

Preset and WAV File Management

As of Blackbox 1.5, blackbox now stores all of the preset xml files in subfolders under the \Presets folder. Each preset has its own subfolder with the name of the preset, and a preset.xml file within that subfolder. E.g. the preset **My Kickin Grooves** will be stored as a file named preset.xml in the \Presets\My Kickin Grooves folder. When you first start working with the preset, it will point to the WAV files in their source folders. The Pack function will copy all of the used WAV files into the preset folder.

Blackbox 1.5 also changes where new recordings are stored. When you create a new recording, it will be stored in the folder for that preset. For example, the first new recording for the **My Kickin Grooves** preset will be saved as \Presets\My Kickin Grooves\RC000001.wav.

Blackbox will migrate legacy presets to the new file structure as you use them.

In summary:

- All of the preset folders are gathered under one \Presets folder at the root. This helps reduce the clutter at the root and reduces the number of directories that the system has to scan to find presets.
- Before you Pack a preset file, the .xml file lives in its own subfolder under \Presets which is created as soon as you create a preset, but the WAV files stay in their source folders until you “pack” them.
- Blackbox will automatically move a legacy preset into the new folder location the first time you load that preset after upgrading to the 1.5 firmware. You may then use the Pack function to consolidate all of the files used by the preset into the preset’s folder.
- All presets have a file named preset.xml under the folder that has the name of the preset.

Packing Presets

After you spend time carefully creating a preset, you don’t want to worry about it getting broken if you make changes to that WAV file or re-organize your sample library. You may also want to gather up all of the files used in a preset so you can move it to another microSD card or archive it on your computer. The Pack feature was created to address these needs.

How to Pack a Preset

1. Load the preset you want to pack.
2. Push PSET and then touch File->Pack. Blackbox will find all of the WAV files that are assigned to pads and copy them into the folder for this preset. Multi-sample banks will be copied to a subfolder.

NOTE:

- If you continue to add WAV files to your preset after you pack it, the preset will still point to these WAV files in their source folders. Pack the preset again to copy these files over.
- If the Pack option is disabled, then the preset is fully packed already.

Managing New Recording Files

When you record a new WAV file, the file is stored in the folder associated with the preset. This folder is located on the microSD card under \Presets and has the same name as the preset. For example, if your preset name is KickinGroove then your recordings will be in the folder \Presets\KickinGroove. How you will work with these files depends on whether you are recording samples to build a library to use in presets in the future, or whether you are recording WAVs specifically for the current preset.

If you are recording WAVs for the current preset

1. Record WAVS until you get the files you need. The WAVs are stored in the preset specific folder.
2. Assign the WAVs you want to use to individual pads.
3. Push Preset and then touch File->Pack to create copies of any of the other files used in the preset into the preset folder.

If you are recording WAVS to build up a library of sounds

1. Create a new preset to host the content from your recording session.
2. Record into pads as desired. Blackbox places the WAVs into the preset's folder.
3. You can optionally use your computer to move the WAV files from the preset's folder on the microSD card into sound library folders on the card. When you want to use these files in another preset, point to the WAV files you moved to the library folders. Then pack up those presets to preserve copies of the WAVs you used.

NOTE:

- Blackbox won't stop you from loading a WAV file from Preset B's folders into Preset A. However, if you do this, you could potentially break Preset A if you ever move or rename Preset B for any reason. Therefore, if you have WAV files that you want to re-use across presets, we encourage you to move these WAV files into library folders outside of the \Presets folder, and to Pack your presets often.

WAV and Preset File Management

You can use the microSD card with your computer to manage the WAV and Preset files on the card. You can load new WAV files onto the card or backup your existing WAV files for safekeeping. Blackbox is compatible with all standard WAV files.

