

# **Drum File<sup>TM</sup>**

**Owner's Manual**

**BLANK**  
SOFTWARE

FIRST EDITION  
September 1986

#### LIMITED WARRANTY

This warranty covers all defects in material and workmanship for thirty days from the date of purchase from an authorized Blank Software Dealer.

To Obtain Warranty Performance, return your diskette(s) in their original case to an authorized Blank Software Dealer along with proof of purchase. Defective diskettes will be replaced. NO CLAIM FOR WARRANTY WILL BE HONORED WITHOUT PROOF OF PURCHASE.

Any implied warranties, including warranties of merchantability and fitness for a particular purpose are limited in duration to the length of this warranty. Blank Software's liability, for any defective product, is limited to repair or replacement of the product.

Blank Software shall not be liable under any circumstances for: Damages based upon inconvenience, loss of use of diskettes, loss of time, interrupted operation or commercial loss. Any other damages, whether incidental, consequential or otherwise, except damages which may not be excluded under applicable law. Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

#### COPYRIGHT

© 1986 Blank Software. All Rights Reserved.

The Drum File Software and Manual may not, in whole or in part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior written consent from Blank Software, except to make a personal backup copy.

The Purchasers of this Drum File Software and Manual are granted a limited license to use this product only for their own personal use.

Drum File and Sound Lab are Trademarks of Blank Software. SP-12 and Emulator are Trademarks of E-mu Systems Inc. Sound Designer is a Trademark of Digidesign Inc.

## CREDITS

Software Design, Programming, and Manual by  
Donny Blank & David Willenbrink

Demo Sounds provided by Kevin Monahan and Studio Digital Samples

Copy Editing by Caitlin Johnson

Personal and Financial Support by Rob Schafer

# Contents

<b>1-7</b>	<b>CHAPTER 1: GETTING STARTED</b>
1-8	Introduction
1-9	About the manual
1-10	The equipment you need
1-11	Owner registration
1-11	Drum File program back-up
<b>2-1</b>	<b>CHAPTER 2: A QUICK TOUR OF DRUM FILE</b>
<b>3-1</b>	<b>CHAPTER 3: USING DRUM FILE</b>
<b>3-3</b>	<b>Transferring sounds and sequences</b>
3-4	Receiving all sounds or sequences from the SP-12
3-5	Sending all sounds or sequences to the SP-12
3-6	Sending individual items to the SP-12
<b>3-7</b>	<b>Editing documents and libraries</b>
3-8	Selecting sounds and sequences
3-10	Deleting sounds and sequences
3-11	Copying and moving sounds and sequences
3-12	Copying between Drum File documents
3-14	Naming sounds, songs, and segments
<b>3-15</b>	<b>Working with documents and libraries</b>
3-16	Working with Drum File documents
3-17	Activating the song window
3-18	Working with Drum File libraries
3-19	Closing and saving libraries

- 3-21**    **Translating sounds and special features**
- 3-22    Translating sounds: Import-Export
- 3-23    Remote Play
- 3-24    Macintosh audio preview

**4-1**        **CHAPTER 4: DRUM FILE REFERENCE**

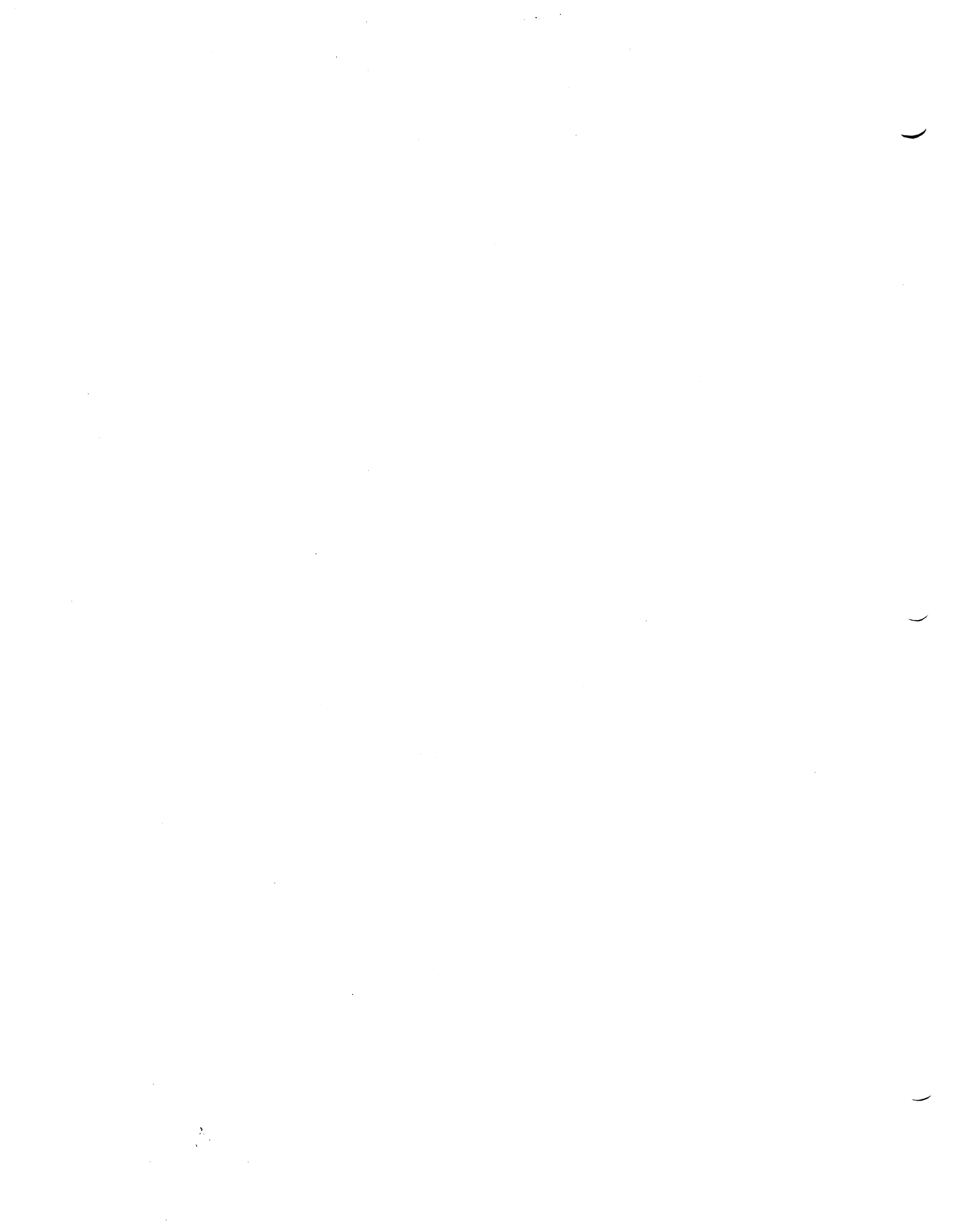
**4-3**        **Drum File windows**

- 4-3        The document window
- 4-4        The song window
- 4-5        The library windows
- 4-6        The info window

**4-7**        **Drum File menus**

- 4-7        The apple menu
- 4-8        The file menu
- 4-11      The edit menu
- 4-12      The transfer menu
- 4-14      The options menu

**4-17**      **Appendix**



***CHAPTER 1:***

---

# **Getting Started**

## **Introduction**

Congratulations and welcome to Drum File. Drum File is a powerful new integrated MIDI librarian/translator program for the Apple Macintosh and the E-mu SP-12 Sampling Drum Machine.

With Drum File you can create and edit an unlimited number of sound libraries, sound files, and documents. Fast MIDI data transfers releases you from the bondage of painfully slow storage mediums, and gives your SP-12 quick access to your entire sample library. Once in the Macintosh, serious Drum Filers can link with mass storage devices, like hard disks, for nearly unlimited sample storage. Drum File's extensive Translation functions open up worlds of sampled sounds by maintaining compatibility with Sound Lab and Sound Designer sound file formats.

Drum File puts you in control of even the largest of SP-12 sample collections with the ease and elegance you would expect from a Macintosh application.



## About the Manual

To use this manual you need to be familiar with both the SP-12 and the Macintosh. We assume you have a grasp of their particular terminologies and operating techniques, but if you have any doubts, go back and read the SP-12 owner's manual and *Macintosh*, the owner's guide before proceeding. To accommodate different levels of expertise, the manual is broken down as follows:

- "Getting Started" covers preliminaries about what you need and how to begin.
- "A Quick Tour Of Drum File" gives you a quick tour through Drum File, introducing most of Drum File's windows, features, and functions.
- "Using Drum File" provides operational descriptions of all Drum File accomplishments.
- "Drum File Reference" presents in greater detail all Drum File windows, commands, and functions.

## **The Equipment You Need**

### **System Requirements:**

- E-mu SP-12 Sampling Drum Machine
- 512K Macintosh or Macintosh Plus
- Macintosh MIDI Interface (with two MIDI interconnect cables)

### **SP-12 Requirements:**

- Turbo RAM upgrade
- SP-12 ROM update 2.4 or higher (contact E-mu systems for information on upgrading your SP-12 ROM)

## **Owner Registration**

Blank Software realizes your Drum File purchase may represent a major investment in music software. To honor that investment, your purchase of Drum File entitles you to:

- Free Drum File program back-up disk
- Free customer service support.
- Drum File software updates.

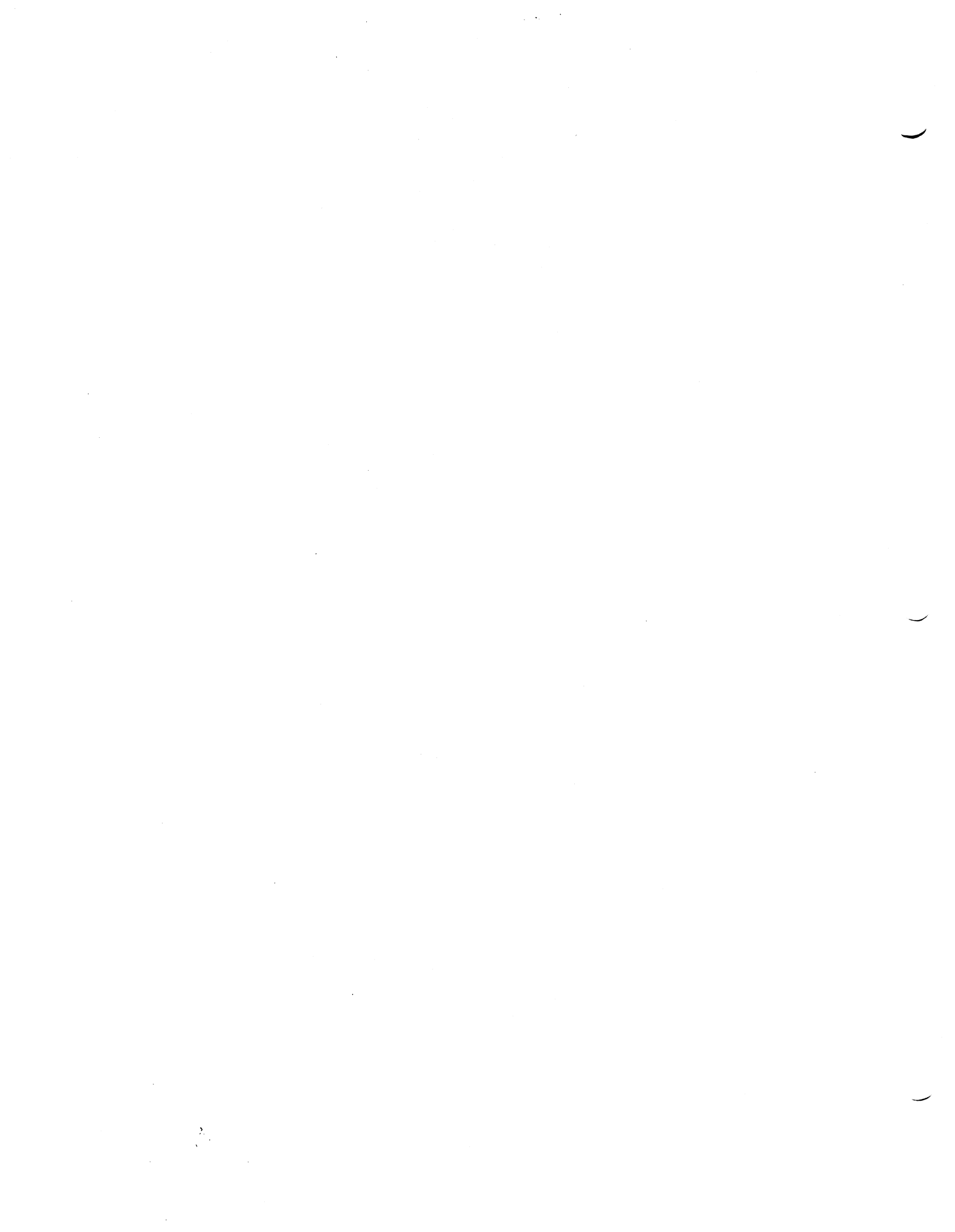
**PLEASE FILL OUT AND RETURN THE ENCLOSED  
PREPAID OWNER REGISTRATION CARD.**

We can provide service and support only to registered Drum File owners.

