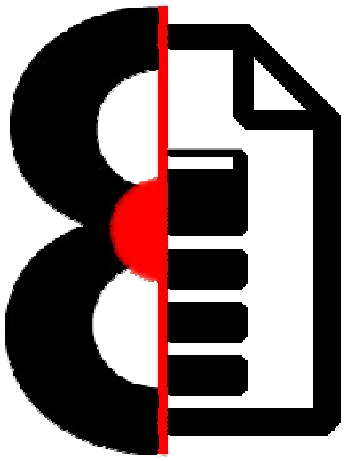

OctaZip

Manual

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1 Overview

Thank you very much for purchasing OctaZip.

OctaZip is an intelligent archiving tool for use with Octatrack Sets and Projects. It provides Backup and Restore functionality whilst maintaining the referential integrity of both Source and Target Projects and associated Samples.

In essence OctaZip provides three core elements of functionality:

- The ability to seamlessly backup Octatrack Projects, all applicable files, all associated Samples and Sample Settings, into a single archive.
- The ability to seamlessly restore Octatrack Projects, all applicable files, and all associated Samples into a new Project, or existing Project, within an Octatrack Set; all whilst ensuring that existing files are not affected.
- The ability to quickly and easily migrate entire Octatrack Projects from a source Octatrack Set to a Target Octatrack Set without having any concerns about Project, files, and Sample conflicts.

1.1 Version Control

Item	Version	Release Date
OctaZip	v1.0.000	1st February 2017
Manual	v1.0.000	1st February 2017

1.2 Usage

You are permitted to install OctaZip on multiple computers that you own, and use OctaZip with multiple Octatracks that you own, so long as they are for your sole use only.

If you are utilising shared resources, i.e. in a band with multiple users and Octatracks, then you require a licence per Octatrack.

You are not permitted to share, resell, or on sell OctaZip, or any part of the software, or upload OctaZip to the internet, torrent or file sharing services. As an artist yourself I hope that you can appreciate the reasons for this.

Licence transfers are permissible at my discretion when you sell your Octatrack, simply contact me and I will organise everything required if need be.

1.3 Contact, Support and Feature Requests

Either email at: octatrack@outlook.com

Or preferably post on the forums at: http://www.OctaZip.com/forum

1.4 Licence

The licence for OctaZip is embedded in the installation package, as is standard practice with all software.

For your convenience this is shown below and acceptance is required to complete the installation.

OctaZip Licence

Except where otherwise noted, all of the code, documentation and other items included in, as part of, or relating to OctaZip is copyrighted by Rusty O'Hara.

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If you have received this file in error, please notify me at one of the email addressed listed below as I am the copyright holder of this source code, and destroy this and any other copies as instructed.

The OctaZip software is provided *"as is"* without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose.

The entire risk as to the quality and performance of the OctaZip software is with you.

Should the OctaZip software prove defective, you assume the cost of all necessary servicing, repair or correction to your music hardware, computer, music, samples, anything and everything else.

In no event unless required by applicable law the author will be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the OctaZip software *(including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs)*, even if the author has been advised of the possibility of such damages.

Rusty O'Hara
rusty_ohara AT hotmail.com
octatrack AT outlook.com

1.5 Disclaimer

Whilst every care has been taken in the development of OctaZip, no responsibility for what you do with it, or the effects it has on your Octatrack, samples, songs, projects, sets, or whatever else is implied or accepted.

There is neither guarantee offered, nor liability accepted, implied or otherwise.

1.6 Piracy and Copy Protection

If you've obtained a copy of OctaZip via dubious means, please take a moment to consider the following.

I am an independent software developer who has developed OctaZip independently, with zero support or assistance from Elektron.

I have made a conscious decision to not implement overbearing security and piracy measures as I personally do not believe that technological enforcement of copy protection is in the best interests of the customers of OctaZip.

Whilst I could spend plenty of time developing and implementing all sorts of complicated anti-piracy protection, I believe my time and energy is better spent improving OctaZip, adding new functionality and providing one to one customer support.

So please consider the above carefully whilst enjoying the fruits of my labour.

