

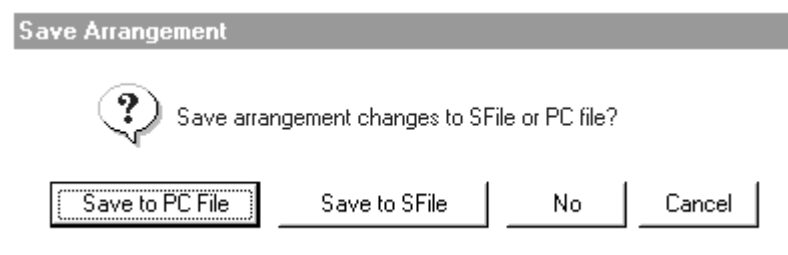
## File Menu

Under the **File** menu, you are able to save, load, append and delete arrangement and mixer files to and from both the PC's hard disk and the SDisk. It is also possible to import and export any type of file from your PC onto Soundscape's SDisk as well as converting **takes** into **.wav** files or **.wav** files into **takes**. Finally, you can open a Video for Windows 'AVI' file for synchronizing Soundscape to video images.



## New Arr

If you select **New Arr** and you have an unsaved or edited arrangement already loaded, the following dialogue box will be displayed:-



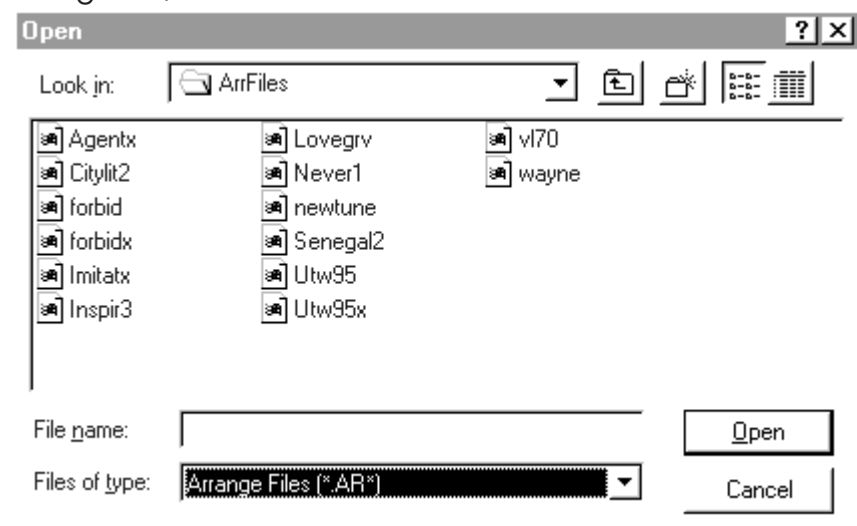
If you click on **No**, your current arrangement will not be saved and the arrange window will be cleared.

## Open Arr "Ctrl+O"



**Open Arr** reveals a 'flyout' menu with which you can open an arrangement that has been saved to your PC.

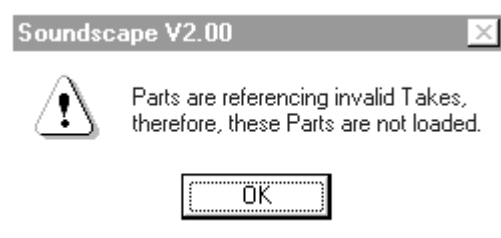
To open (load) an arrange file, double click on the file name in the list with the left mouse button, or type in a name and press enter or click on **Open**. Arrange files that have been stored on the SDisk can only be opened by double clicking on them in the SFile manager. The arrange file can



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contain over 8000 individual parts which use the digital audio takes stored on Soundscape's hard disk. Other parameters stored in the arrange file are the Sample Rate, Mtc/SMPTE Format, Mtc/SMPTE Offset, Varispeed, Tempo, Time Signature, Track Arming, Record Tracks and Record Setup settings.

If the takes required by the arrangement are not present on the hard disk, the following message will be displayed:-



Any parts which require takes that do not exist will be removed from the arrangement after loading. If you have saved the takes by making a backup to DAT or to the PC, you must restore the takes before the arrange file is able to load everything properly. You can play everything that is displayed onscreen correctly, but if you save the arrange file now, the parts which had no corresponding takes on the disk and were removed from the arrangement, will not be saved.