## **Drum File Program Back up**

We suggest that you make a back-up of your Drum File program disk *immediately* and run the program from the back-up copy. This will prevent unnecessary wear of your program master disk.

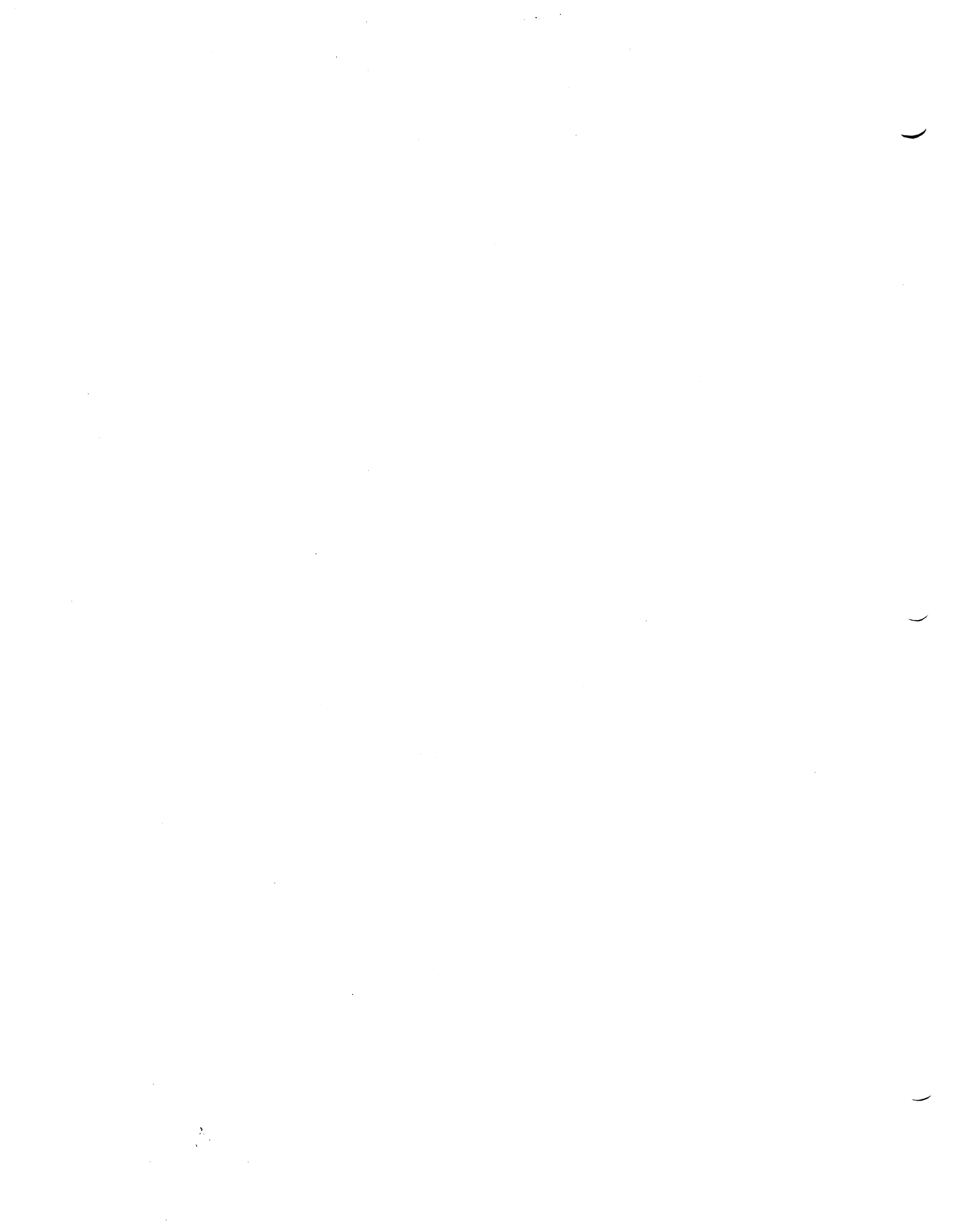
When you run the program from your copies, Drum File will ask you to momentarily insert the master disk to confirm its signature before continuing with the program. You will not need the original again unless you turn off or reset the Macintosh.



*CHAPTER 2:*

---

# **A Quick Tour Of Drum File**



## Introduction

In this section you will be introduced to most of Drum File's windows, features, and functions. The tour proceeds in operational sequence, making it a bad idea to skip around; however, feel free to experiment with the various features as you move through the tour. The essential procedures in this tour are preceded by the "\*" character, allowing eager users to zip right through.

The screen graphics in the tour are provided as a visual reference only and will differ in content from your Drum File screens as you proceed through the tour.

## Setting Up

The first step begins with the assumption that you are using a 512K Macintosh, or a Macintosh Plus, with a MIDI interface properly connected to the Macintosh's modem port (the connector on the back of the Macintosh indicated by the telephone icon).

- Start with the power turned off on both the Macintosh and the SP-12.
- Using good quality cables, connect the MIDI Out of the Macintosh MIDI interface to the MIDI In of the SP-12, and the MIDI Out of the SP-12 to the MIDI In of the Macintosh interface.

- Set the SP-12 to transmit and receive MIDI information on MIDI channel one.

- Insert the Drum File program disk into the Macintosh's internal drive and the Drum File sound disk into the external drive.

The Drum File disk icon will appear on the desktop, highlighted to show it's been selected and is ready for the next command.

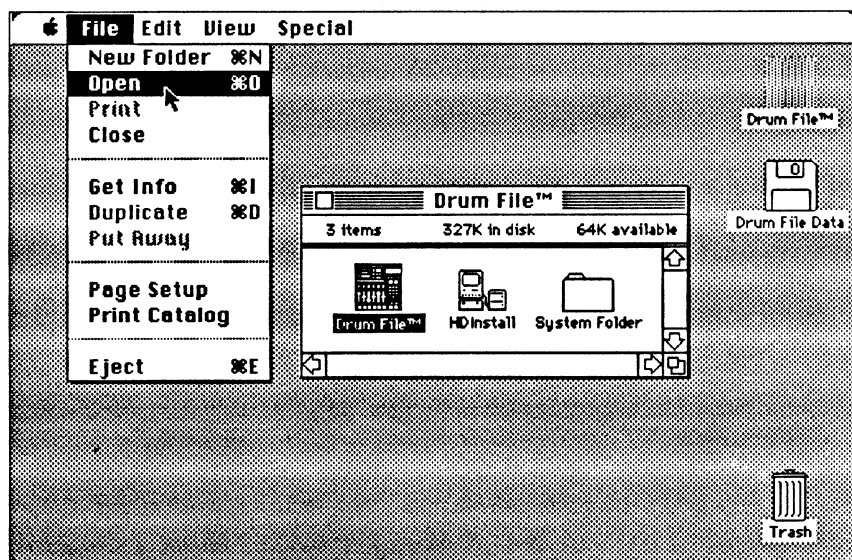
- Either choose Open from the file menu or double-click the Drum File disk icon to open the disk.

The Drum File disk window displays not only the Drum File application icon but other document icons as well.

- Double-click the Drum File application icon to boot the program.

If all is well, the Drum File title screen will appear followed by the main Drum File windows.

The Macintosh is now on-line with the SP-12. To get an idea of some of the possibilities available, browse through each of the Drum File menus.





## The Document: Where it all Happens

After booting the program, Drum File presents two windows on the desktop, the document window and the info window.

The document window is central to the Drum File system. It acts as the transmitter and receiver of all data exchanges between the Macintosh and the SP-12.

The document window is dominated by a 32 cell sound grid. Each cell in the grid corresponds to a sound location within the SP-12.

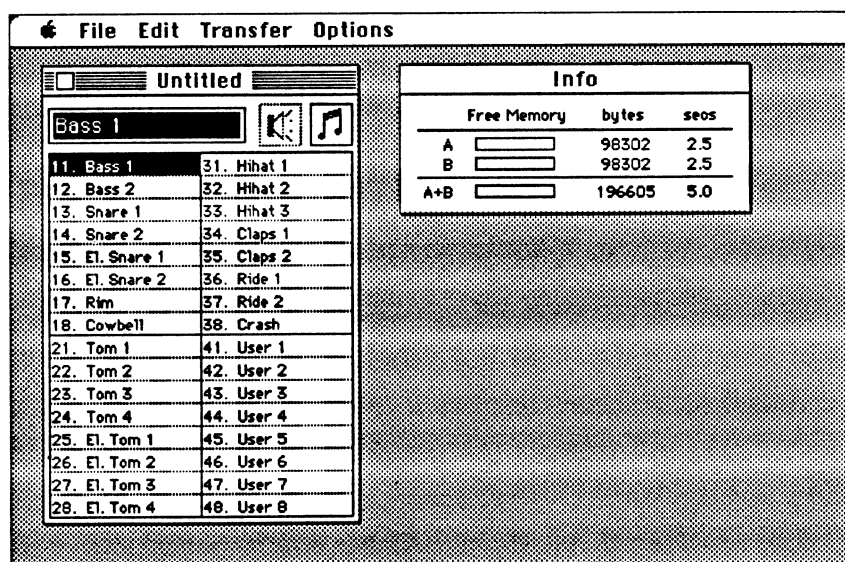
Cells one thru eight in the document represent the sounds triggered by the SP-12's eight pads while in bank one (bottom select button on the bottom left of the SP-12 front panel), and cells nine thru sixteen, the eight pads while in bank two, etc.

When a new document is created, such as during start up, the cells are assigned the default names indicated on the SP-12 front panel.

Near the top right of the sound grid are two icon buttons, Preview and Song.

The Preview button (speaker icon) is used to play a user-sampled sound out the Macintosh's digital audio port (this is covered in greater detail later). The Song button (note icon) is like a trap door for the song file contained within the document; when double-clicked the icon will reveal the song file within.

The info window displays the amount of sample memory remaining within the document. At this point you should have a clean slate.



## Let's Get Some Sounds

- Load the SP-12 with your favorite sounds and sequences.

Load the SP-12 by whatever means you have been using up until now, cassette, disk drive, or any other.

- Choose Get Sounds from the Transfer menu.

Drum File presents a dialog box with a list of operations to perform on the SP-12.

A transfer indicator follows, indicating data transfer in progress.

Upon successful transfer, the document cells that contain user-sampled sounds appear in boldface type.

User-Sampled Sounds

Untitled	
Bass 1	
<b>01. Bass 1</b>	<b>17. Hihat 1</b>
<b>02. Bass 2</b>	<b>18. Hihat 2</b>
<b>03. Snare 1</b>	<b>19. Hihat 3</b>
<b>04. Snare 2</b>	<b>20. Claps 1</b>
<b>05. El. Snare 1</b>	<b>21. Claps 2</b>
<b>06. El. Snare 2</b>	<b>22. Ride 1</b>
<b>07. Rim</b>	<b>23. Ride 2</b>
<b>08. Cowbell</b>	<b>24. Crash</b>
<b>09. Tom 1</b>	<b>25. User 1</b>
<b>10. Tom 2</b>	<b>26. User 2</b>
<b>11. Tom 3</b>	<b>27. User 3</b>
<b>12. Tom 4</b>	<b>28. User 4</b>
<b>13. El. Tom 1</b>	<b>29. User 5</b>
<b>14. El. Tom 2</b>	<b>30. User 6</b>
<b>15. El. Tom 3</b>	<b>31. User 7</b>
<b>16. El. Tom 4</b>	<b>32. User 8</b>

## Name That Drum

The info window now displays the amount of sample memory remaining in the SP-12.