1.7 Errata

This manual is quite a long document, and is constantly being updated as new features and functionality is being added to OctaZip, thus there may be errors in the manual, differences in terminology, differences in screenshots etc.

Please contact support if you are not sure on anything.

1.8 Thank You

I'd like to take this opportunity to give some thanks to certain people who have made this all possible:

- The awesome beta testers. Guga, Hannes, Scot Solida, Hades of Spades, OnOffOn, The Dreammer and Scott Robinson.
- Guga also makes awesome hardware to work with your Elektron products, like the SMD *(Small Midi Device)*, The Third Hand *(Additional expander for the Analog Rytm)* Morph4 crossfader, SFX-JII joystick control; check them out at http://www.gugabox.com
- Dreammer for all his wise input, and for hosting the unofficial IRC channel. Go to: http://webchat.esper.net/ and enter a User Name and **#Elektron** as the channel and join in the conversation.
- Hannes at PaperNoise; awesome graphic design for software and hardware; check out his work at: http://www.papernoise.net/

1.9 Legal

OctaZip is used in conjunction with third party hardware and companion products, such as operating systems, and of course the Elektron Octatrack.

All other copyrights and trademarks are the property of their respective owners.

Except where otherwise noted, all of the code, documentation and other items included in, as part of, or relating to OctaZip is copyrighted by Rusty O'Hara.

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Should OctaZip prove defective, you assume the cost of all necessary servicing, repair or correction to your Octatrack, computer, music, samples, anything and everything else.

In no event unless required by applicable law the author will be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use the OctaZip *(including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties or a failure of the program to operate with any other programs),* even if the author has been advised of the possibility of such damages.

All rights reserved.

1.10 Frequently Asked Questions

This section of the document contains a list of Frequently Asked Questions about OctaZip.

1.10.1 What is OctaZip?

OctaZip is an intelligent archiving tool for use with the Elektron Octatrack DPS-1.

Essentially it provides Backup and Restore functionality whilst maintaining the referential integrity of both Source and Target Projects and associated Samples.

1.10.2 What makes it "intelligent"?

OctaZip is an *"intelligent"* archiving tool as it specifically designed to work with Octatrack Sets and Projects. In essence it:

- Handles Octatrack Sets and Projects.
- Provides seamless backups, handle all the required *"Referenced"* files needed for a Project to function; including all Samples.
- Allows restoring and importing from an OctaZip archive into an Octatrack Set; ensuring that the referential integrity of the Project is maintained.
- Provides Sample Renaming functionality.
- Provide Project Transfer functionality between Octatrack Sets.

1.10.3 Why not WinZip / WinRar / Archive Utility etc?

You could use any of the above *(or other)* archiving products; however none of the above products are specifically built from the ground up to work with Elektron Octatrack Sets and Projects; and don't feature any of the intelligent functionality for Set handling, Project manipulation and Sample naming.

OctaZip provides the ability to quickly and seamlessly backup and restore Projects, without having to worry about which files are located where, how they are contained in a Project, and naming conflicts, and any Project manipulation.

1.10.4 How do I use OctaZip?

Read through this manual to understand the functionality, and review Section 6 Tutorials for step-by-step instructions on Backing Up, Restoring and Transferring Projects.

1.10.5 Is OctaZip safe to use?

OctaZip has gone through a period of development, alpha-testing and beta-testing prior to public release; on OSX, Windows and of course the Octatrack.

However the liability is on you the end user to ensure the veracity and integrity of data.

The developer of OctaZip accepts no responsibility or liability for how you use OctaZip, nor the effects it may have on your data, samples or Octatrack.

YOUR DATA IS YOUR RESPONSIBILITY.

I would advise setting aside a bit of time initially to perform some *"self training"*; ensure you are comfortable with using OctaZip; and are satisfied it is archiving and restoring your Projects.

This is after all your music, and you need to be comfortable with the operation. I would hate for that killer vocal sample to be missing because it wasn't loaded into a Sample Slot and you selected *'Referenced'* instead of *'All'* when backing up…

1.10.6 Can I log a Bug / Feature Request?

Absolutely. Please go to the OctaZip forum: http://octaedit.com/forum/viewforum.php?f=10

Please provide the OctaZip version number, your Operating System, your Octatracks Operating System when logging a bug or feature request.