### Append Arr "Ctrl+A"

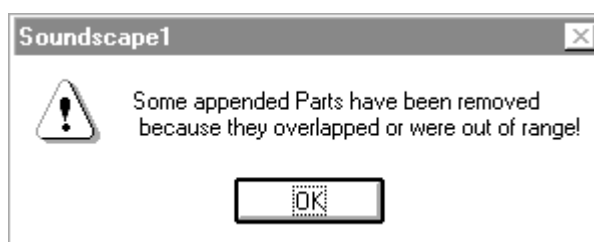


**Append Arr** allows any existing arrangement to be included within the current one, it's start point

positioned at the current play position. This is very useful for combining arrangements, compiling a sequence of songs, or just including small groups of parts in the current arrangement.

Position the play pointer where you want the arrangement to be appended (*i.e. offset from it's normal starting time*) by clicking on an empty space within the arrangement or by double clicking on the Song Position or SMPTE Time readouts in the Tape Transport window and entering a value.

Select **Append Arr** from the **File** menu and select an arrange file. For the entire file to be loaded, the takes must be on Soundscape's hard disk. If parts in the arrangement being appended would overlap parts in the current arrangement or if they are out of range, the following dialogue box will be displayed and the offending parts will not be loaded:-



All parameters which are saved in the arrange file, (Sample Rate, Mtc/SMPTE Format, Mtc/SMPTE Offset, Varispeed, Record Setup, Tempo and Time Signature) will be loaded from the appended arrangement.

If you want to retain the parameters set currently, first **save** the current arrangement, then **append** the required arrange file. Next, set the play pointer to the **start** and **append** the current arrangement which was previously saved. The warning message above will be shown as all parts will overlap, but the original parameters will be reloaded.

To make sure that overlaps do not occur when appending, it is sometimes necessary to move an entire arrangement to virtual tracks where no parts would be recorded. To do this and ensure that no timing changes occur, see **Vertical Move** and **Copy** tools explained earlier.

## Save Arr “Ctrl+S” & “Ctrl+Alt+S”



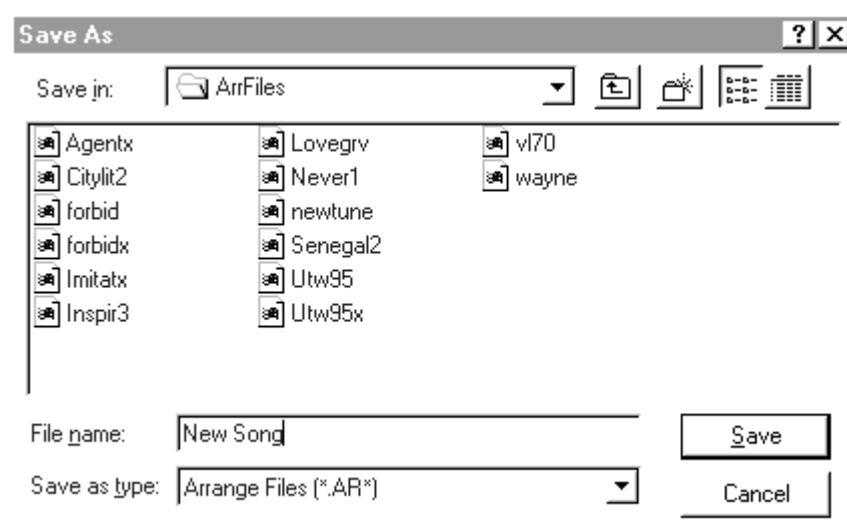
Selecting **Save Arr** saves the current arrange file to the PC's hard disk or to Soundscape's internal SDisk. If you have just created a

new arrangement, you cannot use **Save Arr**, as you have to first enter a filename using **Save Arr As**.

## Save Arr As



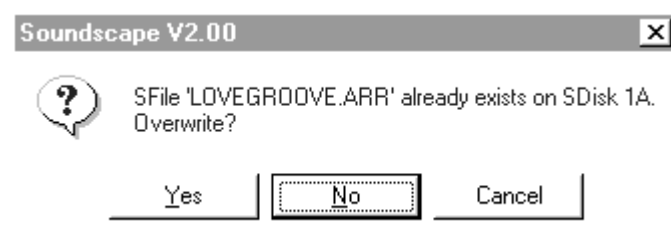
Selecting **Save Arr As** displays the following Windows dialogue box:-



