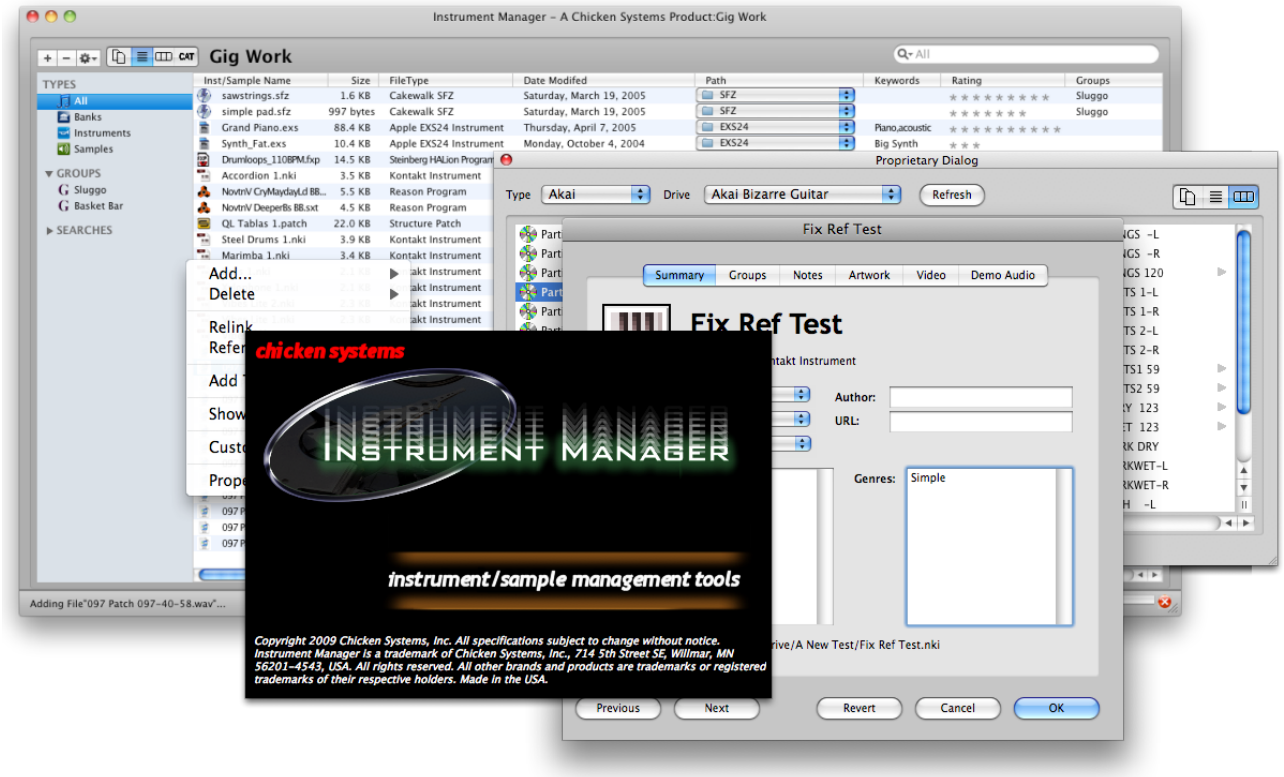

Instrument Manager™

Version 1.1, Build 1

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Instrument Manager™

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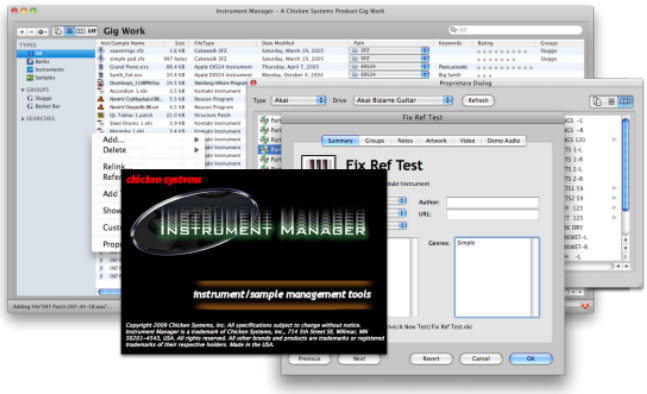
Instrument Manager™

Introduction



Instrument Manager™ is a Mac and Windows application that organizes, manages, and views properties of any Instrument or Sample file. This includes most every software samplers and hardware samplers, must most every commonly used sample format, either as a stand-alone file or embedded sample.

Instrument Manager™ is designed to meet every real-world need related to instrument management with ANY software/hardware sampler. It supports practically all Instrument file formats: Kontakt, Structure, EXS24, Reason NNXT, HALion, MachFive, Independence, GigaStudio, SFZ/Dimension, workstations such as Motif, Fusion, and Fantom, and old samplers such as Akai, Roland, Emu, Ensoniq, Kurzweil, and many more.

Use as a Browser.
Type in a simple search query in the iTunes-ish interface and your results come right up, reminiscent of Giga's QuickSound but more powerful. Drag anything off the interface and drop it onto any software sampler that supports dropping of files (Kontakt, Structure, etc.). Four individual customizable views allow total complete ease of use.

Windows and Mac. Any Instrument Format.
Whether you use a Windows or a Macintosh, **Instrument Manager™** is compatible. No matter what sampler, or what file, Instrument Manager™ supports it. There isn't a computer or a instrument file that **Instrument Manager™** can't handle.

No more bad links.
Using brand new innovative technology just developed, **Instrument Manager™** can re link samples quickly and easily when the links are broken. But that's not all: redirect links to new samples, or change link/sample names using Find-Replace techniques, plus other innovative re-linking schemes.

Power Databasing.
Any Instrument can be given metadata tags, and searched upon using those tags. Instruments can be grouped under user-defined groups for later access. Multiple databases are supported. **Instrument Manager™** databasing can be synchronized with other sampler's database schemes.

The other stuff.
Use the Bank Builder to make your own custom Banks. Merge Instruments using the Object Merger. Rename Instruments, whether they are files or objects within a file. Audition sounds. Read, write, and browse proprietary disks such as Akai, Roland, Emu, Ensoniq, and Kurzweil.

Unlike other management programs, **Instrument Manager™** works with all formats, including those on proprietary disks such as Akai, Emu, Roland, Ensoniq, Kurzweil, etc. And when combined in **Chicken System's SamplerTools™** bundle, you can convert sounds on the fly.

Features include:

Database any sampler file and disk format
Integrated intelligent Search Engine; search for sounds or categories of sounds using keywords and regular expressions
Create Groups and assign Instruments or Samples to those Groups
Multiple views: List, Category, Column, and Folder
Sample Reference Management - fix broken Instrument-Sample links, assign new sets of samples to Instruments with different names, remove duplicate samples and sample data
Read and Write to Proprietary disks (Akai, Roland, Ensoniq, Emu, etc.), create your own compilation disks
Drag-n-Drop loading of sounds from the main interface
Auditioning ability
Macintosh and Windows-compatible

Some notes regarding the documentation:

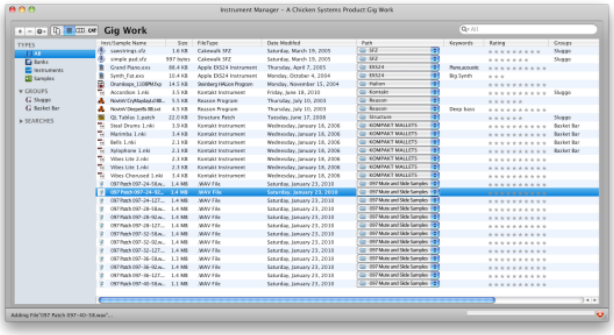
This document is synced to the **Instrument Manager™** version denoted on the cover of this document. It is a dynamic document and often is revised with every major, minor, or even build of **Instrument Manager™**.

Some of **Instrument Manager™**'s dialogs are "sheets" on the Mac, meaning that they animate down from the title bar and are attached to the dialog which they correspond to. Some screenshots reflect this in the document. On Windows these dialogs are separated but they still are "modal", meaning that they must be worked with or cancelled to return control back to the parent dialog.