The more information provided, the easier it is to fix a bug, or implement a feature request.

Note: The OctaZip version and a hyperlink to the forum are shown in the **About** form.

1.10.7 Will there be OctaZip for iOS / Linux / Raspberry Pi?

No. This is either due to limitations in the operating system, development time and cost; limited RoI; or a combination of any/all of the above.

1.10.8 Will OctaZip be supported / updated / new OS versions?

The pragmatic answer depends on the level of support and volume of sales.

OctaZip is independently developed software that has been developed with no support or assistance from other parties.

As there are elements beyond my control, e.g. OSX/Windows, Octatrack OS; no guarantees can be given that events in the future will render OctaZip inoperable, or not suitable for the intended purpose.

1.10.9 Is there / will there be a demo version?

No. There is no viable way to provide a demo version whilst actually demoing the functionality of OctaZip.

1.10.10 Can I get a refund on my purchase?

No. Purchases are final and no refunds are offered.

OctaZip is not specifically sold to perform a certain task, function or activity, implicit, implied or otherwise, therefore refunds will only be provided where you have not been provided with the product you purchased.

1.10.11 Supported Octatrack Versions?

It is recommended to upgrade your Octatrack to either OSv1.25E or OSv1.25H

Note: For various technical reasons, Projects created on previous OS versions are not supported.

OS	Description
v1.25A	Any of these versions *should* be fine; however extensive testing has not been performed, so results may vary.
v1.25B	
v1.25C	
v1.25D	
v1.25E	Active development and supported version.
v1.25F	Is not, and will not be supported by OctaZip.
v1.25G	Is not, and will not be supported by OctaZip.
v1.25H	Actively tested and supported version.

1.10.12 Supported Operating Systems?

The below table shows the currently supported Operating Systems.

OS	Description
Windows XP	Other variants of Windows should work, but have not been fully tested.
Windows 7	
Windows 10	
OSX 10.6 Snow Leopard	OSX version.
OSX 10.7 Lion	
OSX 10.8 Mountain Lion	
OSX 10.9 Mavericks	
OSX 10.10 Yosemite	
OSX 10.11 El Capitan	
OSX 10.12 Sierra	Should be fine. But have not personally tested.

1.11 Illegal Characters

Due to variations in Operating Systems *(Windows/OSX)*, file naming conventions, languages and character sets, errors may occur when dealing with illegal characters, aka non UTF-8.

Note: These errors may manifest themselves as a hard crash.

It is recommended to only use Alphanumeric characters and special characters that are global across operating systems, languages and character sets, e.g. *space*, **[ ] _** etc.

This occurs because of how different characters outside the standard range appear depending on platform, language and character set.

Illegal characters include: **" ' @ * & # [ ] % | / \ ^ ! $ ( ) : ; ? = < >**

And include characters with accents (e.g. **á Á**) and umlauts (e.g. **ä Ä ü Ü ö Ö)** and so forth.

Tip: It is a good idea to avoid using *"special"* characters as a general rule as these can cause issues in various operating systems due to not meeting standard file naming protocols, and character sets, regardless of whether or not this is possible on a piece of hardware.

1.11.1 Illegal Characters in Project Names

When attempting to load a Set, any Projects that include illegal characters in their name will not be loaded, and will not be available for processing in OctaZip.

To resolve, simply rename the Project folder removing or replacing any illegal characters, e.g. from Na**ü**ghty to Na**u**ghty

1.11.2 Illegal Characters in Project Samples

When attempting to load a Set, any Projects that include illegal characters in the associated Sample Slots will not be loaded, and will not be available for processing in OctaZip.

To resolve, identify the offending samples in the Octatrack, and rename the Sample file removing or replacing any illegal characters, e.g. from Na**ü**ghty.wav to Na**u**ghty.wav

Note: It is recommended that you make a copy of the sample first, to ensure you do not break any links that the offending sample may have with existing Octatrack projects.

1.11.3 Illegal Characters in Sample Names

When attempting to load a Sample, either into the Samples or Chainer modules, any samples that include illegal characters in their name will not be processed, and will therefore not be added to the Sample Slots, or Chainer files.