You can enter a filename, use an existing file or save to a new directory or

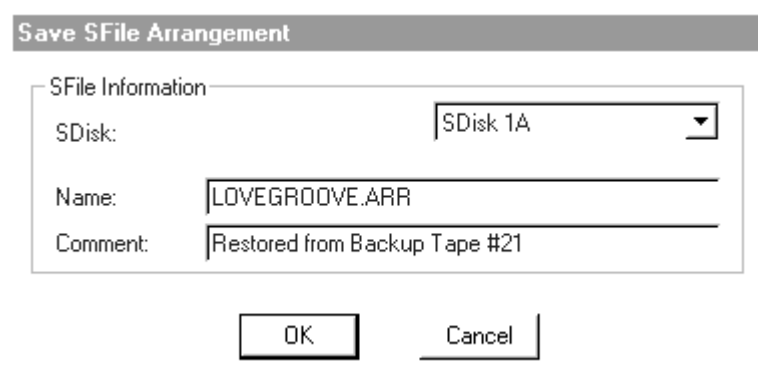
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drive. If you select an existing filename, a warning will be displayed, as shown below:-



Click on **Yes** only if you are sure that you want to replace the file on disk with the current arrangement.

Saving the mixer to the **SFile** opens a custom save dialogue shown below. You can select the SDisk to store the arrangement to, and name the arrangement (up to 64 characters) and also add a comment (up to 128 characters).



## Delete Arr

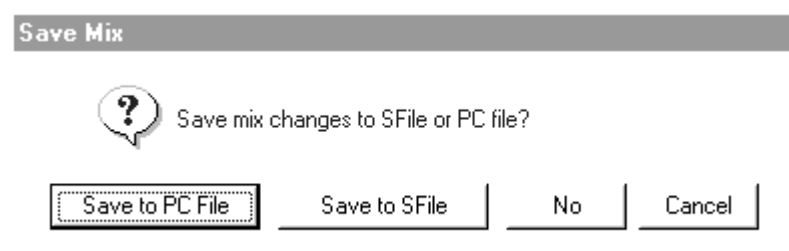


**Delete Arr** allows you to remove arrange files from your PC that are no longer required. You may have arrange files in

your working directory that are either old or temporary versions, or have been backed up to DAT. Mix files stored on the SDisk can be deleted by selecting the file in the **SFile manager** and pressing '**delete**' on your keyboard.

## New Mix

If you select **New Mix** and you have an unsaved or edited mixer already loaded, the following dialogue box will be displayed:-



## Open Mix “Ctrl+O”



**Open Mix** reveals a 'flyout' menu with which you can open a mixer that has been saved to your PC.

To open a mixer, double click on the file name in the list with the left mouse button, or type in a name and press enter or click on **Open**. Mix files that have been stored on the SDisk can only be opened by double clicking on them in the SFile manager.

## Save Mix “Ctrl+Q & Ctrl+Alt+Q”



Selecting **Save Mix** saves the current arrange file to the PC's hard disk or to Soundscape's internal SDisk. If you have just created a

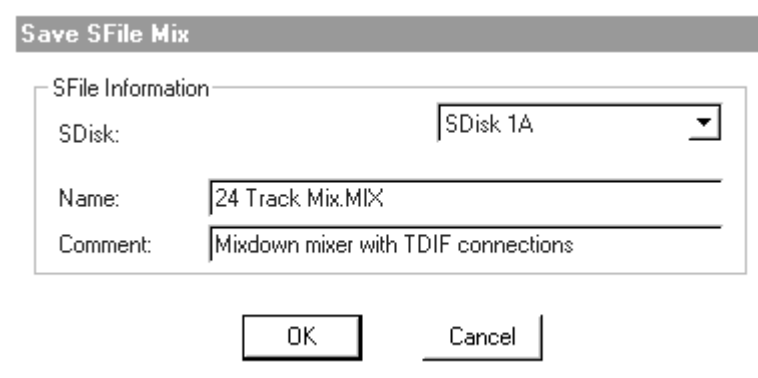
new arrangement, you cannot use **Save Mix**, as you have to first enter a filename using **Save Mix As**.

## Save Mix As

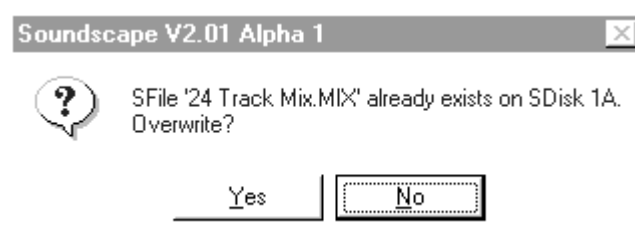


Selecting **Save Mix As** shows a flyout menu with the option to save the mix to the PC or to an SFile.

