

SFile Manager

The **SFile Manager** is where you will find the files stored on the hard drive(s) fitted into the Soundscape hardware unit. We always refer to these files as **SFiles** and the hard drives as **SDisks**, in order to distinguish them from PC files and hard drives. The SDisk format is optimised for the kinds of file sizes needed for storing digital audio and there are different file attributes (properties) than for files stored on your PC. There is a full sub-directory structure (SFolders) with 64 character names, a 128 character comment field, the SFile type, date/time, size in MB, and the SDisk where it is stored. These are displayed for all SFiles and SFolders.

Name	SDisk	T...	Comment	Date	Time	Mb	Hz	Fps	Start	Length	Origin
Love Groove	All	S...		Jun 4, 1997	17:07:25						
802.bmp	1A	U...		Jan 28, 19...	20:28:31	0.081					
Fantasia.jpg	1A	U...		Jan 29, 19...	12:25:15	0.063					
feelslikecover....	1A	A...		Jun 12, 19...	23:55:01	0.029					
mark.avi	1A	U...		Feb 19, 19...	20:01:02	0.421					
Mixdown.WAV	1A	U...		Jun 16, 19...	17:19:20	1.789					
RecMixer.mix	1A	Mix		Jun 13, 19...	00:15:37	0.000					
Your Heart Crie...	1A	A...	Remixed from orig...	May 18, 1...	00:51:05	0.013					
Big Drum L	1A	T...		Jun 10, 19...	17:21:08	0.099	48000	25	00:00:45:14	00:00:01:00	Recorded
Big Drum R	1A	T...		Jun 10, 19...	17:21:09	0.099	48000	25	00:00:45:14	00:00:01:00	Recorded
Conga 1 L	1A	T...		Jun 10, 19...	17:44:48	0.049	48000	25	00:00:49:17	00:00:00:12	Recorded
Conga 1 R	1A	T...		Jun 10, 19...	17:44:50	0.049	48000	25	00:00:49:17	00:00:00:12	Recorded
Conga 2 L	1A	T...		Jun 10, 19...	17:46:09	0.049	48000	25	00:00:49:17	00:00:00:12	Recorded
Conga 2 R	1A	T...		Jun 10, 19...	17:46:10	0.049	48000	25	00:00:49:17	00:00:00:12	Recorded
Conga 3 L	1A	T...		Jun 10, 19...	17:35:08	0.596	48000	25	00:00:47:15	00:00:06:05	Recorded
Conga 3 R	1A	T...		Jun 10, 19...	17:35:09	0.596	48000	25	00:00:47:15	00:00:06:05	Recorded
Coyote Loop	1A	T...		Jun 10, 19...	16:48:12	2.385	48000	25	00:00:00:00	00:00:24:21	Recorded
Coyote Loop #01	1A	T...		Jun 10, 19...	16:53:18	0.795	48000	25	00:00:02:12	00:00:08:07	Time Stretch/Co...
Coyote Loop (2)	1A	T...		Jun 10, 19...	16:48:14	2.385	48000	25	00:00:00:00	00:00:24:21	Recorded
Coyote Loop (2...	1A	T...		Jun 10, 19...	16:53:18	0.795	48000	25	00:00:02:12	00:00:08:07	Time Stretch/Co...

The SFile Manager shows all SDisks from all Soundscape units in your system. Each unit can have one or two IDE hard drives installed.

Note: *IDE hard drives have jumpers which determine whether the drive responds as a master or slave drive (see Installing Hard Drives section).*

The master (A) and slave (B) drives have separate SDFS (Soundscape Disk File System) files stored at the beginning of the drive that contain information about the positions of the SFiles and SFolders on the SDisk. An arrangement can use SFiles from any SDisk available. For example SDisk 1A could be a "working" drive that is changed for each job and SDisk 1B could contain a sound effects library.

Note: *Currently, up to 8.5GB in total (for both drives) can be installed. If you install and format a 6.4GB drive for SDisk 1A, then you can install 2.1GB maximum for SDisk 1B. This means that even if SDisk 1B is a 3.1GB drive, then you will only be allowed to format 2.1GB and 1.0GB will not be available for use.*

Four types of files can be stored on the SDisk - three types of Soundscape files (that are displayed automatically with special SFile icons) and data files (which

can contain any type of information). Data files can be imported/exported to the PC and so can also be archived to audio DAT recorders using the Soundscape DAT Backup software. This also allows an entire project that includes other related files (e.g. AVI, MIDI files etc.) to be stored on the SDisk and taken to another system using removable drives or just with DAT.

The special Soundscape files are Arrangement files (.ARR), Mix files (.MIX) and Take files (.TAK) which contain audio data.

