

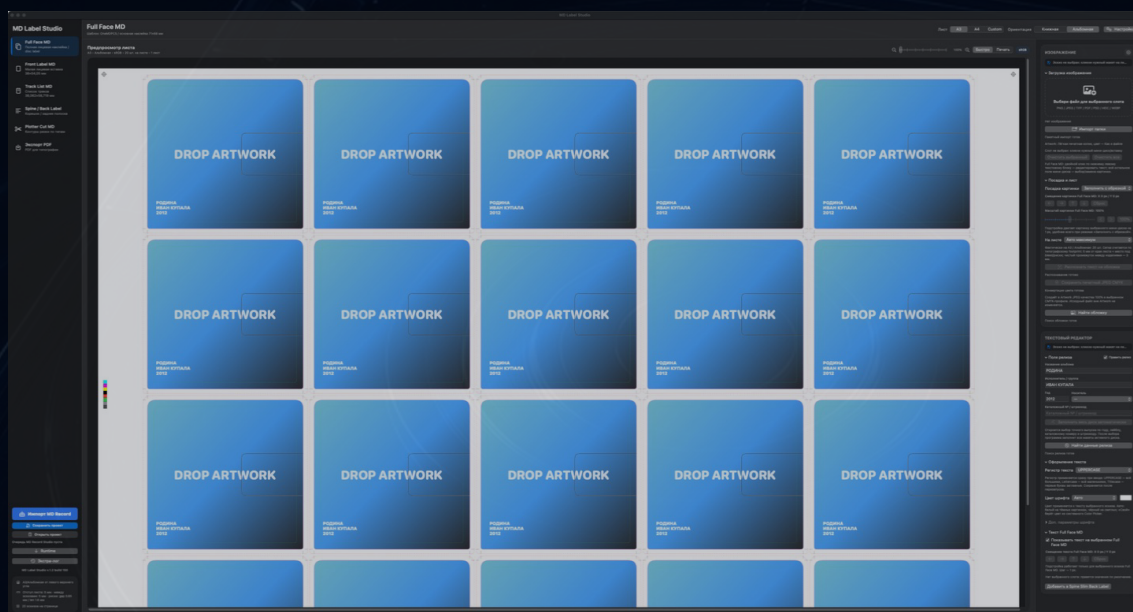


MD Label Studio

COMPLETE USER MANUAL

Version 1.2 - build 150

Universal - Apple Silicon + Intel



Layouts, Artwork, metadata, print, and transfer

Main application window

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1. About This Manual

This manual describes the verified functions of MD Label Studio version 1.2 build 150. It covers first installation, everyday layout work, print PDF preparation, transferring a project to another Mac, and troubleshooting.

The application interface is currently in Russian. Exact button and control names are therefore preserved in backticks, while their purpose is explained in English. Screenshots show only the application window, an individual panel, or a specific dialog. The Desktop, Dock, macOS menu bar, and neighbouring applications are excluded.

NOTE. The verified application bundle is [/Applications/MD Label Studio.app](#). Its bundle identifier is [com.avd.mdlabelstudio](#); version is [1.2](#), build is [150](#), and the executable contains both [arm64](#) and [x86_64](#).

What This Manual Covers

- installation from DMG;
- first launch;
- the main window and navigation;
- sheet, colour, DPI, and ICC settings;
- Artwork import and processing;
- manual and automatic release completion;
- MusicBrainz, Cover Art Archive, and Discogs lookup;
- Full Face MD, Front Label MD, Track List MD, and Spine / Back Label;
- Plotter Cut MD;
- print PDF and full PDF export;
- [.mdp](#) projects, [.mds](#) transfer packages, and legacy [.mdlablestudio](#);
- MD Record Studio import;
- Runtime Log;
- risks, limitations, recovery, and checklists.

What Is Not Part of MD Label Studio

MD Label Studio is not an audio recording or CD-ripping application. It does not provide:

- CD ripping;
- MiniDisc audio recording;
- 44.1, 48, or other sample-rate selection;
- Sound Cognition;
- audio monitoring;
- audio-interface control;
- direct AccurateRip, CTDB, or CUETools verification from a physical CD without TOC/DisCID data supplied by another application.

These functions may belong to MD Record Studio or another MD Software product. MD Label Studio only imports prepared MD Record Studio queue entries and uses their metadata to create printed layouts.

WARNING. Do not apply MD Record Studio instructions to MD Label Studio. Recording, CD ripping, 44.1/48 kHz, Sound Cognition, and audio-device settings belong to a different application.

2. System Requirements

Supported Platform

- macOS 13.5 or later;
- Apple Silicon Mac;
- Intel Mac;
- Internet access for MusicBrainz, Cover Art Archive, and Discogs;
- an installed ColorSync ICC profile for controlled CMYK output;
- enough free space for Artwork, projects, transfer packages, and exported PDFs.

Verified Build 150 Configuration

- macOS Sequoia 15.7.7;
- Xcode 26.3 build 17C529 was used for the confirmed release build;
- Universal executable: [x86_64](#) [arm64](#);
- valid ad hoc code signature;
- minimum macOS declared by the bundle: 13.5.

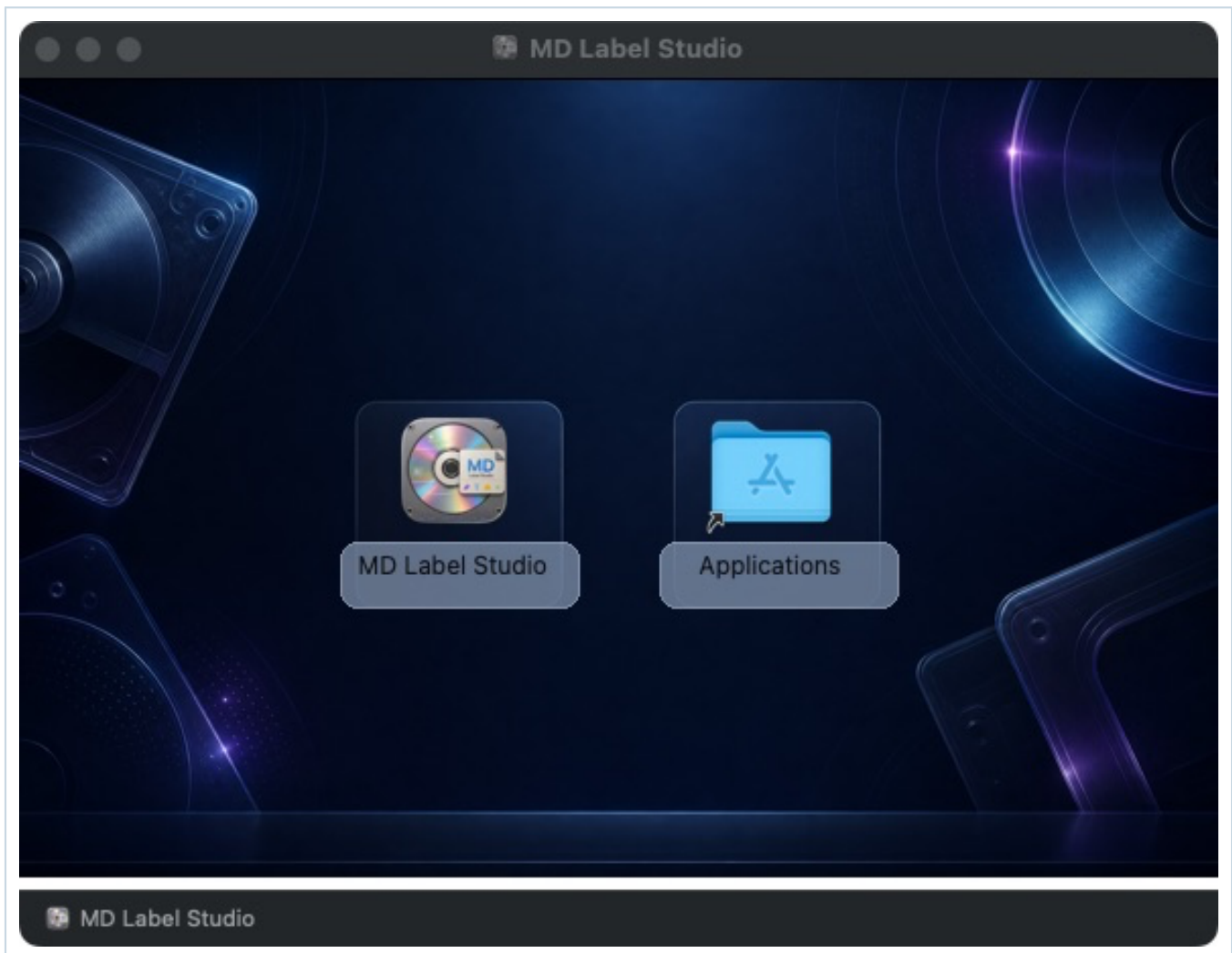
Items Requiring Separate Verification

- Gatekeeper on a clean external Mac;
- Developer ID signing and notarization;
- runtime operation on physical Intel hardware;
- production printing at a specific print shop;
- colour proofing with the intended ICC profile, paper, ink, and printer;
- plotter calibration;
- live external-service limits on a particular day.

3. Installing from DMG

3.1 Opening the Disk Image

- 1 Locate [MD Label Studio.dmg](#).
- 2 Double-click it.
- 3 Wait for the separate installer disk-image window.
- 4 Confirm that the window contains the [MD Label Studio](#) application and an [Applications](#) alias.



MD Label Studio installer DMG window. Only the disk-image window is shown.

3.2 Copying the Application

- 1 Drag [MD Label Studio](#) onto [Applications](#).
- 2 Wait until copying finishes.
- 3 Do not run the application directly from the DMG.
- 4 Close the disk-image window.
- 5 Eject the [MD Label Studio](#) volume in Finder.
- 6 Open [/Applications](#).
- 7 Launch [/Applications/MD Label Studio.app](#).

