

**Poly/Mono Converter** is computer software that can be used to extract data from each channel of a poly (interleaved) BWF file recorded by a TASCAM HS series device. That data can then be converted into mono BWF files. This software can also combine multiple mono BWF files into a single poly BWF file.

(After conversion, ordinary WAV files also become BWF files.)

After conversion, these files can be imported into and edited in Pro Tools and other DAW software. They can also be played back on TASCAM HS series devices.

Changes could be made to the contents of this document without warning.

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## Operation environment

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Compatible operating systems

- Windows XP , Windows Vista , Windows 7(\*)
- Mac OS X 10.6 or later

### NOTE

\*Only 32-bit editions of Windows operating systems are supported. (64-bit editions are not supported.)

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## Conventions used in this document

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This manual uses the following methods of showing information.

- Messages shown on a computer display are enclosed in quotation marks. For example, "OK".
- Additional information is provided as necessary under **NOTE** headings.

### NOTE

Additional explanations and special cases are explained in this manner.

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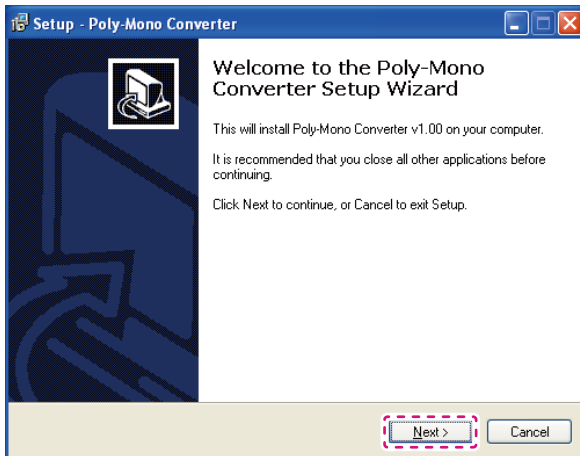
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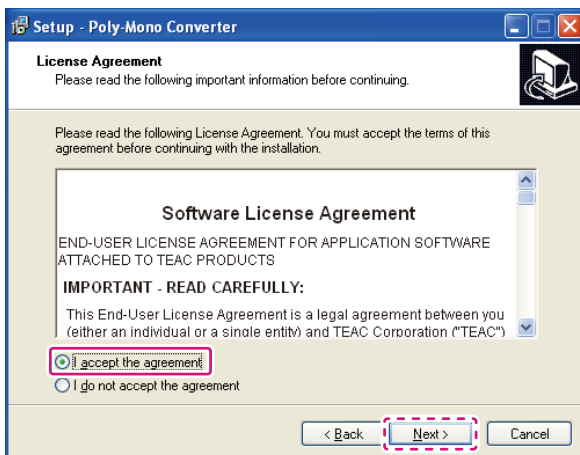
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## Installing the software (on Windows)

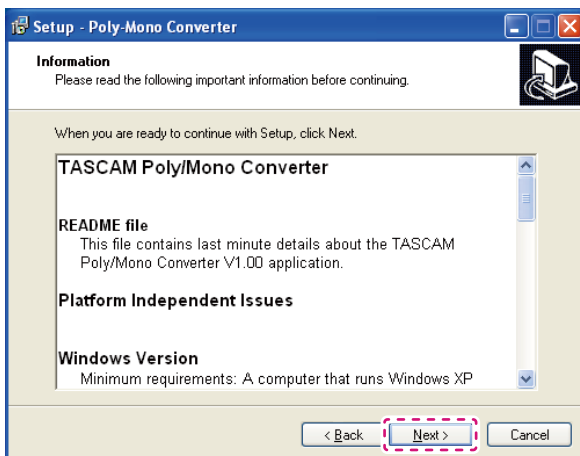
1. To run the installer, double-click **PolyMonoConverterInstaller\_...exe**
2. The Welcome to the Poly-Mono Converter Setup Wizard screen appears. To proceed to the next step, click the **"Next"** button (dashed outline below).



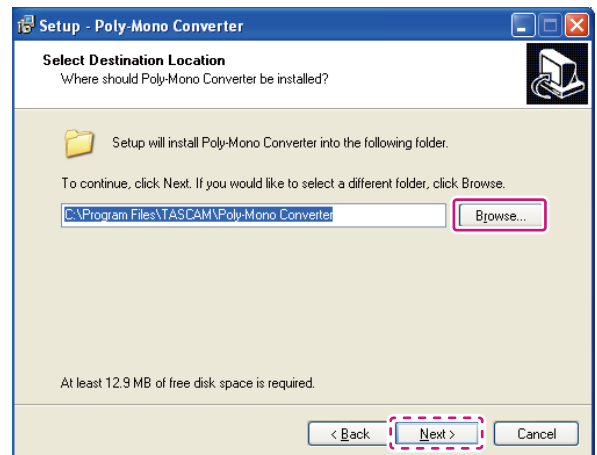
3. The License Agreement screen appears. Click **"I accept the agreement"** (solid outline below), and then click the **"Next"** button (dashed outline) to proceed to the next step.