Selecting **PC file** will present the standard Windows “**Save As**” dialogue box where you can store the mixer. Saving the mixer to the **SFile** opens a custom save dialogue shown below:-



You can select the SDisk to store the mixer to, and name the mixer (up to 64 characters) and also add a comment (up to 128 characters). If you already have a mixer stored in the same directory on the SDisk you will see the following question:-



Click on **Yes** only if you are sure that you want to replace the file on disk with the current mixer.

## Delete Mix

**Delete Mix** allows you to remove mixer files from your PC's hard disk that are no longer required. Mix files stored on the SDisk can be deleted by selecting the file in the **SFile Manager** and pressing '**delete**' on your keyboard.

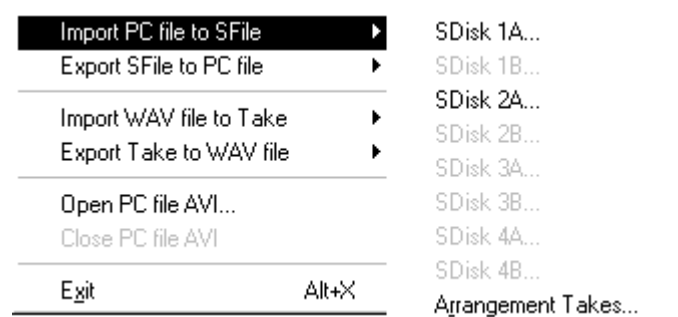
## Backing Up Digital Audio Takes via the PC

Making a backup of your data is essential, because at some stage the hard disk will become full, and making a copy of the takes allows you to delete them from the disk to make space for recording a new arrangement.

You can backup the digital audio takes from Soundscape's hard disk to any logical drive installed in your PC. This means that you can use removable media such as magneto-optical disks, re-writeable CD-ROM or high speed tape drives.

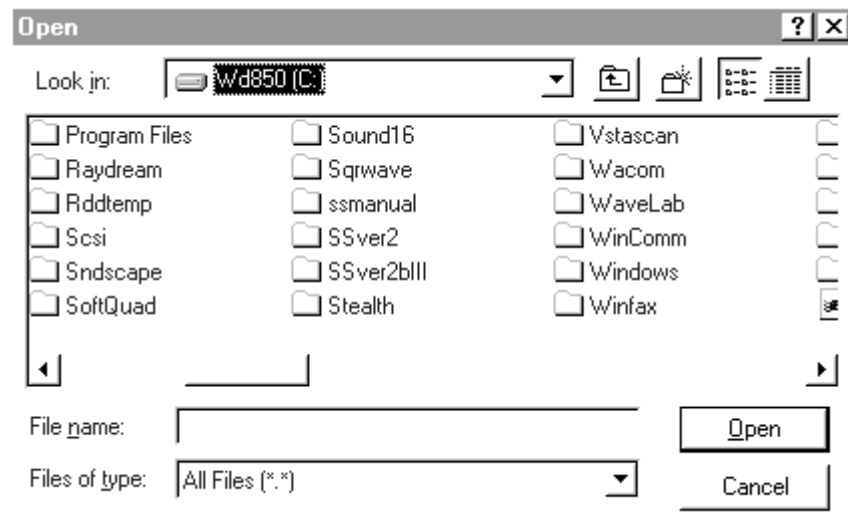
**Import PC file to SFile** and **Export SFile to PC file** from the **File** menu allow individual takes, all takes used by an arrangement (song), or all of the takes on the hard disk to be loaded and saved to the PC. Compression is not used, so the files take the same amount of data space on the PC as on Soundscape's hard disk.