WARNING. Running directly from a read-only DMG can create confusion between multiple copies and prevent a clean update. The canonical installed location is [/Applications/MD Label Studio.app](#).

3.3 Updating an Existing Installation

If MD Label Studio is already installed:

- 1 quit only MD Label Studio;
- 2 open the new DMG;
- 3 drag the new application to [Applications](#);
- 4 confirm replacement of MD Label Studio only;
- 5 verify version and build in the lower-left corner of the main window;
- 6 do not delete Artwork or Database folders, because they are stored outside the [.app](#) bundle.

3.4 Update Safety

Before replacing the application, save:

- the current [.mdp](#) project;
- an [.mds](#) transfer package;
- original Artwork stored outside the managed folder;
- an important Runtime Log if you are diagnosing a problem.

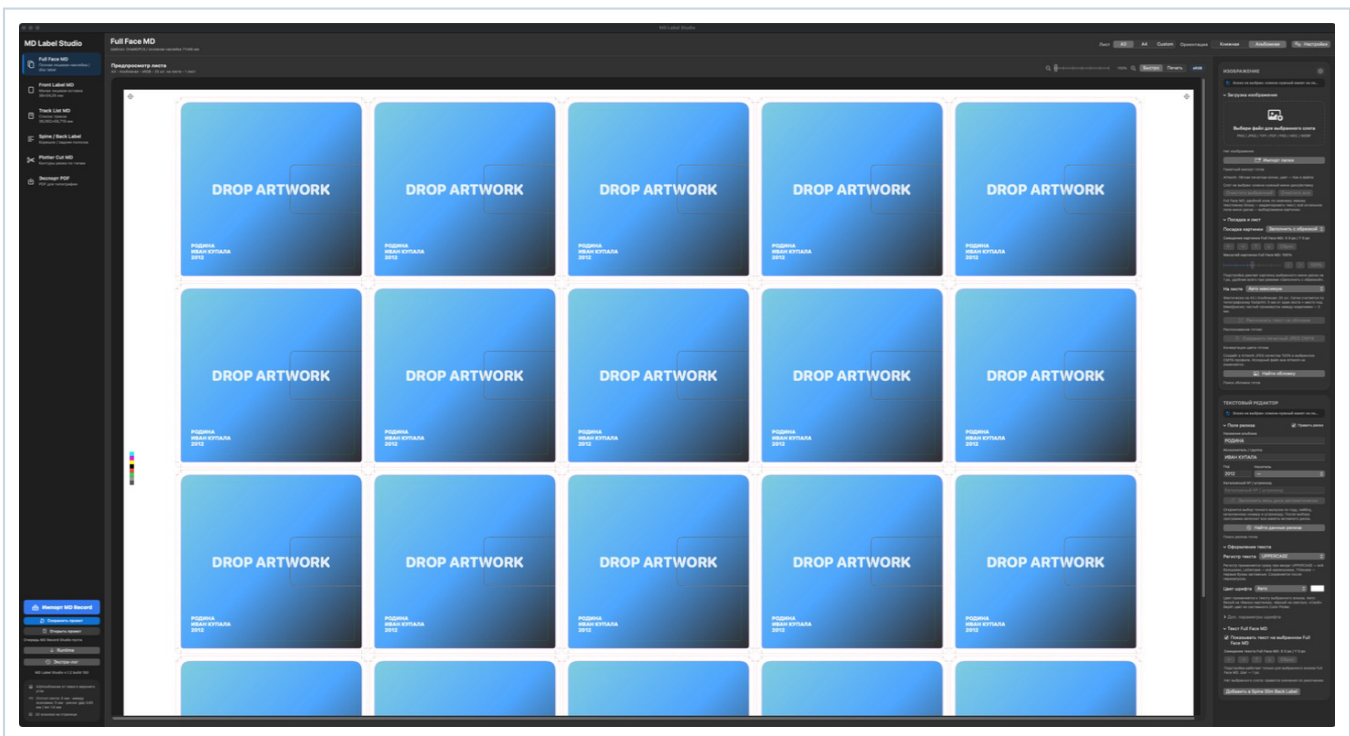
Application replacement does not normally remove the external Artwork and Database folders, but a transfer package is the safest recovery point.

4. First Launch

4.1 What You Will See

The main window opens with:

- a left navigation sidebar;
- a sheet toolbar;
- a central layout preview;
- a right inspector;
- version/build information and current layout details.

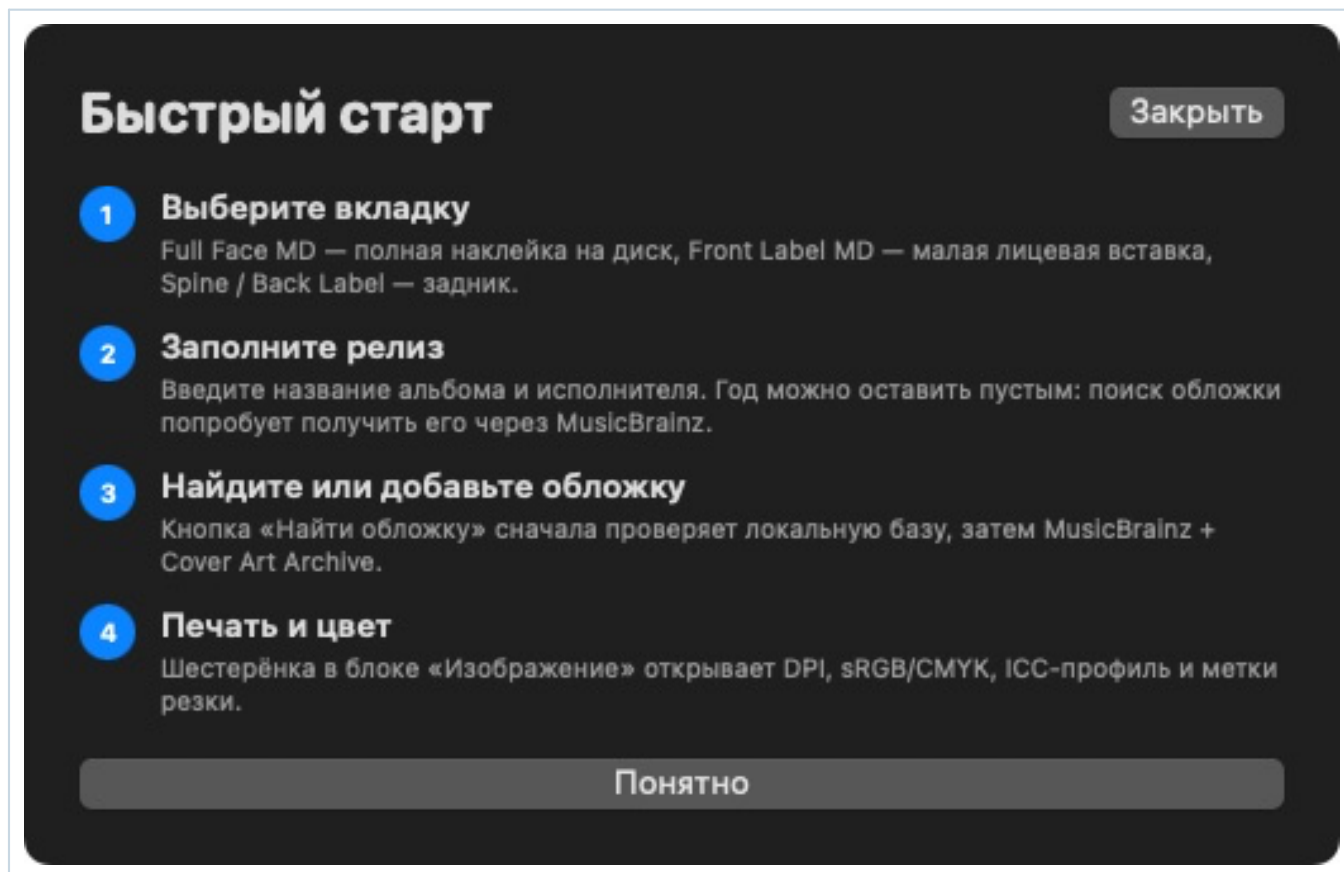


MD Label Studio main window on first launch.

4.2 Built-In Quick Start

The built-in quick-start sheet explains the minimum workflow:

- 1 select a layout;
- 2 import Artwork;
- 3 enter release information;
- 4 configure print and colour.



Built-in Quick Start sheet.

4.3 Recommended First Actions

- 1 Open [Настройки](#).
- 2 Select the required text case.
- 3 Choose sRGB or CMYK.
- 4 Verify the ICC profile.
- 5 Select 300 or 600 DPI.
- 6 Save a test [.mds](#).
- 7 Return to Full Face MD.
- 8 Select the sheet format.
- 9 Click the first slot.
- 10 Import a test cover.
- 11 Save a test [.mdp](#).
- 12 Run project preflight;
- 13 create a test PDF;
- 14 print it at exactly 100% scale.

4.4 macOS Permissions

Normal work can display system file-access dialogs for a selected file or folder. Grant access only to the location you intentionally selected.

WARNING. Do not grant broad access to disks or network folders merely for convenience. Selected input folders and save locations are sufficient for normal operation.

5. Main Window and Navigation

5.1 Left Sidebar

Sections:

- [Full Face MD](#) - full-face label;
- [Front Label MD](#) - small front insert;
- [Track List MD](#) - track-list insert;
- [Spine / Back Label](#) - spine and rear strip;
- [Plotter Cut MD](#) - cutting contours;
- [Экспорт PDF](#) - final print and preflight.

Below them:

- [Импорт MD Record](#);
- [Сохранить проект](#);
- [Открыть проект](#);
- [Runtime](#);
- [Экстра-лог](#).

5.2 Top Toolbar

The top toolbar provides:

- A3;
- A4;
- Custom;
- portrait orientation;
- landscape orientation;
- [Настройки](#);
- preview quality;
- zoom;
- quick sRGB/CMYK switching.