Instrument Manager™ works with many formats. Most US keyboards and software regards middle C key on a keyboard (MIDI note 60) as C4, while most non-US styles denote this as C3. By default **Instrument Manager™** displays middle C as C4, but you can change this in Preferences-General to align with your personal preference.

If you are a registered owner, you are qualified for free updates for the life of the program. You can download these from your program using the Check for Update feature, or from the Chicken Systems Update Area.

Basic Concepts



Instrument Manager™'s features can be broken down into four different areas.

Organization
List your Instruments and Samples of any format; search and display small or large subsets of entries, attach properties to these entries for easy recognition and information value. For more information, go to the Organization page.

Management
Fix Sample References in Instruments, update Sample Parameters, or reassign new samples. For more information, go to the Management page.

Operations
Drag Instruments or Samples off the interface and onto external areas, such as external Samplers, the Finder/Explorer, or DAW "bins" - anything that takes an external file drag. For more information, go to the Operations page.

Compilation
Create custom Banks, such as Giga files, SoundFonts, or any other "Bank" format from single Presets. Read and write from Proprietary disks (Akai, Roland, etc.) For more information, go to the Compilation page.

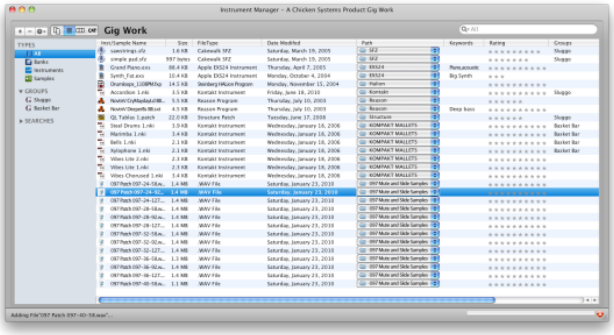
The principal interface for **Instrument Manager™** is the Main Screen, shown above.

Each Main Screen hooks into a database. There can be multiple databases created, and several databases can be open at one time.

You can add, delete, and edit entries in the database. You can add entries (Banks, Instruments, or Samples) by dragging them onto the Main Screen, or by adding them using the menu or popup menu operations. You can operate (add, delete, edit) entries one at a time or in bulk.

You can view entries via the large list on the Main Screen. You can customize the columns to see what you want to view. Each entry shows you it's inherent properties, along with some parameters you set yourself, like Category, Genre, Keywords. Entries can be assigned a picture, a movie, and/or a demonstration sound.

Main Screen



The Main Screen in **Instrument Manager™** is the interface to a single Database which you attach to the dialog. You can have multiple screens up within a single **Instrument Manager™** application, to edit multiple Databases.

A Main Screen shows:

Sound Object Lists 

The Main Screen contains four different lists. Two of them (Database View and Category View) relate to Sound Objects in the Database. Folder View lists the files on your system (local disks or network drives), and Column View allows you to make your own custom "virtual volume".

A Database shows all the entries or a portion of them. This can be based on a Search lookup, the contents of a Group, a modified list based on adding or removing from the list. You can drag out of the list and drop into it.

For more information on the Lists and their function, please see the Main Screen Lists section in this document.

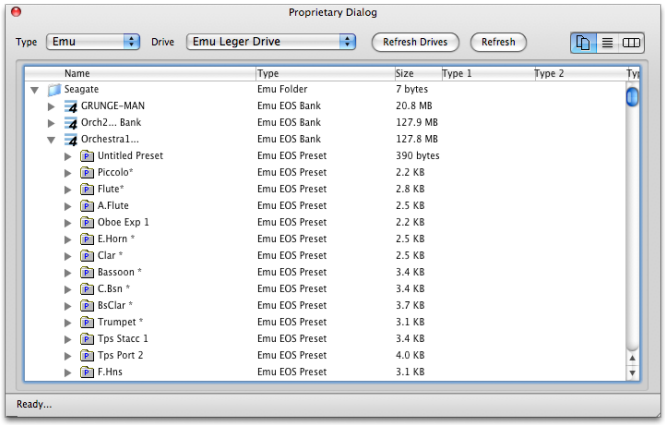
Search Field 

This works similarly to the standard iTunes or other applications Search Field. Use this to increase or decrease the entries you see in the List. For more information on searching, please see the Search section in this document.

Operation Popup 

This gives you easy access to common operations, like adding, deleting, relinking, the Reference Manager, Properties, etc.

Proprietary Dialog



Proprietary disks can't be read with a computer, so **Instrument Manager™** provides a Proprietary Dialog so you can view the contents of your Akai, Roland, and other CD's and disks.

Proprietary disks can include CD's, disks, and Virtual Drives. Virtual Drives are (usually large) Image files that exist on your computer. The Proprietary Dialog can navigate these as well.

Virtual Drives are seen by Instrument Manager™ when they are in, or aliased/shortcutted to, the Images folder. This is in the following locations:

Mac: **/Users/[username]/Library/Application Support/Chicken Systems/Instrument Manager/Images**
WinXP: **%SYSTEMDRIVE%\Documents and Settings\[username]\Application Data\Chicken Systems\Instrument Manager\Images**
Vista/Win 7: **%SYSTEMDRIVE%\Users\[username]\AppData\Chicken Systems\Instrument Manager\Images**
(note: AppData may be hidden)

If you are just reading your Proprietary disks, we strongly suggest making Virtual Drives out of all of them. You can use Disk Utility or Toast (Mac), or most CD-burning softwares on Windows.

Select your desired peripheral or Virtual Drive in the popup menu above the dialog. You can Refresh using the Refresh button next to it. You have 3 views to select from - Tree, List, and Column View.

Tree View
This view shows your drive in hierarchal indented form. Click the +/-/triangles to expand or collapse a node.

List View
This view shows the "current working folder" on your drive. Back up by clicking on the "Up to [xxx]" entry at the top, and go forward by double-clicking on a folder-type object on the list (they are listed first). By using the popup menu up top, you can navigate back several steps.

Column View
This view borrows for the popular Mac Finder concept. It is similar to the List View only you expand into horizontal lists to the right of the parent.

You can drag in and drag out of the Proprietary Dialog to add or replace objects in the drive, just like a normal computer drive. (Of course, you cannot write to a CD, but you can write to a Virtual Drive, which you can later burn to a CD.) Sound Object drops are subject to the rules the drive imposes, for instance you can't drop a Instrument on a Akai Partition (they go in Akai Volumes).

Under normal stand-alone operation, you can only transfer Sound Objects of the same type into your proprietary disk. For example, you can only drop a Ensoniq .efe/.efa/.ins file onto a Ensoniq disk. However, if you have **SamplerTools™** installed, you can also translate your object movements on the fly. For example, if you drag a Kontakt Instrument onto your Akai proprietary drive, it will convert the Kontakt Instrument into a Akai Program and Samples, THEN write the file to your proprietary disk.

You can also rename objects by selecting and single-clicking on the object after 1 second of the original selection. All names are subject to the rules the drive imposes, such as name length, case, and identical name rules.

Launch Pad

One of **Instrument Manager™'s** design goals is to do something with the objects that you've organized and databased. A well organized instrument and sample library wants you to DO something with it.

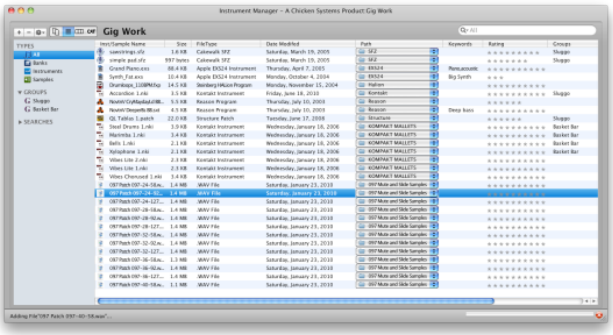
The **Launch Pad** is a way to prepare your objects for "launch". The most useful operational function of **Instrument Manager™** is to drag objects off the interface and onto a waiting sampler that is open on your system. For example, **Instrument Manager™** makes for an excellent Kontakt "Super Browser" - just have it open alongside Kontakt, or on another monitor.

