Storing and recalling projects, tracks and cues

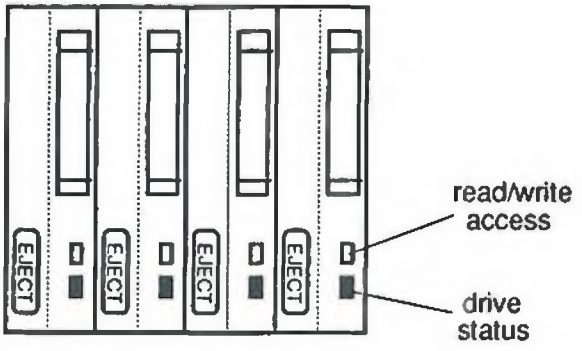
AR-06-0690

Backing up to tape

Because you record directly to the Winchester hard disks in your Direct-to-Disk system, the sounds you record remain intact even when you turn off the system. To make room for new projects and tracks, however, you may want to back up completed projects on tape.

WangDAT tape drives

WangDAT™ tape drives are mounted vertically in the Direct-to-Disk control unit.



When you insert a WangDAT tape, make sure the arrow on top of the tape cartridge points toward the drive.

The yellow status light on the drive blinks when a cartridge is inserted or ejected. The light is on when the tape is ready to use. The green access light on the drive is on when data is being read from or written to the tape. The light is off when the tape is not in motion and it is safe to insert or remove the cartridge.

To remove a tape, press the Eject button on the WangDAT drive. To protect a tape from accidental erasure, you can manually lock the tape cartridge. You can load a locked tape onto the Direct-to-Disk, but you cannot record on the tape until it is unlocked.

WARNING: Operation of the backup system is quite different from that of a tape recorder. Please read this documentation carefully before attempting to back up or load projects or tracks. Never press the Eject button on the drive if the green access light is on.

Project backup

We recommend that you store only one project on a tape. However, it is possible to store several projects on a tape.

1. Insert the tape cartridges into the WangDAT drives that correspond to the project tracks.

2. If you want to append a project to the end of the tape, select the **Skip All** command in the Project Directory to skip to the end of recorded projects.

   The yellow status light blinks until the tape locates the correct position.

3. Select either the **Backup Project** command (to back up a single project) or the **Backup All** command (to back up all projects).

   The project is written to the tape location you indicated. Previously recorded projects at this location are erased. When project backup is completed successfully, the current project's Mod status is reset to "No."

4. If desired, verify that the tape backup was successful. (See "Verifying the tape backup" later in this section.)

5. Press the Eject button on each drive to eject the tape cartridges.

6. Label each cartridge with the project name and track numbers.

7. Repeat the backup procedure on a second set of tapes for added security.

If the project uses fewer than half the total number of tracks available, odd-numbered tracks are backed up first, followed by even-numbered tracks. You can minimize backup time by recording on odd-numbered tracks only. For example, backing up a one-minute recording on Tracks 1 and 3 takes half as long as the same recording on Tracks 1 and 2.

Backing up to tape (con't)

Track backup

Use commands on the Track Display to store individual Direct-to-Disk tracks on tape.

> **WARNING:** Track backup is designed for storing individual tracks; it is not compatible with the project backup format. You should keep track backups on separate carefully labeled tapes.

1. Insert the tape cartridge into the WangDAT drive that corresponds to the track you want to back up.

2. If you want to append a track to the end of the tape, select the **Skip All** command in the Project Directory to skip to the end of recorded material on the tape.

   The yellow status light blinks until the tape locates the correct position.

3. Select the **Backup Track** command in the Track Display.

   The track is written to the current position on the tape. Previously recorded tracks at this location are erased. Track backup does not reset the project's Mod status on the Project Directory.

4. If desired, verify that the tape backup was successful. (See "Verifying the tape backup" later in this section.)

5. Press the Eject button on the drive to eject the tape cartridge.

6. Label each cartridge with the project name and the track number.

7. Repeat the backup procedure on a second tape for added security.

Verifying the tape backup

The verify software detects if data on the tapes cannot be read for any reason such as medium errors on the tape or hardware problems with the cartridge. It can also detect data errors (noise) that were introduced by cabling or other hardware problems in the system during the data transfer to the tape. The verify software will *not* detect noise errors that are on the Direct-to-Disk before the transfer. Nor will it detect some types of memory errors that can occur during the backup process.

