SOUNDSHAPER: SAVING AND LOADING A PATCH

A *Soundshaper* patch is a chain of processes, represented by one or more rows of the Patchgrid. Patches can be saved and re-loaded later, using the same or different source(s). The various options for saving and loading patches are described below. See also the **Summary** below. The options are slightly different from older versions (before Soundshaper 6.4).

Saving and Loading a Patch: BASICS

SAVING: Click the patch **SAVE** button. Various Save/Load options are available - see below.
Patches are saved with a file (**.ssp**) and an associated folder of the same name.
When prompted, you can optionally enter a brief description of the patch.
A file selector allows you to save the patch to the default folder or one of your choice.
Choose a name for your patch with **no spaces** in it.

Tip: Before saving, if the final output is not a soundfile, add a cell converting it to a soundfile (if possible). This is most often needed with a final spectral output (.ana). To convert a spectral output to a soundfile click the 'two-quavers' icon in the taskbar, or select Spectral | PVOC | Synth, or shortcut key F9.

LOADING: Click the patch **LOAD** button. Navigate to the folder where you have saved the patch. Select the patch file (**.ssp**). The files in its associated folder of the same name are loaded to the Patchgrid. Depending on how **Save/Load options** have been set (see below), the patch may run automatically, or you can run it with different source sound(s).

Save/Load with "Include Sources" checked
This option is best if you want to reproduce the patch exactly as it was before it was saved.

• **SAVING:** If "Include Sources" is checked, source (sound)files are saved with the patch. The sources are found in the zero column(s) in the Patch Grid - for example the primary source A_0.wav.

• **LOADING:** "Include Sources" here refers to the sources saved with the patch. The patch is loaded and run automatically with the original sources.
If any sources are missing (possibly not saved with the patch), you are normally prompted to replace them. The original source name(s) are displayed until you do so.

Save/Load with "Include Sources" unchecked
This option is best if you want to run a patch with different sources.

● **SAVING:** No source files (those in column 0) are saved with the patch. On loading they must be replaced to run the patch.

● **LOADING:**
Option A: Import a source (or sources) to the patchgrid (typically to cell A_0), then load a patch to run with the source(s).
(Alternatively, clear any existing patch except its sources: click CLEAR button with "Include Sources" UNCHECKED.)
OR
Option B: Load a patch, then choose the source file(s) to run it with.
For this option, the patchgrid must be fully cleared before loading.
In both cases, you will be prompted to click the **RUN** button to run the patch.

For both options:
• "Include Sources" must be **UNCHECKED**.
• Select and load the patch.
• The prompt lists the cells whose sources may need to be replaced to run the patch.
- If you have already replaced the source(s) - Option A above - you can ignore this message
- If not - Option B above - then the original source name is displayed until you replace it (or choose to re-use it, as you wish).

• **To replace a source:**
- click on its row, or its source cell in column 0.
- import the new source by the usual methods: Drag and drop, Favourite Files List, File Selector.
• When all necessary sources have been loaded, click **RUN** to run the patch.

Loading a patch with "Patch Preview"
This option is best if you want to see the patch contents before running it.

• If the "Patch Preview" option is checked, the patch cells are loaded (very quickly) but the patch is not run (whether "Include Sources" is checked or not).
• Select the source cell (typically A_0) and click **RUN** to run the patch with the original source(s)
OR
• Replace the source(s) - see above - then click **RUN** to run the patch.

"Save all Files"
This option saves all the output (sound)files with the patch.
It is not normally necessary to check this option, as only the source(s) is(are) required to recreate a patch. Saving all outputs takes up more storage space, but should load quicker. It also avoids any problems that might arise from re-running the patch.
The source(s) can always be replaced after the patch has loaded and run.

SUMMARY:
• Check "Include Sources" to auto-run the patch as saved
• Uncheck "Include Sources" to run it with different source(s)
• Check Patch Preview to see the patch before running it or choosing different source(s).

POINTS TO NOTE:
• The above assumes the sources will be soundfiles.
It is possible for a source to be of another CDP type (a spectral analysis file, for example), but you would normally need to save and load the source(s) with the patch for this to work.
• Older patches did not save parameter files (.prm) for processes with fixed values. Running such patches without the specific values used originally is likely to fail.
• Time-based processes such as CUT tend to be specific to a particular source. This limits their use with different sources.
• While *Soundshaper* attempts to run CDP processes with any number of channels (up to 8), it cannot be guaranteed that this will always work when sources have a different number of channels from the saved patch.
• If a patch re-run stalls, it is often possible to re-edit the failing cell and click RUN to complete the patch-run from that point.

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