# Naming Conventions - Technical Reference

This document provides the complete technical specification for the Film Scoring File Rename Shell Script's naming conventions and instrument mappings.

### **Supported Naming Conventions**

### Input Filename Format

• The script expects files to be named as:

```
CueID_InstrumentName[_TBR|_TBL].ext
```

- CueID: Any string following reel/cue format (e.g., 2m04, 12m15, 3m1)
  - Supports 1-2 digit reel numbers and 1-2 digit cue numbers
  - Examples: 1m2, 2m04, 12m3, 25m42
- InstrumentName: Instrument or section name (see below)
- \_TBR or \_TBL (optional): Suffix for Take B Right/Left (case-insensitive)
- ext: Supported extensions are \_wav, \_aiff, \_mp3 (case-insensitive)

### File Processing Requirements

- Audio files only: Non-audio files are automatically skipped
- Exact format required: Filenames must contain exactly one underscore (excluding \_TBR/\_TBL)
- Invalid formats skipped: Files not matching the expected pattern are ignored
- **Duplicate protection**: Uses mv -n to prevent overwriting existing files
- Safe processing: When used with Automator workflow, creates copies before renaming

#### Instrument and Section Mapping

- Greedy prefix matching: Longest matching prefix wins (e.g., vln, violin, fl, flute, etc.)
- Multi-word names supported: Spaces are normalized during matching (e.g., Synth Piano, Synth Strings)
- Section keywords: If no prefix match is found, checks for section keywords anywhere in the name:
  - brass, brs → BRS section
  - winds, ww, woodwinds → WW section
  - strings, str → STR section
  - percussion, prc, perc → PRC section
  - mixbus, mix bus → MIX section
- Effect tracks: If instrument name contains effect keywords (delay, reverb, chorus, eq, fx, etc.), section is set to § and the original instrument name is preserved
- **Synth instruments**: Any instrument name containing **synth** is assigned section **SYN** and keeps the original instrument name
- Click tracks: click or clk are handled specially renamed to CueID\_CLK with no section prefix
- Case insensitive: All matching is case-insensitive
- Unmapped instruments: Names that don't match any pattern are flagged as RenameManually!

### **Output Filename Format**

- Renamed as: CueID\_SECTION\_ABBR[Suffix][\_TBR|\_TBL].ext
  - For effect tracks: CueID\_§\_OriginalInstrumentName[\_TBR|\_TBL].ext
  - For synth instruments: CueID\_SYN\_OriginalInstrumentName[\_TBR|\_TBL].ext
  - For click tracks: CueID\_CLK.ext (no section prefix)
  - For unmapped instruments:

```
CueID_RenameManually!_OriginalInstrumentName[_TBR|_TBL].ext
```

If a filename conflict occurs, the original instrument name is appended in parentheses:
(OriginalInstrument)

For multiple conflicts, a counter is added: (OriginalInstrument\_2),
(OriginalInstrument 3), etc.

#### Version 1.1 Features

- Automatic Log Generation: Creates a timestamped log file in the renamed folder
- Rename Tracking: Log shows original filename → new filename for each processed file
- Complete Audit Trail: Includes start/completion timestamps and log file location

### **Examples**

### Standard Instrument Mapping

- 2m04\_Violin 1.wav → 2m04\_STR\_vln1.wav
- 4m05 violin2.wav → 4m05 STR vln2.wav
- 1m12\_trumpet\_TBR.aiff → 1m12\_BRS\_tpt\_TBR.aiff
- 3m01 flute.mp3 → 3m01 WW fl.mp3

### Section Keywords

- 2m04\_strings.wav → 2m04\_STR\_str.wav
- 1m12\_brass.aiff → 1m12\_BRS\_brs.aiff
- 3m01\_woodwinds.mp3 → 3m01\_WW\_ww.mp3

### **Special Cases**

- 2m04\_click.wav → 2m04\_CLK.wav (no section)
- 1m12\_synth piano.aiff → 1m12\_SYN\_synthpiano.aiff
- 3m01\_reverb.mp3 → 3m01\_§\_reverb.mp3
- 4m05\_guitar.wav → 4m05\_RenameManually!\_guitar.wav (unmapped)

#### Conflict Resolution

- If 2m04\_STR\_vln\_wav already exists:
  - 2m04\_violin.wav → 2m04\_STR\_vln(violin).wav
- If that also exists:
  - Next file → 2m04\_STR\_vln(violin\_2).wav

## **Bug Reports & Contact**

- For bug fixes, feature requests, or questions, please reach out via GitHub issues or email:
- Issues: GitHub Issues
- Email: nettanetta+software@gmail.com

Please include example filenames and a description of the issue when reporting bugs.