Although the verify software detects most errors that could occur during tape backup, it cannot directly compare the data on the tape with the data on the Direct-to-Disk. The only completely reliable way to verify a backup is to reload the data and listen to it.

WARNING: Projects backed up with Release 2.1 or later cannot be reloaded onto a system running earlier software. However, projects backed up with earlier software can be loaded by Release 2.1 or later.

1. After the backup has been completed, click the instruction line near the bottom of the Project Directory.

   If "Backup Completed" appears, the backup was successful. If any other message appears, use a different cartridge and repeat the backup procedure.

2. Once the message "Backup Completed" has appeared, select the **Home** command from the Project Directory.

3. Perform a Skip or a Skip All command of the project or track that you want to verify.

   "Backup Tape is Now at End" or "One Project has been Skipped" means the track or project was accurately backed up.

Note: The message "Data errors were encountered in this project" indicates a serious hardware problem. If this or any other hardware error message appears, call your Customer Service Representative.

Storing cues on Winchester and optical disks

You can back up cue definitions (track location, duration and editing information) on your system Winchester disk.

You can copy a cue to an optical disk which then stores the cue as a sound file. Note that the optical disk is *not* meant to replace the tape backup system.

Storing cues on the system Winchester

All the cue definitions in the current project can be stored in a data file on the system Winchester disk.

1. Click CUE STOR in the Selection panel of the Audio Event Editor.

2. In the field labeled File:, type the appropriate data filename or treename.

3. Click [DTD-to-File].

   If you have already created a data file, this dialog appears.

   Copy and REPLACE cues FROM Direct-to-Disk
   to file "filename" [OK] [CANCEL]

   If you have not already created a data file, a file large enough to store your cues is created on the Winchester, and this dialog appears.

   Copy and SAVE cues FROM Direct-to-Disk
   to file "filename" [OK] [CANCEL]

4. Click [OK] in the dialog.

   The cue definitions are stored in the data file, replacing any cue information previously stored in the file.

Note: For more information about data files and treenames, see the *Organizing and Storing Sounds* manual.

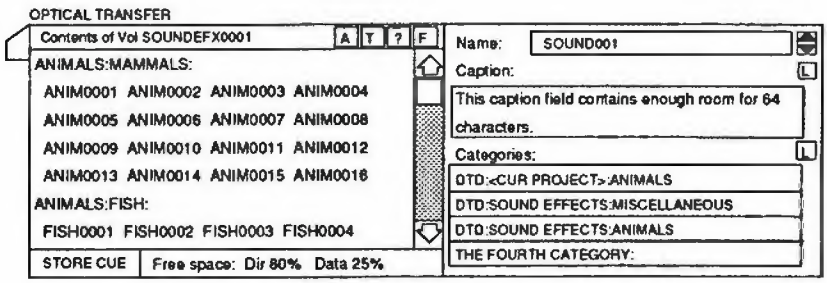
Preparing to store cues on the optical disk

When you copy a cue from the Direct-to-Disk to the optical disk, the sample rate of the cue is the same as the sample rate of the project. No sync or track information is saved on the optical disk.

1. In the Selection panel of the Audio Event Editor, click OPT XFER to display the Optical Transfer panel.

2. Click the F (Fold Out) button near the top right of the panel.

   The left side of the panel lists sound files already on the optical disk. The right side shows the caption and categories that will be stored with the current cue. The default category is DTD:<current project>.



3. At the bottom of the panel, click "Free space" or "Free time" to toggle between the two.

   Free space indicates the percent of available directory space (Dir) and the percent of available sample memory (Data) on the optical disk. Free time indicates the amount of time available on the optical disk for mono sound files at the given sample rate.

Note: For more information about the optical disk, see the *Organizing and Storing Sounds* manual. Instructions for recalling cues from the optical disk are in the "Recording" section of this manual.

Storing cues on Winchester and optical disks (con't)

Editing captions and categories

Before storing a cue on the optical disk, you can change the caption and category assignments.

1. Click the up or down arrow at the top right of the Optical Transfer panel until the desired cue name appears.

2. If desired, type a new caption in the field labeled **Captions.** A caption can have a maximum of 64 characters.

3. If desired, type additional category names in the field labeled **Categories.**

   OR

   Click a category name on the left side of the panel to add it to the list on the right.