 Demo Song 1

Arrangement files can be saved either to the PC or to the SDisk. To open an Arrangement file from the SDisk, just double-click on the file with the left mouse button. The Arrangement icon will turn blue and 'Arrangement (Act)' (for Active) will be shown under the 'Type' column in the SFile Manager.

 ReclMixer.mix

Mix files can also be saved to the PC or to the SDisk. Double-clicking on a Mix file with the left mouse button opens the mixer and loads the mixer settings. The Mix file that is currently being used (if you opened it from the SDisk) is shown with a blue Mix icon and 'Mix (Act)' (for Active) is shown under the 'Type' column.

 Conga 1 L

Take files include several special file attributes (*i.e.* properties) necessary for proper handling of digital audio data. The original sample rate, frame rate, start timecode, length in timecode and the origin of the Take (*i.e.* whether the Take was recorded, imported from WAV, Reverse processed etc.) are displayed. If the Take is used in the CURRENT arrangement, the Take icon is blue and 'Take (Act)' (for Active) is shown under the 'Type' column.

There are also additional Take attributes that are not yet displayed (e.g. archive and read only flags), and these will be made available in a later software release. For easy "single click" placement of sound effects, provision has been made for default parameters like volume, cue point, physical (*i.e.* track colour) and virtual track assignments. These will also be used in a future software version.

Auditioning Takes from the SFile Manager

To audition a Take, click and hold with the **right mouse button** and move the mouse slightly left or right. A loudspeaker icon is displayed while the Take is played. Remember that without a mixer loaded, you will not hear any audio. The default track for auditioning takes is Track 1 (set under the Settings menu).

Dragging Takes from the SFile Manager to the Arrange Window

Click and hold with the left mouse button to drag and drop a Take file from the SFile Manager into the Arrange window. Only single or stereo Take files can be dragged and dropped this way, even if multiple Take files are selected. Stereo Take files are automatically dragged into the Arrange window and stereo linked parts are created, if the left and right Takes have the same length and have the same Take name, but with an L and R also in the name.

Dragging Takes to Original Timecode or to Locators - Ctrl & Alt Keys

To drag a take file to the arrange window and position it at the timecode where it was originally recorded (ie. the Start time shown in the SFile Manager), hold down the **Ctrl key** and drag the take from the SFile Manager. This could mean that it is not displayed in the Arrange window if the original timecode is outside the currently displayed time axis range, or that an error message 'Parts cannot be dropped out of range' is displayed if the timecode is earlier than the start of the arrangement or is outside the maximum time that is possible within one arrangement (approx 13.5hours).

To snap a take onto a locator, press the **Alt key** and drag the take from the SFile Manager and it will be positioned at the nearest locator automatically.

Creating an SFolder on the SDisk

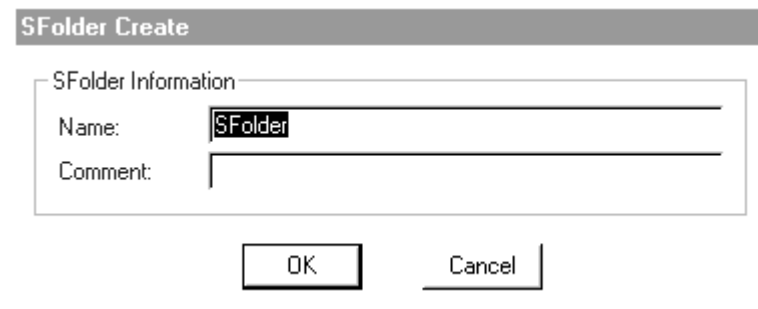
When you record Takes or import files into the Soundscape from the PC, the files are stored in the SFolder that is currently open. To organise your work, it is best to create SFolders that allow you to find SFiles easily without having to scroll through hundreds of lines in the SFile Manager. Under the **Settings menu** you can select how displayed SFiles are sorted, (by date/time, size, name etc.) and this can help locate all Takes from a project, if for instance, they were all recorded on the same day.

Name	SDisk	T...	Comment	Date
<input type="checkbox"/> Feels Like	1A	S...		Jul 3, 1997
<input type="checkbox"/> Love Groove	All	S...		Jun 4, 1997
<input checked="" type="checkbox"/> Demo Song 1				
<input checked="" type="checkbox"/> feelslikecover....				
<input checked="" type="checkbox"/> RecMixer.mix				
<input checked="" type="checkbox"/> Your Heart Crie...	1A	A...	Remix	SDisk 1A... 1997
<input checked="" type="checkbox"/> yourheart.arr	1A	A...	Remix	SDisk 1B... 0, 19...
<input checked="" type="checkbox"/> Big Drum L	1A	T...		SDisk 2A... 0, 19...
<input checked="" type="checkbox"/> Big Drum R	1A	T...		SDisk 2B... 0, 19...
<input checked="" type="checkbox"/> Conga 1 L	1A	T...		SDisk 3A... 0, 19...
<input checked="" type="checkbox"/> Conga 1 R	1A	T...		SDisk 3B... 0, 19...
<input checked="" type="checkbox"/> Conga 2 L	1A	T...		SDisk 4A... 0, 19...
<input checked="" type="checkbox"/> Conga 2 R	1A	T...		SDisk 4B... 0, 19...
				All SDisks... 0, 19...