Info		
Free Memory	bytes	secs
A	81289	2.1
B	2377	0.0
A+B	83667	2.1

- Select the first cell in the document that appears in boldface.
- Click the Preview button.

You should hear a striking resemblance to the sound within the SP-12.

- Choose Mac Audio from the Options menu.

Drum File presents a dialog with two options for Macintosh audio playback rate. The default Macintosh rate provides greater harmonic accuracy, but transposes the sample down in pitch. The SP-12 option sacrifices harmonic purity in favor of pitch integrity.

- Click the SP-12 option followed by OK.

- Hold down the Command key on the Macintosh keyboard and press the spacebar.

Preview keyboard equivalent.

- Type in an appropriate name for the sample, then press Enter.

Using Enter to terminate your name entry advances the cell pointer to the next user-sampled sound. You can also use Return to advance the cell pointer one cell at a time.

- Continue the previous three steps until all of the boldface cells have been named.

Check to see if the locations of sounds in the SP-12 and those in the document match.

## Remote Play

- Choose Remote Play from the Options menu.

Remote Play allows you to trigger the sounds in the selected document cells via MIDI. Make sure the Cassette/Disk mode on the SP-12 is off.

- Click inside the cells you just named.

If you have the volume up on the SP-12, you will hear the same sounds you previewed on the Macintosh, but played from the SP-12.

- Click inside some of the cells with the default names.

You should recognize these as the standard SP-12 ROM set. Now, exit the Remote Play mode and check out some more Drum File features.

- Choose Remote Play again from the Options menu to exit the mode.
- Choose Save from the File Menu.

It's always a good idea to save your documents as often as possible.

## Now For the Songs

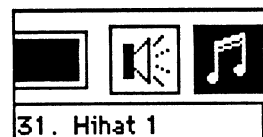
- Type the file name "Demo Document" and click Save.
- Choose Get Sequences from the Transfer menu.

Once again, Drum File asks you to type some commands on the SP-12.

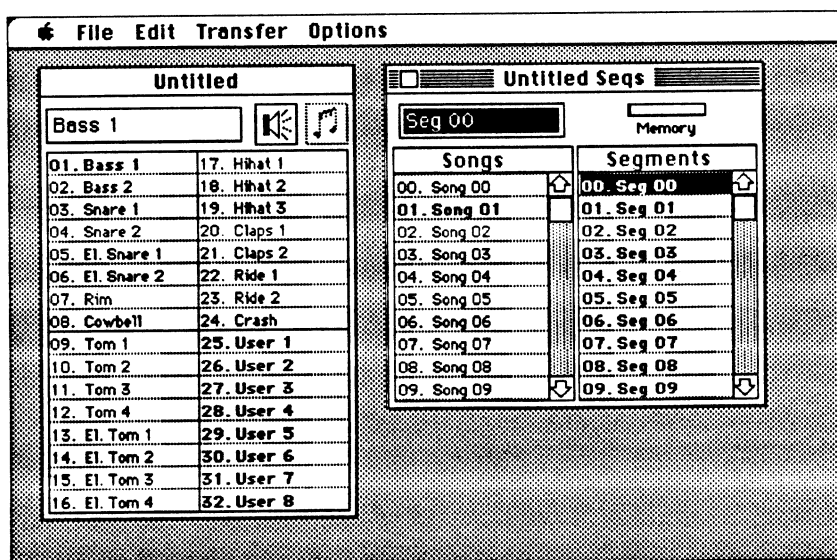
- Enter the commands listed in the dialog box on the SP-12 to initiate the transfer.

Even though it looks as if nothing has changed, the document now holds a copy of all the songs and segments in the SP-12.

- Click the song button in the document window.



The song button displays the document's 100 songs and segments within the song window. The song window contains a name edit box for text editing, a sequence memory indicator, and two independent scroll boxes for songs and segments. As with document sounds, active songs and segments appear in boldface type.



## Naming Sequences with Song Link

Drum File's special command, Song Link, can help in the process of giving names to songs and segments--here's how.

- Choose Song Link in the Options Menu.

A check mark appears next to Song Link in the Options menu to remind you Song Link mode is on.

Song Link shows you the relationship between songs and segments. Selecting a song while in Song Link highlights the segments of which it is comprised.

Selecting a segment highlights the songs that use the segments. This will be of great help to you when you go through and start naming segments. Go over the following instructions to try.

- Click the first song from the song list that appears in boldface type.

The component segments now appear highlighted.

- Type a name for your song without hitting the Return or Enter keys.
- Click the first segment in the segment list that appears highlighted.

The song you just named should remain highlighted in the song list.

- Type a name for your segment like "Intro" or "Verse 1" followed by the Enter key.

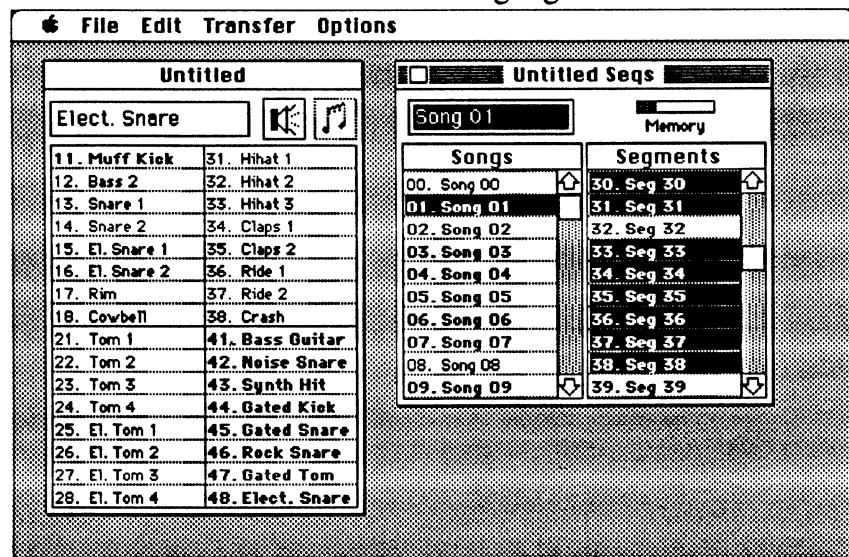
The segment cell pointer advances to the next active segment in the list. Since Song Link mode is still on, Drum File tells you by highlighting the song if the new segment is being used.

It will probably be useful, at this point, to play the song on the SP-12 to refresh your memory about how the segment numbers relate to your song.

- Continue down the segment list until all the segments for the song have been given names.

- Choose Save from the File menu.

- Click the song window close box to put away the song window.



## Saving Your Sounds In Libraries

After you transfer a bank of sounds from the SP-12 to Drum File it's a good idea to store the individual samples in libraries. Later on, you can use the libraries to build brand new sound sets from scratch. Try it with the snares.

- Choose Open Library from the File menu.
- Open the Snares library from the Drum File data disk.

To open the library, click the library name followed by Open. If the Snares library does not appear in the file list, make sure the Drum File sound disk is in one of the drives, then click the Drive button until the disk name "Drum File Sounds" appears in the dialog box.

- Select all the user-sampled snare sounds in the document window.

To extend a selection, hold down the Shift key while making the selection.

- Choose Copy Sounds from the Edit menu.

- Activate the Snares library.

Make the library the current window by clicking anywhere within the window boundaries.

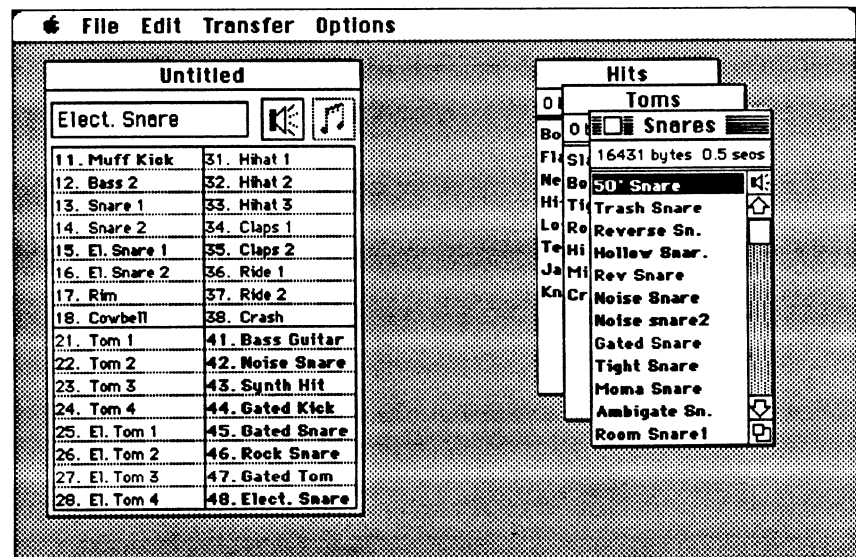
- Choose Paste Sounds from the Edit menu.

The snare sounds now appear appended to the bottom of the library list. Verify that the sounds are present using the library window's scroll bar, if necessary.

- You may continue to move the remaining user-sampled sounds in the document using the libraries provided on the Drum File sound disk.

To create new libraries for your sounds, refer to "Working with Drum File Libraries" in the Using section of this manual.

Now that you have been exposed to some of the basic Drum File operations, try building a new document in order to illustrate some special Drum File features.



## Building a New Drum File Document

One of the many wonderful features a sampling drum machine like the SP-12 offers you, is the possibility of using all the sounds from your sample library to create unlimited numbers of software drum kits. Drum File was designed to make this possibility a practical reality.

- Choose Close from the File menu.

In order to open a new document you must first close the existing one.

- Open the "Demo document" file located on the Drum File data disk.

To open a new file, choose Open from the File menu, then click over the file name followed by Open.

## Emulator Sounds for the SP-12

Now try importing (translating) an Emulator II sound into your document. The sound was stored in Sound Designer format, provided courtesy of Digidesign Inc.

- Select cell 43. "User 3" in the document window.

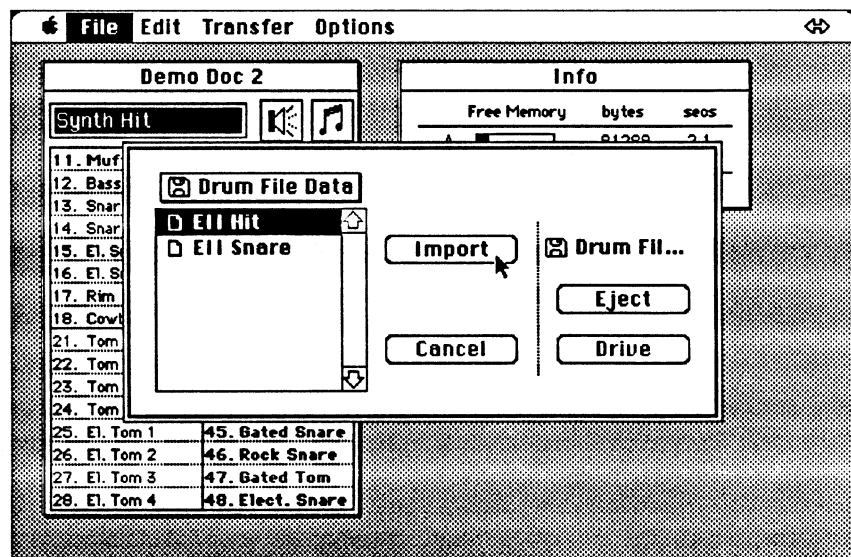
Before importing any sound, you must first select a destination cell in the document.

- Choose Import from the File menu.

Drum File presents a dialog box with a list of sounds stored in either Sound Designer or Sound Lab file formats. If the item list appears empty, use the Drive button to make sure you are looking at the Drum File data disk.

- Double-click the File named "EII Hit."

Drum File converts the 16 bit file, "EII Hit," to 12 bit Drum File format and copies it to the document sound cell previously selected.