You can lock the caption and/or category fields so that several cues can be saved with the current caption and categories without retyping them for each cue.

- Click the **L** (Lock) button just above the field you want to lock.

Storing a cue on the optical disk

Once the caption and categories have been assigned, you can store the cue on the optical disk.

1. Click STORE CUE at the bottom of the panel.

2. If you want to change the cue name, click the name in the dialog and type the desired name.

3. Click [STORE] in the dialog.

   The cue is copied to the optical disk and appears in the specified categories.

   OR

   If a sound file of the same name is already on the current optical disk volume, respond to the following dialog.

   Sound file by that name already exists
   [REPLACE] [CANCEL]

Note: To abort the transfer, press Control-Spacebar.

Recalling projects and tracks from tape

You can recall entire projects or individual tracks from the tape backup system.

Recalling projects from backup tapes

You can load one or all projects from a backup tape onto the Winchester drives of the Direct-to-Disk.

1. Insert the desired tape cartridges into the appropriate WangDAT drives.

2. If you want to recall an individual project, use the **Skip** command in the Project Directory to position the tape at the desired project.

   The yellow status light blinks until the tape reaches the desired location.

3. In the Project Directory, position the cursor on the line where you want the project loaded.

4. Select either the **Load/Add Project** command (to load a single project) or the **Load/Add All** command (to load all projects), and type **LOAD** when the prompt appears.

   The appropriate projects are loaded onto the Direct-to-Disk at the location indicated by the cursor in the Project Directory. Any project at that location is overwritten.

Note: If you have used the Erase All command to reconfigure for one track per drive, leaving you with half as many tracks available, you cannot recall projects from even-numbered tracks. (See "Recalling projects with different track configurations" later in this section.)

Recalling projects from other systems

You can load a backup tape that was created on a Direct-to-Disk system with only one WangDAT drive.

1. Insert the appropriate tape into WangDAT **drive 1.**

2. If you want to recall an individual project, use the **Skip** command in the Project Directory to position the tape at the desired project.

3. In the Project Directory, position the cursor on the line where you want the project loaded.

4. Select the desired Load command, and type **LOAD** when the prompt appears.

   The projects are loaded onto the appropriate Direct-to-Disk tracks at the location indicated by the cursor in the Project Directory. Any project at that location is overwritten.

Recalling projects with different track configurations

When you record a project with your system configured for a greater or fewer number of tracks than the standard configuration, you will normally reload that project with the system in the same track configuration.

However, under certain conditions, a project that was backed up when the system was configured for fewer tracks can be reloaded onto a system now configured for a greater number of tracks. Similarly, a project that was backed up while the system was configured for a greater number of tracks can be reloaded onto a system now configured for fewer tracks.

For example, you might start a project with a 16-track configuration, use only eight tracks and find that you need more audio time per track. Or, you might start a project with an 8-track configuration, use less than half the time available and find that you need a greater number of tracks. In either case, reload the project and finish it in the new configuration.

Two rules must be kept in mind when doing this kind of reloading.

- The number of tracks currently available must be equal to or greater than the number of tracks being loaded onto the system. For example, you cannot load 12 tracks of audio onto a system currently configured for eight tracks.

- The length of the project being loaded must be equal to or less than the time available in the current configuration. For example, you cannot load a 20-minute track onto a track that is only 13 minutes long.

Note: Instructions for changing track configurations are in the section "Reconfiguring tracks" in this manual.

Recalling a project when configured for more tracks

If you backed up a project and then reconfigured your system for a greater number of tracks, you can reload the project provided the length of the project is not greater than the time available.

1. Insert the first tape (containing audio from tracks 1 and 2) into WangDAT **drive 1**, and the **third** tape (containing audio from tracks 5 and 6) into WangDAT **drive 2.** If desired, use the Skip command in the Project Directory to position the tapes.