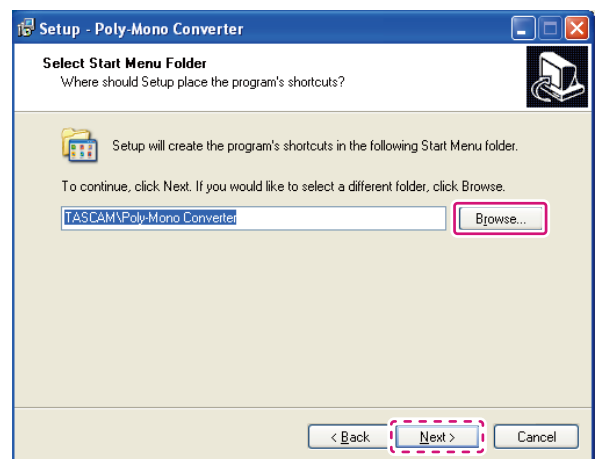
4. The Information screen appears. Read the information on the screen, and then click the **"Next"** button (dashed outline below) to proceed to the next step.



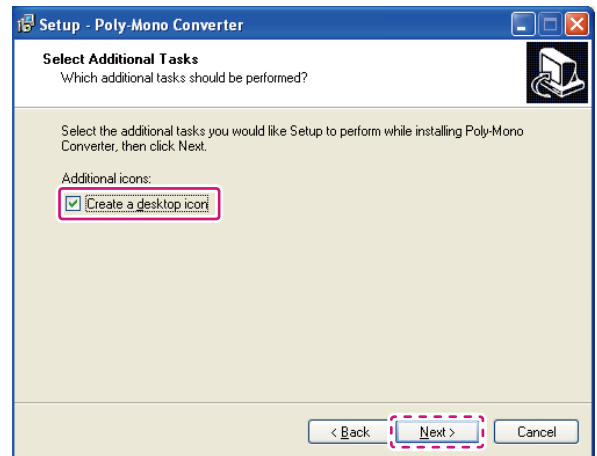
5. The Select Destination Location screen appears. Click the **"Browse"** button (solid outline below), and then specify the directory on which you want to install the software. Then, click the **"Next"** button (dashed outline) to proceed to the next step.



6. The Select Start Menu Folder screen appears. To create a shortcut on the **Start** menu, click the **"Next"** button (dashed outline below) to proceed to the next step. Or if you want to select another folder, click the **"Browse"** button (solid outline).

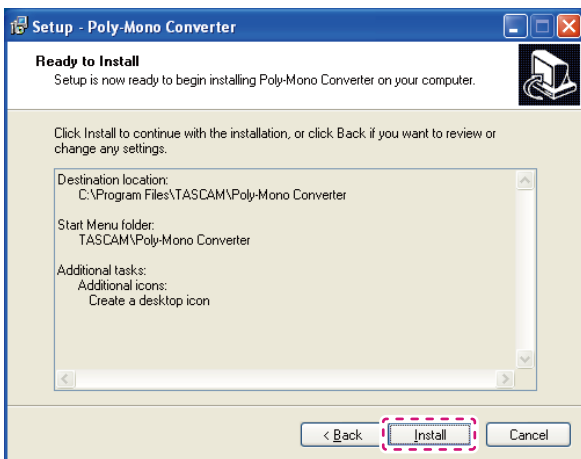


7. The Select Additional Tasks screen appears. To create a shortcut on your desktop, select **"Create a desktop icon"** (solid outline below) and then click the **"Next"** button to proceed to the next step (dashed outline).



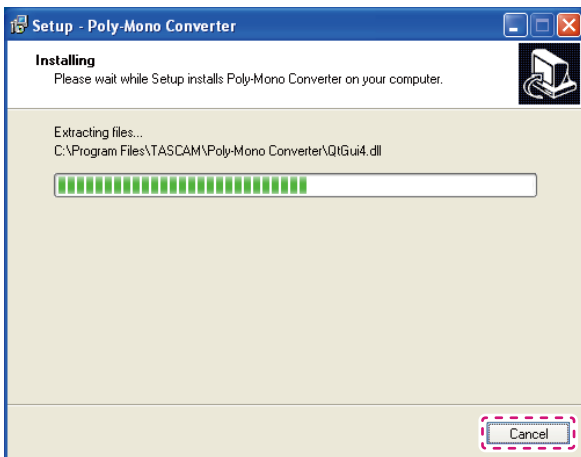
8. The Ready to Install screen appears.

Check the information on the screen to confirm the settings, and then click the **"Install"** button (dashed outline below).



9. The Installing screen appears, showing the status of the installation process.

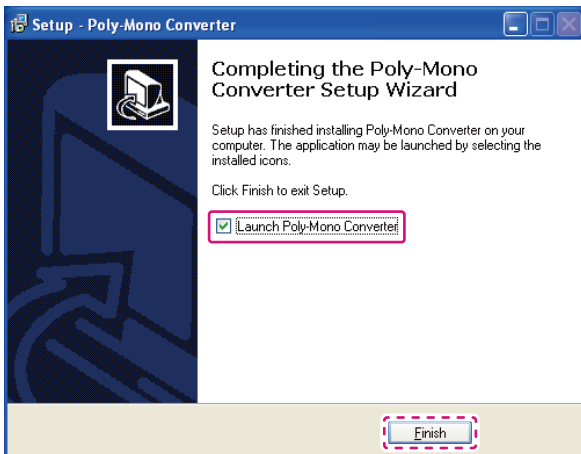
To cancel the installation during the installation process, click the **"Cancel"** button (dashed outline below).



10. The Completing the Poly/Mono Converter Setup Wizard screen appears.

To run Poly/Mono Converter now, click the **"Finish"** button (dashed outline below).