## Import PC file to SFile ...

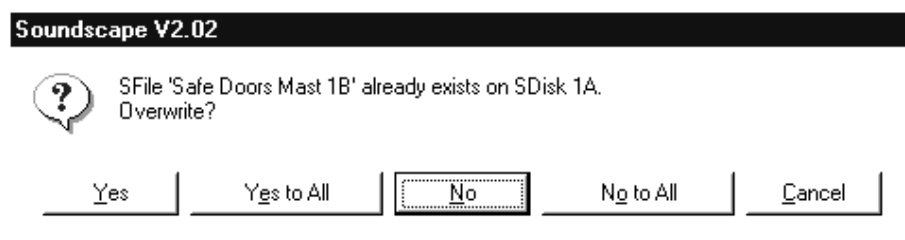


Select **Import PC file to SFile** to read previously saved digital audio takes or any type of PC file (e.g. video, graphics, text etc...) onto Soundscape's hard disk from a PC drive. A flyout menu will appear to designate an SDisk to write to. Select the target SDisk and a dialogue box will appear for you to

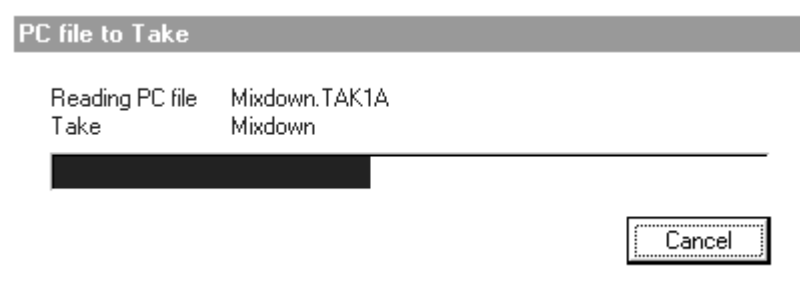
select a directory from which you want to import from. It is a good idea to create a folder on your PC's hard disk specifically for files you may want to import/export.



Select a file from the PC and click on **Open**. The take file will be loaded from the PC and stored on Soundscape's SDisk with the original name. If the take already exists on Soundscape's hard disk, the file will not be read and the message below will be displayed:-



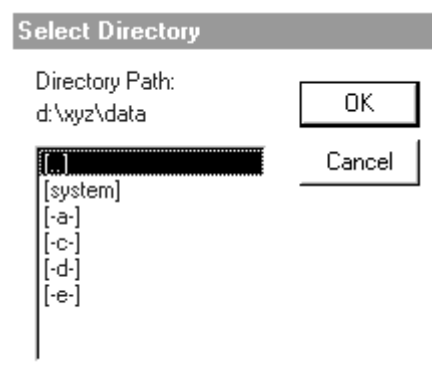
As the file is transferred to the SDisk, you will see this dialogue box.



## Importing a Complete Arrangement from the PC

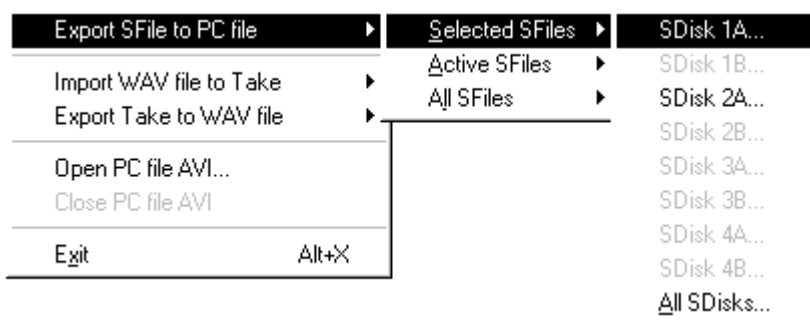
If you want to read a complete arrangement from the PC drive, select **Import PC file to SFile** and select **Arrangement Takes...** from the flyout menu. First of all the directory containing the arrangement and takes for the song will be requested, as shown:-

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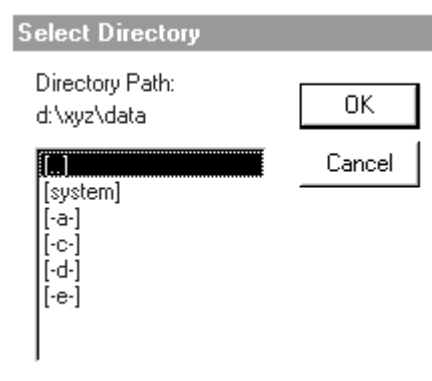
Select the directory (and drive) as required and click on **OK**. All takes files relating to the specified arrangement will be read from the PC drive using the unique filenames and saved to Soundscape's SDisk. The original take names will be restored and the complete arrangement is loaded into the arrange window. Takes which are already present on the SDisk will not be loaded. Click on cancel to abort the process, but, some takes may have been restored already.

