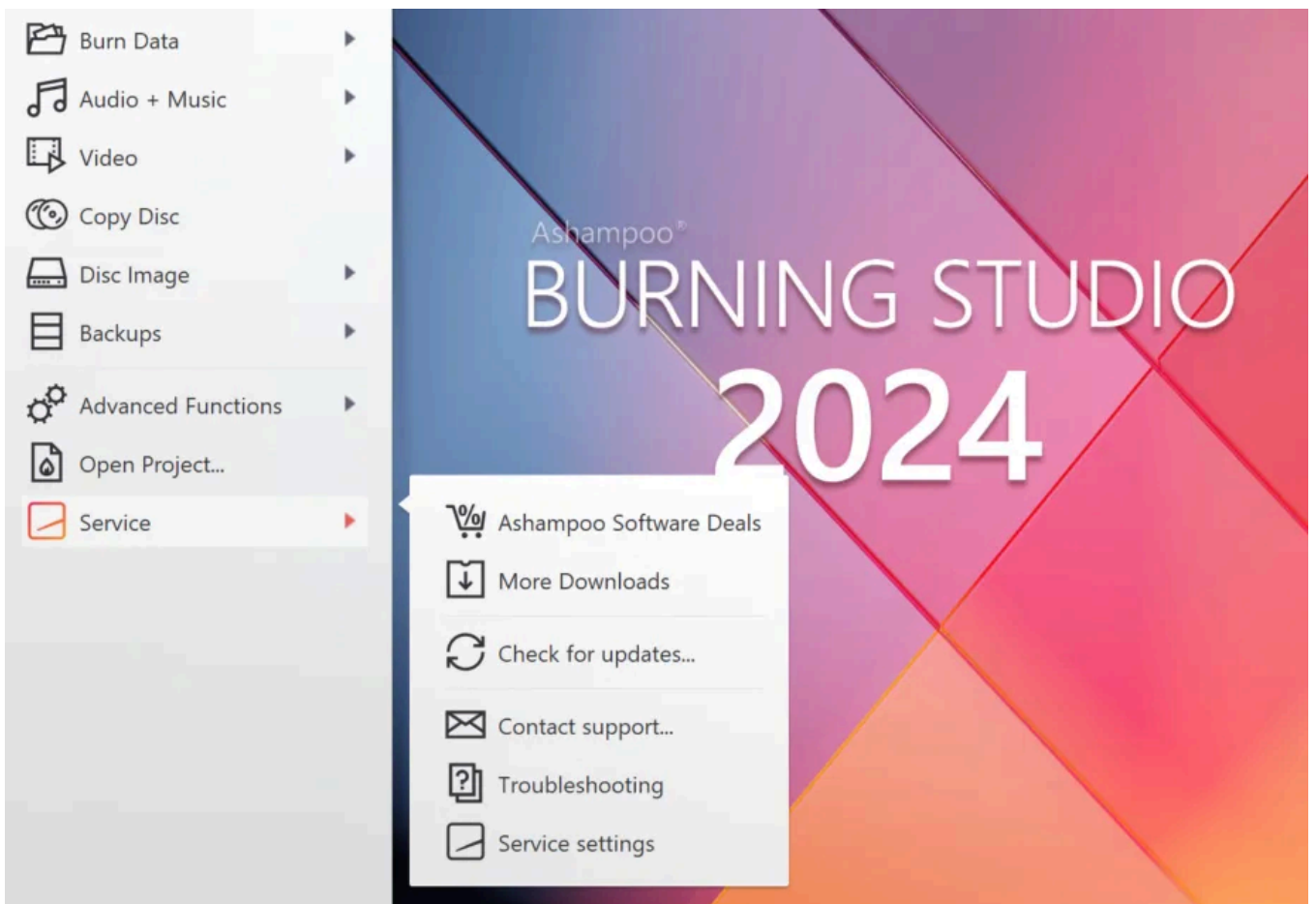
# 11. Open Project..





This feature allows you to reopen a previously saved project and continue working on it.

## 12. Service



### Software Deals

Opens a page with current Ashampoo bargains in your browser.

### More Downloads

Opens a page with Ashampoo product download links in your browser.

### Check for updates...

Checks whether a newer program version is available.

### Contact support...

Displays a contact form that allows you to contact our customer service.

### Troubleshooting

Displays a list of solutions for common program-related issues.

## Service settings

Allows you to configure service notification settings.