Or if you want to run Poly/Mono Converter later, clear the **"Launch Poly/Mono Converter"** check box (solid outline), and then click the **"Finish"** button (dashed outline).



This completes the software installation.

## Software operation

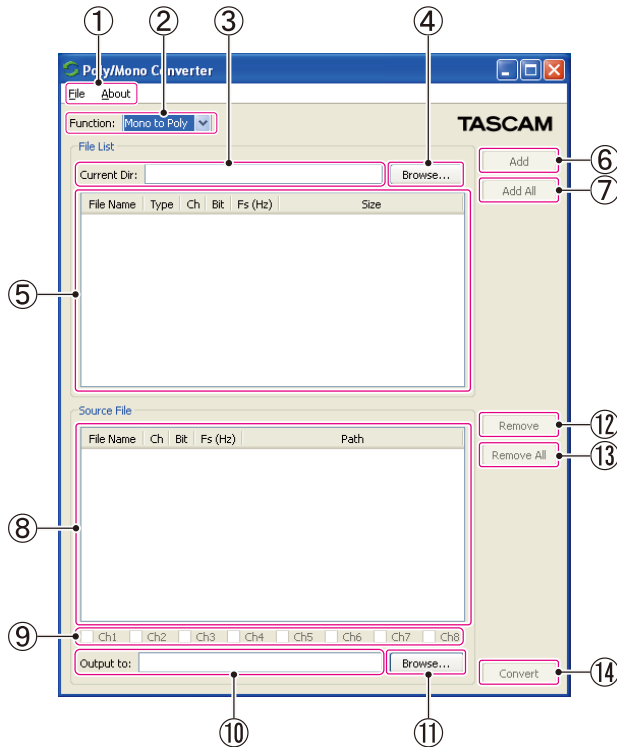
### Launching the software

Run the software **Poly-Mono Converter**.

- In Windows, XP, Windows Vista, and Windows 7, go to :  
Start >> All Programs >> TASCAM >> Poly-Mono Converter >> Poly-Mono Converter

### Window overview

When launched, a window like the following appears.  
(This example is from a Windows version.)



- Browse button (for designating the output directory)**  
Press this button to open a dialogue where you can select the output directory.  
Designate the directory where you want to save files after they are converted.
- Remove button**  
Remove the file selected in the **"Source File list"** from the list.  
You can select multiple files by pressing and holding the shift or ctrl key as you select them.
- Remove All button**  
Remove all the files added to the **"Source File list"** to empty the list.
- Convert button**  
Press to start conversion according to the type of conversion selected with the **"Function"** selector.

### Mono to Poly conversion

This combines multiple mono BWF files (for up to eight channels) of the same size to generate one poly BWF file. Follow these procedures to generate a poly file.

#### NOTE

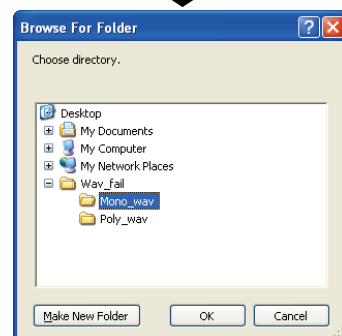
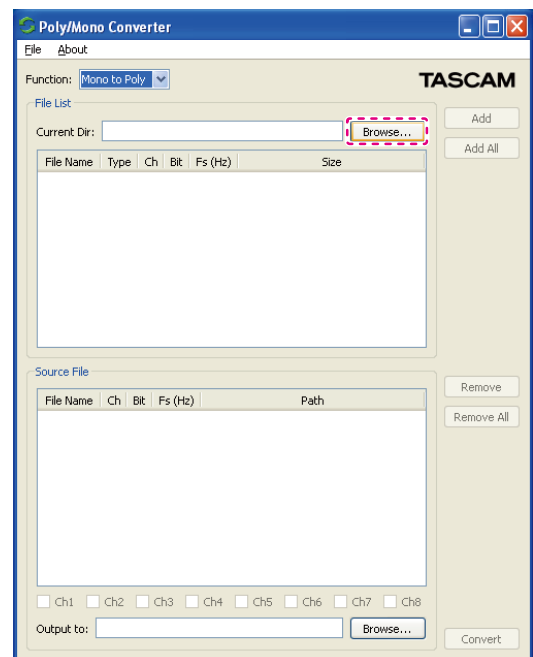
When combining multiple mono BWF files using **"Mono to Poly"** conversion, they should have the same size, length, sampling frequency (Fs) and bit rate. You cannot add mono BWF files that are of different formats to the **"Source File list"**.

Mono BWF files cannot be converted using **"Mono to Poly"** if the total size of a poly BWF file to be generated will exceed 2 GB.

Make sure that the name of a mono BWF file ends with **"\_0x.wav"**. ("x" must be any number between 1 and 8.)

e.g. Sound\_source\_sample\_01.wav

- 1 Select **"Mono to Poly"** with the **"Function"** selector.
- 2 Click the **"Browse"** button (outlined in the first illustration), and designate the directory that contains the mono BWF files that you want to convert (selected in the second illustration below).