5.3 Central Sheet

The central area displays the actual grid. Each item is an independent slot. Click an item to select it. A red outline identifies the active element.

5.4 Right Inspector

The inspector changes with the selected section and can contain:

- image import;
- fitting, movement, and scale;
- OCR;
- cover lookup;
- release fields;

-
- automatic completion;
 - text formatting;
 - Track List editor;
 - Spine controls;
 - PDF and preflight options.

6. Sheet, Orientation, and Density

6.1 Formats

Available sheet formats:

- A3;
- A4;
- Custom.

Custom format is useful for a plotter or non-standard media. Enter real physical dimensions and always run a 100% test.

6.2 Automatic Density

For A3 landscape in Auto mode, build 150 can place:

- Full Face MD - up to 20 items;
- Front Label MD - up to 36 items;
- Track List MD - up to 36 items;
- Spine / Back Label - up to 192 strips.

The actual count depends on the selected layout, sheet format, and orientation.

6.3 Margins and Gaps

The current dense grids use controlled margins and a 5 mm position pitch. Because some templates include bleed and crop-mark space, the clear distance between finished contours can be smaller.

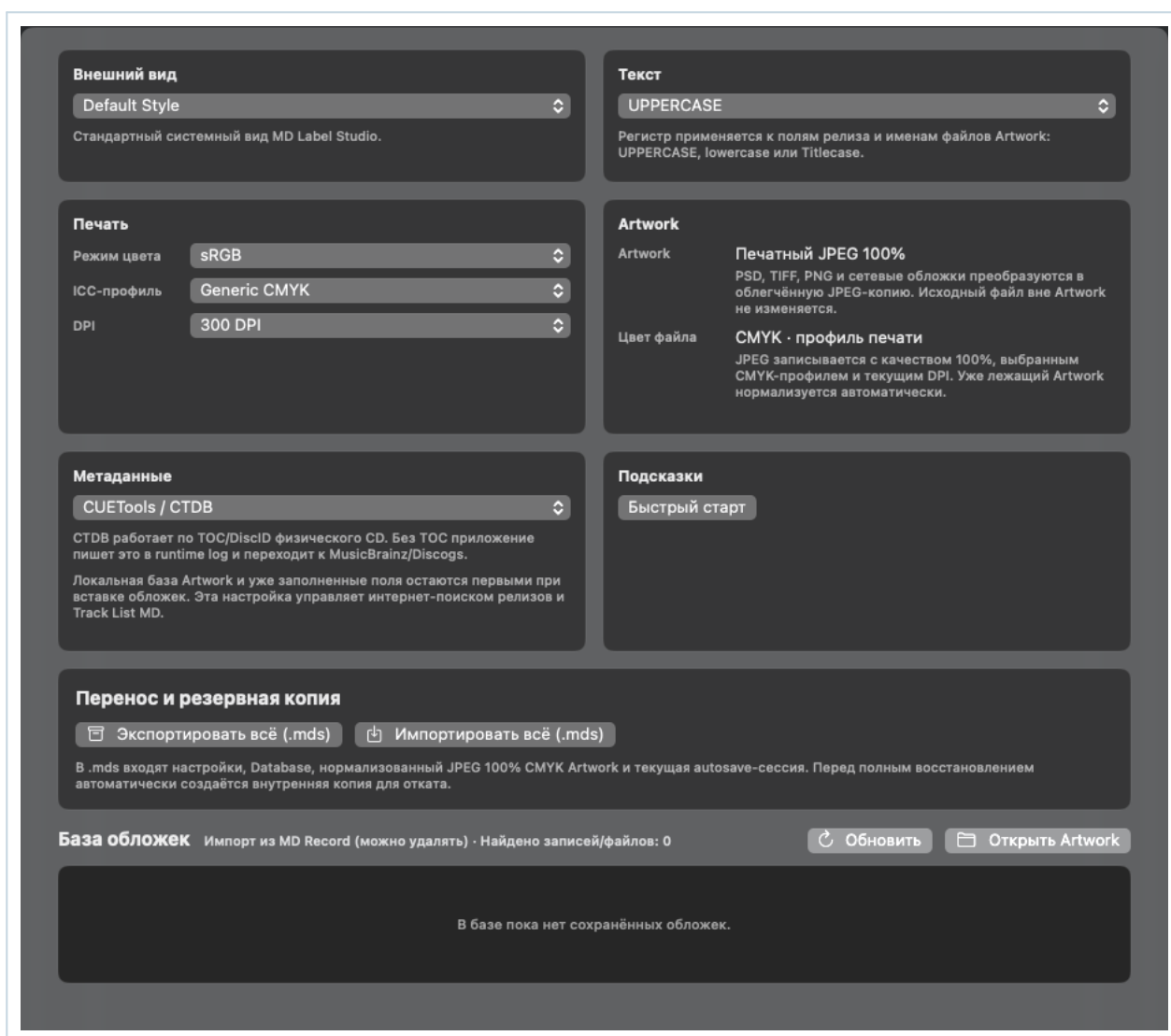
WARNING. Mathematical layout is not a substitute for a physical test. Printer scaling, driver margins, paper feed, and plotter calibration can change the result.

6.4 Control Sheet

Before production:

- 1 export a test PDF;
- 2 print at 100%, with no Fit or Scale to Page;
- 3 measure the finished contour;
- 4 measure the gap;
- 5 inspect crop marks;
- 6 compare print and plotter contours;
- 7 approve the setup only after the physical result is correct.

7. Complete Application Settings



Settings panel without Desktop or neighbouring windows.

7.1 Appearance

Default Style uses the standard MD Label Studio system appearance. Appearance changes the interface but should not alter the print PDF.

7.2 Text Case

Options:

- UPPERCASE;
- lowercase;
- Titlecase.

The rule is applied to release fields and managed Artwork names. Choose it before a large import to avoid unnecessary manual renaming.

7.3 Colour Mode

Options:

- sRGB;
- CMYK.

sRGB is suitable for screen preview or a later colour-managed stage. CMYK creates a print-oriented managed copy with the selected profile.

7.4 ICC Profile

The list comes from ColorSync profiles installed in macOS. Select the profile required by the print shop. Generic CMYK is a baseline, not a substitute for the actual printer profile.

7.5 DPI

Available values:

- 300 DPI - normal working mode;
- 600 DPI - a larger managed image and larger files.

For the physical size of a MiniDisc label, 300 DPI is normally sufficient. Use 600 DPI only when the complete print chain benefits from it.

7.6 Artwork

Build 150 uses [Печатный JPEG 100%](#):

- external PSD, TIFF, PNG, PDF, and other files are converted into a managed JPEG;
- JPEG quality is [1.0](#);
- CMYK uses the selected print profile;
- the original external file is not changed;
- an already verified managed JPEG is not recompressed when it is copied into [.mdp](#).

7.7 Metadata Source

The source selector defines the preferred lookup route. Online data can still require MusicBrainz, Cover Art Archive, or Discogs.

7.8 Transfer and Backup

- [Экспортировать всё \(.mds\)](#) creates a package containing settings, Database, Artwork, and autosave;
- [Импортировать всё \(.mds\)](#) merges or restores that package.

Full restore replaces managed data after creating an internal rollback. Read every confirmation before proceeding.

7.9 Cover Database

The cover database lists saved managed images. [Обновить](#) refreshes it; [Открыть Artwork](#) opens the managed folder.

Do not remove a file from Artwork if an active project still references it.

8. Selecting and Managing a Slot

8.1 Selection

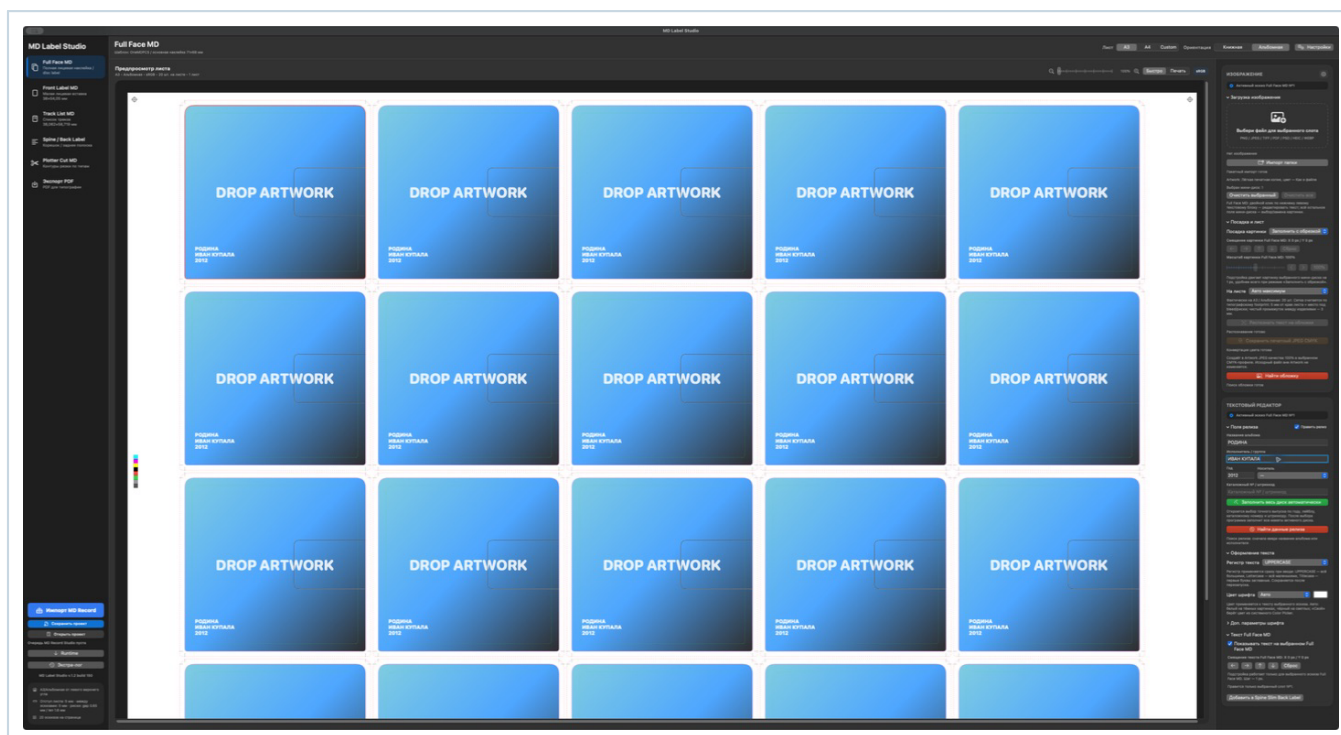
Click an item in the central sheet. The inspector must show the selected slot number. Subsequent edits apply only to that slot unless the control explicitly describes a bulk operation.