You can use a microSD Adapter to insert your microSD card into your computer. Then you may use standard file techniques to rename the WAV files, reorganize them into directories, delete them, copy them onto your computer or copy them onto other microSD cards. We recommend

that you occasionally make backup copies of your WAV files, especially before upgrading to new firmware. Just keep in mind that if you delete, move or rename a WAV file that is used by a preset, the preset won't be able to find it later.

You can organize libraries of WAV files into folders and subfolders on your blackbox. Presets are stored in subfolders under the \Presets folder. After packing up a preset, you can move the preset folder and its contents to another microSD card or your computer hard drive to back it up, share it or archive it. That preset will no longer have any dependence on any WAV files outside of the directory, unless you load new WAVs without packing.

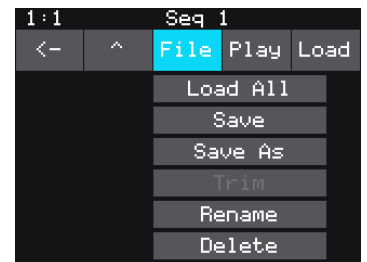
Note:

- If you delete, move or rename a WAV file, it will no longer be available for use by presets that were previously using it. The name of the WAV file will still appear in the Preset, but the Waveform screen will be blank until you load a new WAV file into the pad.
- Blackbox supports samples in the WAV file format. It supports 1 or 2 channel files with 16-, 24- or 32-bit resolution at any sample rate. 48kHz is the preferred sample rate.
- WAV file names may use Alpha Numeric Characters (A-Z, 0-9) and some special characters. The following characters are NOT allowed: double quotes, forward slash, back slash, question mark, asterisk, less than and greater than symbols, the colon and the pipe symbol (" / \ ? * < > : |). File names must be less than 256 characters, including the path name. Files that do not conform to these naming constraints will not be recognized by blackbox.
- Packing a preset will collect all of its WAV files into the preset's subfolder for ease of portability and archiving.

To Delete, Save As or Rename a WAV File:

When you use blackbox to delete a WAV file, that file is removed from the microSD card. This file will no longer be available for use by presets. This means that any presets that previously used this WAV file will no longer include this WAV file. Similarly, if you rename a WAV file, other presets that used this file under the old name will no longer be able to find the WAV file. To delete, rename or save a copy of a WAV file:

1. Touch a loaded pad on the Pads screen to display the Waveform Screen.
2. Touch the name of the WAV file at the top of the screen to display the WAV Edit screen.
3. Use the control knobs to scroll to the WAV file you want to delete. You may need to load directories to navigate to the file you want to delete.
4. Touch **File** to display the WAV File Actions menu.
5. Touch **Delete** to delete the selected WAV file from the microSD card. Touch **Save As** to save a copy of the WAV file with a different name. Touch **Rename** to change the name of the file on the microSD card.



WAV File Actions Menu

6. If you select **Delete**, blackbox will display a confirmation prompt. Touch OK to confirm, or touch anywhere else to cancel.
7. If you select **Rename** or **Save As**, blackbox displays the File naming keyboard. Use the touchscreen to enter letters using the keyboard. Touch the ← to delete the previous letter. Turn a knob to reposition the cursor. Touch **Enter** to save your changes.
8. You can **Load** a different WAV file from here as well.
9. Touch the back arrow <- to exit the screen.

Note:

- If you delete or rename a WAV file, it will no longer be available for use by presets that were previously using it. The name of the original WAV file will still appear in the Preset, but the Waveform screen will be blank until you load a new WAV file into the pad.
- To remove a WAV file from a pad without deleting the file, go to the Waveform screen and touch the Pad Mode icon to the left of the file name, and then touch **New Recording**. You can press **PADS** to go back to the Pads screen without loading a file and the pad will be empty.
- WAV file names may use Alpha Numeric Characters (A-Z, 0-9) and some special characters. The following characters are NOT allowed: double quotes, forward slash, back slash, question mark, asterisk, less than and greater than symbols, the colon and the pipe symbol (" / \ ? * < > : |). File names must be less than 256 characters, including the path name. Files that do not conform to these naming constraints will not be recognized by blackbox.