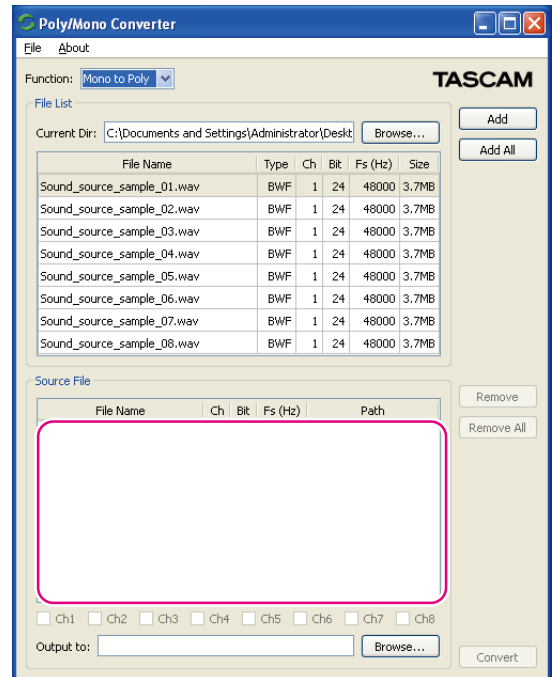
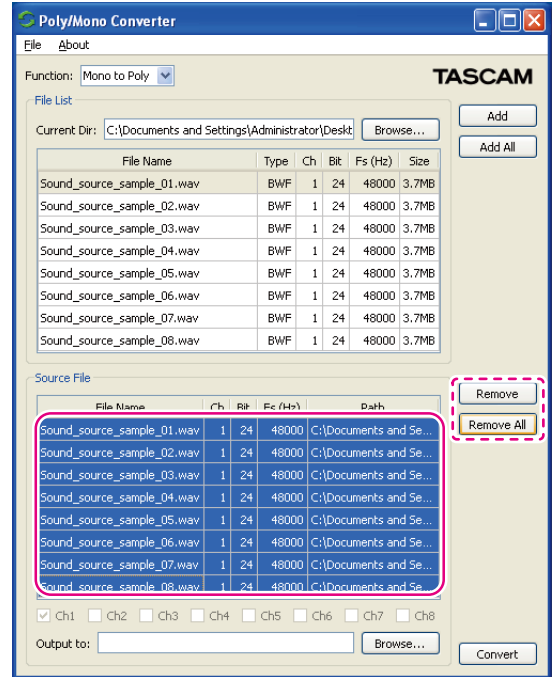
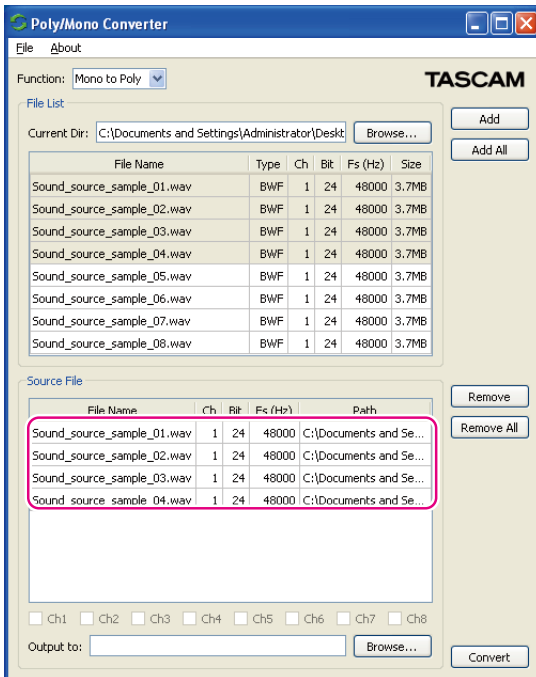
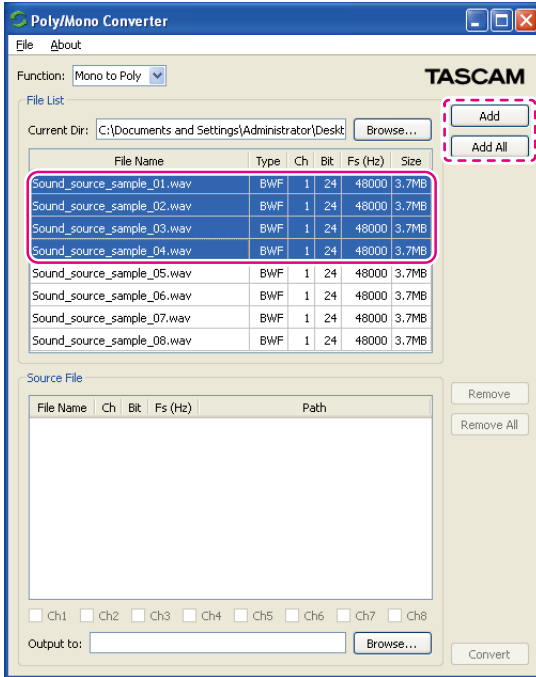


- Menu bar**
    - Click **"Quit"** on **"File"** to exit this software.
    - Click **"About"** on **"About"** to check the version of this software.
  - Function selector**  
Use to switch between **"Mono to Poly"** and **"Poly to Mono"** conversion.
  - Current Dir path**  
This shows the path of the currently open directory.
  - Browse button (for designating the current directory)**  
Press this button to open a dialogue where you can select the directory.  
Designate the directory that contains the file you want to convert.
  - File List**  
The contents of the directory selected using the current directory **"Browse"** button are shown here.
- NOTE**
- Files that can be converted using the method set with the **"Function"** selector are shown
- When **"Mono to Poly"** is selected, mono BWF files are shown.
  - When **"Poly to Mono"** is selected, poly BWF files are shown.
- If there are no files that can be converted, the **"File List"** will be empty.
- Add button**  
Add the selected file in the **"File List"** to the **"Source File list"**.  
You can select multiple files by pressing and holding the shift or ctrl key as you select them.
  - Add All button**  
Add all the files shown in the **"File List"** to the **"Source File list"**.
  - Source File list**  
Files added from the **"File List"** are shown.
  - Channel selection boxes**  
These show the channels that will be converted for the file selected in the **"Source File list"**.
  - Output to path**  
This shows the path of the directory where files will be saved after conversion.