Of course, you can always drag off of the Main Screen, but often you want some preparation before "launch". If you have **SamplerTools™**, a good example of this is to drag several objects of different formats to the Launch Pad. Then, simply perform a conversion into (say) Kontakt format. Then, you can drag the objects off the Launch Pad and onto Kontakt. (This is necessary, because Kontakt does not allow drops of non-Kontakt files onto it's rack, except from it's own browser.)

Another example is to simply drag off assorted objects and do a mass operation on them. Again, it is true that this can be done in the Main Screen, but the Launch Pad alllows a uncluttered environment in which to do bulk operations.

Views - Database View

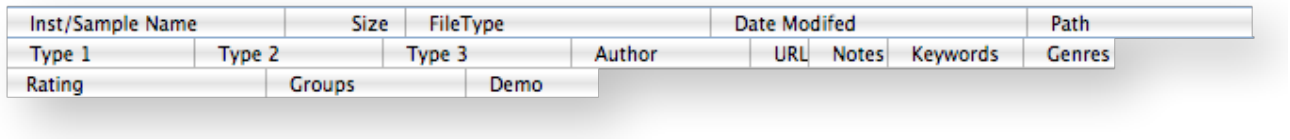
The Database View in the Main Screen reflects the current lookup of the Database attached to the Main Screen. The Master List is highly powerful, making it effortless for you to manage your entries and view the information that you want to see.



The Database View has Columns which reveal various pieces of information. Like most lists, clicking on the heading enables you to sort according to that Column's piece of information.

You can customize the Columns to limit what gets shown, to de-clutter the interface. The Name field is the only column that is required to be shown. Customize the Columns by right-clicking on the List or by clicking on the Gear on the Interface and choosing Customize List... The Customize List dialog comes up and allows you to customize the list, where you can determine what columns get shown and in what order.

The columns, which are parallel to the properties of a Sound Object in the Database, are as follows:



Name The Name or File Name of the object. Read-only.

Size The File Size of this object. It is NOT the cumulative memory size of the object with samples.

File Type The File Type of an object; e.g. EXS24 Instrument for an exs file. Read-only.

Location/Path The location of the file on the hard drive, Virtual Drive, or CD/DVD. The disk does not have to be present, If it is not, the text will be red. Clicking this box enables you to find a non-linked file or reassign it to another object. This new object can be any object - only the attributes will now be assigned to this new file.

Author The Author of this object.

Website/URL A Website that is associated with this object.

Notes Any user-written notes desired about this object.

Type 1, 2, and 3 A pre-set list of Categories an object may be assigned to. The Categories are hierarchical, 3 follows 2 which follows 1. These types are what define the Category List.

Keywords A list of keywords to attach to the object.

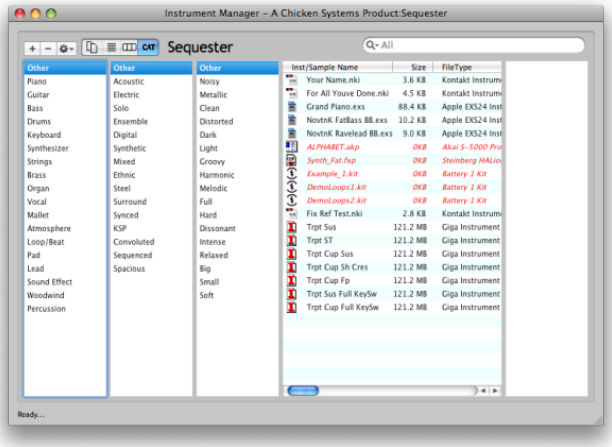
Rating The rating of the object, from 1-10.

Groups The list of Groups that this object is a member of.

Demo You can attach a sound file to this object; this plays it and stops it.

Like all other lists, you can drag items out of the list to load them onto a software sampler, or drop them on the Proprietary Dialog, Launch Pad, Bank Builder, or Object Merger to operate on or move them.

Views - Category View

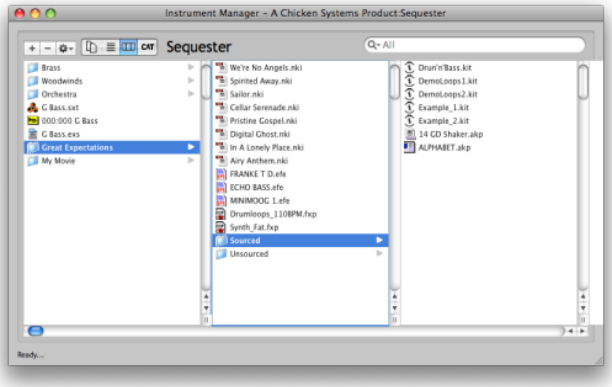


The **Category View** shows your Database from another viewpoint, based on the three category Types pre-defined.

Used Categories are in **BOLD** and a short Properties pane shows on the far right. The Category List is ganged to the Master List, so the Search Field is operable and updates the Category List to reflect changes made in the Master List, and vis-versa.

Like all other lists, you can drag items out of the list to load them onto a software sampler, or drop them on the Proprietary Dialog, Launch Pad, Bank Builder, or Object Merger to operate on or move them.

Views - Column View



The Instrument Manager™ **Column View** simulates the OSX Column View, but it puts forward a specific functionality. It allows you to make your own "virtual volume" by making your own folders, naming them, and inserting your own objects in them.

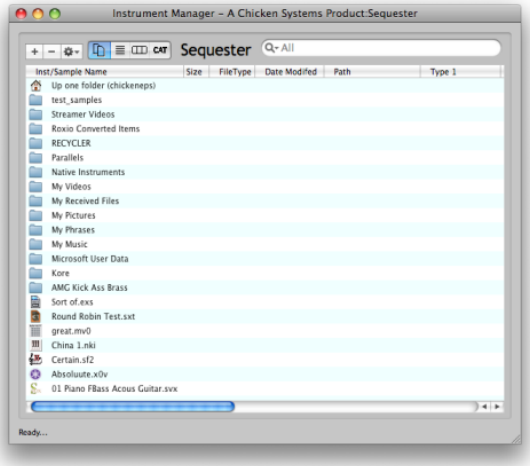
You start off with a set of blank lists, aligned horizontally. You can add anything to the lists by dragging an object onto one of the lists. Each list from left to right is heirarchial; meaning that making a folder in a list activates the next right list, which will display the contents of that folder.

You can right-click on any list to add, delete, or operate on objects. Double-clicking on an object allows you to rename it.

The information in the Column List is stored in that screen's Database.

Like all other lists, you can drag items out of the list to load them onto a software sampler, or drop them on the Proprietary Dialog, Launch Pad, Bank Builder, or Object Merger to operate on or move them.

Views - Folder View



The Folder List is a simple hierarchical Folder View of your system. The nice feature of the Folder List is that you can zoom in on a group of folder by using the Root Folder popup at the top of the Folder List. This reduces clutter. (Note: the Folder List only applies to non-Proprietary Disks. To use Proprietary Disks, use the Proprietary Dialog.)

Like all other lists, you can drag items out of the list to load them onto a software sampler, or drop them on the Proprietary Dialog, Launch Pad, Bank Builder, or Object Merger to operate on or move them.

Views - Content View

Instrument Manager™ gives you the ability to view the "innards" of the Instruments, Banks, and Samples you have. This is through through Content View screen.

You can have the Content View on the Main Screen, or as a floating window, or hidden. You can choose this option in the Main Screen Gear Menu.

To view the contents of any object on any List, select it and the Content View will appear to the right of the List, or on a floating window.

Instruments
LoKey, HiKey, LoVel, HiVel, Root Key

Banks
All Programs/Presets/Instruments contained in the Bank

Samples
Shows the Waveplayer and the waveform display of the sample, plus the samplerate, bitdepth, rootkey, loop mode, loop start, and loop end.

Organization

Instrument Manager™ offers powerful organizational features. That main purpose is to find Sound Objects quickly, easily, and efficiently.

Each **Instrument Manager™** Main Screen represents a **Database**. This Database contains entries of Sound Objects. The Main Screen shows a list of those entries, serving as an interface for the Database.