To resolve, simply rename the Sample file removing or replacing any illegal characters, e.g. from Na**ü**ghty.wav to Na**u**ghty.wav

Note: It is recommended that you make a copy of the sample first, to ensure you do not break any links that the offending sample may have with existing Octatrack projects.

2 Set Loading

All changes that are made when using OctaZip are performed in memory, with the exception of file management processes *(i.e. Physical audio files, reading/writing files etc)*

To load a Set, click the **Open Set** button in the Set group, which will launch a standard Folder Browser window. Browse to the **Set** folder and click **Open**

Alternatively use the **Recent Sets** drop down menu in the Set group.

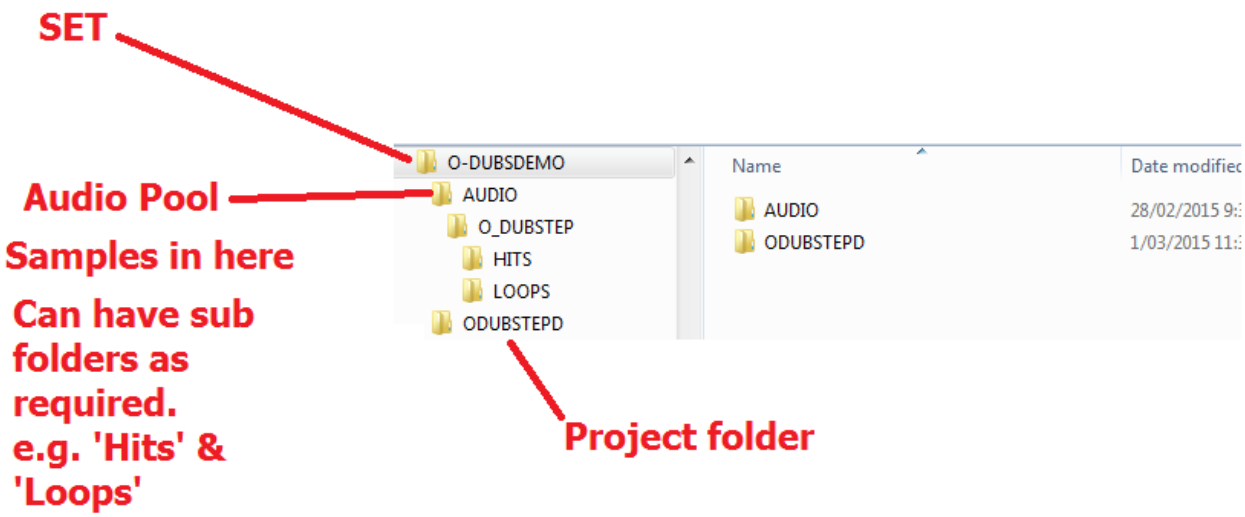
OctaZip has a methodology around verifying and loading Sets and their associated Projects, which will vary depending on verification, and if a Set is already loaded; refer to Section 2.1 The Set Loading Process for more information.

The Set folder is the folder that contains an **AUDIO** *(Audio Pool)* folder, and one or more Project folders.

For example, the below screenshot shows a Set called **O-DUBSDEMO**, this is the folder to select when loading the Set.

All Sets contain an Audio Pool folder *(AUDIO)*, which may have one or more sub folders inside it.

The Set folder also has one or more Project sub folders inside it. In the below example, there is one Project called **ODUBSTEPD**