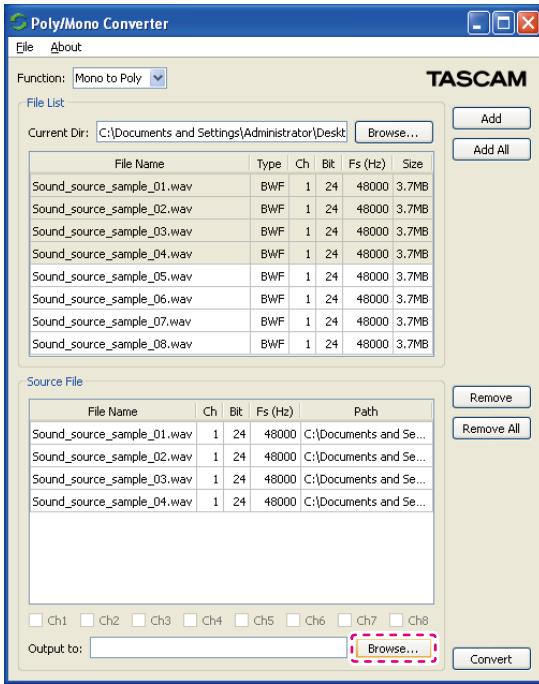
- 3 Select the mono BWF files that you want to convert from the "File List" (solid outline in the first illustration), and click the "Add" or "Add all" button (dashed outline) to add them to the "Source File list" (outlined in the second illustration).

Repeat this procedure until you have selected all of the mono BWF files that you want to convert (for up to eight channels).

- If you have accidentally added any files to the "Source File list" (solid outline in the first illustration), use the "Remove" or "Remove All" buttons (dashed outline) to remove them. The second illustration below shows the "Source file list" after using the "Remove All" button.



- 4 Click the "**Browse**" button (dashed outline below) to designate the output directory where you want to save the converted files.



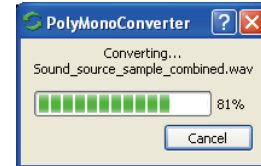
- If you start conversion without designating a directory where the files will be saved, they will be saved to the current directory designated in step 2 above.

A dialog like the following will appear. If it is okay, click "**Yes**" (dashed outline below).

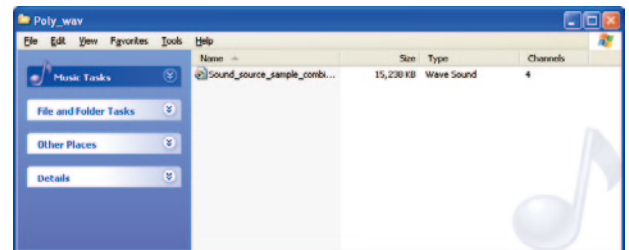
If you want to select a directory to save the files in, click "**Cancel**" and follow the procedures in step 4 above.



- 6 During conversion, a progress bar appears like the one shown below.

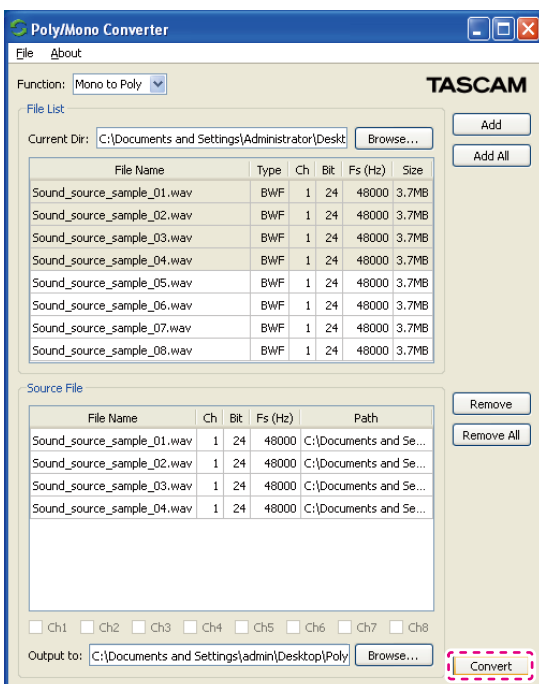


- 7 After conversion completes, the newly created poly BWF file will appear in the output directory.



This completes "**Mono to Poly**" conversion.

- 5 After selecting the output directory, click the "**Convert**" button (dashed outline below) to start conversion.