## Export SFile to PC file



Selecting **Export SFile to PC file** will present a flyout menu to choose which takes will be exported.

The graphic above shows that all 'highlighted' files in the SFile manager from SDisk 1A will be designated for exporting. A dialogue box will appear for you to select a destination directory for the exported files. The example below shows that the files will be written to the PC's **d:\xyz\data** directory.





## Writing a Complete Arrangement to the PC

If you want to export an entire arrangement, first load the arrangement and then select **Active SFiles** from **All SDisks**. This will select all files needed by the arrangement (as well as the arrange file itself) for export regardless of which SDisks the take files are on.



It is generally a good idea to set up a directory (using Explorer) for each song that you backup, as there may be a large number of files created for the takes and you may want to keep them all together.

Soundscape asks if you want to generate unique filenames to identify files that belong to a particular arrangement, and are used when restoring to **Arrangement Takes...** destination during **Import PC file to SFile**.

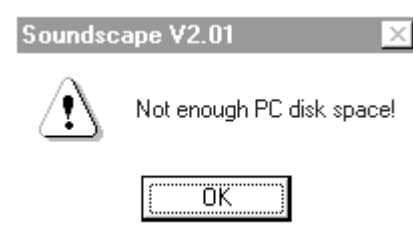
Writing the takes can be quite a lengthy process, as more than 100MB may have to be transferred, depending upon the length of the song. The backup process however should take around half the time of making a backup to DAT (see **Backup menu** section), but does to some extent depend upon the writing speed of the PC drive used for storing the take files.

A dialogue box as shown will be displayed as each take file is saved:-



Click on **cancel** to abort the process, however, some take files may have already been written to the PC drive, so you may have to use the Windows Explorer to delete them.

If there is insufficient room on your PC drive, the backup will be aborted and the following warning will be displayed:-



## Writing All SFiles to the PC

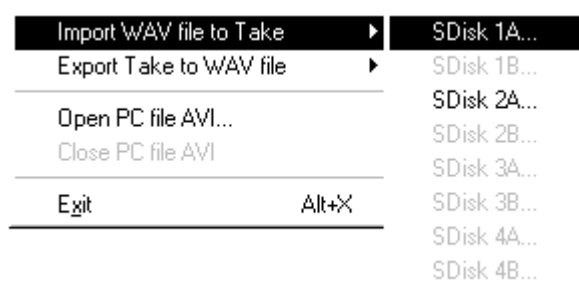
You can make a backup of the entire Soundscape hard disk by selecting **All SFiles**. You will be asked to select a directory and drive for the PC, but remember that the same amount of storage space is required on the drive used for backup as is used on your hard disk in Soundscape.

## Windows Wave Files (.WAV)

Wave files (.WAV) are multimedia sound files and can be used within Windows with a variety of different sound boards and application software. For instance, if you have setup Windows to generate sounds through the speaker when starting or closing applications, or for warnings, wave files will be used.

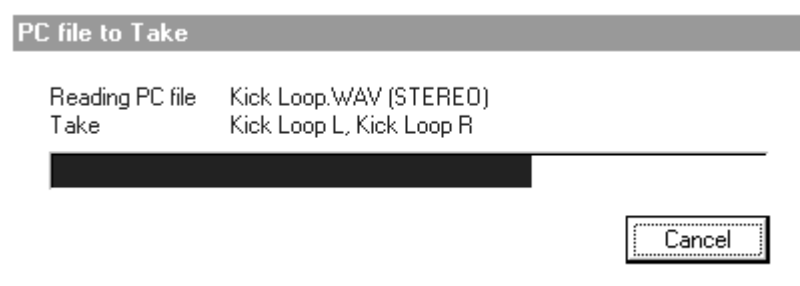
Soundscape can import or export digital audio takes as MONO or STEREO .WAV files, allowing other application software to have access to 16 bit audio files recorded with Soundscape and allowing Soundscape to use digital audio files from other sources.