## **Borrowing Sounds From the Library**

- Open the Snares library on the Drum File data disk.
- Select the sound named "Moma Snare" in the Snares library.
- Click the small Preview button located above the top scroll bar arrow.

Drum File lets you preview sounds stored in libraries as well as documents.

- Choose Copy Sound from the Edit menu.
- Select cell 14."Snare 2" in the document window.
- Choose Paste from the Edit menu.

Use the preview function to search through the libraries for interesting sounds to paste into the document.

Notice the memory indicator in the info window fill up as you add more sounds to your new document.

## **Over to the SP-12**

- Choose Send Sounds from the Transfer menu.
- Enter the necessary commands to initiate the data transfer.

After about a minute or so the transfer dialog disappears, and you have an SP-12 loaded with new sounds. Play the SP-12 user sounds to verify the transfer has been successful.

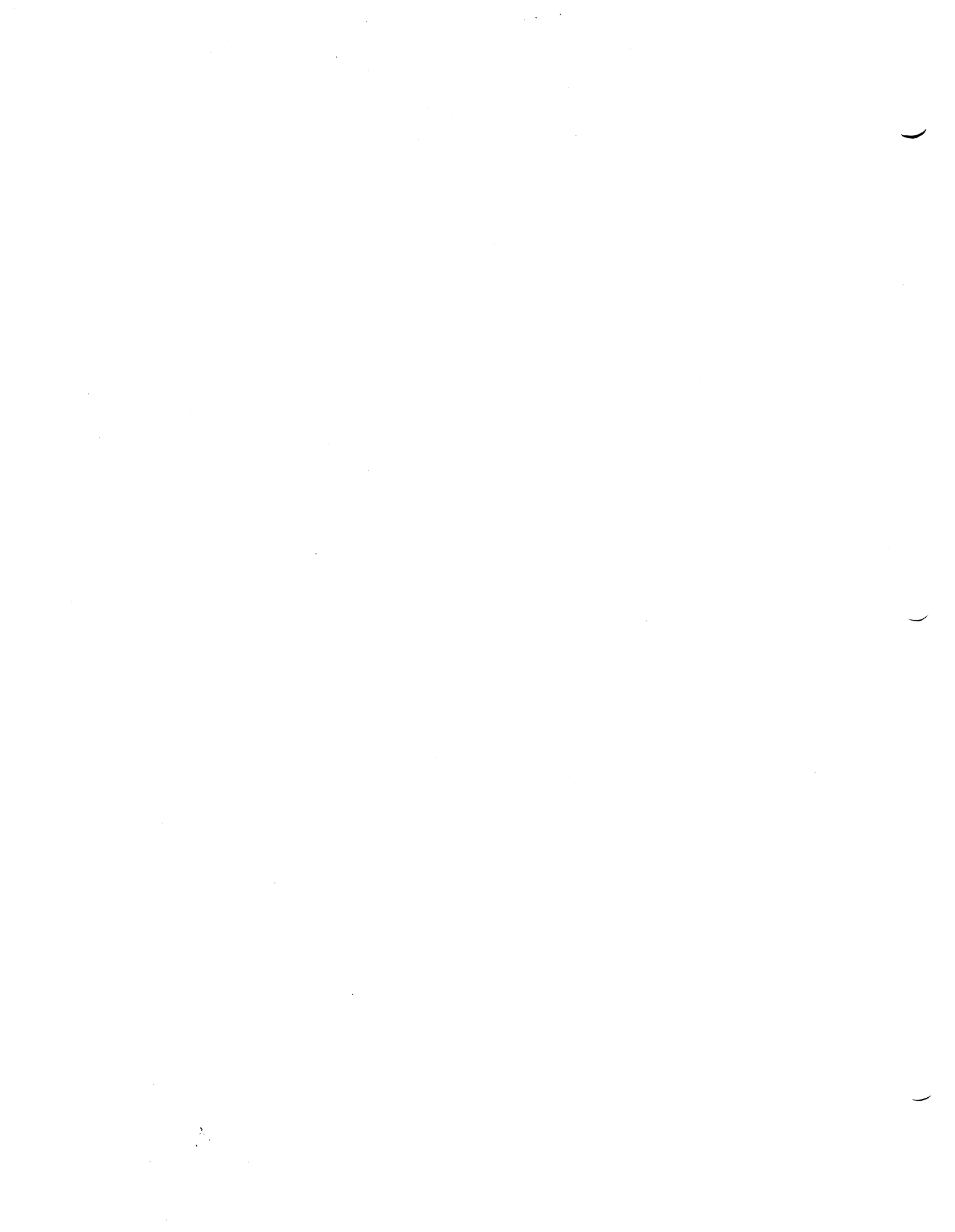
- Choose Send Sequences from the Transfer menu.
- Enter the necessary SP-12 commands.

Song file transfer should happen in a flash. The SP-12 is now a replica of your Drum File document. Play Song 1 on the SP-12 and start dancing ...

## **Time to Wrap it up**

- Choose Quit from the File menu.

This concludes the Drum File guided tour. You are now familiar with most of Drum Files' features and functions. For complete descriptions of all Drum File windows, commands, and features refer to the Using and Reference sections of this manual.

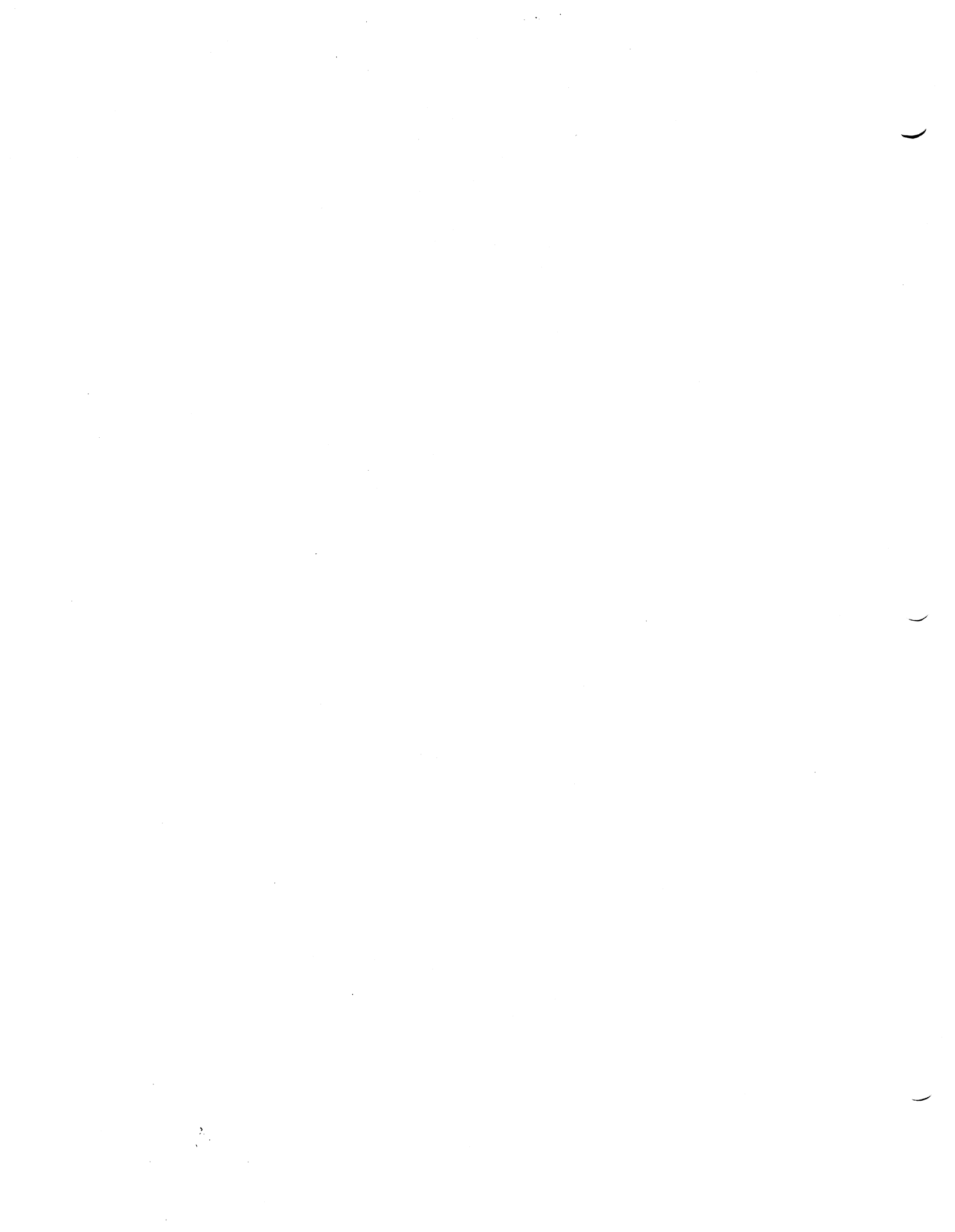




*CHAPTER 3:*

---

# **Using Drum File**



## **Transferring Sounds and Sequences**

Drum File allows you to transfer sound, song, and segment information between the Macintosh and the SP-12 at optimum MIDI transfer speed. You can transfer entire sound or sequence files both to and from the SP-12 and you can transfer individual sounds and segments from Drum File documents to the SP-12.

## Receiving All Sounds or Sequences from the SP-12

**1. Load the SP-12 with the sounds or sequences you want to transfer to Drum File.**

You can load the SP-12 with directly sampled sounds or with sounds you have stored on the Commodore 1541 disk drive or on data cassette.

**2. Choose Get Sounds or Get Sequences from the Transfer menu.**

Get Sounds will erase all the sounds currently stored in your document and replace them with the sounds from the SP-12 (sequences remain undisturbed). To prevent this from happening unintentionally, first save and close your current document, then choose New from the File menu. This will give you a new, empty document to transfer your sounds into.

After you choose Get Sounds, Drum File presents a dialog box with a short list of operations to perform on the SP-12. These instructions initiate the transfer of sound data.

**3. Execute the displayed SP-12 operations.**

Drum File presents a dialog box indicating data transfer in progress. When transferring a full turbo sound bank, be prepared to wait a minute or so for a complete transfer.

## **Sending All Sounds or Sequences to the SP-12**

**1. Open a Drum File Document with the sounds or sequences you want to transfer.**

**2. Choose Send Sounds or Send Sequences from the Transfer menu.**

**3. Execute the displayed SP-12 operations.**

The Send Sounds command will replace all the sounds currently stored in your SP-12 with the sounds from the Drum File document window.

Send Sequences replaces all sequence information in the SP-12, leaving the sounds intact.

After choosing Send Sounds, Drum File presents a dialog box with a short list of operations to perform on the SP-12 to initiate the data transfer.

Drum File presents a dialog box indicating data transfer in progress which disappears when the transfer is complete.

## **Sending an Individual Item to the SP-12**

**1. Choose Send Sound# or Send Segment# from the Transfer menu.**

After choosing the command, Drum File presents a dialog box with a short list of operations to perform on the SP-12 to initiate the data transfer.

**2. Execute the displayed SP-12 operations.**

Like all transfer operations, Drum File presents a dialog box indicating data transfer in progress and disappears when the transfer is complete.

**Editing  
Documents  
and Libraries**

---

## Selecting Sounds and Sequences

### To Select a Sound, Song, or Segment

- Position the mouse over the cell containing the desired item and click the mouse button.

### To Select a Range of Sounds, Songs, or Segments

- Drag the mouse in any direction until the desired items appear highlighted. Dragging your selection past the top or bottom of a scroll window, such as a library, will scroll the items while continuing your selection.

### To Add or Remove Items From a Selection

- Position the mouse pointer over the cell you want removed or added to your selection.
- While holding down the Shift key, click or drag over the desired cells.



**To Select All Sounds,  
Songs, or Segments in  
a Window**

- Choose Select All from the edit window or use the key equivalent for Select All, Command-A.

Select All will only select the user-sampled RAM sounds and the active songs or segments in the document.

## Deleting Sounds and Sequences

### To Delete a Sound or Sequence

- Select the items you wish to remove. (See "Selecting Sounds and Sequences" in this Chapter.)
- Choose Delete from the Edit menu.

Deleting a sound or sequence from a document clears the item from the document and frees the memory used by the item. Drum File will also return the cell to its default sound (ROM) and name.