8.2 Per-Slot Data

Each slot can store its own:

- Artwork;
- image fitting;
- scale;
- X/Y offset;
- album;
- artist;
- year;
- selected-edition year;
- medium;
- catalogue number/barcode;
- provider and release ID;
- tracks;
- credits;
- text style and position.

8.3 Selected-Slot Example



Selected Full Face slot and exact-edition fields.

Before editing, verify both the red outline and the slot number.

9. Importing Artwork

9.1 Supported Formats

The application can use system-readable:

- JPG and JPEG;
- PNG;
- TIFF;
- PSD;
- PDF;
- HEIC and HEIF;
- WebP;
- BMP;
- GIF.

Actual decoding depends on macOS support for the file.

9.2 Importing One File

- 1 Select the target slot.
- 2 Click the Artwork file button.
- 3 Choose the source.
- 4 Wait for the managed copy to be created.
- 5 Review fitting, scale, colour, and text contrast.

9.3 Drag and Drop

Drop a supported image onto the selected item. Confirm the slot before dropping.

9.4 Folder Import

Импорт папки imports supported files in bulk. Review:

- sorting;
- slot order;
- duplicate files;
- the number of available slots;
- release metadata after mapping.

9.5 Source and Managed Copy

The external source remains in its original location. MD Label Studio creates a print-oriented managed copy inside Artwork.

NOTE. Keep original PSD/TIFF files separately. The managed JPEG is for the application and printing workflow; it is not a layered master archive.

10. Image Fitting, Scale, and Position

10.1 Fill with Cropping

Заполнить с обрезкой fills the contour and can crop the source edges.

10.2 Position

Arrow buttons move the selected image by one pixel. Use them to protect important faces, titles, or logos from the contour.

10.3 Scale

Scale changes only the selected slot. A larger value fills the frame but crops more.

10.4 Recommended Order

- 1 Choose fitting mode.
- 2 Adjust scale.
- 3 Move the image.
- 4 Inspect the bleed.
- 5 Inspect the safe area.
- 6 Inspect the print PDF at high zoom.

11. Managed JPEG, CMYK, and Resolution

11.1 Quality 1.0

JPEG quality [1.0](#) is the maximum encoder setting used by the managed workflow. JPEG remains lossy, but the setting minimizes added compression damage.

11.2 Managed-Copy Dimensions

The working limit depends on the chosen DPI and the physical Full Face size:

- up to approximately 1500 px at 300 DPI;
- up to approximately 1900 px at 600 DPI.

Preserving an arbitrary 3500-4000 px source is unnecessary for the small printed size and makes projects and backups much larger.

11.3 CMYK

When CMYK is selected:

- an existing CMYK source keeps its colour model when possible;
- another source is converted using the selected profile;
- no artificial saturation or contrast boost is applied;
- the resulting managed JPEG is used by the layout and portable project.

11.4 Risks

- the wrong ICC profile changes printed colour;
- repeated editing and re-export outside the application can recompress JPEG;
- 600 DPI produces larger files;
- the managed JPEG does not preserve PSD layers;
- real print output still requires a colour proof.

12. OCR

12.1 Starting OCR

Select Artwork and click [Распознать текст на обложке](#). The result can help populate release fields.

12.2 When OCR Is Less Reliable

- decorative typefaces;
- curved or distorted text;
- reflections;
- very small text;
- low-resolution images;
- low contrast;
- several languages in one area;
- text over detailed artwork.

12.3 Verification

Always compare OCR output with the cover and correct artist, title, year, catalogue number, and punctuation manually.

WARNING. OCR is an assistant, not proof of a release identity.

13. Release Fields

13.1 Main Fields

- album title;
- artist/group;
- year;
- catalogue number or barcode;
- medium.

13.2 Media

- the first medium option - no medium filter;
- CD;
- MC - cassette and microcassette are combined for this workflow;
- LP;
- R&R - reel-to-reel;
- DAT.

13.3 Catalogue Number and Barcode

Catalogue number and barcode share one field. Enter the value exactly, including meaningful letters, spaces, and punctuation.

Lookup first treats the value as a catalogue number and then as a barcode. The medium helps limit results.

14. Automatic Release Completion

14.1 Заполнить весь диск автоматически

The command can fill the active disc with:

- release fields;
- tracks;
- credits/footer;
- cover Artwork;
- related layouts for the same slot.

14.2 Lookup Order

- 1 local release data and linked local Artwork;
- 2 exact catalogue number with medium;
- 3 exact barcode with medium;
- 4 title + artist + medium + entered identifier;
- 5 title + artist + year;
- 6 extended fallback.

14.3 Required Input

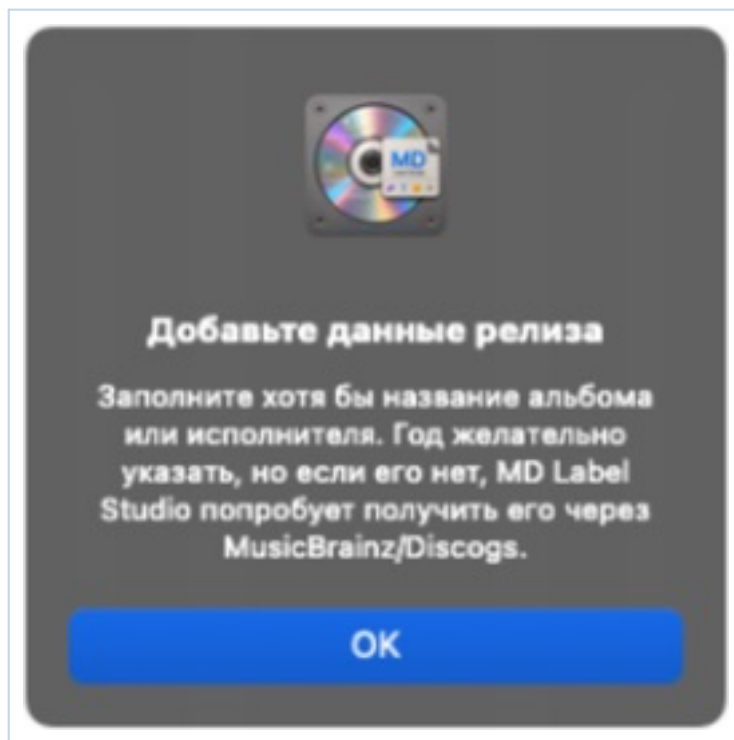
For a general lookup, enter at least artist and album. Exact catalogue number or barcode substantially improves precision.

14.4 Confirming the Result

An exact identifier can be applied automatically. Ambiguous title-based results must remain in the edition-selection window.

Compare:

- artist;
- album;
- first year and edition year;
- country;
- label;
- catalogue number;
- barcode;
- format;
- track count;
- track order.



Safe warning displayed when required release data is missing.

15. MusicBrainz, Cover Art Archive, and Discogs

15.1 MusicBrainz

MusicBrainz is used for structured release and release-group data, including the first known album year where available.

The database is not complete. No result does not prove that the release does not exist.

15.2 Cover Art Archive

Cover Art Archive can provide Front/Primary images linked to a MusicBrainz release.

15.3 Discogs

Discogs can provide:

- physical editions;
- catalogue numbers;
- barcodes;
- countries;
- labels;
- media formats;
- track lists;
- cover images.

15.4 Discogs Queue

The application observes Discogs rate-limit headers. During an internal pause it displays the orange status:

Ожидание Discogs: примерно N сек.

HTTP 429 honours [Retry-After](#), waits, and retries. Do not repeatedly launch identical searches while the queue is waiting.

15.5 Extended Search

Extended search is deliberately staged:

- 1 the application displays up to ten matching Discogs artists;
- 2 you confirm the correct artist;
- 3 releases are requested only for that Discogs artist ID;
- 4 releases are shown ten per page;
- 5 full details are loaded only for the selected release, while normal ranking loads details for no more than the best six candidates.

If the artist does not match, the application must not broaden the search to unrelated releases.

16. Choosing Cover Artwork

16.1 Priority

- 1 cover already linked to the local release;
- 2 local cover database;
- 3 files in local Artwork folders;
- 4 exact-edition Cover Art Archive or Discogs image;
- 5 broader network fallback only when necessary.

16.2 Geometry

Selection prefers:

- 1 an exactly square image;
- 2 otherwise an image within 2% of a 1:1 aspect ratio;
- 3 the eligible image with the largest pixel area.

A 4000 x 3998 image is usually preferable to a perfect 600 x 600 square because it remains within tolerance and contains substantially more detail.

16.3 Front/Primary Requirement

For automatic network selection, the candidate should be identified as Front or Primary. Back covers, booklets, disc scans, and unrelated images should not replace the front cover automatically.

16.4 When to Import Manually

Import a local cover when:

- no eligible network image exists;
- the image is the wrong edition;
- the cover is not Front/Primary;
- the crop is unsuitable;
- the colour is visibly wrong;
- the user has a better scan.

17. First Release Year and Selected-Edition Year

Build 150 separates:

- `firstYear` - the first confirmed year of the album;
- `releaseYear` - the year of the selected physical edition, reissue, or remaster.

