# Synclavier®³

Creating a Timbre Library with Names and Descriptions
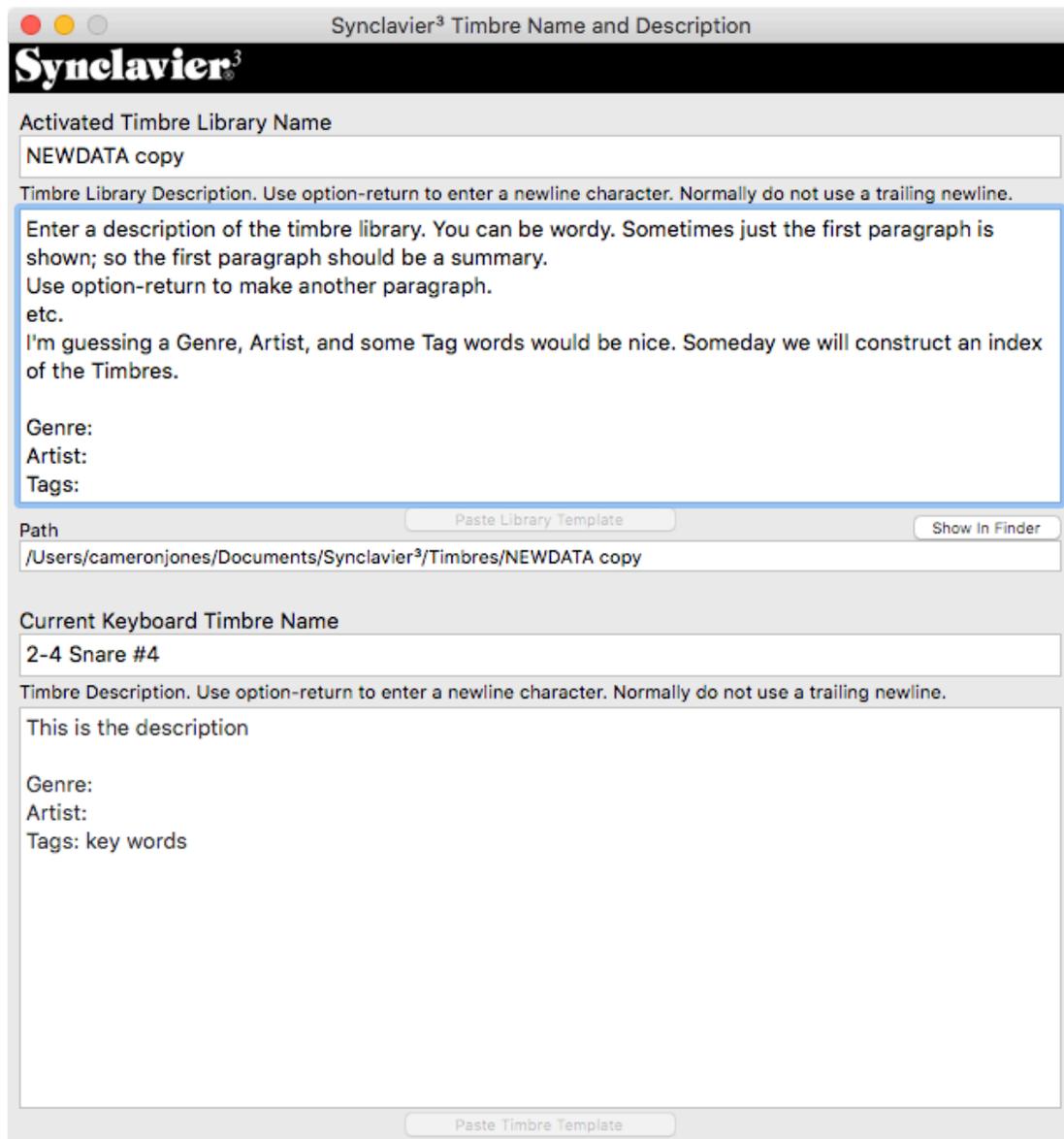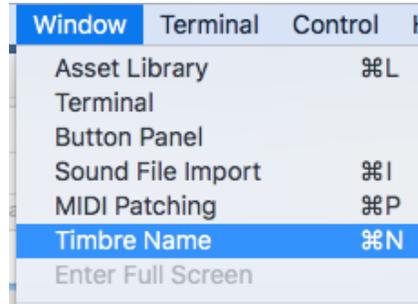
Version 1.0

October 3, 2018

## Creating a Timbre Library with Names and Descriptions

Synclavier³ Build 61 dated October 23, 2018 includes a new ability to enter textual descriptions for Timbre Libraries and individual Timbres.