Since libraries are disk based files, deleting a library sound removes it *forever*. Drum File protects you from accidental deletion of library sounds by prompting you in a dialog box if you really want to erase the selected sounds.

### To Delete a Song and its Component Segments

- Choose Song Link from the Options menu.
- Select the song you wish to delete.

If the Song Link mode is on, selecting a song also highlights its segments in the segment list.

- Choose Delete Song in the Edit menu.

The song and adjoining segments are deleted together.

## Copying and Moving Sounds and Sequences

### To copy within the Drum File document

- Select the items you wish to copy or move.
- Choose Copy Sound/Sequence from the Edit menu.
- Select the destination sound or sequence cells where the copied items are to be pasted.
- Choose Paste Sound/Sequence from the Edit menu.

Drum File copies selected items to their new locations, replacing items that existed in those cells before.

### To copy between from a document to a library

- Select the items you wish to copy or move.
- Choose Copy Sound from the Edit menu.
- Activate the destination library by clicking anywhere in the window.
- Choose Paste Sound from the Edit menu.

Drum File appends the pasted sounds to the end of the library file.

### To complete the move operation

If you wish to completely move a sound or sequence from one location to another, paste the item where you want it then delete it from the original location.

**Tech Note:** Copying sounds or sequences within a document does not use extra memory because neither Drum File nor the SP-12 copy the actual waveform memory that defines the sound (i.e., waveform clipboard). Instead, only a *pointer* at the place in memory where the sound was sampled is copied along with the item's name.

## Copying Between Drum File Documents Using the Grabber

Sounds, songs, or segments stored in documents on disk can be copied into your current document using a unique Drum File feature called the Grabber.

**1. Choose Grab from the File menu.**

**2. Click over the document name you want to copy from, then click Open.**

**3. Select the items in the right scroll window that you want to copy.**

The documents stored on the current disk appear in the left scroll window. If the document you wish to copy from is on another disk, use the Drive and Eject buttons as described in the section, "Opening Drum File Documents," which appears later in this chapter.

The Grabber gives you the option of copying either sounds, songs, or segments from the document on disk. The highlighted button at the top of the Grabber dialog box tells you which type of item is being displayed in the item list (right scroll window).

To change the item type displayed in the item list, click the button next to the type of file you desire. The Grabber will search the document for those type of items and display them in the item list.

You can preview any selected sound in the item list by clicking Listen.

**4. Click the Copy button.**

Clicking Copy tells Drum File to remember the items you selected and to exit the Grabber, so you can paste them into your current document or library.

**5. Select the destination cells in the document you want to paste into.**

If you want to paste sounds into a library, click anywhere inside the library to make it the active window.

**6. Choose Paste from the Edit menu.**

The items you grabbed will now be in the current document or in the library.

## **Naming Sounds, Songs, and Segments**

### **To Name an Individual Document Item**

- Select the cell containing the item you wish to name or rename.
- Type the desired name on the Macintosh keyboard.
- Hit the Return or Tab keys to enter the name and advance to the next cell in the document.

Hitting the Enter key instead of Tab or Return advances to the next user-sampled sound or active sequence in the document. This is useful when naming a group of items just transferred from the SP-12.

### **To Edit an Existing Item Name**

- Select the cell containing the name you want to edit.
- Use the Name Edit box at the top left of both the document and song windows to edit the text.

See your Macintosh User's Manual for details on text editing.

**Working with  
Documents  
and Libraries**

## Working With Drum File Documents

### To open a new Drum File document

- Close the current document if necessary.
- Choose New from the File menu.

A new, empty document window will open on the desktop.

### To open an existing document

- Close the current document if necessary.
- Choose Open from the File menu.

Drum File presents a dialog box with a list of documents contained on the disk. Use the Drive and Eject button to locate documents on different disks.

- Click the name of the document you want, then click Open.

### To save a Drum File document

- Choose Save from the File.
- Type the name of the document and click Save.

The Eject and Drive buttons let you save the document on another disk.



### **Activating the song window**

- Activate the document window if necessary.
- Click the song button (note icon) in the right of the document window.

The song window displaying all 100 songs and segments in the current document will open on the desktop.

To Close the song window, click the go-away box in the top left of the window.

## Working With Drum File Libraries

Drum File libraries were designed to help you manage your collection of SP-12 samples so they will be easy to find when you need them.

Libraries enable you to group up to 100 sounds together in a single file. You can organize your libraries into sound types, such as snares, sound effects, or metal percussion or you can group them by style, such as rock, African, or Latin drums. You will find libraries are invaluable when trying to keep your growing collection of SP-12 samples under control.

### To create a new library

- Choose New Library from the File menu.

A dialog box appears with the Name Box empty and highlighted. Libraries, unlike documents, are created directly on disk. The New Library dialog box resembles those displayed with a document Save or Save As command because you are saving a New Library name on the disk specified in the dialog box.

If you wish to create a library on a new or different disk, use the Drive and Eject buttons.

- Type a name for the library you wish to create, then click New.

### To open an existing library

- Choose Open from the File menu.

Drum File presents a dialog box with a listing of library files available on the current disk.

- Select the library you want, then click Open.

You may have up to four libraries on the screen at one time.

## Closing and Saving Libraries

Libraries, due to their disk-based nature do not have their own Save or Save As commands. Don't let this alarm you--libraries don't need them. From the moment you create a library you are automatically saving it to disk and every time you add or delete a sound from a library, you are doing so directly on the disk.

### To close a library

- Activate the library you want to rename by clicking anywhere in the window.
- Choose Close Library from the File menu.

You can also use the go-away box in the top left of each library.

### To move or rename a library

- Create and rename a new library and indicate the disk you wish to move to.

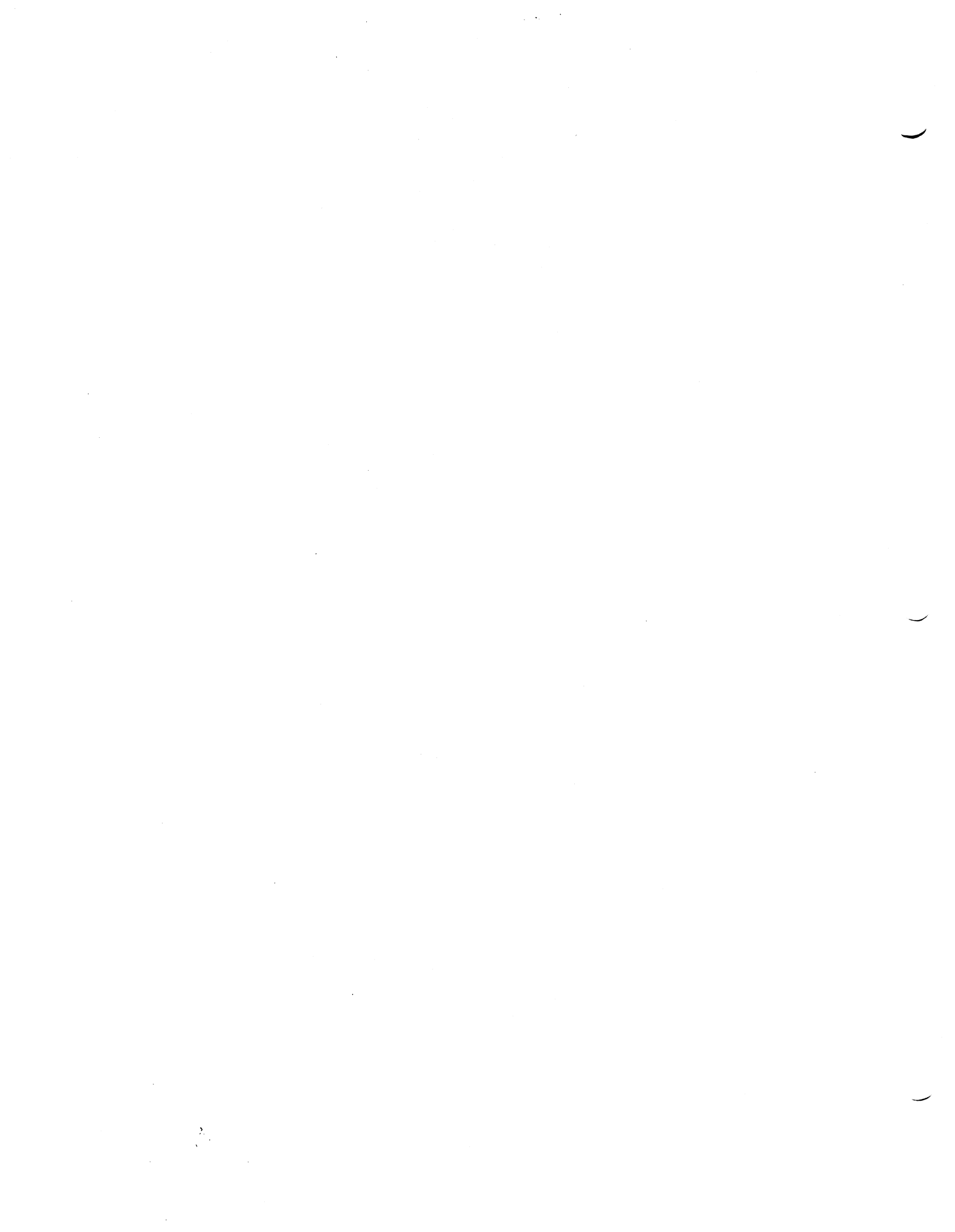
See "Creating New Libraries" in this chapter.

- Move all the sounds from the old library to the new one.

See "Copying and Moving Sounds and Sequences" in this chapter.

- Choose Close from the Edit menu.

The new library will now have all the sounds of the old library, but will have a new name.



**Translating  
Sounds and  
Special  
Features**

---

## Translating Sounds: Import - Export

### To import Sound Lab or Sound Designer Files

- Select the destination sound cell in the document window.

Before importing any sound you must always select a destination cell in the document window.

- Choose Import from the File menu.

Drum File presents a dialog box listing the available Sound Lab and Sound Designer files on the current disk.

- Click the sound you want to import.
- Click the import button.

Drum File converts the sound to Drum File format and copies it to the cell selected in the document window.

### Exporting Sounds to Sound Lab and Sound Designer

- Select the sound you want to export.
- Choose Export from the File menu.

Drum File presents a dialog box for naming the sound and buttons for file type selection.

- Type the new sound name.
- Select a file type: Sound Lab or Sound Designer.

Clicking Sound Lab converts the Drum File sound to Sound Lab compatible 8 bit wadata type. Clicking Sound Designer will convert the sound to 16 bit Sound Designer compatible format.

- Click the Export button.

Drum File will convert the selected sound to the file format you requested, then save the sound as an individual sound file on the disk specified in the dialog box.

## Remote Play

Drum File offers you the flexibility of remotely triggering the SP-12 from the Macintosh using one of two methods.

**1. Activate the document window if necessary.**

For the Remote Play feature to operate, the document window must be the active window.

**2. Choose Remote Play from the Options menu.**

After choosing the Remote Play command a check mark appears to the left of the command in the menu. When in Remote Play mode, normal Drum File operations, like editing, are temporarily suspended.

**3. Play the SP-12 by selecting a sound cell in the document.**

The sound in the SP-12 corresponding to the selected cell location will be triggered via MIDI.

While in Remote Play Mode the SP-12 may also be remotely triggered using the Macintosh keyboard. The row of keys "z" through ";" triggers the eight sounds in bank one on the SP-12. The next row "a" through "k" plays bank two, and so on.

To return to normal Drum File operation, choose the Remote Play command again.

## Macintosh Audio Preview

Drum File takes advantage of the Macintosh's ability to play sampled sounds by incorporating Audio Preview in the document, library, and Grabber windows. Audio Preview will play back any Drum File sound almost instantly, thereby letting you know precisely if it's the sound you want.

The tiny speaker inside the Macintosh is not capable of representing the full bandwidth of sounds sampled on the SP-12. For best results we highly recommend that you connect the audio out from the back of the Macintosh to a more suitable monitoring environment, and be sure to set the control panel volume to avoid overdriving the input of your playback system.

### To Use the Audio Preview Function

- Select the sound you want to preview.
- Click the Preview button.