### Import .WAV file to Take

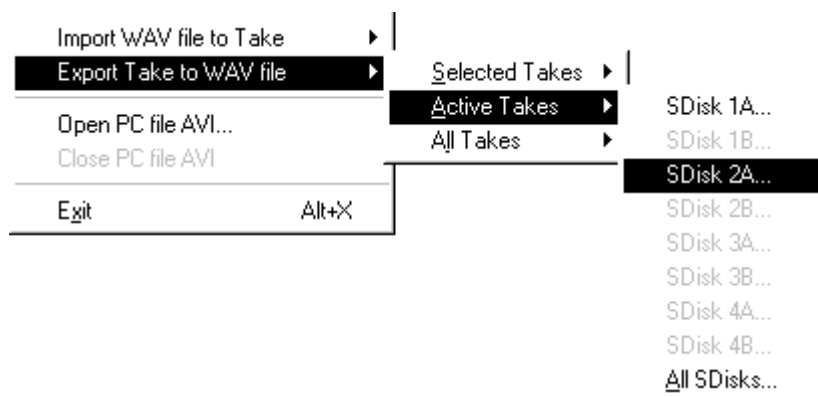


Select **Import .WAV file to Take** to load a MONO or STEREO .WAV file from the PC.

Select the .WAV file required. It is automatically detected as being mono or stereo. Either one or two takes will be imported, as shown. Stereo takes have L and R appended to the filename and saved as the take name on the SDisk.

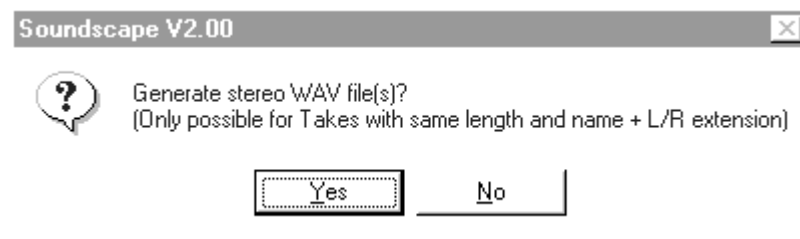


### Export Take to .WAV file



Select **Export Take to .WAV file** from the File menu and a flyout menu will offer the locations of the takes to be exported.

You will be reminded that only takes with L and R extensions will be exported as stereo .WAV files.



Note that the take on disk does not include any edits (e.g. fades, cuts, volume changes etc.) as these are made to the parts in the arrangement.

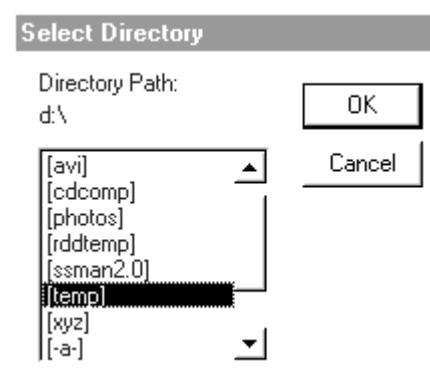
If you wish to export a stereo master, for instance for recording on CD-R, make sure that the take is exactly as required, by first performing a stereo mixdown so all edits are included in the mixed takes and these are exported to the PC.



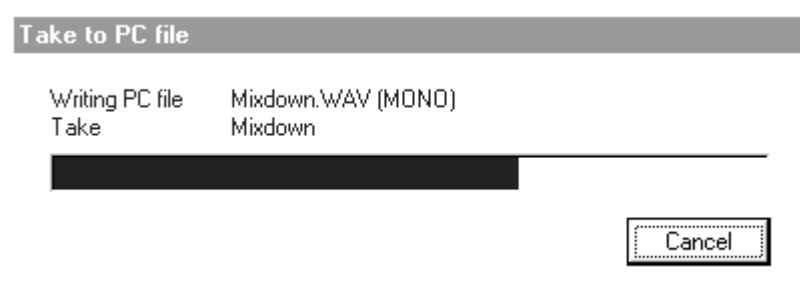
When using a drag and drop CD-R program with .WAV files it's a good idea to include a second of silence at the top and tail of all your master .WAV files. This helps avoid clicks that sometime appear when the audio starts at the very beginning of the files.

**Note:** *If the takes selected for left and right are different lengths, they will be exported as mono .WAV files.*

After selecting your source takes, you will see a dialogue box to select the directory you want to export to.



The take(s) will then be written as .WAV files to your PC.



## Open PC file AVI...

The **Open PC file AVI** menu selection allows you to open any AVI file stored on your computer's hard disk. The file will automatically play from the "0" point of your arrangement. It is possible to program an offset under AVI player in the **Settings** menu.

## Close PC file AVI

The **Close PC file AVI** selection is the only way to stop Soundscape from playing the AVI file once opened.

## Exit

Selecting **Exit** initiates Soundscape's close down sequence that automatically asks if you wish to save any altered settings (*i.e.* arrangements, mixers).