To Record a Multi-sample pack onto blackbox:

1. Create a preset for the multi-sample pack. Let's call it MyBank.
2. Record the files into the new MyBank preset. Delete any extra files that are not needed.
3. Assign root notes to each of the files if you want to ensure blackbox maps the files to the correct note. For example, if you recorded a sample for C3 and you want that sample to be used when you play C3 and pitched shifted for notes on either side of it, then set the root note parameter for that WAV file to C3. Do this for each of the pitched samples that you recorded. This means you will have to load each WAV into a pad individually in order to set the root note. Be sure to save the WAV file after you set the root note so the setting will be saved into the file.
4. Open the Preset where you want to use the multi-sample pack. Let's call it MySong.
5. Create a new sample pad and use "Load All" to load the multi-sample preset's folder into the sample. For our example, that would mean using "Load All" for the folder \presets\MyBank into the multi-sample pad.
6. Pack up the target preset (MySong in our example) to copy the multi-sample files into a sub-folder under the target preset's folder. In this case, you would end up with the following folder:

\Presets\MySong\MyBank

7. Now you are free to delete or move the original MyBank preset if desired, or leave it there for future re-use.

What will happen to my legacy presets? How do I convert them to the new file structure?

When you load presets, blackbox will display a single list with all presets stored at the root and all presets stored under the \Presets folder. The files will be in alphabetical order by file name, independent of where they are stored. Each time you open a preset that is stored in the root, blackbox will create the preset folder for this preset and move the preset into that folder. In this way, as you open the presets, they will be migrated to the new structure one at a time. You can then use File->Pack to collect all of the WAV files used by this preset into the corresponding subfolder. Any new recordings you make will be stored in the preset subfolder.

When will my legacy WAV files get cleaned out of the root folder?

We won't move them automatically. We recommend that you manually pack up all of your presets one by one, which will copy all of the files used by the presets into their respective folders. When that is done, you may choose to delete the files that are stored at the root or safely move them to a subfolder for future use.

What happens when you use the Preset File Functions in this new System?

New	When you create a new preset, blackbox displays the preset naming screen, with a default name of New Preset <X>, where <X> is the next available number. You may use the onscreen keyboard to change the name, then touch Enter to create the new preset. Blackbox then creates a new folder under \Presets with the name specified. It also creates a file named preset.xml in this new folder.
Delete	Blackbox will prompt you to confirm the Delete. Touch OK to confirm or touch anywhere else to cancel. If you confirm, then blackbox will delete the preset.xml file, all of the wav files in this preset's folder, and the preset's folder. WARNING: This action cannot be undone.
Rename	The preset's folder name will be changed to the name entered. Any WAV files will remain in this renamed folder.
Save	The preset.xml file is saved in the current folder. No WAV files are copied or saved.
Save As	After you enter a new name, blackbox creates a new folder with this new name, and copies the preset.xml file from the old preset folder into the new preset folder. Blackbox will copy all of the WAV files in the source preset's folder into the new preset's folder. The new preset.xml file will be updated to point to these copies of the WAV files. If the source preset pointed to any WAV files in other folders, the new preset will point to those same files. The new preset is now the currently loaded preset.
Pack	Blackbox will copy all of the WAV files used by this preset into the preset's folder. Any multi-sample banks will be copied with their folder.

	The preset.xml file will be updated to point to these copies of the WAV files and will be saved.
Clean Up	Blackbox will prompt you to confirm “Del Unused WAVs?” If you choose OK, blackbox will search the preset folder for any WAV files that are not mapped to pads in this preset. Any unmapped WAV files in this preset’s folder will be deleted. Blackbox will save the preset.xml file as part of this process. WARNING: this action cannot be undone. Touch anywhere besides OK to cancel this operation.