The Preview button (speaker icon) is located near the top center of the document window and just above the top scroll arrow in the library windows.



**CHAPTER 4:**

---

# **Drum File Reference**

## **Drum File Reference**

This reference section contains specific information about all of the commands, features, and windows contained in Drum File. Although operational descriptions are given when appropriate, some operational descriptions can also be found in Chapter 3, "Using Drum File".

# Drum File Windows

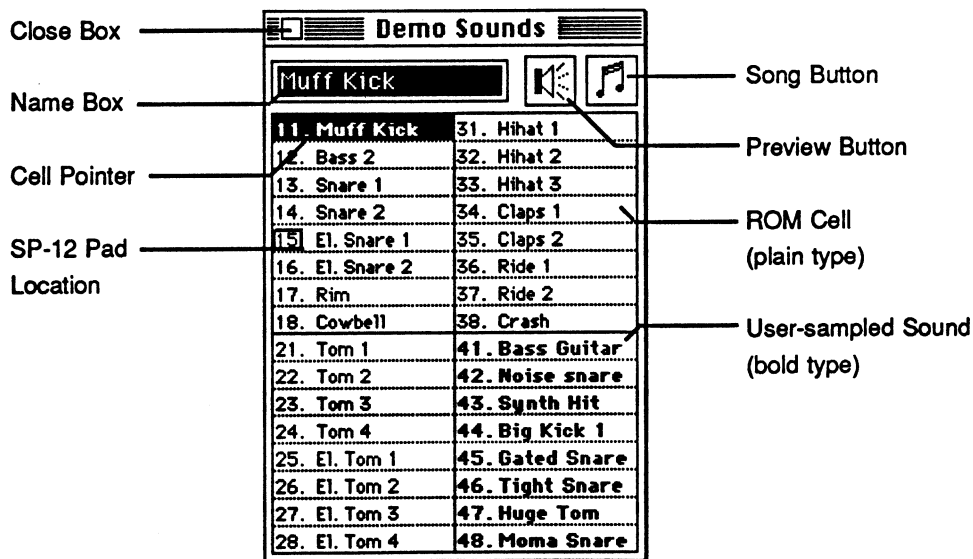
## The document window

Drum File has four windows: document, song, library, and info. The document, library, and info windows are opened by commands in the File and Options menu, and closed (when active) with the Close or Close Library commands. The song window is opened from the document itself by clicking the song icon. All windows may also be closed using their close boxes.

The Drum File document window contains both a sound bank for user-sampled sounds and a song bank for songs and segments. It is also the focal point of all data transfers and file format translations.

The contents of the sound bank is displayed within the document window's sound grid. The 32 cells correspond to the four groups of eight buttons on the front panel of the SP-12. Within each cell is the sound name at that location. Sound names displayed in bold face indicate user-sampled sounds, whereas, plain typeface indicates preset SP-12 ROM sounds.

The Name Box is above the Sound Grid, in the top left of the document window; from here you can edit names for any of the 32 sounds. Selecting a sound from the Sound Grid automatically fills the Name Box with the appropriate text. Text editing within the Name Box follows the conventions outlined in your Macintosh user's manual.



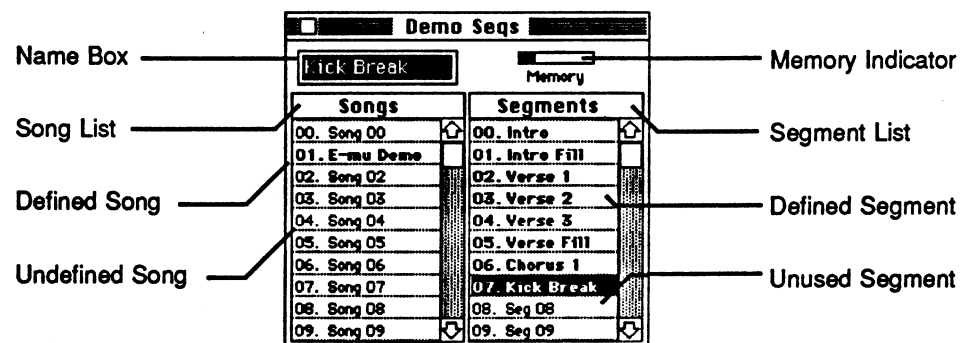
The Preview button (speaker icon) is to the right of the Name Box. Preview allows you to monitor any user-sampled sound through the Macintosh's digital audio port (for details on how to set up your Macintosh audio port see the "Getting Started" section of this manual). To preview a sound, select the desired sound cell and click the Preview button. The Preview button only monitors user-sampled sounds in RAM, and so appears dimmed until a user-sampled sound (boldface) is selected.

The Song button (music note icon) is to the right of the Preview button. Clicking on the Song button opens the Song window (see below for details on the Song window). To close the Song window, click inside the close box in the top left. The Song button also acts as a reminder that both songs and sounds comprise a complete Drum File document.

## The song window

The Drum File Song window displays the 100 songs and segments of a song bank. The window is divided by two independent name lists, songs on the left and segments on the right. The scroll bars to the right of each list allow you to scroll through the entries. Clicking in the scroll bar's gray region steps you through 10 entries at a time. Unused songs and segments are given the default names "Song 1," "Segment 1," "Song 2," and so on. Songs and segments that contain sequence data appear in boldface type.

The name box is above the song and segment lists. From the name box you can edit names for any of the songs or segments. Selecting a song or segment from a list automatically fills the name box with the appropriate text. To the right of the name box is an indicator displaying the status of song memory.



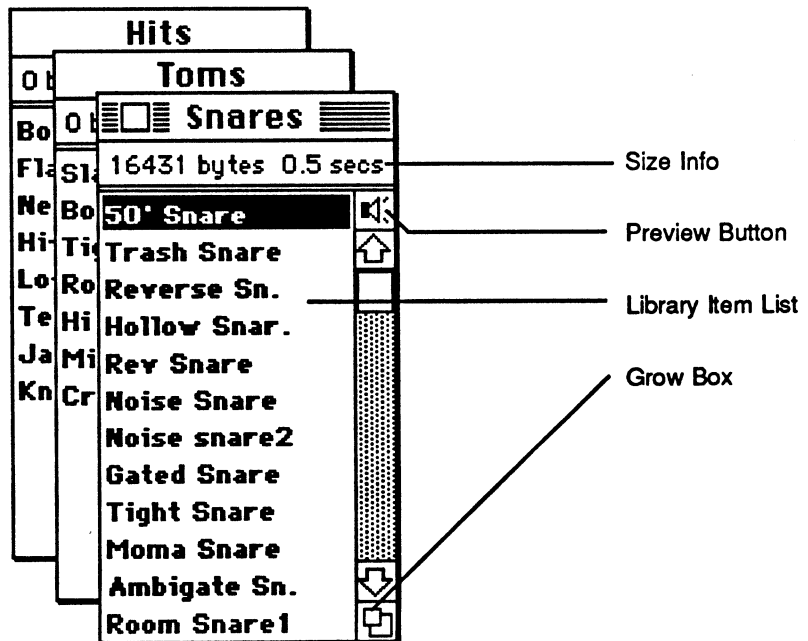
## The library windows

The library windows are used for storing and organizing your user-sampled sounds. You may create an unlimited number of sound libraries, with up to four libraries open on the screen simultaneously. Libraries are disk-based; therefore, they occupy no space in RAM, and each has a storage capacity of up to 100 sounds.

A display at the top of each library window is provided for information about the size of the selected sounds in both bytes and seconds. This display in combination with the info window (see below) can be very useful when composing a memory efficient Drum File document.

The Preview button (speaker icon), located above the scroll up arrow, is provided for monitoring individual sounds in the library. To preview a sound, first select it from the library list by clicking over its name, then click the Preview button.

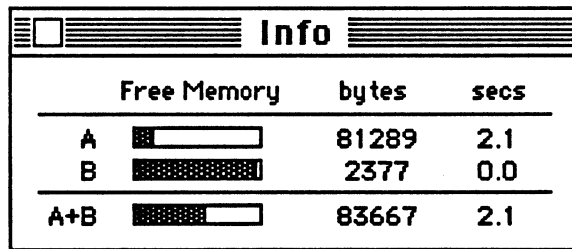
All library windows can be sized to fit the screen space available using the grow box in the bottom right corner of the window.



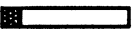


## The info window

The Drum File info window gives you information about the status of user-sampled sound memory in the document's sound file.

To emulate the inner workings of the SP-12, Drum File sound memory is divided into two separate banks, "A" and "B," each with a sample time of 2.5 seconds. The memory remaining is displayed on the right side of the window in bytes and seconds; on the left is a graphic equivalent with the shaded region representing memory allocated.



The screenshot shows a window titled "Info" with a table of memory usage. The table has three columns: "Free Memory" (with a graphic bar), "bytes", and "secs".

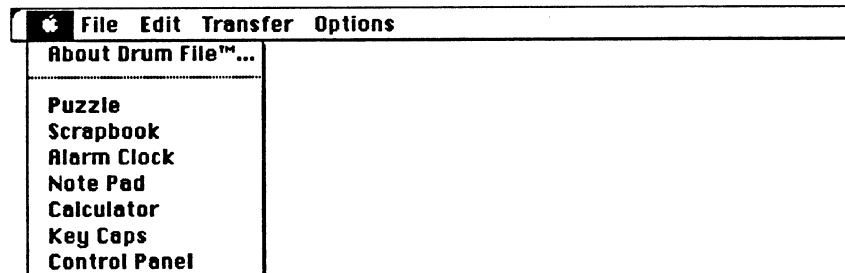
	Free Memory	bytes	secs
A		81289	2.1
B		2377	0.0
A+B		83667	2.1

## Drum File Menus

In addition to the standard Apple menu, Drum File has four menus: File, Edit, Transfer, and Options. The File and Edit menus contain commands for managing, editing, and translating data files, many of which are unique to Drum File. The Transfer menu contains commands for transferring sounds and sequences, and the Options menu contains some special Drum File commands.

Commands or their options appear dimmed in the menu if they are inappropriate or inactive at the given moment. For example, the Open command is dimmed if a Drum File document is already open.

## The Apple Menu



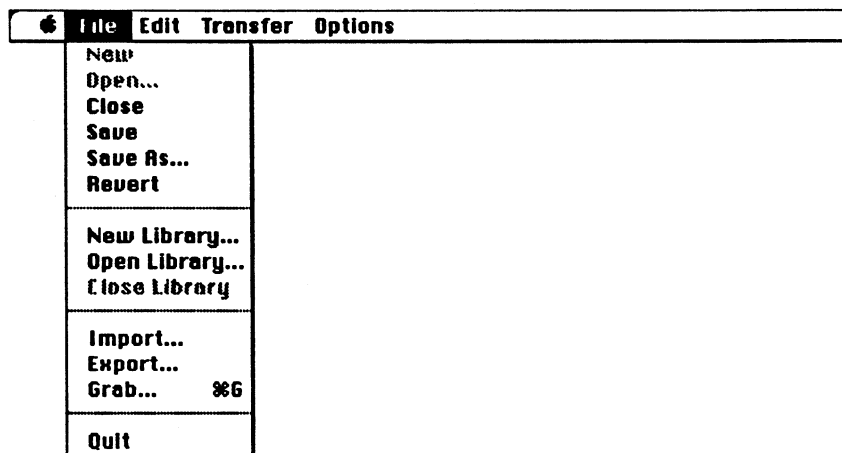
### About Drum File™ ...

The About Drum File command opens a dialog box containing specialized information about the program, and the available space left on the current disk.

### Desk Accessories

Selecting any of the desk accessories causes that accessory to appear on the desktop as the active window. Refer to your Macintosh manual for details on desk accessories.

## The File Menu



Drum File works with two types of files: documents and libraries. The Drum File document is a Macintosh equivalent of all sound and sequence memory inside the SP-12. Each Drum File document contains both a sound bank and a song bank. Sound banks contain the names and sound data of all 32 sounds, while the song bank stores the names and sequence data for the 100 songs and segments. Library files are separate variable length disk files used for storing groups of user-sampled sounds.

### New

Opens a new untitled document on the desktop. The new document uses default names for all sound and sequence items. The New command appears dimmed in the menu if a document is currently open.