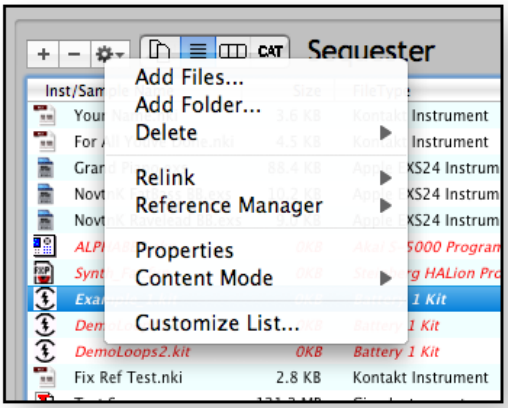
In a Database you can add, delete, and edit entries. You can also create any amount of Groups to section off certain Sound Objects. On any list of Sound Objects, you can search through them in very powerful ways.

- For more information on how to add, delete, and edit entries, see the **Add/Delete/Edit to Database section**.
- For more information on Groups, see the **Groups section**.
- For more information on searching for entries, see the **Search section**.

Organization - Add/Delete/Edit Entries

There are many way to add, delete, and edit entries in **Instrument Manager™**.

Adding Entries
You can drag any folder, file, or multiple files and drop them on the list on the Main Screen, and this will add them to the database for that window. If you drop a folder(s), SHIFT-dropping will only include the files in that folder and will not drill down.



When you try to add Sound Objects that are already in the Database, **Instrument Manager™** will alert you and ask if you want to replace them or not include them. The reason you may want to replace an entry is so you can remove all user-defined attachments, like Notes or keywords, etc.

To add Sound Objects form proprietary disks/Virtual Drives, open the Proprietary Dialog and interact with that.

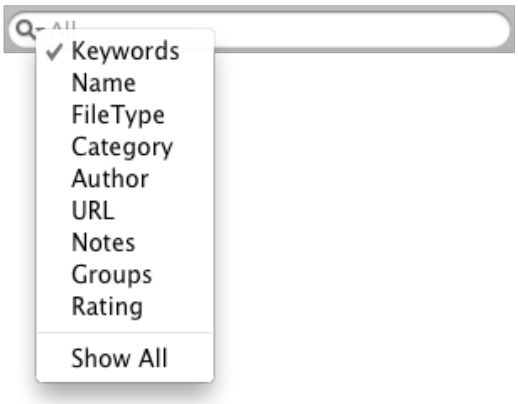
Deleting Entries
Simply select the entries in the list, and click DEL or right-click and select Delete in the popup menu. Instrument Manager™ will confirm that this is your choice and give you the opportunity to back out.

Editing Entries
Right-click one or more entries and select Properties. The Single-Edit or Multi-Edit Properties dialog will apear.

When you have one entry selected, the full scope of data for that entry will appear, and you can edit whatever you want in that entry. Clicking OK will save that data to the actual entry. You can also scan through the current lookup - if you change an entry, and then click Previous-Next, Instrument Manager™ will ask you if you want to save the changes to the entry.

When you have multiple entries selected, the Multi-Edit Properties dialog will appear. Edit the individual fields, but you the checkbox next to the field must be checked to incur the change to the entries. All the entries subject to edit are shown on the list on the first tab. Clicking OK saves the data to the entries selected.

Organization - Search



Often you want to only see the objects you want to work with. This is where Instrument Manager™'s powerful Search feature comes in handy.

At the top of the Main List is a standard Search Field, similar to what you see on the web or on iTunes. By clicking on the magnifying glass, you can choose under what type you want to perform your search. For example, if you want to search for entires with the phrase "trumpet" in the actual name, you would choose "Name" as the type and you would enter in "trumpet" in the text field. All entries with "trumpet" in the Name will appear.

Search also honors the category that is selected in the Blue Tree; Bank, Instrument, Samples, or a Group if it is selected.

Under Preferences you can choose whether the list will update as you type, or if you want the search to invoke when you hit the ENTER key on your computer keyboard. This can come in handy when you have a large list and you want to go easy on the program.

Here is a list of the different search types:

Keywords: Each entry has a list of keywords you can assign to it. Type in a comma-delimited list of search words to match the entries you want.
Name: This is the name of the object. Sometimes this is the file name of the object, if it's a file. Sometimes it is not.
File Type: This is the File Type of the entry. Type in the File Type name as shown in the File Type column. Partial entries work as well, but may not be entirely accurate (false positives).
Category: Each entry has 3 Category fields. You must enter at most three delimited terms. For categories you want to choose all categories, use a asterisk (*) or leave blank. If you do not use a delimiter or use two fields, Instrument Manager™ will start from Category 1 and move forward.
URL: The website address of the entry.
Author: The author of the entry.
Notes: Each entry can have a user-written description, explanation, history, or any other text the user wants to attach to the entry.
Groups: Searches the TEXT of the Groups they belong to.
Rating: Searches ratings - enter in 1-10 as text.
Custom: Sometimes you want to search based on several different types of search criteria. This is where the Custom search type comes in.

With textual searches, you have some different choices: Contains, Is, Starts With, In Middle, and Ends With. You can also stipulate if the search is case-sensitive or not. Lastly, you can enter in a delimited set of search terms and select Match All and Match Any. Match All means that an entry must have all the search keywords you've entered. Match Any means just one needs to be matched. You can choose the delimiter in Preferences; the default is comma-delimited.

Management

It’s bad enough that us as musicians have to play our music! That’s time-consuming enough. Even if we have Instruments to play in our computer, there are still many things required to make sure those Instruments work properly and are originized within themselves that they aren’t a hindrance.

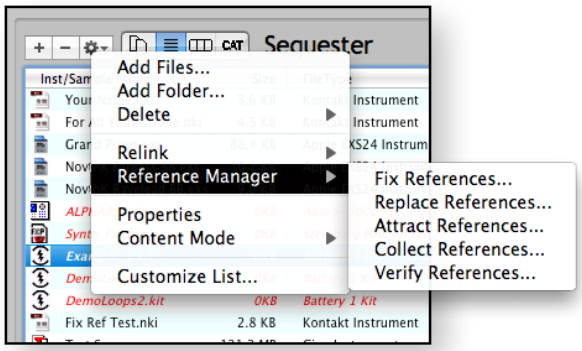
Instrument Manager™ has two critical management tools: Sample Relinking and Object Naming.

Sample Relinking gives you options to relink sample files to your Instruments if they are bad, or you can replace a set of samples with another, in part or as a whole. That’s just the tip of the iceberg though!

Object Renaming gives you the ability to rename certain objects within an Instrument or a Bank. For example, you can rename the Groups within a Kontakt Instrument, or you can rename the Presets in a SoundFont or the Instruments in a Giga file.

For more information on **Sample Relinking**, see the **Object Relinking section.**

Management - Object Relinking/Reference Manager



It's become a common feature with software samplers to store a Multisampled Instrument as a small file, defining the mapping and real-time parameters of the Instrument, and storing the samples as industry-standard WAVE or AIFF files. Commonly the small file (such as .exs, .nki, .sfz, and other file types) contains a absolute or relative Path to the sample, so when the sampler engine parses the file, it locates the external sample file and loads it.

The great advantage to this is so a Instrument can be edited easily and saved quickly without any maintainance of the samples. (One of the big hassles of GigaStudio, before version 3, was that the samples had to exist in the same file as the mapping parameters. So, when you made a slight change to the structure of an Instrument, the ENTIRE FILE had to be rewritten. Sometimes those files were HUGE!)

The great disadvantage is that it's easy to lose track of where the samples are. If absolute paths are used, and the samples are moved - they have to be relinked. If relative paths are used, and either the samples or the instruments are moved in relation to each other, again relinking is necessary. And what about duplicate samples - which sample should be relinked?

Typically software samplers have not done a good job giving their customers utilities to relink their samples if need be. This is where **Instrument Manager™** comes into use.

Instrument Manager™ has several different types of relinking techniques it employs:

Fix References
Fixes any bad links. Scans an Bank/Instrument, and verfies the links. On first detection of a bad link, **Instrument Manager™** asks you to form a catalog of files from a folder of your choosing. It then uses that catalog to repair any further bad links.

Replace References
Changes references based on your criteria. Brings up immediately a Search-Replace-type of dialog. It allows you to textually change the reference files names (Name and/or Path, etc.). You also have the ability to Fix References during or after this process. For more information on Replace References and it's special dialog, see the Replace References section.