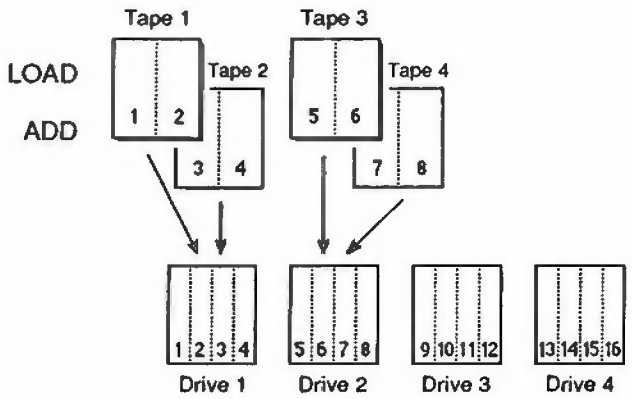
2. In the Project Directory, position the cursor on the line where you want the project loaded.

3. Select the appropriate Load command, and type **LOAD** when the prompt appears.

4. When recording stops, eject the two tapes.

5. Insert the **second** tape (containing audio from tracks 3 and 4) into WangDAT **drive 1,** and the **fourth** tape (containing audio from tracks 7 and 8) into WangDAT **drive 2.** If desired, use the Skip command in the Project Directory to position the tapes.

6. Select the same Load command, but type **ADD** when the prompt appears to add audio from the second and fourth tapes to the project created by loading the first and third tapes.



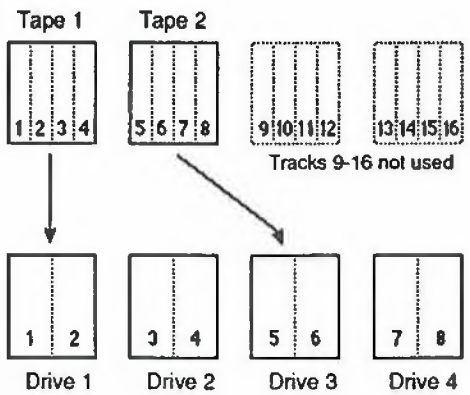
Recalling a project when configured for fewer tracks

If you backed up a project and then reconfigured your system for fewer tracks, you can reload the project provided the number of project tracks is not greater than the number of tracks available.

If the project is the *first* project on the backup tapes, you can load all the tracks with the Load Project command.

1. Insert the **first** tape into WangDAT **drive 1.**
2. Insert the **second** tape into WangDAT **drive 3.** Note this is drive 3, *not* drive 2.
3. In the Project Directory, position the cursor on the line where you want the project loaded.
4. Select the appropriate Load command, and type **LOAD** when the prompt appears.

   Tracks 1 and 2 are loaded onto Winchester 1 (and tracks 3 and 4 are automatically loaded onto Winchester 2). Tracks 5 and 6 are loaded onto Winchester 3 (and tracks 7 and 8 are automatically loaded onto Winchester 4.



Note: If the project is *not* the first project on the tape, each track must be loaded separately as described later in this section.

Recalling a track from backup tapes

You can recall a track from either a project or track backup tape. If you recall from a track backup tape, the track can be recalled to either of the two Direct-to-Disk tracks corresponding to that tape drive. If you recall from a project backup tape, each track will be recalled t o its original track.

1. Insert the desired tape into the appropriate WangDAT drive.

2. In the Project Directory, position the cursor on the project in which you want the track loaded.

3. Use the Skip command in the Project Directory to locate the track you want to recall.

4. Set the selected track status to *READY*.

5. In the Track Display, select the **Load Track** command.

   The track is loaded onto the Direct-to-Disk at the specified location. Any track at that location is overwritten.

Since each WangDAT drive corresponds to a Winchester drive, you can bounce a track by storing it on a track backup tape in one drive and recalling it from the same tape placed in another drive.

Note: If you have used the Erase All command to reconfigure for one track per drive, leaving you with half as many tracks available, you cannot recall tracks from even-numbered tracks. (See "Recalling projects with different track configurations" earlier in this section.)

Recalling cues from the system Winchester

You can recall cues that have been backed up to a data file on the system Winchester.

Recalling cues from a data file

If you have stored cue definitions in a data file, you can add them to the cues listed in the current project. If a cue of the same name appears in the project and in the data file, the cue definition from the data file is used.

1. Click **CUE STOR** in the Selection panel of the Audio Event Editor.

2. Type the desired filename in the field labeled **File:**, or click the up or down arrow until the desired filename appears.

3. Click **[File-to-DTD]**.

4. Click **[OK]** in the dialog.

   The cue definitions stored in the data file are recalled to the current project.

Note: Instructions for recalling cues from the optical disk are in the "Recording" section of this manual.