17.1 Uses of `firstYear`

- year shown on layouts;
- credits where the design uses the album year;
- canonical managed Artwork name;
- the primary year displayed to the user.

17.2 Uses of `releaseYear`

- identity of the selected physical edition;
- edition comparison;
- catalogue number and barcode context;
- format and country context;
- track list tied to that edition.

17.3 Missing First Year

If no reliable first year is available, the application temporarily uses the edition year rather than inventing a date. If a claimed first year is later than the edition year, the earlier verified value is used.

NOTE. A remaster dated 2019 can still display the original album year on the layout while retaining the 2019 edition identifier and tracks.

18. Text, Case, and Colour

18.1 Text Visibility

Text can be enabled or disabled for the selected Full Face item.

18.2 Position

X and Y controls move text by one pixel. These adjustments apply only to the selected slot.

18.3 Automatic Colour

Авто analyses the actual rendered area behind the text:

- white text on a dark local region;
- black text on a light local region.

The decision is based on the text area, not only on the overall cover.

18.4 Custom Colour

Свой uses the macOS Color Picker. Use it when automatic contrast is unsuitable.

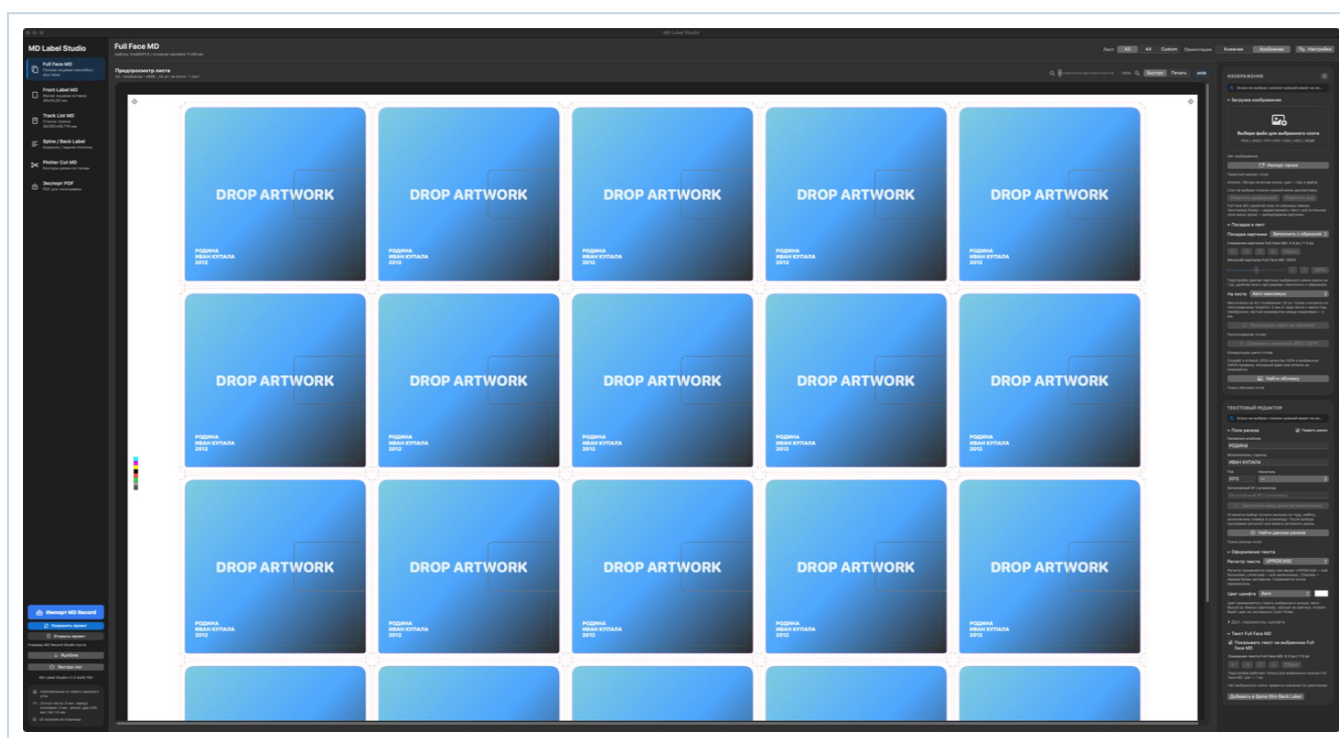
18.5 Contrast Risk

Automatic analysis can still be challenged by:

- a face or bright object crossing part of the text;
- high-frequency texture;
- a strong gradient;
- reflections;
- transparent or outlined lettering in the original cover.

Always inspect the actual print PDF.

19. Full Face MD



Full Face MD grid and Artwork inspector.

19.1 Purpose

Full Face MD is the large face label, approximately 71 x 68 mm in the current template.

19.2 Main Workflow

- 1 Select a slot.
- 2 Import or find Artwork.
- 3 Choose fitting.
- 4 Adjust scale and position.
- 5 Enter or find release data.
- 6 Configure text.
- 7 Review the disc-shaped clearance area.
- 8 Save the project.
- 9 Run preflight.
- 10 Export PDF.

19.3 Main Risks

- important content crosses the finished contour;
- text enters the disc clearance area;
- crop marks intersect neighbouring items;
- the wrong slot is edited;
- automatic text colour fails on complex Artwork;

-
- the print driver applies scaling.

20. Front Label MD



Front Label MD grid.

20.1 Purpose

Front Label MD is the small front insert, approximately 38 x 54.05 mm.

20.2 Characteristics

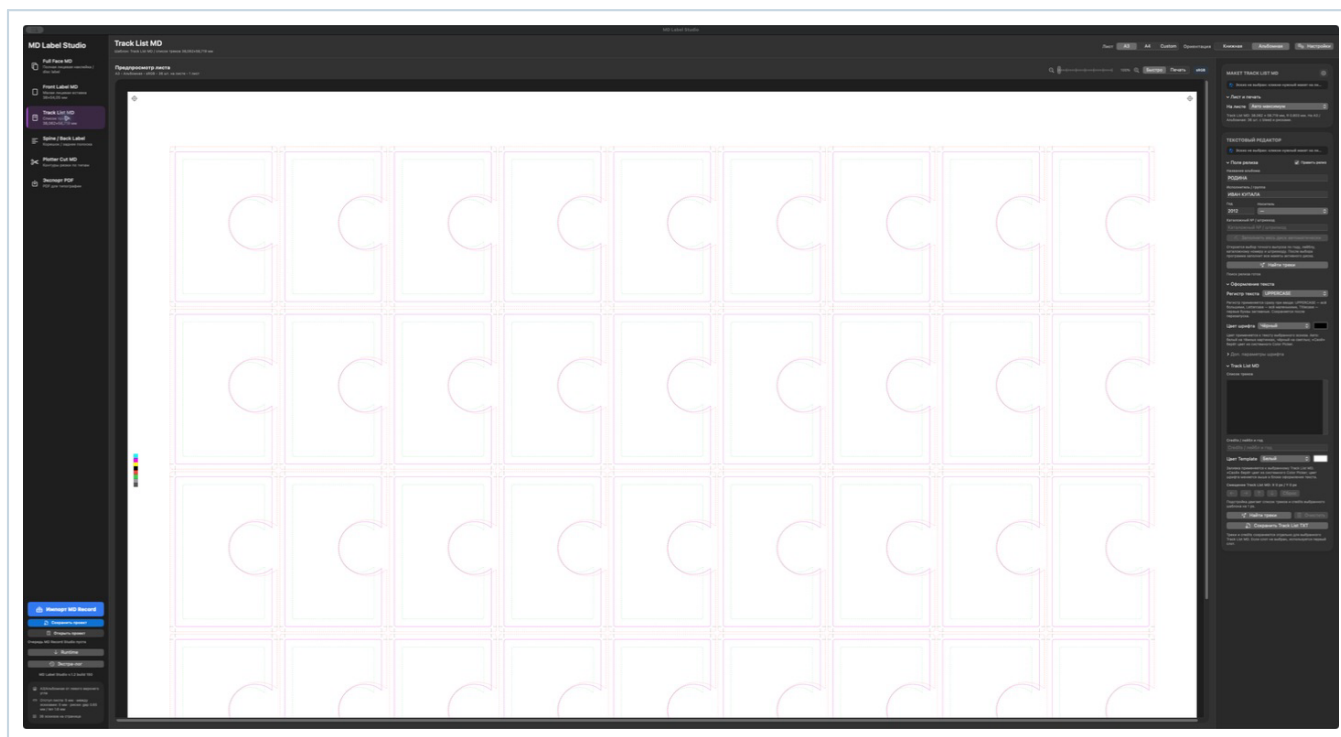
- black header;
- [INSERT THIS END](#);
- Artwork area;
- footer;
- MiniDisc marks;
- high A3 density.

20.3 Verification

Check:

- orientation;
- readable header;
- cover does not obscure the footer;
- year and title fit;
- crop marks do not cross the item;
- no neighbouring item overlaps the contour.

21. Track List MD



Track List MD grid and track editor.

21.1 Purpose

Track List MD creates a track-list insert for the same selected disc slot.

21.2 Data

Review:

- track order;
- numbering;
- durations;
- line wrapping;
- credits/footer;
- text colour;
- template fill.

21.3 Circular Cut-Out

The right circular cut-out reduces the safe text width. Build 150 uses cut-out-aware line width. Long lines still require visual review.

21.4 Automatic Retrieval

Tracks can be obtained from the confirmed release. A doubtful edition must not silently replace existing tracks.

21.5 Manual Editing

Use the editor to:

- correct titles;
- add or remove lines;
- change order;
- correct durations;
- edit credits;
- remove text that enters the cut-out.

21.6 TXT

The track list can be saved as TXT for external review. TXT does not preserve print typography or geometry.

22. Spine / Back Label



Spine / Back Label layout.

22.1 Adding a Row

Добавить в Spine Slim Back Label creates a row from the current release.

22.2 Row Settings

Review:

- text;
- number of copies;
- text colour;
- background colour;
- order;
- density on the sheet.

