WAV-MAKER-1600

The Ultimate Time-Saving Utility for Boss BR-1600 Users

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.WAV

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User's Manual
Version 1.11

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I. SYSTEM REQUIREMENTS
1, PC running Windows 95, 98, Millennium, NT, 2000, XP, Vista or Windows 7.
2. 2MB of Hard Disk Space for the software
3. For direct USB connection to the BR-1600CD your computer must properly support connecting to the BR-1600CD via USB successfully.

II. INSTALLING WAV-MAKER-1600
Each WAV-MAKER-1600 installation has an associated serial number with it. This serial number is printed on the CD label and inside the CD case (or back of CD sleeve) for easy reference. For security purposes, the serial for one CD will NOT work with another installation CD. Make sure you put your installation CD in a safe place.

Once you have found your product key, run SETUP.EXE on the CDROM to install the application. Enter the product key when the serial number is asked for in the installation. Make sure you type it in correctly.

Follow the steps in the Installation Wizard to complete the installation.

III. RUNNING WAV-MAKER-1600
Click the Start menu and find the folder in which you installed the application during installation.

IV. USING WAV-MAKER-1600
WAV-MAKER-1600 makes the process of converting your recorded tracks to .WAV files very simple:
1. After recording the performance you're interested in converting to WAV files, follow the directions on page 242 of your BR-1600CD owner's manual "Backing up the BR-1600CD's data".
2. At this point, the BR-1600CD appears as a removable hard disk to your PC. You can either use WAV-MAKER-1600 to convert the project folder directly from the BR-1600CD, or first copy the project folder to your PC. Converting directly from the BR-1600CD is fastest, avoiding the copy time, but alternatively first copying the project folder insures you've backed up your project in case of a hard disk failure of the BR-1600CD.
3. Run WAV-MAKER-1600.
4. Specify the Source Directory for the BR-1600CD project folder.
5. Specify the Target Directory for the converted files.
6. Click Convert. WAV-MAKER-1600 creates WAV files for each Track it finds in the project folder.

Once the conversion is completed, you're ready to import these WAV files into any Audio Editing or Composition software. Then mix down, automate your mix, master your recording or whatever your heart desires.

V. TYPE OF RECORDING OPTIONS EXPLAINED

WAV-MAKER-1600 provides two options for converting BR-1600 Project Files:
1. "Single Song With Punch-Ins and Edits" implies that the entire project folder is one song with different tracks:

   If "Convert all audio found" is not checked (the default), each Track and Virtual Track in the project is converted to one WAV file. Files are named TRACK_nn-vv.WAV where nn is the track number and vv is the virtual track number.

   If "Convert all audio found" is checked, WAV-MAKER-1600 converts all audio files it finds in the folder. You may recognize some of the recordings to be previously recorded sections of songs. This is the BR-1600CD's UNDO history. Files are named TRACK_AUDIO_nn-vv-eeee.WAV where nn is the track number within the project, vv is the virtual track, and eeee is a WAV-MAKER-1600 generated number.

2. "Multi-Song Performance with Start/Stops" implies that the project folder is a performance with start/stops. Files are named SECT_ssss_TRACK_nn-vv.WAV where ssss is a section number (lower numbers are earlier in the performance), nn is the track number, vv is the v-track number.

VI. GETTING THE MOST FROM YOUR BR-1600: USING THE BR-1600 and WAV-MAKER-1600 TO QUICKLY CONVERT LIVE EVENT RECORDINGS

Here's where WAV-MAKER-1600, along with a little effort on your part when recording, can make it extremely easy to record live performances:
1. Setup your BR-1600 to record your live performance (up to 8 tracks simultaneously).
2. Start recording during the first song (or other section) of the performance.
3. After the first song is completed, stop recording (do not press ZERO), arm the BR-1600 again and start recording before the next song occurs.
4. Repeat this process until the entire performance is recorded.

The advantage to using this process is that each time the BR-1600 stops and starts again, a new set of audio will be stored to the hard drive of the BR-1600. When you copy the project folder and convert it with WAV-MAKER-1600 (selecting the

"Multi-Song Performance with Start/Stops" option) is that the generated WAV files are already sectionalized to songs (or wherever you started/stopped). Thus all you need to do is import one section at a time as a project in your audio software, and start editing/mixing/mastering.

Pretty cool huh? Imagine how much time you're saving doing all this in one step!

VII. LIMITATIONS OF WAV-MAKER-1600

WAV-MAKER-1600 does not convert drum, bass or audio loop tracks. This is because the BR-1600 simply doesn't store these tracks as audio. You have two choices to deal with these tracks:

1. Use the BR-1600's export audio function for these tracks, one at a time.
2. Bounce the drum, bass and audio tracks individually to separate v-tracks on tracks 9/10 of the BR-1600CD, then do the conversion with WAV-MAKER-1600.

VIII. SUPPORT AND QUESTIONS

Check our website for the latest product updates and support information:

http://www.topsoundproductions.com

Please check the Frequently Asked Questions on our website first before contacting us via e-mail for support. Direct any questions regarding WAV-MAKER-1600 usage and functionality to support@topsoundproductions.com

If you find what you believe to be a bug in the product, please report it via e-mail to support@topsoundproductions.com.

If you experience difficulty properly connecting your BR-1600CD unit to your PC via USB, please follow the instructions on page 242 of the BR-1600CD user's manual (page 260 if you're using a BR-1200CD) and verify that you can properly backup the unit in it's entirety over USB. If you have problems properly copying all of the files off the unit, report this problem to BOSS technical support, or alternatively use another computer for the USB transfer.

TRADEMARKS
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