► *Creating a new SFolder by 'right clicking' on free space*

Clicking in a free part of the SFile Manager (*i.e.* not on an existing SFile icon or name) with the right mouse button allows an SFolder to be created. SFolders

can be created on just one SDisk or for all SDisks in your system. This allows an entire project that exists across several units and several SDisks to be viewed in one SFolder and allows easy file selection for backing up the project in one operation. If you create SFolders with the same name separately on different SDisks, then when the SDisks are installed together, the SFiles stored in the SFolders from both SDisks can be viewed in the same SFolder.



Name	SDisk	T...	Comment	Date	Time
Feels Like	1A	S...		Jul 3, 1997	14:50:12
Love Groove	All	S...		Jun 4, 1997	17:07:25
SFolder	1A	S...		Jul 3, 1997	14:54:55
Demo Song 1	1A	A...		Jul 3, 1997	14:38:29
feelslikecover....	1A	A...		Jun 20, 19...	18:56:16
RecMixer.mix	1A	Mix		Jun 20, 19...	17:58:22

► New 'SFolder' in SFile Directory

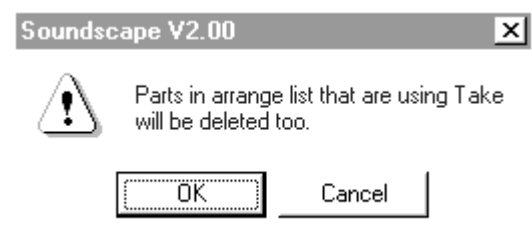
StartUp Folder - Auto load of Arrangement and Mixer Sfiles

During startup, the program looks for a 'StartUp' SFolder on your SDisk, and automatically loads the first alphabetical mixer and arrangement SFiles found.

Deleting, Renaming and Editing the Properties of SFiles or SFolders

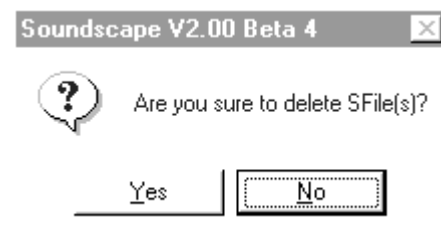
Click with the right mouse button on any SFile or SFolder to display a menu allowing you to **Delete**, **Rename** or edit the **Properties**. Multiple SFiles or SFolders can be deleted with one operation (you can also press the **Delete key**), but selecting Rename or Properties is just for the one that you click on. SFolders must be empty before they are able to be deleted. Another way to rename the SFile or SFolder is by clicking on it's name with the left mouse button and changing it directly in the SFile Manager (like Windows Explorer).

When you wish to delete SFiles while the selected Takes are 'in use' in the CURRENT arrangement (*i.e.* active), then deleting these Takes from the SDisk will result in the corresponding Parts being removed from the Arrange window.



You will be asked to confirm your action. Remember that if Takes you are deleting are also used by other arrangements, then you will not be able to use them when you load the other arrangements.

Note: Be very careful when deleting SFiles. You can undo the delete and although there are TEN levels of undo, if you perform several operations after deleting the SFiles, it is not certain that you will be able to recover them.



Remember - If you don't backup your valuable data, we can't help you !

Selecting SFiles

Click with the left mouse button to select an SFile. You can select multiple files using the same **Shift** and **Control** keys operation as Windows Explorer, or by dragging a select box around multiple files (click on the SFile away from the name and drag the box over the SFiles you want to select). It is often useful to change the sorting options under the **Settings** menu to allow easier file selection (e.g. sort by date/time to view all Takes you have recorded today etc.).

Move, Copy, Cut and Paste for SFiles

To move or copy selected SFiles in the SFile Manager just drag and drop them either in the current SFolder or on another SFolder in the SFile Manager. If you drop them on the "up folder arrow" icon at the top of the window, you can move or copy them to the SFolder 'above' the currently selected one (*i.e.* the previous SFolder in the path).