Attract References
Fixes bad links by moving the files instead of changing the references. (Opposite of Fix References.) Scans an Bank/Instrument, and verfies the links. On first detection of a bad link, **Instrument Manager™** asks you to form a catalog of files from a folder of your choosing. It then uses that catalog to repair any further bad links by moving the files to the location indicated by the source file.

Collect References
Takes links (good or bad) and moves/copies them to a new user-defined location. If any links are bad, **Instrument Manager™** does the Fix References operation during the process. You can also elect to move the control file as well. This function is helpful for "weeding" out unused samples or simply setting aside a control file/sample files for individual checking or use.

Verify References
Creates a text file of good and bad links. Scans an Bank/Instrument, and lists the links and whether they are good or bad.

It's important to keep in mind that a Mac has an additional facility, related to the capability of the HFS disk format, that helps in object relinking. The HFS disk does not categorize a file by it's location; rather, it lists it by a number. When you move a file, it simply links it to a different folder. **Instrument Manager™** takes advantage of this capability and uses it to dramatically speed up relinking - it doesn't have to search, by using the HFS disk it already knows where the file went to.

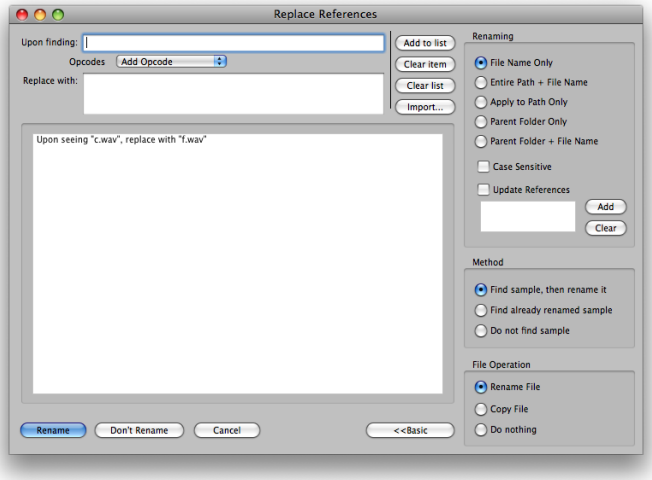
Instrument Manager™ usually uses the Sample or Instrument File Name, without the extension, as a hinge point. So if a file references "Trumpet C4.wav", and it doesn't find it but it does find "Trumpet C4.aif", **Instrument Manager™** will fix the reference using the AIFF file instead. Or, you can instruct **Instrument Manager™** to, instead of fixing the reference, you can convert the sample file to a WAVE file and write a new file.

All Relinking options are in the **Preferences** dialog under the Object Relinking tab.

Replace References

The Replace References function and it's accompanying dialog is meant for you to textually and mechanically edit the sample (and object) references in your file.

The general task is to compile a list of "find this, replace with that" entries. Type a set and click the Add To List button. All entries are considered sequentially. You can remove entries or clear the list. The Import button allows you to import a .txt file with entries, comma or tab delimited.



The Opcodes popup menu simply puts the support opcode in the "Upon finding..." box. They are defined below.

<rootkey>
<replace>
<instname>
<add>
<delete>
<insert0>

When you are ready, click Rename. To cancel, click Cancel. If you don't want to Rename, but want to go on anyway, click Don't Rename.

Clicking the **Advanced>>** button reveals more paramters to tweak exactly how you want Replace References to work.

Renaming
You can choose which part of the path you want to take under consideration. Options are:

File Name Only **Entire Path + File Name** **Path Only**
Parent Folder Only **Parent Folder + File Name**

You can also choose whether the search will be case sensitive or not.

Update References

Method
Sometimes you want to affect the external sample file names, sometimes you don't. Method allows different ways of dealing with the external file themselves.

Find Sample, then rename it	Renames the originally referenced sample
Find already-renamed sample	Finds the aleady-named sample and fixes the path to point to it
Do Not Find Sample	Just textually rewrites the reference

File Operation
This is closely tied with Method. You can Rename the file, or Copy it, or Do Nothing to nullify the operation.

Example
We worked on several ProjectSAM libraries. Often they would use the same programs for different mic samples and simply change the samples. Their sample names would be the same except for the single lowercase letter before the .wav extension. We used Replace References to perform this.

We added an entry "Upon finding c.wav, replace with f.wav", and under method we would choose Do Not Find Sample. That would rename the references. Then we would do a Fix References to point them to the different location. Very handy!

Management - Object Naming

Names are the backbone of organization.

Many of us remember the days of hardware samplers and synthesizers where the names of your Patches could only be 8, 12, or 16 characters. (It's interesting to think about why this was - and still is. Mostly it's because of the size of the hardware screen. Why have a long name when it doesn't fit on the screen?) Even these days there are limits to names, but for the better reason of "you can remember shorter names". Still, the sound world is FULL of cryptic abbreviations, just for this reason.

Instrument Manager™ wouldn't be a Manager unless it allows you to change names. There are two levels of renaming: File Renaming and Object Renaming.

As you probably have figured out, there are 3 major levels of sound files: Banks, Instruments, and Samples. Banks contain Instruments, and Instruments contain Samples. So thus there are 2 levels of renaming: Samples in Instruments, and Instruments in Banks.

Instrument Manager™ uses it's Database to enable smart renaming - if you rename a sample file, within **Instrument Manager™**, it uses the database to change the name in the Instruments that reference it. (Please remember that the data must be in the Database - if it's not, it won't get changed.)

To rename an object, right-click on the object and select Rename. A Rename dialog appears, allow you to rename the object. **Instrument Manager™**, depending on the object, will automatically update all upward objects to reflect the new name.

Naming can alter the File Name of an object, for example a WAVE file, or an internal name (for example a SoundFont Preset).

Operations

Instrument Manager™ just doesn't organize and manage your Sound Objects. If your software sampler allows the ability to drop objects on it in order to load, **Instrument Manager™** can serve as a Super Browser of sorts.

Just as you can add entries into a Database by dragging into a Main Screen, you can copy, move, or load entries by dragging out of them.

For example, you can view a certain set of Sound Objects on a Main Screen, and drag them out in order to copy or move them to another area on your hard drive. Dragging copies a file, SHIFT-dropping moves a file. This is handy for collecting a set of files in one certain area to, for example, put them on an external drive to take to another location.

There are several subtleties to copying/moving Sound Objects, and **Instrument Manager™** takes care of all of them. Any copy/move operation updates the database automatically. Also, any copying operation will prompt you IF you want to add the new files to the Database (you may not want to). You can turn the prompt off in Preferences. Also, **Instrument Manager™** will update the sample links in the new files if needed.

Communication with proprietary disks (Akai, Roland, etc.) is done with the Proprietary Dialog. You can drag and drop both ways between the list on a Main Screen and the Proprietary Dialog. For more information on proprietary disks and the Proprietary Dialog, see the Proprietary Dialog section in this document.

Compilation

Sound Objects often "want to be" merged into collections, or even merged into each other. For example, you may want to create a Bank that contains some Instruments. Or, you have a several Instruments that you want merged into a single Instrument. Or, you want several samples mixed together.

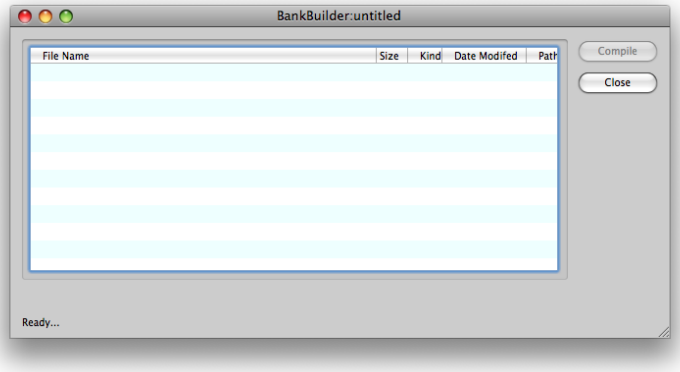
Instrument Manager™ includes the **Bank Builder** and the **Object Merger**. The Bank Builder offers a way to create Banks from scratch, or modify existing ones, from existing Instruments. The Object Merger allows elements to be combined with each other.