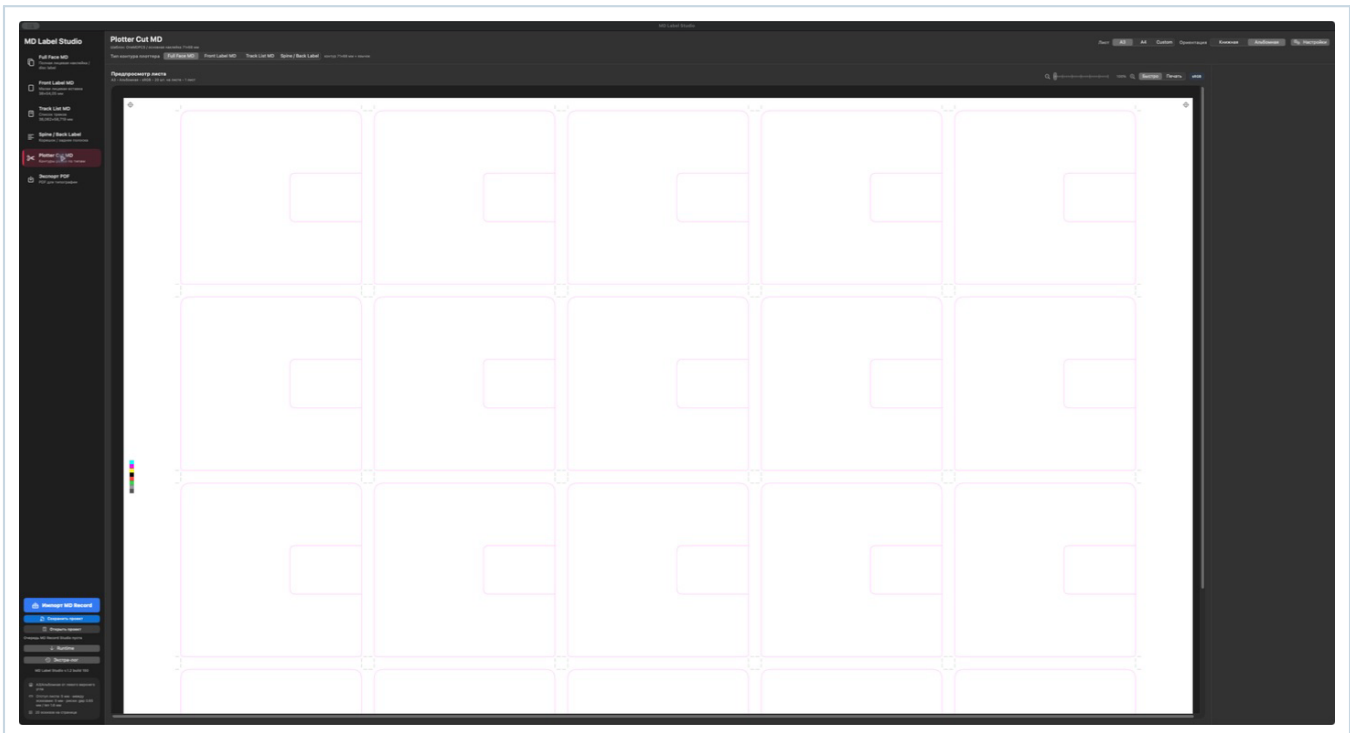
22.3 Empty Sheet

A blank Spine sheet is normal when no rows have been added.

22.4 Risks

- clearing rows before they are saved;
- an excessively long title;
- poor foreground/background contrast;
- duplicates created by repeated addition;
- incorrect copy count.

23. Plotter Cut MD



Plotter Cut MD contours.

23.1 Purpose

Plotter Cut MD displays cutting contours for:

- Full Face;
- Front Label;
- Track List;
- Spine / Back.

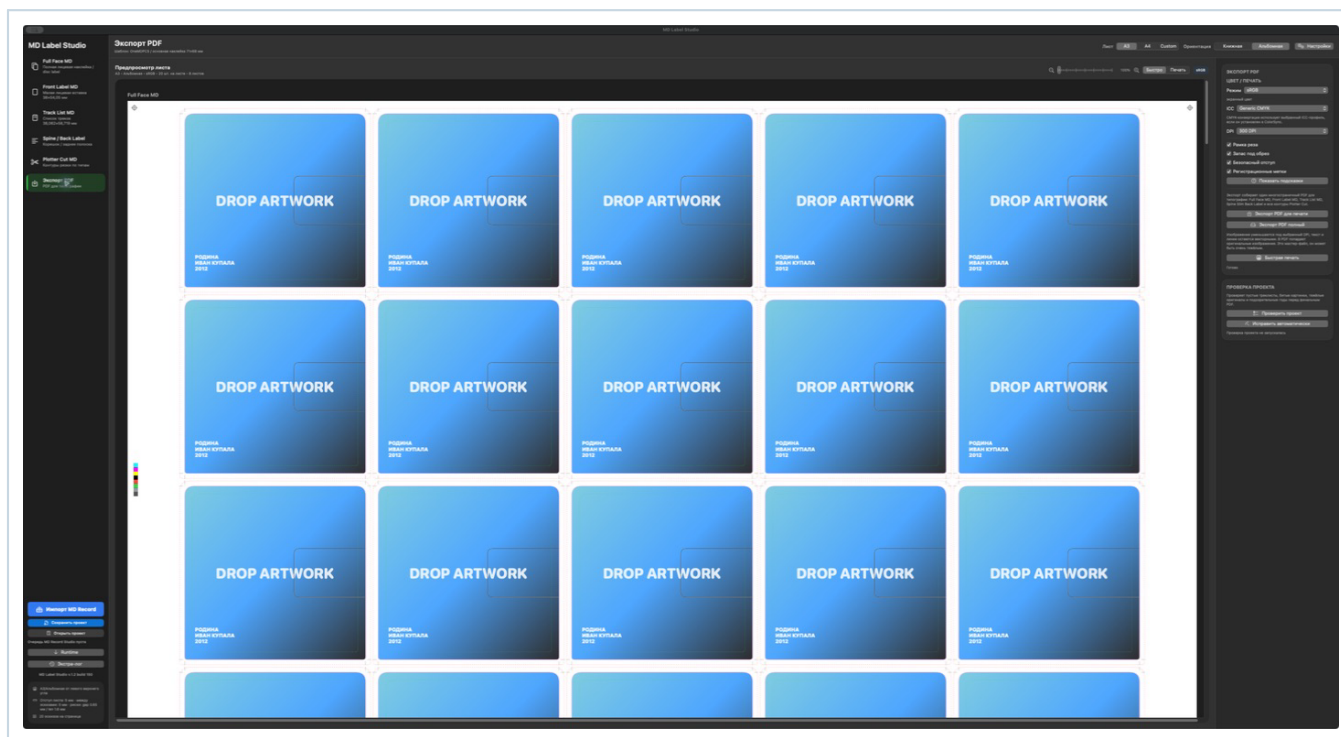
Preview, PDF, and Plotter Cut share the same layout geometry.

23.2 Before Cutting

- 1 Select the contour family matching the printed layout.
- 2 Confirm the sheet format and orientation.
- 3 Confirm 100% scale.
- 4 Check registration marks.
- 5 Run a test on inexpensive material.
- 6 Measure the finished item.
- 7 Calibrate the plotter if necessary.

WARNING. Plotter driver scaling and origin settings can move a mathematically correct contour.

24. PDF Export



PDF export panel.

24.1 Colour

- sRGB for screen-oriented output or downstream colour management;
- CMYK with the selected ICC profile for a controlled print workflow.

24.2 Marks

Options can include:

- crop frame;
- bleed;
- safe area;
- registration marks.

Use only the marks required by the printer or plotter workflow.

24.3 Print PDF

Экспорт PDF для печати optimizes raster images for the selected DPI. Text and lines remain vector where the implementation permits.

24.4 Full PDF

Экспорт PDF полный uses original or less-reduced image data and can be much larger.

24.5 Quick Print

Быстрая печать sends the current output into the macOS print workflow. Verify printer scaling before confirming.

24.6 After Export

- 1 Open the PDF.
- 2 Verify page count.
- 3 Inspect every page.
- 4 Zoom into text and contours.
- 5 Confirm Artwork.
- 6 Confirm colour mode and intended ICC workflow.
- 7 Print at 100%.
- 8 Approve a physical proof before production.