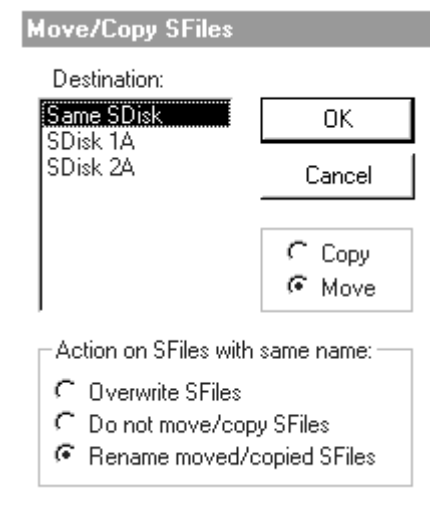
Alternatively, click on the selected SFiles with the right mouse button to display a menu allowing you to select **Cut** or **Copy**.

You can then change to a different SFolder, click again with the right button (but not on a file name) and select **Paste** from the menu. A dialogue box is displayed, allowing you to select copy, move and overwrite options (dragging SFiles with the **Ctrl** key pressed selects copy mode automatically). Dragging selected SFiles tthe top or bottom of the SFile Window, will scroll the list up or down to the top or bottom of the SFile Window,



You can move or copy files between disks in one unit or between Soundscape units in the system. Just select the destination SDisk, or 'Same SDisk' if a copy of the selected SFiles is required on the same SDisk(s) that they are currently stored on.

It is not possible to have two SFiles with the same name in the same SFolder on the same SDisk, but you can have SFiles with the same names in different SFolders or on different SDisks. If you copy SFiles to the same SFolder on the same SDisk, the copies are renamed automatically with an extension (2), (3) etc. after the SFile name.



Moving an SFile to another SFolder on the same SDisk just changes the reference to the SFile in the SDFS map and doesn't have to physically move the SFile. Moving an SFile to another SDisk or copying an SFile always means that the entire SFile must be read/written to the SDisk.



If you wish to transfer takes between Soundscape units, it is best to use the 'move' option as the arrangement will automatically recognize the change. If you use the 'copy' option, the arrangement has no need to be updated so you will have to manually place the 'copied' takes into the arrangement.

Importing/Exporting PC Files to the SDisk

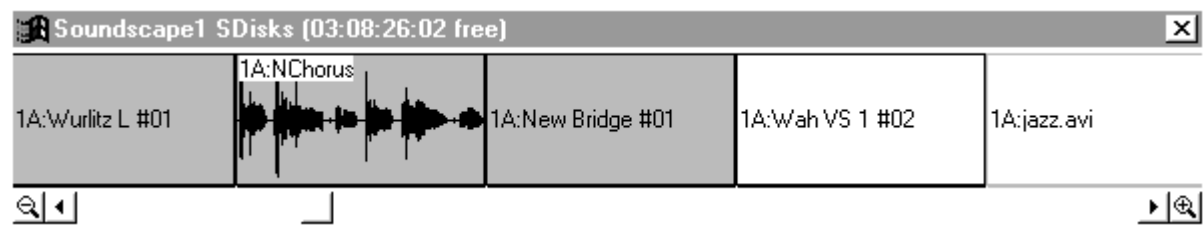
Any PC file can be imported to an SFolder on the SDisk, or any kind of SFile on the SDisk can be exported to the PC. Multiple selections are possible for import or export, so that for instance, you can do a batch export of all Takes in an SFolder for backup on a PC drive.

Batch import/export of WAV files is also supported, and if the stereo Takes are named with L and R at the end of the name, they will be exported as a stereo WAV file automatically. Importing stereo WAV files names the Takes with the L and R extensions automatically.

All import and export functions can be found under the **File menu**.

SDisk Window “K”

The **SDisk Directory** window shows the digital audio takes recorded on the hard disk. The takes are represented as bars in the **SDisk Directory** with the same sizes and the same order in which they are physically recorded.



All takes which are used in the current arrangement are dark grey and all inactive takes are light grey. All other types of files appear as white. Any takes that have had waveforms generated will appear as waveforms within the bar. Using the solo, copy, info and waveform tools is only possible for Take files, not SFolders or other types of SFiles.

The zoom in and out buttons function in the same way as for the arrange window so that very small or large takes can be viewed. The scroll bar allows you to move around the disk to view different areas easily.

When the disk is formatted, Soundscape automatically determines the disk size and uses that to keep a log of the amount of free space available. This value is displayed in the caption bar at the top of the SDisk window.

However, this does not always mean that you are able to record a take of the same length as the free space. Soundscape requires **contiguous** disk space to record a take (*i.e.* all the space must be continuous in one area of the disk), but often when you have been working for some time recording and deleting takes, the free space becomes scattered around the disk or **fragmented** (see **SDisk menu** chapter). The longest take that can be recorded is the longest **contiguous** block of free space, rather than all of the fragmented bits added together.



It is possible to view the free space on any drive in your Soundscape system by dragging a take from the **SFile Window** into the **SDisk Window**. For example, if you want to see how much space is available on Unit 2's Disk B, you find a take in the SFile Window that has been recorded on Unit 2's Disk B, and drag it into the SDisk Window.