For more information on the building Banks, see the **Bank Builder section.**

For more information merging Objects, see the **Object Merger section.**

Compilation - Bank Builder

The **Bank Builder** is a dialog where you can collect Instruments into a Bank and compile a Bank file of any format.



Note: under standard operation, you can only work within the same type, for example, you can only collect Kontakt Instruments to make a Kontakt Bank. If you have **SamplerTools™** installed, you can collect any Instrument format and **Instrument Manager™** will translate it on the fly.

A Bank is essentially a separate object that loads one or more Instruments at the same time. Each Instrument usually has it's own MIDI Channel and Bank/Program Number assigned to it. A Bank Number and Program Number are ganged terms leftover from the MIDI spec: there are a maximum 16,384 possible programs in a Bank (unless the format defines less), in 128 sets of 128. The sets are Bank Numbers, the nubmers within a set are Program Numbers.

Equivalent terms for a Bank are Performance, Multi, Folder, Group, Volume, SoundBank, or Mix.

Banks come ina variety of format. Bank Types include:

* GigaStudio files (.gig)
* SoundFonts (.sf2)
* Kontakt Multis (.nkm) or Banks (.nkb)
* MachFive SoundBanks (folders with a .M5B extension on them)
* SampleTank inst files
* Korg Triton .pcg files
* Roland Fantom fans.svd and .fangsnd.svd files
* Roland XV-5080 (.svd)
* Yamaha Motif All/All Voice files (.w2/3v/a, .w7/8v/a, .xov/a, .x3v/a)
* Fusion Banks (named folder inside a Fusion volume folder, called "Volume")
* Emu Banks (E3, ESi, EOS/E4, EmulatorX .exb files)
* Roland S-7x Performances
* Ensoniq EPS/ASR-10 Banks
* Kurzweil (.krz, .k25, .k26)
* Reason Combinator (.cmb)
* DirectWave .dwb

The Bank Builder collects the Instruments you want to include in your Bank. Launch the Bank Builder from the Tools menu, or open an existing one by right clicking on a Bank-type entry on the list on a Main Screen.

To start building a Bank, drag any Instrument entry from a Main Screen into the Bank Builder list. You can edit the MIDI Channel and Bank/Program Number. You will notice that the Compile button will light up as soon as you've made a change to the list or if there are no entries in the list.

Once you are finished, click the Compile button. Instrument Manager™ will ask you where you want to put the new Bank File; select that and your Bank will be created and written to disk, and add to the Database attached to the parent Main Screen.

Note: To compile a Bank onto a Proprietary Disk, use the icon on the Bank Builder which says Drag and Compile to Proprietary Dialog. Simply open the Proprietary Dialog, and drag off of the icon in the Bank Builder onto the Proprietary Dialog.

After compilation is completed, the Compile button will disable until you've made another change.

Compilation - Object Merger

Instrument Manager™ has a set of functions where you can merge certain objects together. This set is not wholly complete, but other programs like Constructor or Translator can do the job completely.

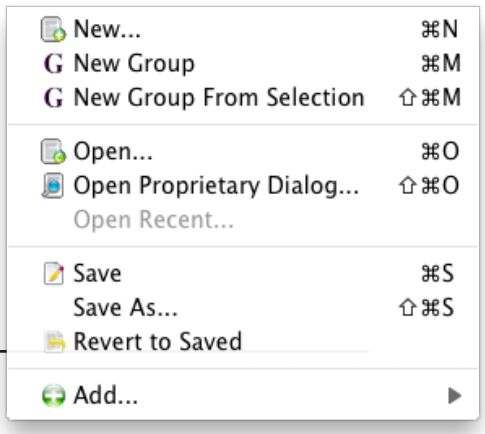
Bank Merge
Merge two Banks of the same type to create one whole Bank. If there are Bank/Program Number collisions, you have the option of eliminating parts of the merge or making way by assigning unused Bank/Program Numbers. Options for allowing duplicates are provided as well.

Instrument Merge
Merge two Instruments together to create one Instrument. Options included are KeySplit, VelSplit, Layer, and Dimension Assign.

Sample Merge
Merge two Samples together in various ways. Options include crossfade, relooping, mix, stereo mix, and other helpful functions.

Note: under standard operation, you can only merge Sound Objects of the same type. However, if you have SamplerTools™ installed, you can merge any type Bank and any type Instrument, and Instrument Manager™ will do all necessary conversions on the fly. You will be given the option of what destination format you want to merge into.

Menus - File



New
Creates a new Database which will be attached to the current Main Screen.

New Group
Creates an empty new Group.

New Group From Selection
Creates a new Group from the selection in the current List.

Open
Allows you to attach a existing Database to the current Main Screen.

Open Proprietary Dialog
This opens the Proprietary Dialog.

Open Recent
A list of previously selected and saved Databases.

Save
Saves the Database in the current Main Screen.

Save As...
Saves the Database in the current Main Screen as a new or existing Database file.

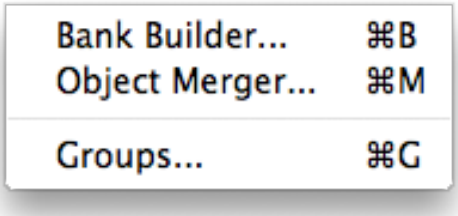
Revert to Saved
Reverts the database and interface to the last saved state.

Add::File
Opens an open dialog to choose one or more files to add to the Database.

Add::Folder
Opens an Open Folder dialog to choose a folder in which to scan to add files to the Database.

Quit/Exit
Quits the whole mess.

Menus - Tools

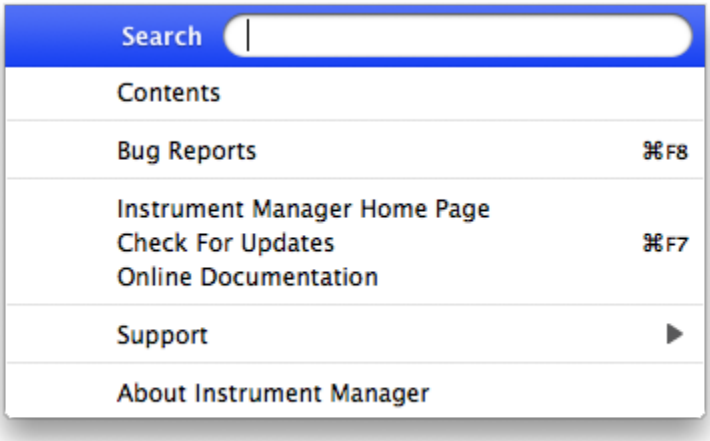


Bank Builder
Opens the Bank Builder dialog.

Object Merger
Opens the Object Merger dialog.

Groups
Opens the Groups dialog.

Menus - Help



Contents
Opens the **Instrument Manager™** Help File.

Bug Reports
Opens a browser window (your default browser) and routes it to the Chicken Systems Bug Reports page for **Instrument Manager™**.

Instrument Manager™ Home Page
Opens a browser window (your default browser) and routes it to the **Instrument Manager™** Home Page (the product page) at the Chicken Systems web site.

Check For Updates
Connects to the Internet and checks the version/build number of the running application against the latest build available from the Chicken Systems web site. This is a manual way of doing what **Instrument Manager™** automatically does when the program is started.

Online Documentation
Opens a browser window (your default browser) and routes it to the Chicken Systems **Instrument Manager™** Online Documentation. Sometimes this has more up to date information then your current applications Help File. If you are running the latest verison, your Help File should be an exact replica of the Online Documentation.

Support::Forum
Opens a browser window (your default browser) and routes it to the SamplerZone.com **Instrument Manager™** forum. Check here for a larger FAQ, and use the forum to look for answers that other people may have come across, or post a comment about the program on the forum.

Support::Chat
Opens a browser window (your default browser) and routes it to a special Chat service where you can immediately talk to a Chicken Systems support engineer. This is monitored by Chicken Systems during business hours and often at night when the second shift is doing their cleanup work. If there is no one available, you can leave a message.

Support::Email
Allows you to send a direct email to a Chicken Systems support engineer.