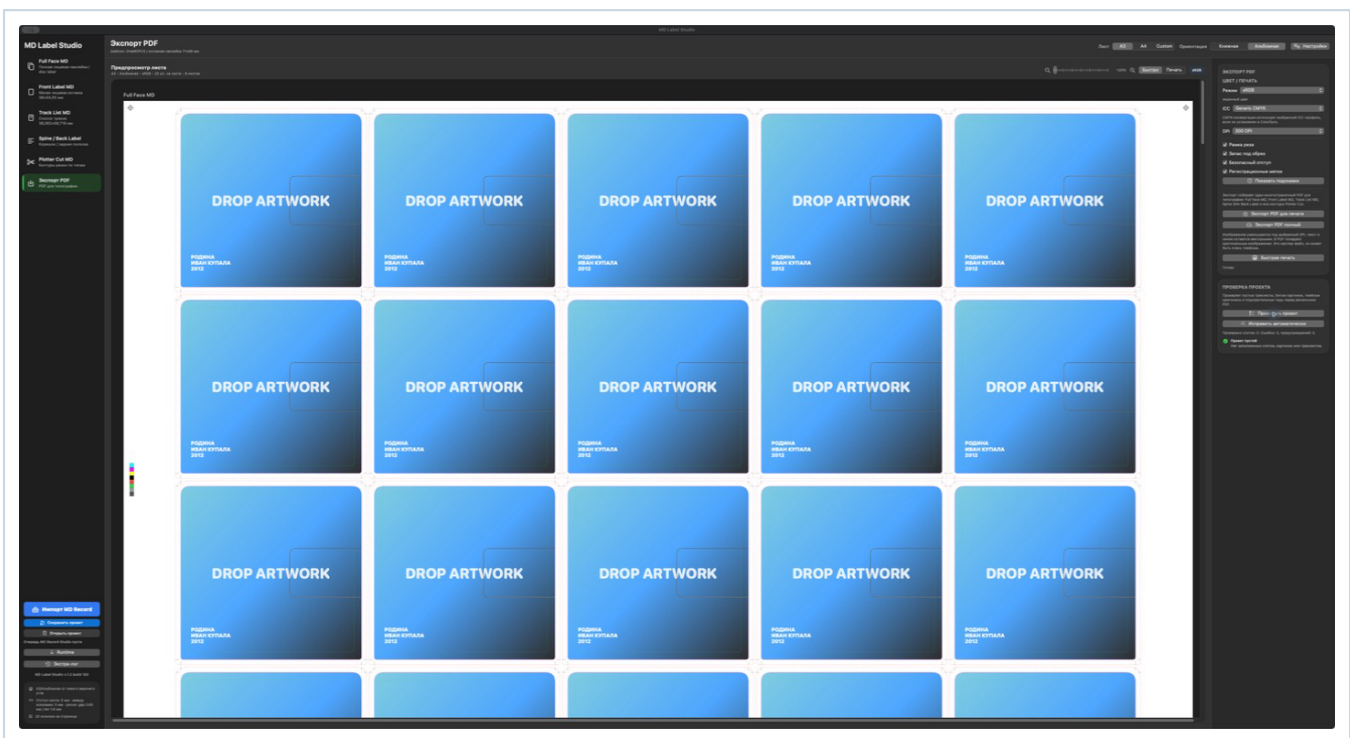
25. Project Preflight

25.1 Checks

Preflight can detect:

- empty track lists;
- broken Artwork links;
- unusually heavy originals;
- suspicious years;
- an empty project.

25.2 Safe Empty Project



Successful preflight of an isolated empty project.

An empty project is informational. It can legitimately report zero errors and zero warnings while explaining that no slots are populated.

25.3 Automatic Fix

Исправить автоматически can change project data.

Before using it:

- 1 save an .mdp;
- 2 read the report;
- 3 identify the affected slots;
- 4 use the command;
- 5 compare the result;
- 6 keep the previous project until the result is accepted.

26. The .mdp Project

26.1 Purpose

.mdp is the portable schema 2 project format.

26.2 Contents

- `project.json`;
- used `Assets/`;
- `manifest.json`;
- SHA-256 values for packaged files.

26.3 Saving

- 1 Click `Сохранить проект`.
- 2 Choose a location.
- 3 Wait for completion.
- 4 Keep the .mdp and external masters in a controlled backup.

26.4 Opening

Import validation checks:

- archive composition;
- absolute and traversal paths;
- symlinks;
- file count;
- file sizes;
- allowed types;
- manifest;
- checksums.

A rejected package should not be forced open.

26.5 Moving Files

The .mdp contains the managed assets used by the project, but it does not replace:

- layered PSD/TIFF masters;
- the complete Artwork library;
- application settings;
- the complete release database;
- all Runtime Logs.

Use .mds for a full transfer.

27. The .mds Package

27.1 Purpose

[.mds](#) is a transfer and recovery package containing:

- settings;
- Database;
- Artwork;
- autosave.

27.2 Export

- 1 Open [Настройки](#).
- 2 Click [Экспортировать всё \(.mds\)](#).
- 3 Choose a destination.
- 4 Wait for completion.
- 5 Record the file size and date.
- 6 Keep a second copy on separate storage when the data is important.

27.3 Import

Import can offer:

- Merge - add data without intentionally replacing the entire library;
- Full restore - replace managed data after creating an internal rollback.

27.4 Risks

- full restore replaces current managed data;
- an interrupted copy can damage the external package;
- insufficient disk space can stop restoration;
- old data can replace newer data if the wrong package is chosen;
- external layered masters are not automatically part of [.mds](#).

27.5 Safe Transfer to Another Mac

- 1 Quit active editing.
- 2 Save the current [.mdp](#).
- 3 Export [.mds](#).
- 4 Copy both files.
- 5 Install the same or newer compatible application.
- 6 Import [.mds](#).
- 7 Open [.mdp](#).
- 8 Verify Artwork, tracks, settings, and paths.
- 9 Keep the source Mac unchanged until verification is complete.

28. Legacy .mdlabeledstudio

Legacy .mdlabeledstudio files remain readable for compatibility.

Recommended procedure:

- 1 open the legacy project;
- 2 inspect every slot;
- 3 verify Artwork links;
- 4 save a new .mdp;
- 5 reopen the .mdp;
- 6 keep the legacy file until the conversion is confirmed.

Do not rename an old file to .mdp; the formats are structurally different.

29. Autosave

Autosave location:

[~/Library/Application Support/MD Studio Pro/MD Label Studio/Autosave/LastWorkingSession.mdlabelstudio](#)

Autosave is intended for crash recovery. It does not replace:

- a deliberate [.mdp](#) save;
- an [.mds](#) backup;
- external source backups;
- a validated exported PDF.

After a crash, reopen the application, inspect restored slots and paths, save a new [.mdp](#), and only then continue editing.

30. Local Folders

Artwork

~/Pictures/MD Label Studio/Artwork

Database

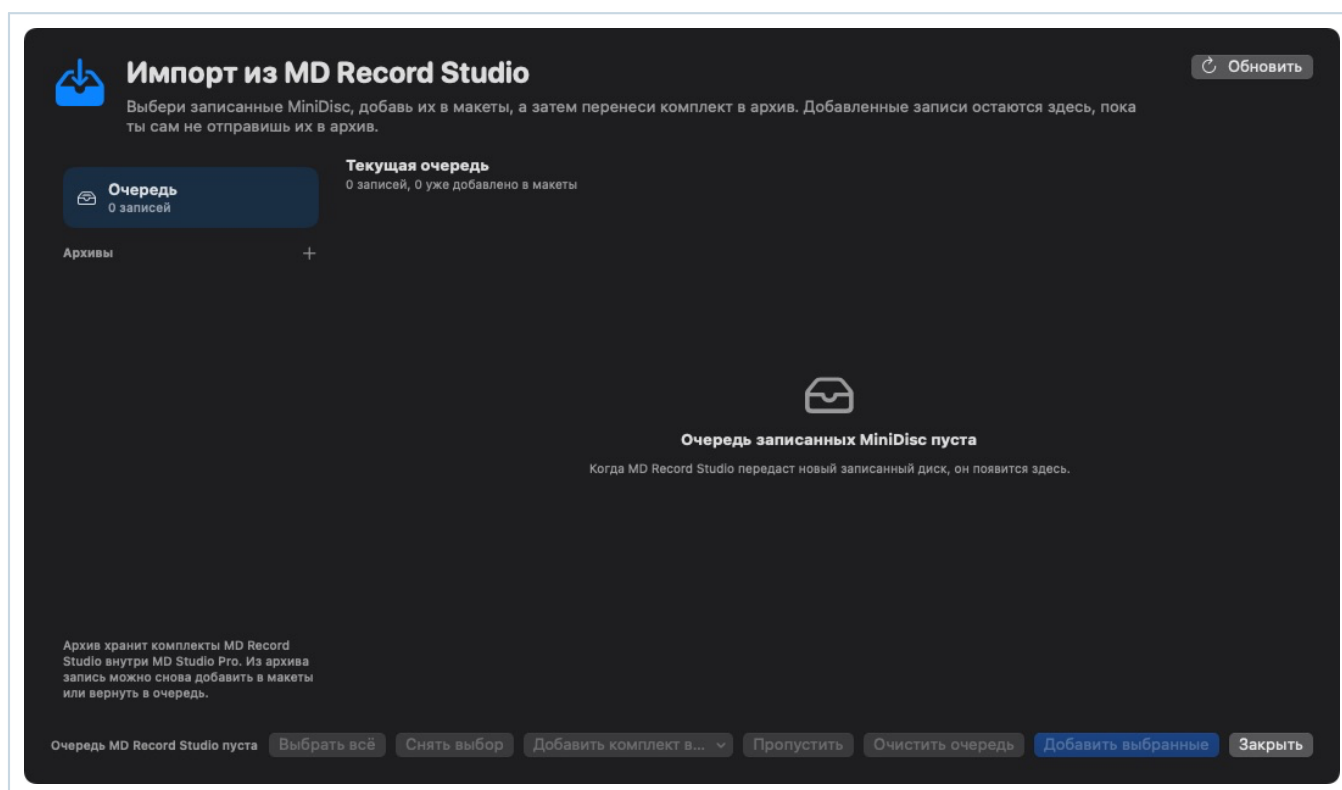
~/Pictures/MD Label Studio/Database

Important database files include [release-index.json](#) and [artwork-index.json](#).

Rules

- do not move managed files while the application is running;
- do not rename files outside the application without updating references;
- do not delete JSON databases as routine cleanup;
- use [.mds](#) for transfer;
- keep layered source masters separately;
- verify free disk space before a full restore.

31. Import from MD Record Studio



Empty MD Record Studio import queue.

31.1 Purpose

The queue accepts prepared MiniDisc records from MD Record Studio and adds their metadata to layouts.

31.2 Actions

- refresh;
- select records;
- add selected records;
- create a set archive;
- restore a record from archive;
- skip;
- clear the queue.

31.3 Empty Queue

An empty queue is a normal state.

31.4 Clearing Risk

Do not clear records until they:

- have been added to layouts;
- have been saved in `.mdp`;
- have been archived when required.

32. Runtime Log

32.1 Runtime

The button:

- 1 preserves the complete current Runtime Log inside the project log location;
- 2 opens a save panel for an additional user-selected copy.

The button name remains [Runtime](#) and uses a download-arrow icon.

32.2 Экстра-лог

This command saves the previous-run or additional diagnostic log when available.