### Open ...

Opens a document stored on disk. After you select the Open command, a dialog box appears presenting a list of files previously stored on the disk named in the dialog box. You can open a new file by first clicking on the desired file name, followed by Open (or by double clicking on the file name).

The Eject button ejects the disk currently named in the dialog box. If a new disk is inserted, Drum File will show you the name of the new disk in the dialog box and any files it contains. If you have a two drive system and both drives contain disks, the Drive button alternates between the drives, showing the files stored on each.



**Close**

Closes the active window. If you close a document with unsaved changes, Drum File will present a dialog box asking whether you wish to save it first.

**Save As ...**

Saves the current document under the name you specify and to the disk named in the dialog box. Use the Save As command when you want to save a file under a different name but want to keep the old version intact, or when you want to save a file on another disk.

After selecting the Save As command, a dialog box appears with a place for you to type a name. After naming the file, save it on the disk named in the dialog box by clicking Save. If a file with that name already exists on the disk, Drum File asks you if you're sure you want to replace it.

The Eject button ejects the disk currently named in the dialog box. If a new disk is inserted, Drum File will show you the disk name in the dialog box. If you have a two drive system, and disks contained in both drives, the Drive button alternates between the two drives.

**Revert**

Restores the current document to the version last saved on disk. After choosing Revert, a dialog box appears allowing you to confirm or cancel the command.

**New Library ...**

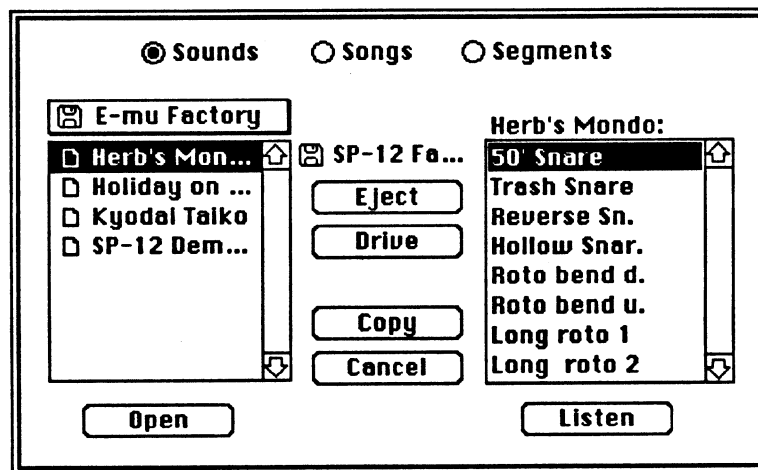
Creates a new library file on disk. After choosing the New Library command, a dialog box appears with the Name Box highlighted. Type the desired library name and click New to create the library. The library file will be created on the disk displayed above the Eject button. Use the Drive and Eject buttons if you wish to create the library on a different disk.

**Open Library ...**

Opens a library file previously stored on disk. After choosing the Open Library command, a dialog box appears with a list of the available library files on the selected disk. Use the Drive and Eject buttons to find libraries stored on different disks. To open a library, click on the desired library, then click Open, or double-click the library name.

### Grab ...

Copies an individual sound, song, or segment from the selected disk file. After choosing the Grab command, a dialog box appears with a file list in the left scroll window. To see the individual items (either sounds, songs, or segments) stored in the selected document, click over the file name followed by Open, or double-click the file name. The items appear in the right scroll window.



The three buttons across the top of the dialog box allow you to select the type of item displayed in the grabber's item list. Use the Eject and Drive buttons to grab items stored on different disks.

Individual sounds can be previewed by clicking on the sound name followed by Listen. Clicking on the desired item followed by Copy grabs a copy of the item and exits the Grabber.

### Import ...

Translates a sound stored in Sound Lab or Sound Designer file format to Drum File format and pastes it into a selected cell in the document file. After choosing the Import command, a dialog box appears with a list of sounds available for importing. To import a sound, click over the desired sound followed by Import, or double-click over the sound name.

The Import command will appear dimmed in the File menu until a destination sound cell for the imported data is selected in the document.

## The Edit Menu

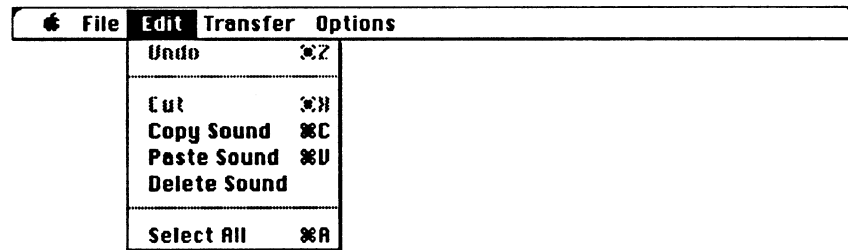
### Export ...

Translates a sound selected in the document window from Drum File to Sound Designer or Sound Lab format. After choosing the Export command, a dialog box appears with the sound to export highlighted in the name box. Click over the export format you wish to use followed by Export.

The exported sound is saved on the disk named in the dialog box. Use the Eject and Drive buttons to save on alternate disks.

### Quit

Quits the program and exits to the finder. If you quit with the document window open, Drum File asks you if you wish to save it first.



The Edit menu contains commands for moving sound, song, and segment items. Sounds can be moved within a document or library, and between them using the Copy and Paste commands. Songs and segments can be moved within the song file in the same manner. Both sound and sequence items can be copied from disk using the Grabber and placed in the desired file using the Paste command.

### Cut

Deletes selected text from desk accessories and dialog boxes only. Drum File does not support the Cut command within the document, song, or library windows.

### Copy

Copies the selected sound, song, or segment item. Items may be copied individually or in groups using the shift-click option (see "Selecting Sounds and Sequences" in the Using section of this Manual).

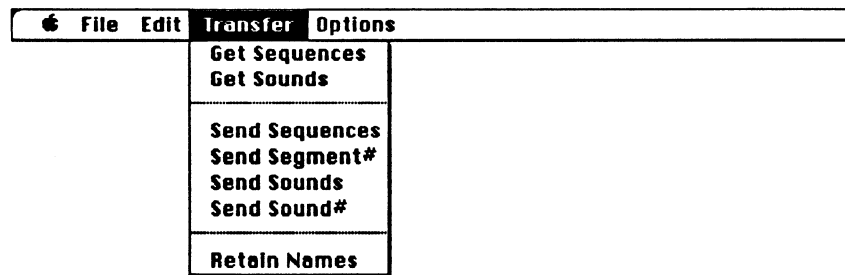
## The Transfer Menu

### Paste

Pastes the sound, song, or segment items previously copied into the selected cell or group of cells. Destination cells for the Paste commands need not be sequential, instead they can be selected in any order using the shift-click option.

### Delete

Deletes the selected sound, song, or segment item or items. Unlike sound and sequence files, library files are disk based. This means when you delete a library item, it is gone forever! For your protection Drum File asks you "Delete all sounds selected?" when you try to clear library items.



### Get Sequences

Transfers all songs, segments, and song mixes from the SP-12 to the Macintosh. After choosing the Get Sequences command, a dialog box appears with a list of instructions to enter on the SP-12. After executing the instructions, Drum File displays the data transfer in progress message.

Since sequence data is transferred into the song file of the current document, the Get Sequences and Get Sounds commands appear dimmed if an open document is not available.

### Get Sounds

Transfers all user-sampled sounds from the SP-12 to the Macintosh. After choosing the Get Sounds command, a dialog box appears with a list of instructions to enter on the SP-12. Following SP-12 preparation, Drum File displays the data transfer in progress message. Be prepared to wait a moment. The transfer of a full turbo SP-12 takes about a minute and a half (760 blocks maximum). Wavedata transfers can be terminated at any time using the key combination of Command and Period.

**Send Sequences**

Transfers all songs, segments, and song mixes from the Macintosh to the SP-12. After choosing the Send Sequences command, a dialog box appears with a list of instructions to enter on the SP-12.

**NOTE:** All sequence data inside the SP-12 before the Send Sequences command will be erased.

**Send Segment#**

Transfers the selected segment from the Macintosh to the SP-12. After choosing the Send Segment # command, a dialog box appears with a list of instructions to enter on the SP-12.

**Send Sounds**

Transfers the current document's sound file from the Macintosh to the SP-12. After choosing the Send Sounds command, a dialog box appears with a list of instructions to enter on the SP-12. Following SP-12 preparation, Drum File alerts you of the data transfer in progress.

**NOTE:** The Send Sounds command replaces all sounds in the SP-12.

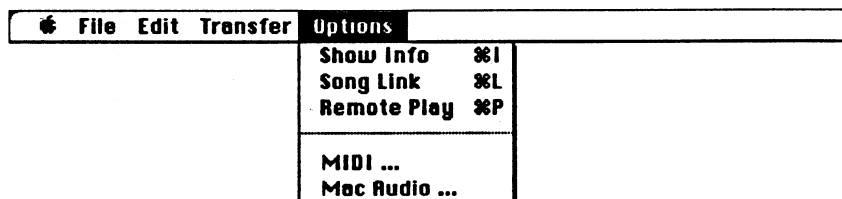
**Send Sound #**

Transfers the selected sound from the Macintosh to the SP-12. After choosing the Send Sound # command, a dialog box appears with a list of instructions to enter on the SP-12.

**Retain Names**

Retains the sound and sequence names currently in the document, following a Get Sounds or Sequences command. Choose Retain Names when you have a document sound or sound bank already named and want to send it to the SP-12 to change tuning, decay, or mixes; then return it to the document without changing the item names.

## The Options Menu



### Show Info

Choosing the Show Info command opens the info window, which displays sound memory status in graphics, bytes, and seconds. "A" and "B" correspond to the two SP-12 memory banks dedicated for user-samples.

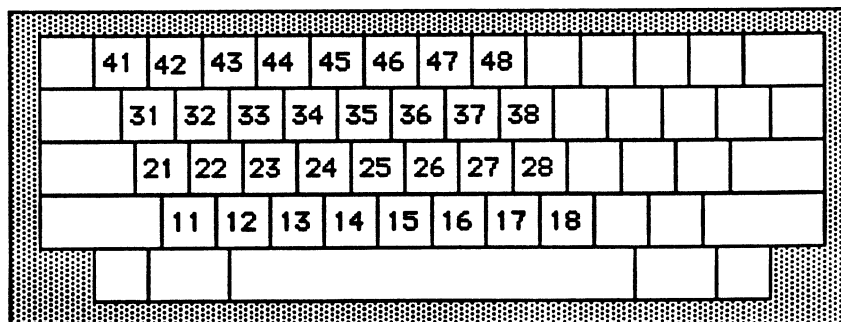
### Song Link

Choosing the Song Link command activates the Song Link mode. Song Link allows you to see the relationship between songs and segments. For example, with Song Link active and the song file window open, selecting a song will also highlight all the segments used in that song. Conversely, selecting a segment highlights all of the songs in which that segment is used.

### Remote Play

Choosing the Remote Play command allows you to trigger SP-12 sounds remotely via the mouse or the Macintosh typewriter keyboard. While in Remote Play mode, cell editing is disabled allowing you to play the SP-12 remotely by clicking desired sound cells in the main document window.

An alternative method of Remote Play involves using the Macintosh typewriter keyboard. The layout of the keyboard in Remote Play mode is displayed below.