Support::Movies
Opens a browser window (your default browser) and routes it to the Chicken Systems Movie area, specifically to the **Instrument Manager™** section. You can watch all the **Instrument Manager™** product videos here.

About Instrument Manager™
Shows the Splash Screen, which shows you your registration information and the current version number you are using.

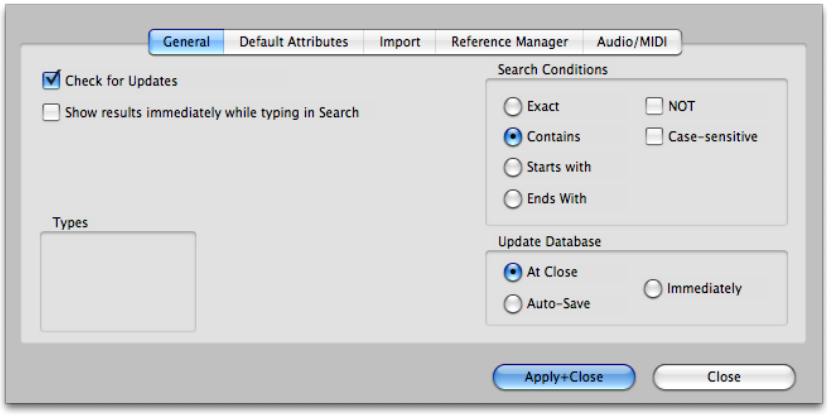
Preferences

The Preferences dialog is viewed by clicking on the Application Menu-Preferences (Mac), or File-Options... (Windows) top menu.

For each Preference, hovering the mouse over the title or checkbox/item displays a Toop Tip that describes the functionality of that particular Preference.

General Tab

Check For Updates
When checked, when Instrument Manager™ starts, it checks for Updates from the Internet. If there is a newer version or build, Instrument Manager™ will tell you and offer you a chance to download it directly. If this option is unchecked, you can still Check For Updates by selecting the Menu option under Help.



Show Results immediately while typing Search
When checked, Instrument Manager™ tries to make the results known as you type each character. This can stress the system a little. When unchecked, you need to hit ENTER for the search results to be checked.

Search Conditions::Exact
The exact textual needs to match the destination.

Search Conditions::Contains
The search text needs to match the destination if the destination contains the text desired.

Search Conditions::Starts With
The search text needs to match the destination if the destination starts with the text desired.

Search Conditions::Ends With
The search text needs to match the destination if the destination ends with the text desired.

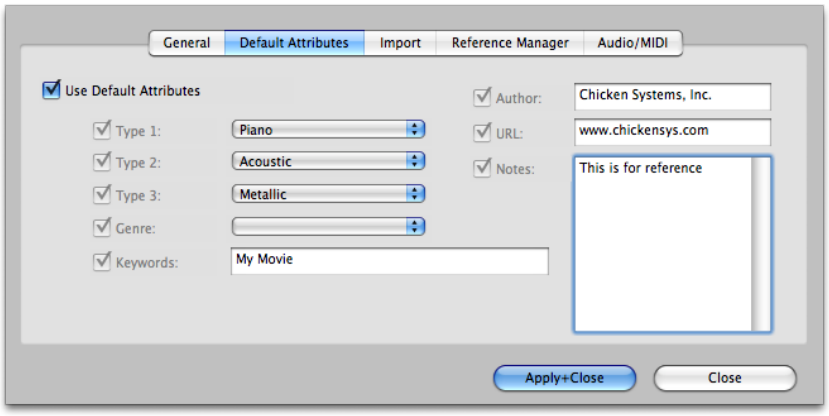
Update Database::At Close
The Database files are updated only when you close the window you are working on the database on. If the contents have been changed, Instrument Manager™ will prompt you.

Update Database::Immediately
The Database files are updated immediately, when you make a change.

Default Attributes Tab

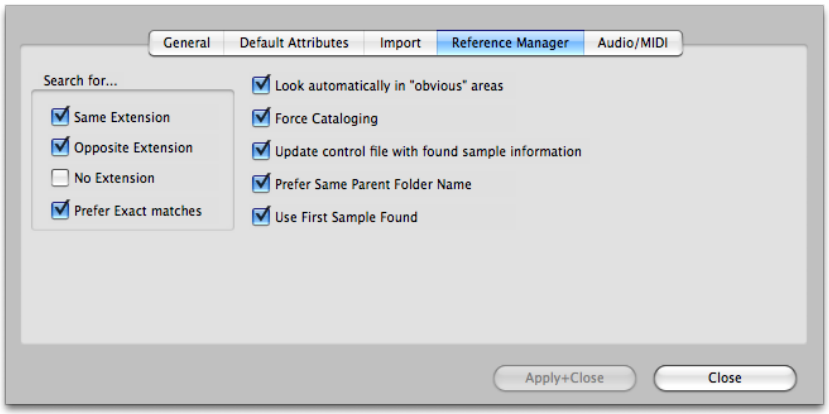
When checked, Instrument Manager™ will use this set of Attributes for every entry that gets added, with the exception of files that already have database elements in them (Kontakt or Structure, for example).

Checking each attribute determines whether they will be included or not.



Reference Manager Tab

These options relate to the Reference Manager, accessible form the Reference Manager contextual menu option.



Search For::Same Extension
When a link is being re referenced, Instrument Manager™ will look for the same sample name if it has the same extension (eg. .wav or .aif).

Search For::Opposite Extension
When a link is being re referenced, Instrument Manager™ will look for the same sample name if it has the opposite extension (if .wav, then .aif, or if .aif, then .wav).

Search For::No Extension
When a link is being re referenced, Instrument Manager™ will look for the same sample name if it has the no extension (for example, the file "TrumpetC4" will be included for "TrumpetC4.wav").

Search For::Prefer Exact Matches
Reference Manager favors two folders before checking anything else - the same folder as the source, and the folder alongside the source file that is named "[source name] Samples". Checking this option tells Instrument Manager™ not to consider these folders.

Look automatically in "obvious" areas
Reference Manager favors two folders before checking anything else - the same folder as the source, and the folder alongside the source file that is named "[source name] Samples". Checking this option tells Instrument Manager™ to consider these folders.

Force Cataloging
When fixing references, Instrument Manager™ waits until it finds a bad link before it asks you

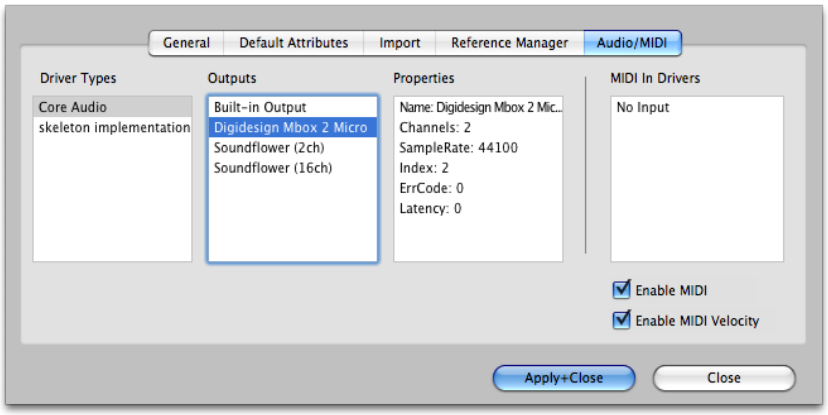
to catalog. When this option is checked, Instrument Manager™ automatically asks you to create a catalog.

Update control file with sample information
Often a control file stores it's own looping and tuning information. Usually the information found in a sample file matches this, but often it does not. Checking this option tells **Instrument Manager™** to write this information into the control file.

Prefer Same Parent Folder Name
When this option is checked, **Instrument Manager™** will favor folders that have the same Parent Folder name as the bad link had.

Use First Sample Found
There can be many instances where there will be more then one file with the same name. Checking this option forces **Instrument Manager™** to use the first sample it finds and not look any further.

Audio/MIDI Tab



Driver Types
These are the Sound Driver types on your system. Selecting one shows the Outputs on the list to the right.

Audio Outputs
These are the audio outputs on your system for the selected Driver Type on the left. Selecting one selects your audio output.