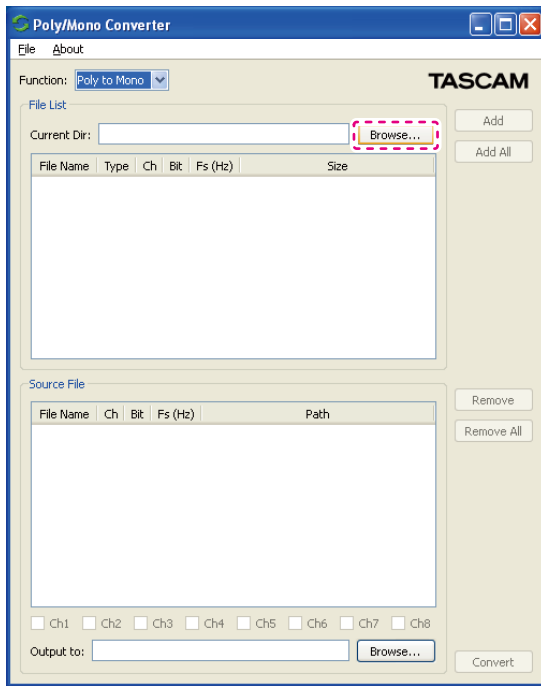
## Poly to Mono conversion

This generates mono BWF files by extracting data from each channel of a poly BWF file. Follow these procedures to generate mono files.

### NOTE

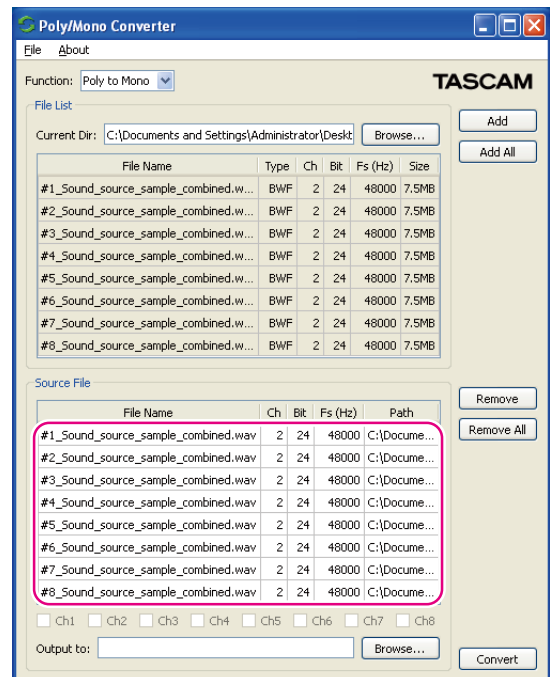
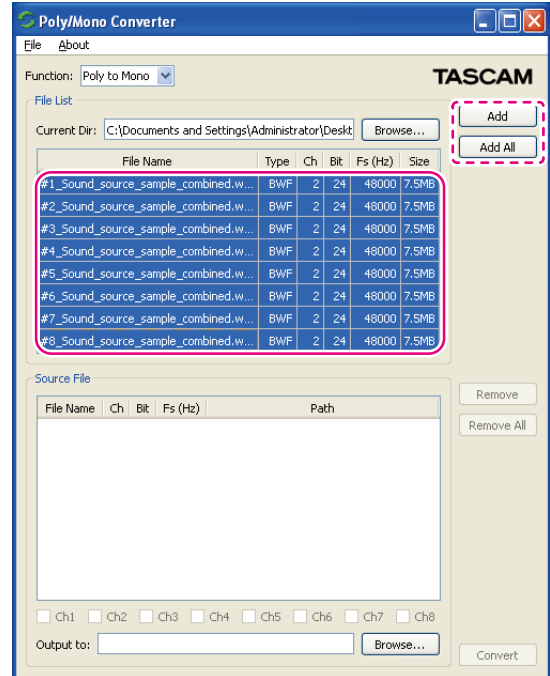
- A maximum of 8 channels in a poly BWF file can be converted using "Poly to Mono". More than 8 channels are not supported.
- A poly BWF file that has a total size exceeding 2 GB cannot be converted using "Poly to Mono".

- 1 Select "Poly to Mono" with the "Function" selector.
- 2 Click the "Browse" button (outlined in the first illustration), and designate the directory that contains the poly BWF files that you want to convert (selected in the second illustration below).



- 3 Select the poly BWF files that you want to convert from the "File List" (solid outline in the first illustration), and click the "Add" or "Add all" button (dashed outline) to add them to the "Source File list" (outlined in the second illustration).