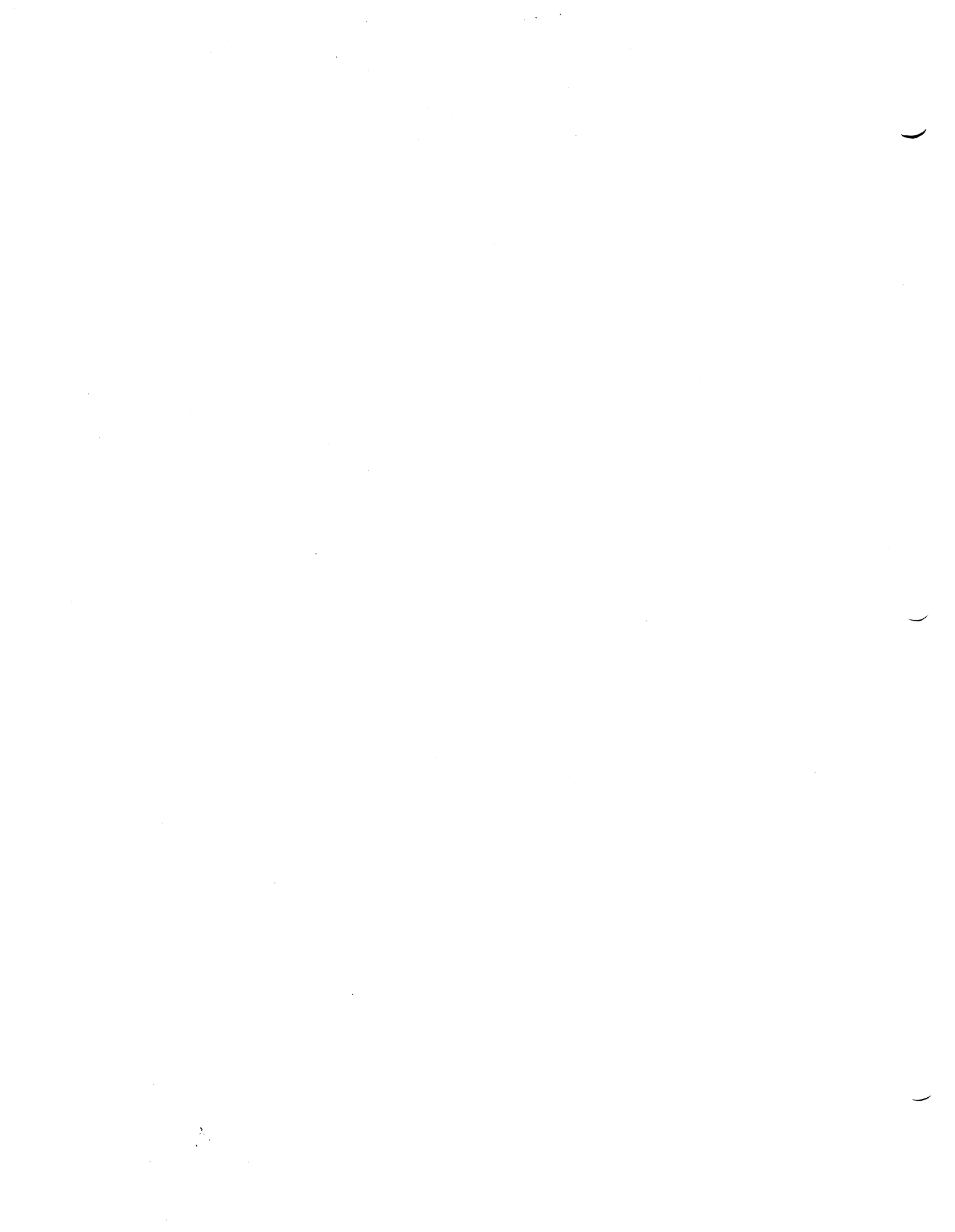
Remote Play Keyboard Layout

**MIDI ...**

Choosing the MIDI command opens the MIDI channel dialog box. From the dialog box you can select the MIDI channel Drum File and the SP-12 will communicate on.

**Mac Audio ...**

Choosing the Mac Audio command opens the Macintosh Audio dialog box. From the dialog box you can select the playback rate desired when previewing sounds out the Macintosh digital audio port.



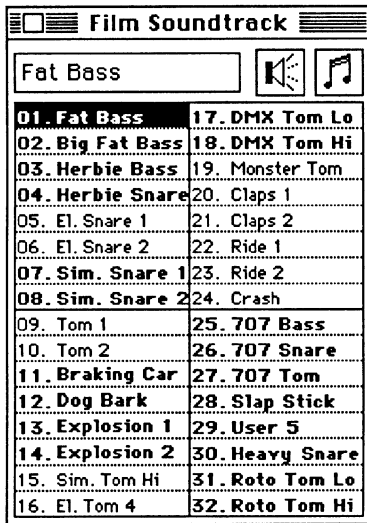


# Drum File™

## Specifications

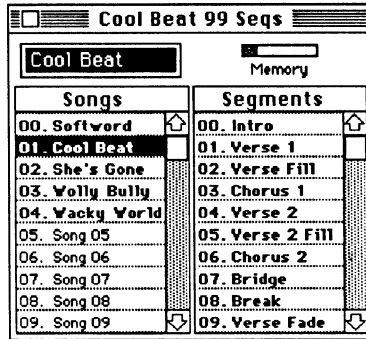
### SOUND MANAGER

- Sound File Window: Displays names of all 32 SP-12 sounds simultaneously, both ROM and RAM.
- Remote Play: Monitor sounds currently in SP-12 via mouse-driven on-screen graphics or Macintosh typewriter keyboard.
- Info Window: Displays memory remaining in current sound file using bar graphs and numeric displays (in bytes and seconds).



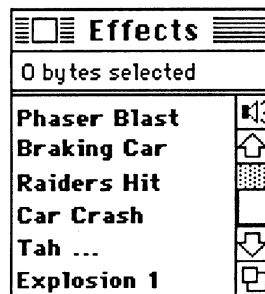
### SONG MANAGER

- Song File Window: Displays names of all 99 songs and segments.
- Song/Segment Link: Highlights segments belonging to a selected song.
- Memory Indicator: Indicates memory remaining for the current song file.



### SOUND LIBRARIES

- Create an unlimited number of sound libraries for organizing characteristic families of sounds.
- On-Screen Capacity: Up to four Libraries on the screen simultaneously.
- Storage Capacity: Up to one hundred sounds in each library.

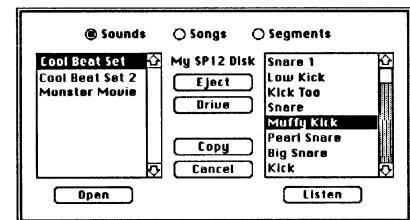


### GLOBAL FEATURES

- Titling: Create and edit individual sound, song, and segment names using up to 12 characters.
- Editing: Copy, paste, and clear commands facilitate sound, song, and library file management.
- Audio Preview: Monitor any sound stored on disk or in memory using the Macintosh's audio port.
- Grabber: Catalogs sound and song files stored on disk. Copies desired sound, song, or segment from disk.

### TRANSFER

- Transfer individual sounds or entire sound banks between the Macintosh and SP-12 via MIDI.
- Transfer song files, or just the song segment desired.
- Average individual sound transfers in less than 10 seconds.
- Full turbo SP-12 transfers in only 1.65 minutes maximum (all sounds, songs, and segments).



### OTHER FEATURES

- Import/Export: Converts individual DRUM FILE SP-12 sounds to and from 8 or 16 bit formats for compatibility with other sampling machines and software (Sound Designer™, Sound Lab™).
- Switcher™ Compatibility.
- Hard Disk Install Capability.

### SYSTEM REQUIREMENTS

- Macintosh 512K or Macintosh Plus.
- Turbo SP-12 with ROM 2.4 or higher.
- Macintosh MIDI interface.

### RETAIL PRICE

- \$295.00 USA - tax not included.



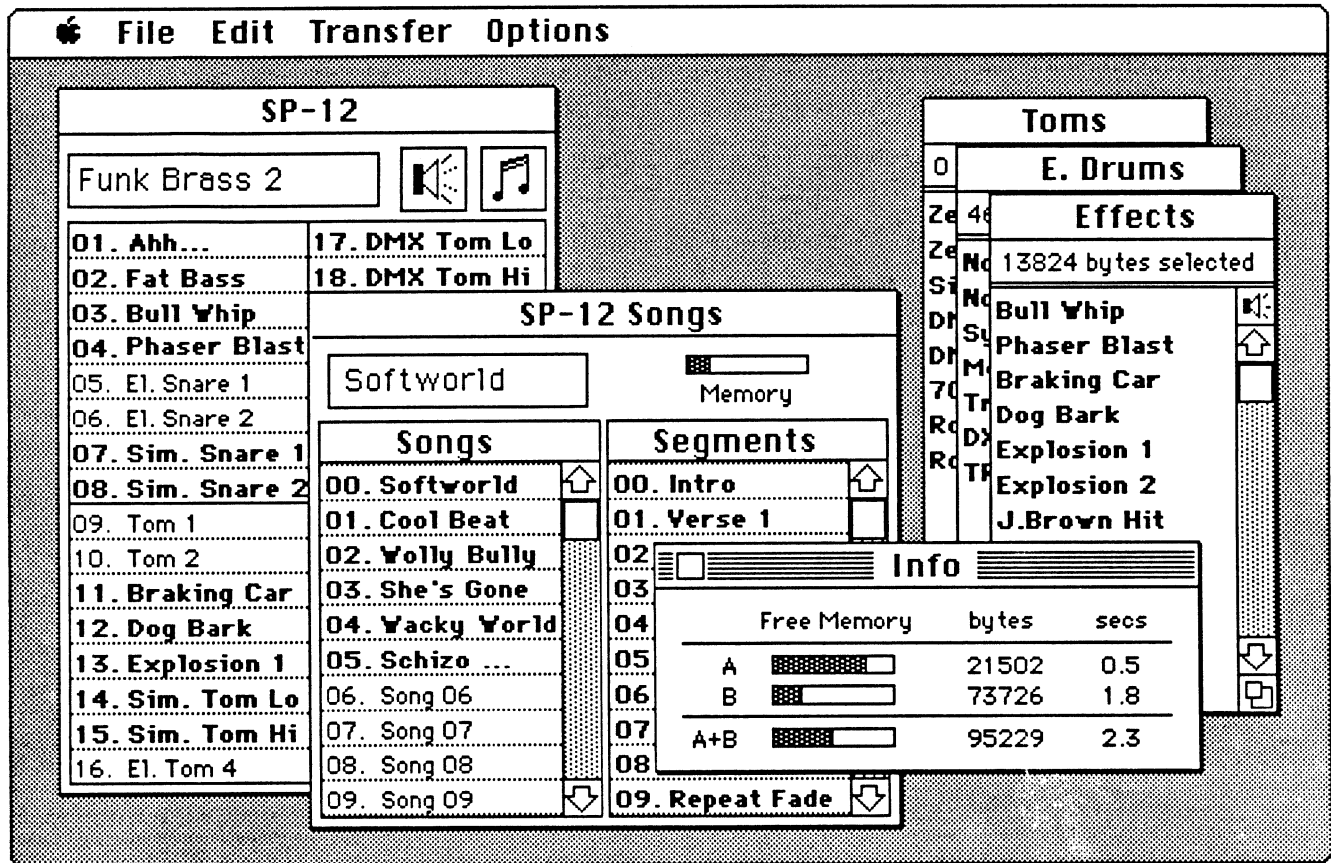
Model# DFP-1 Part# 8345001001

Blank Software, Drum File and Sound Lab are trademarks of Blank Software.  
E-mu and SP-12 are trademarks of E-mu Systems Inc.  
Apple, Macintosh, and Switcher are trademarks of Apple Computer Inc.  
Sound Designer is a trademark of Digidesign Inc.  
© 1985, 1986 Blank Software

# BLANK SOFTWARE

# Drum File™

MIDI librarian/translator for the SP-12™ and Apple Macintosh™



Drum File by Blank Software is a complete sound/song management package for the E-mu SP-12 sampling drum machine and Apple Macintosh. Drum File was designed with the professional SP-12 user in mind, bringing you the features needed most like: fast data transfers, sound libraries, sound/song editing, sound data conversion, and more.

Drum File gives you quick access to hundreds of sampled sounds, with most sounds transferring in less than 10 seconds (more than 10 times faster than the Commodore 1541 disk drive). All data is transferred via MIDI, eliminating additional custom hardware expense.

Organize your entire collection of SP-12 samples using Drum File sound libraries. Storing characteristic groups of sounds in libraries like "Snares", "Orchestra Hits", or "Electronic Drums", spares you the tedium of searching through stacks of unlabeled floppies for the sound you need. If you forget what your sample sounds like, Drum File previews it through the Macintosh's digital audio port. Drum File also takes the guess work out of managing song files, allowing you to name, catalog, move, and merge your SP-12 sequences.

Drum File's sophisticated data conversion functions open up the world of sampled sounds by maintaining compatibility with several sound file formats. For a full listing of Drum File specifications see reverse side of this brochure.

**BLANK**  
SOFTWARE