Audio Inputs
These are the audio inputs on your system for the selected Driver Type on the left. Selecting one selects your audio input.

Properties
Shows the Properties of the Output or Input you selected on the left.

MIDI In Drivers
Allows you to select the current MIDI In driver that will drive your application.

MIDI Out Drivers
Allows you to select the current MIDI Out driver that your application will send MIDI out on.

Enable MIDI
Enables MIDI to be sent or received.

Enable MIDI Velocity
Allows MIDI Velocity to be sent or received; if unchecked and Enable MIDI is checked, incoming and outgoing MIDI notes will always have velocity set to maximum (127).

Troubleshoooting

Your Instrument Manager™ program should be rock-solid and give you no problems. However, there is always stuff that can go wrong.

You can start from scratch as far as Preferences go by trashing your preferences. You can do that by going to:

Mac
Go to**:**
/Users/[you]/Library/Preferences, delete
com.chickensys.instrumentmanager.plist

Windows
Go into the Registry and delete **the HKEY_CURRENTUSER/Software/Chicken Systems, Inc/Instrument Manager** key.

Mac and Windows
Press SHIFT when starting the program.

This only trashes your working preferences; it does not trash your registration codes etc.

For all other queries, please contact **Chicken Systems Technical Support** at the contact points listed under Contacting Technical Support in this document.

FAQ

There is a Instrument Manager™ FAQ up on the Chicken Systems Web site:

www.chickensys.com/support/software/instrumentmanager/faq

We revise this as needed, based on common questions asked about Instrument Manager™.

It is extremely LIKELY that your question is answered here! Please do not contact us until you have read completely through this resource. It probably will answer your question.

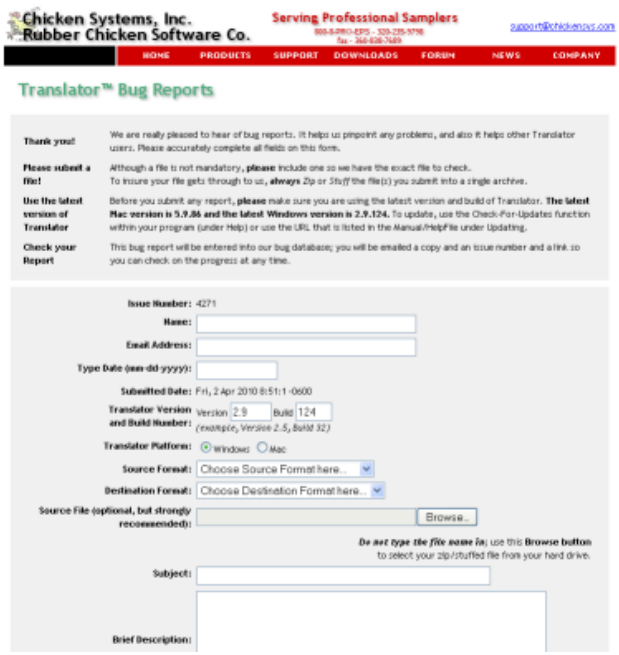
Bug Reports

Instrument Manager™ should not crash or show errors, but reality insists that all programs do at some point. Instrument Manager™, since it deals with many undocumented formats and files created from many sources, can be especially vunerable.

If you have a problem with a translation, or receive an error within Instrument Manager™ concerning a file, the BEST way to communicate that is to file a Bug Report and send us the file in question with a brief description of what the problem is.

To use the Bug Reports system, go to Help-Bug Reports in the program. It connects you to our Bug Reports website, has a form you fill out that gets the information we need from you, and permits you to send us the source file directly from that web page.

We strongly recommend you to use the Bug Reports page first! We do invite you to Email or Chat us or call us with a problem, but most of the time we just direct people to the Bug Reports web site to document the information in writing and for them to send us the file. Instrument Manager™ has many users across the globe, and it is not possible to track all our users particular questions and issues through personal correspondence.



Once you establish an issue with the Bug Reports web site, you will get an email back with a link to your issue that you can consistently check. We try to address issues within 24-48 hours.

BUT, THE IMPORTANT THING IS TO ENABLE US TO EXACTLY REPLICATE YOUR ISSUE ON OUR END! THIS IS WHY WE NEED THE SOURCE FILE IN ALL CASES. PLEASE REMEMBER THIS!

Bug Reports Page: www.chickensys.com/instrumentmanager/bugreports
Email: support@chickensys.com
FTP: ftp.chickensys.com
(please make sure file names DO NOT have spaces in them!)
User: incoming@chickensys.com
Pass: files2chicken
You Send It: www.yousendit.com

How To Create Files To Send Us
If you are rading or writing a computer-based file such as a SoundFont, than this is easy - just zip up the file and e-mail it.

But, what if, for example, if you are trying to read in an Akai Program, and you get an error, you would want to send the actual Akai program (plus the samples) to us. But the Akai files are on an Akai-formatted disk - how do you send that? The way you can do it is through a DOS Counterpart file. In this Akai case, this would be an .ak1 or a .ak3 file.

You don't have to make counterpart files; Instrument Manager™ makes them for you in-process. With all proprietary conversions, Instrument Manager™ dumps the file into this folder: /Users/Shared/Chicken Systems/Instrument Manager

Akai S-1000 Volume or Program	.ak1
Akai S-1000 Volume or Program	.ak3
Roland Performance or Patch	.rol
Emu E3/ESi Bank	.esi
Emu E4 Bank	.eos/.e4b
Ensoniq EPS/EPS 16-Plus Instrument	.efe
Ensoniq ASR-10 Instrument	.efa

Zip that up and send that to us.

Contacting Technical Support

Chicken Systems Technical Support can be reached in many ways: **Phone**, **Email**, **Chat**, or via our SamplerZone.com **Forum**. Please give us a brief complete explanation of the problem. With Email and Forum questions, we try to respond within 24 hours, Please be patient if the answer does not arrive immediately.

You may Phone or Chat with us also if, after reading and looking at the documentation, you are stumped. Our usual office hours are 8am-6pm Monday-Friday. We are often in the office on weekends and holidays on an infrequent basis.

Phone: 800-877-6377 United States, 320-235-9798 elsewhere. Please do not mind the crabby technical support engineers.
Email: support@chickensys.com
Chat: www.chickensys.com, use the Chat link on the left
Forum: www.samplerzone.com/forums/instrumentmanager

Please give us a brief complete explanation (how's that for non-sequiturs?) of the problem. We try to answer all emails within 24 hours. Please be patient if the answer does not arrive immediately.

You may call us also if, after reading and looking at the documentation, you are stumped. Our office hours are 8am-6pm Monday-Friday. We are often in the office on weekends and holidays on an infrequent basis.

Updating

We update Instrument Manager™ as needed, for bug fixes, improvements, and additions to the library.

Instrument Manager™ automatically checks if there is a update available when you start it up. (If desired, you can turn this checking off in Preferences.) You can also check for updates by selecting Check for Updates under the Help menu. (This only works, of course, if you are connected to the Internet on that computer.)

If your Instrument Manager™ computer is not connected to the Internet, or for some reason you can't run Instrument Manager™, you can check for updates at:

www.chickensys.com/instrumentmanager/userupdates

You can check what is your Instrument Manager™ version number by checking the About Box (under Help in Windows and under the App Menu on Mac), or by checking Get Info [Mac] or Properties [Windows].

If there is an update available for you, you can download it and then move it to your program's computer (if from a different computer). Run the updater and your program should be updated.

Contact Us

Chicken Systems, Inc.
714 5th Street SE
Willmar, MN 56201

Phone: 800-877-6377 United States, 320-235-9798 elsewhere.
Email: support@chickensys.com
Chat: www.chickensys.com, use the Chat link on the left
Forum: www.samplerzone.com/forums

Credits

Developing software is at the core a one-man process, but making it good requires a team.

Instrument Manager™ really benefitted from good teamwork and solid commitment to quality software.

Garth Hjelte: Project Lead
Jeff Godbloch: Programming and Technical Writer
Christian Schmitz and **Joe Strout** for prompt, clear, and concise technical assistance
David Das, Dan Dean, Ernest Cholakis, and **Dave Kerzner** for brilliant ideas along the way