32.3 Recorded Information

The log can include:

- application start;
- exact executable path;
- version/build;
- autosave restoration;
- slot counts;
- Artwork conversion;
- local database lookup;
- MusicBrainz and Discogs stages;
- queue waiting;
- cancellation;
- selected release;
- project save/open;
- [.mds](#) export/import;
- PDF export;
- errors and recovery messages.

32.4 Privacy

Review a log before sending it to another person. It can contain:

- local file paths;
- release names;
- selected service URLs;
- diagnostic identifiers.

Do not share secrets, private user paths, or unrelated content unnecessarily.

33. Common Workflows

33.1 One MiniDisc with a Local Cover

- 1 Select a slot.
- 2 Import local Artwork.
- 3 Enter album, artist, and year.
- 4 Adjust fitting.
- 5 Review text.
- 6 Fill Track List manually or through lookup.
- 7 Add Spine if required.
- 8 Save [.mdp](#).
- 9 Run preflight.
- 10 Export PDF.

No network lookup is required when the local data is sufficient.

33.2 Exact Release by Catalogue Number

- 1 Enter album and artist.
- 2 Enter the exact catalogue number.
- 3 Select the medium.
- 4 Click [Заполнить весь диск автоматически](#).
- 5 Compare the exact candidate.
- 6 Confirm the correct edition.
- 7 Review tracks and cover.
- 8 Save the project.

33.3 Exact Release by Barcode

Use the same identifier field. Enter the barcode without accidental spaces. The application tries catalogue logic first and barcode logic second.

33.4 Release without a Network Cover

- 1 Confirm release metadata.
- 2 Reject an unsuitable cover.
- 3 Import a local Front image.
- 4 Review square crop and resolution.
- 5 Save the managed copy.
- 6 Rerun preflight.

33.5 Large Batch

- 1 Choose text case first.
- 2 Choose colour mode and ICC.

-
- 3 Choose DPI.
 - 4 Prepare source file names.
 - 5 Import the folder.
 - 6 Verify slot order.
 - 7 Verify every release.
 - 8 Save intermediate [.mdp](#) versions.
 - 9 Export [.mds](#).
 - 10 Run preflight.
 - 11 Create a test PDF.
 - 12 Approve a physical proof.

34. Risks and Protection

34.1 Losing a Source

Risk: the managed JPEG is mistaken for the only master.

Protection:

- preserve PSD/TIFF/source scans separately;
- keep at least two copies;
- use [.mdp](#) for the active project;
- use [.mds](#) for the managed library.

34.2 Wrong Release

Risk: a similar title belongs to another artist, country, year, format, or track list.

Protection:

- use exact catalogue number or barcode;
- select the medium;
- compare edition metadata;
- review every track;
- do not accept a doubtful result merely because a cover looks similar.

34.3 Wrong Colour

Risk: the selected ICC profile does not match the print process.

Protection:

- request the printer's profile;
- use a calibrated display where possible;
- create a colour proof;
- do not treat screen appearance as final CMYK output.

34.4 Wrong Physical Size

Risk: Fit to Page or printer-driver scaling changes the item.

Protection:

- print at 100%;
- disable automatic fitting;
- measure a test item;
- calibrate the plotter separately.

34.5 Broken Links

Risk: files are moved manually outside the application.

Protection:

- keep managed Artwork in its folder;

- use [.mdp](#) and [.mds](#);
- do not rename or move live assets in Finder;
- run preflight before PDF export.

34.6 Network Uncertainty

Risk: incomplete databases, temporary failures, or rate limits.

Protection:

- prefer local data;
- wait for the Discogs queue;
- do not launch repeated searches;
- keep manual import available;
- save a confirmed release locally.

34.7 Multiple Application Copies

Risk: an old bundle is launched from DMG, Downloads, a build folder, or an archive.

Protection:

- use [/Applications/MD Label Studio.app](#);
- eject the DMG after installation;
- verify version/build in the UI;
- do not keep test copies in the Dock;
- do not replace an unrelated application with the same display name.

35. Troubleshooting

Application Does Not Launch

- 1 Confirm it was copied to [/Applications](#).
- 2 Confirm the DMG is not the copy being launched.
- 3 Check minimum macOS 13.5.
- 4 Review the macOS security message.
- 5 verify the application version and signature if you are diagnosing a package;
- 6 keep the exact error text.

Slot Cannot Be Edited

Click the item and confirm an active slot number appears in the inspector.

Artwork Is Cropped

Change fitting, scale, and X/Y position for the selected slot.

Automatic Text Has Poor Contrast

Change [Авто](#) to [Свой](#), choose a contrasting colour, and inspect the print PDF.

Release Is Not Found

- 1 verify spelling;
- 2 enter both artist and album;
- 3 select the medium;
- 4 add exact catalogue number or barcode;
- 5 wait for the current search to finish;
- 6 try the confirmed extended-artist search;
- 7 import metadata or Artwork manually if the release is absent from the service.

Discogs Is Waiting

Wait for the orange remaining-time status. Do not start many identical searches.

Cover Is Not Found

Confirm the exact edition, check whether a Front/Primary image exists, or import a local image.

ICC Profile Is Missing

Install the required profile in ColorSync and relaunch the application. Do not silently substitute an unrelated profile for production.

.mdp Is Rejected

Possible causes:

- checksum mismatch;
- damaged archive;

- unsafe path;
- symlink;
- excessive file count or size;
- unsupported composition.

Use the previous intact copy. Do not manually bypass validation.

PDF Is Too Large

Use the print PDF at the required DPI instead of the full PDF, and verify whether 600 DPI is actually required.

Spine Is Empty

Add at least one row through [Добавить в Spine Slim Back Label](#).

Changes Are Missing after a Crash

Inspect autosave, verify Artwork paths, and save a new `.mdp` before continuing.

36. Checklist Before Saving

- the correct slot is selected;
- Artwork is present;
- crop is correct;
- scale and position are correct;
- album and artist are correct;
- first year and edition year are understood;
- medium is correct;
- catalogue number/barcode is correct;
- tracks match the edition;
- text colour is readable;
- Spine entries are preserved;
- the destination has free space;
- the file name identifies the project.

37. Checklist Before PDF Export

- sheet format is correct;
- orientation is correct;
- expected item count is correct;
- colour mode is correct;
- ICC profile is correct;
- DPI is correct;
- crop frame is correct;
- bleed is correct;
- safe area is correct;
- registration marks are correct;
- Artwork links exist;
- Track Lists are complete;
- Spine rows exist when required;
- preflight has been reviewed;
- [.mdp](#) has been saved.

38. Checklist Before Printing

- PDF opens without errors;
- page count is correct;
- printer scale is exactly 100%;
- Fit to Page is disabled;
- paper size matches the PDF;
- colour workflow is confirmed;
- contours and crop marks are visible;
- no item is clipped;
- a physical proof has been measured;
- plotter calibration has been tested separately;
- production starts only after approval.

39. Checklist for Transfer to Another Mac

- save the latest [.mdp](#);
- export [.mds](#);
- preserve original Artwork masters separately;
- copy both packages to reliable media;
- verify copied file sizes and checksums when available;
- install a compatible MD Label Studio version;
- import [.mds](#);
- open [.mdp](#);
- verify every layout and Artwork path;
- run preflight;
- create a test PDF;
- keep the source Mac unchanged until acceptance.

40. Path and Format Reference

Application

/Applications/MD Label Studio.app

Artwork

~/Pictures/MD Label Studio/Artwork

Database

~/Pictures/MD Label Studio/Database

Autosave

~/Library/Application Support/MD Studio Pro/MD Label Studio/Autosave/LastWorkingSession.mdlabelstudio

Formats

- [.mdp](#) - portable project;
- [.mds](#) - settings, Database, Artwork, and autosave transfer package;
- [.mdlabeledstudio](#) - legacy readable project;
- PDF - print or full output;
- TXT - exported track list;
- JPEG - managed print Artwork.

41. Responsibility Boundaries

Build 150 confirms:

- application build and launch;
- Universal architectures;
- valid ad hoc signature;
- main layout sections;
- dense A3 grid calculations;
- shared Preview/PDF/Plotter geometry;
- project and transfer package validation;
- local-first data and Artwork lookup;
- online provider queue logic;
- PDF generation;
- controlled managed Artwork workflow.

It does not by itself certify:

- every external printer;
- every plotter;
- every ICC profile;
- physical colour accuracy;
- notarization;
- Gatekeeper on every clean Mac;
- every Discogs response;
- operation on every macOS release.

42. Recommended End-to-End Workflow

- 1 Install from DMG into [/Applications](#).
- 2 Launch the installed application.
- 3 Configure case, colour, ICC, and DPI.
- 4 Create or open a project.
- 5 Select a slot.
- 6 Import Artwork or confirm a local cover.
- 7 Enter exact release information.
- 8 Use automatic completion where appropriate.
- 9 Confirm the physical edition.
- 10 Review the first year and edition year.
- 11 Review Track List and Spine.
- 12 Save [.mdp](#).
- 13 Export [.mds](#).
- 14 Run preflight.
- 15 Inspect Plotter Cut.
- 16 Export PDF.
- 17 Inspect every page.
- 18 Print a 100% proof;
- 19 measure the item and gap;
- 20 start production only after approval.

43. Verified State of This Edition

- product: MD Label Studio;
- version: 1.2;
- build: 150;
- bundle identifier: [com.avd.mdlabelstudio](#);
- minimum macOS: 13.5;
- architectures: [x86_64](#) [arm64](#);
- installed path: [/Applications/MD Label Studio.app](#);
- DMG SHA-256 of the previously verified build-150 image:
[f9bd92f571d709095c6dbdd9e43e3ea62824bd955ae39fa5a061b6e9e80355ae](#);
- application code signature: PASS;
- previous DMG verification: PASS;
- English manual edition date: 26 July 2026.

NOTE. This manual describes build 150. If a future version changes the interface, project format, network lookup, or print logic, consult the new changelog and the manual shipped with that version.