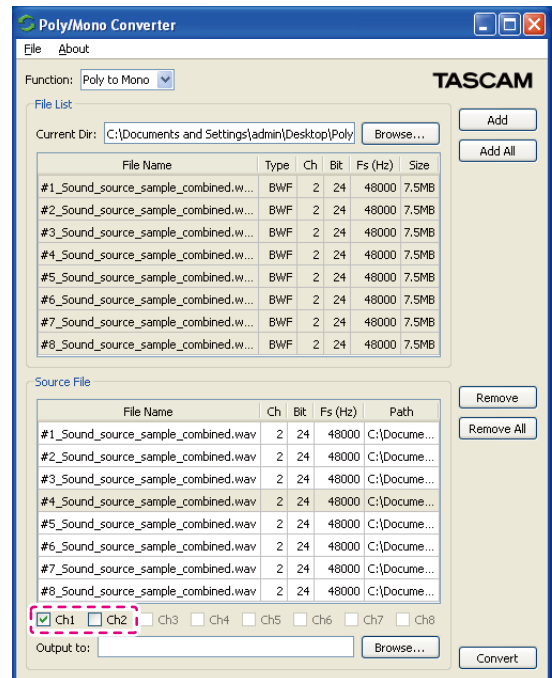
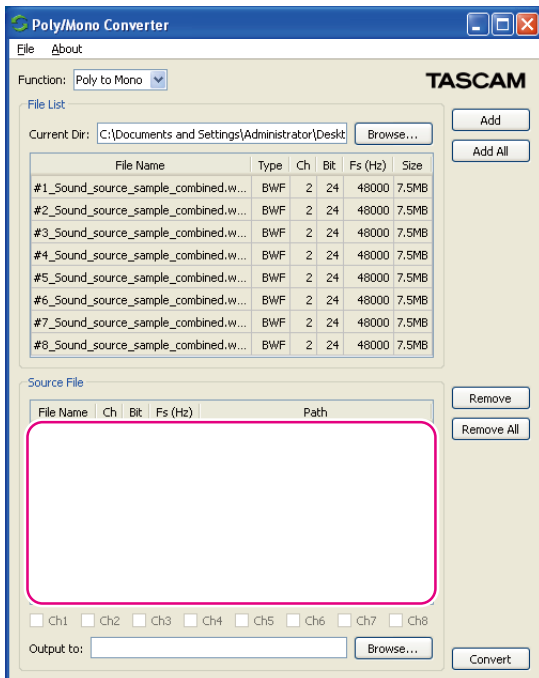
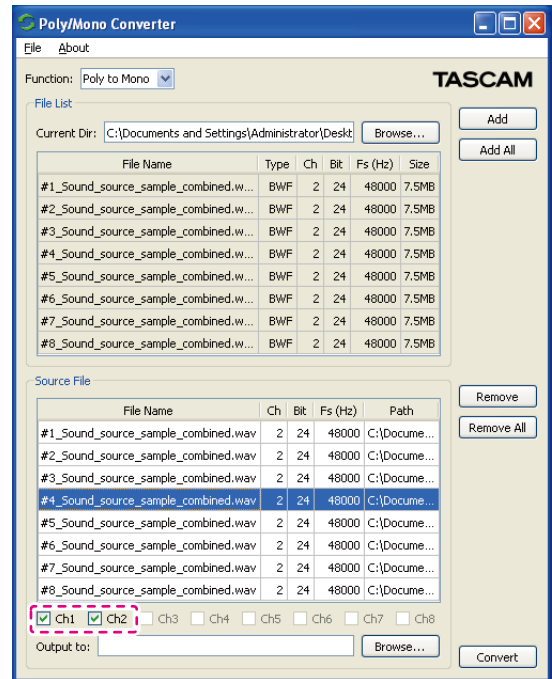
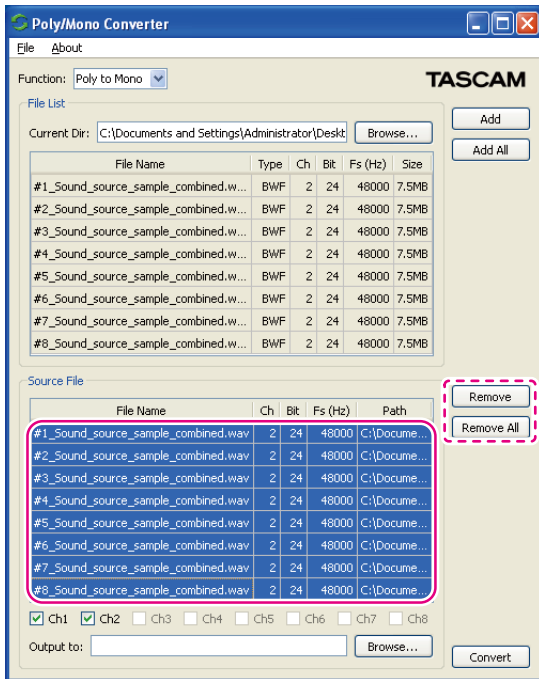
If you add multiple poly BWF files, they will be converted to mono BWF files in succession.



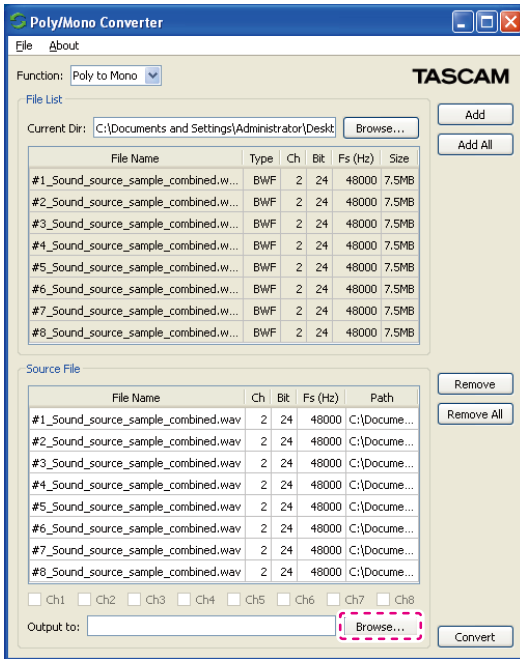


- If you have accidentally added any files to the "Source File list" (outlined in the first illustration), use the "Remove" or "Remove All" buttons (dashed outline) to remove them. The second illustration below shows the "Source file list" after using the "Remove All" button.