Under the Window menu you will see an option to open the Timbre Name Window:

Timbre Name and Description Window

The Timbre Name and Description Window provides for text entry of a Library Description and a Timbre Description. The descriptions are saved automatically, and can not be "reverted". Undo and typical Macintosh text editing rules apply. The full set of Unicode characters should be available.

**Note**: you use **option-return** to enter a 'new line' character. **Enter** and **Return** write the text description to disk.

Basic Operation

In Synclavier³, begin by "Activating" a Timbre Library using the Asset Library Window. The name of the Timbre Library is equal to the name of the file on disk. If you wish to assign a new name to the Timbre Library, you  must rename the file on disk; see note below about renaming both the .stmb and .plist files.

The **Timbre Library Name** cannot be edited in the window; it is just shown for reference.

When you activate the Timbre Library, you will see its name on the top line, and its current description (if any) in the top edit area.

The **Paste Library Template** button will paste in a sample description template into the edit area (only available when the edit area is empty). Suggested indexable fields include Genre, Artist and Tag words.

The Timbre Library description is written to disk when the edit field is exited by clicking outside the edit area, or pressing **Enter**, or **Return**.

The **first paragraph** of the Library Description is shown by itself depending on available screen space, so ideally the first paragraph (up to the first newline character) should provide a brief description of the Library. Additional paragraphs of description will be observable in a scrolling window.

Entering Timbre Descriptions

Once the Timbre File is "activated", use the A Page in the Real Time Software to call up a Timbre to the keyboard. The Timbre Name will appear on the middle text row. The Timbre Name cannot be edited in the Timbre Name and Description window; it is shown for reference only. To change the Timbre Name, use the N command on the Real Time Software Main Menu page, and write the Timbre to disk (using the VK **Write** button).

Once the Timbre has been called up to the keyboard, you can add a Timbre Description in the lower text edit area. The Timbre Description is saved automatically on **Enter** and **Return**; you do not need to write the Timbre to disk to save its description.

Timbre Descriptions are only available when you call up a Timbre from the activated Timbre File; they are not available, for example, when a Timbre is called up to the keyboard from a Sequencer track with SKT.

The **first paragraph** of the Timbre Description is shown by itself depending on available screen space, so ideally the first paragraph (up to the first newline character) should provide a brief description of the Timbre. Additional paragraphs of description will be observable in a scrolling window.

## Copying Timbres and Banks between Timbre Files

Individual Timbres and Timbre Banks can be easily copied between Timbre Files in the expected fashion. The Timbre Descriptions should follow along with the Timbre and Bank movements.

## Copy a Timbre Bank

1. Activate the first Timbre File
2. Read a Timbre Bank into memory using the **Bank** button on the VK, followed by 1 - 8.
3. Activate the second Timbre File
4. Write the Timbre Bank to disk pressing and holding **Write**, then **Bank**, then 1 - 8.
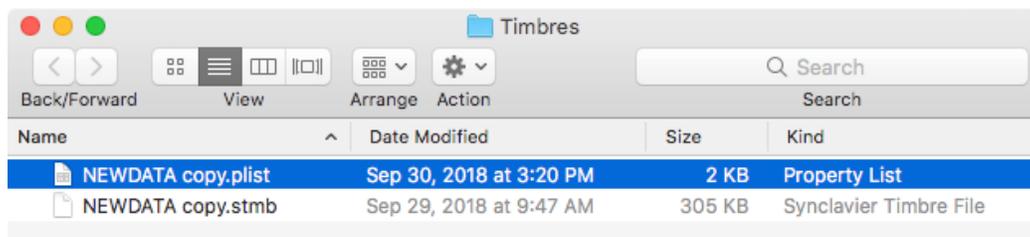
All 8 Timbres (and their descriptions) will be written to the second Timbre File.

## Copy an Individual Timbre

1. Activate the first Timbre File
2. Call up the Timbre to the keyboard from the A-page, or using **Bank,** then 1-8, then **Entry**, then 1 - 8.
3. Activate the second Timbre File
4. Write the Timbre to disk pressing and holding **Write**, then **Entry**, then 1 - 8. The current keyboard Timbre (and its description) will be written to the second Timbre File.

## File Naming Convention

The Library Descriptions and Timbre Descriptions are stored in a file with extension .plist in the same directory as the Timbre File.



If files are moved between devices both files must be moved, and stored in the same directory. The files can be renamed as long as the names are identical and the extensions are preserved. The Timbre Library Descriptions and Timbre Descriptions may become searchable in a later software release.