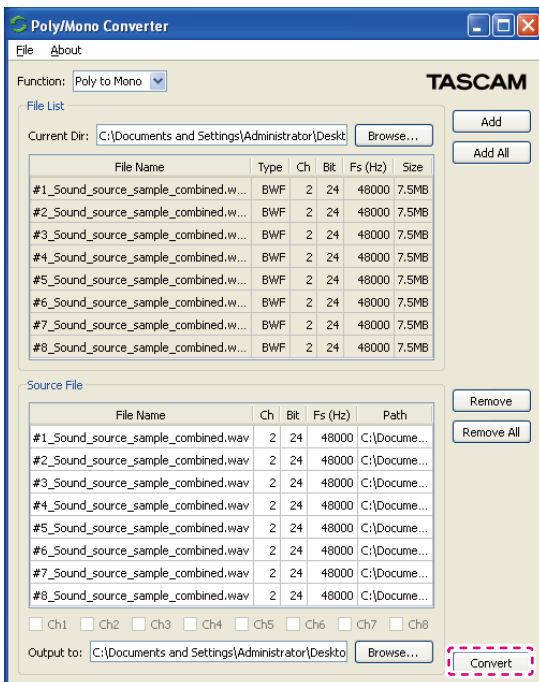
- If there are channels in a file that you do not want to convert, click the corresponding [Channel selection] boxes (outlined below) to deselect (uncheck) them.)



- 4 Click the **"Browse"** button (dashed outline below) to designate the output directory where you want to save the converted files.



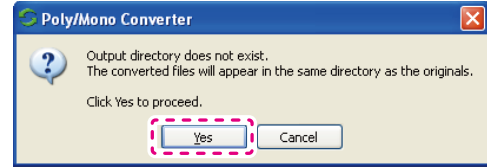
- 5 After selecting the output directory, click the **"Convert"** button (dashed outline below) to start conversion.



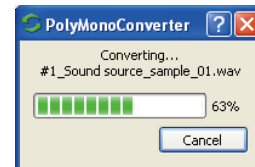
- If you start conversion without designating a directory where the files will be saved, they will be saved to the current directory designated in step 2 above.

If it is okay, click **"Yes"** (dashed outline below).

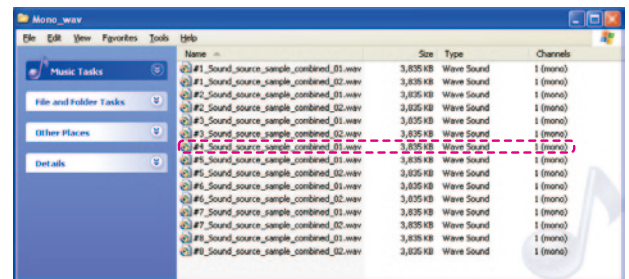
- If you want to select a directory to save the files in, click **"Cancel"** and follow the procedures in step 4 above.



- 6 During conversion, a progress bar appears like the one shown below.



- 7 After conversion completes, the new mono BWF files created by extracting data from each channel will appear in the output directory.



**NOTE**

The figure below shows the result of unchecking the **"Ch2"** [Channel selection] box in step 3 above. Only one file, **"04\_Sound source\_sample\_combined\_1.wav"** (outlined below), was generated.

This completes **"Poly to Mono"** conversion.

## Notice regarding software that uses the LGPL

**Poly/Mono Converter** uses the following software that is licensed by the LGPL.

- **Qt LGPL edition**

[http://qt.nokia.com/home?set\\_language=en&cl=en](http://qt.nokia.com/home?set_language=en&cl=en)

Any customer who wishes to receive the source code may do so by accessing the following URL and filling out the registration form.

<http://www.teac.co.jp/support/opensource/index.html>

Please understand that we are unable to respond to questions about the source code contents and similar matters.

The following is the original text of the **GNU Lesser General Public License**.

### GNU LESSER GENERAL PUBLIC LICENSE Version 2.1, February 1999

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[This is the first released version of the Lesser GPL. It also counts  
as the successor of the GNU Library Public License, version 2, hence  
the version number 2.1.]

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When a program is linked with a library, whether statically or using  
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entire combination fits its criteria of freedom. The Lesser General  
Public License permits more lax criteria for linking other code with  
the library.

We call this license the "Lesser" General Public License because it  
does Less to protect the user's freedom than the ordinary General  
Public License. It also provides other free software developers Less  
of an advantage over competing non-free programs. These disadvantages  
are the reason we use the ordinary General Public License for many  
libraries. However, the Lesser license provides advantages in certain  
special circumstances.

For example, on rare occasions, there may be a special need to  
encourage the widest possible use of a certain library, so that it becomes  
a de-facto standard. To achieve this, non-free programs must be  
allowed to use the library. A more frequent case is that a free  
library does the same job as widely used non-free libraries. In this  
case, there is little to gain by limiting the free library to free  
software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free  
programs enables a greater number of people to use a large body of  
free software. For example, permission to use the GNU C Library in  
non-free programs enables many more people to use the whole GNU  
operating system, as well as its variant, the GNU/Linux operating  
system.

Although the Lesser General Public License is Less protective of the  
users' freedom, it does ensure that the user of a program that is  
linked with the Library has the freedom and the wherewithal to run  
that program using a modified version of the Library.

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modification follow. Pay close attention to the difference between a  
"work based on the library" and a "work that uses the library". The  
former contains code derived from the library, whereas the latter must  
be combined with the library in order to run.

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