2.1 The Set Loading Process

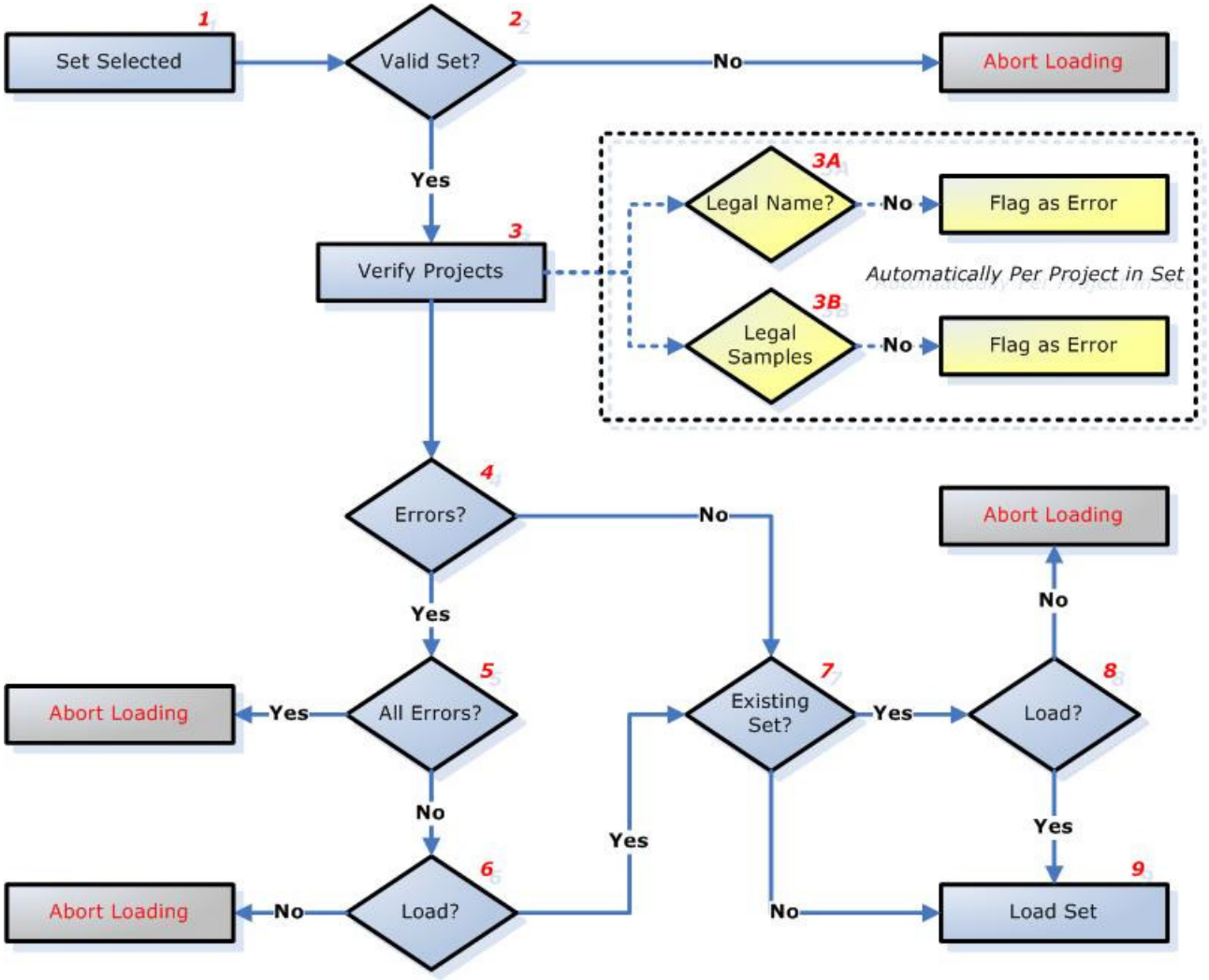
The loading of an Octatrack set in OctaZip performs a validation process to ensure that a valid Set, Audio Pool, Projects and Samples are loaded.

The below table details the steps taken when a Set is selected to be loaded. The next page of the manual has a graphical overview of the loading process.

#	Description
1	An Octatrack Set (**Set**) is selected, either by using one of the 'Open Set' or 'Recent Set' functions in the Set group.
2	The Set is then checked to ensure that it is a valid Set location. I.e. it contains an Audio Pool (AUDIO) folder and one or more Project folders. Is this a valid set? **No:** Set loading is aborted as this is not a valid Octatrack Set. **Yes:** Go to Step 3
3	The verification of the Set's Projects is processed. For each Project in the Set, the Project is checked for illegal characters, both in the Project *(Step 3A)* and the associated Samples *(Step 3B)*
4	Do any Verification errors exist in the Set? **No:** Go to Step 7 **Yes:** Go to Step 5
5	Is there Verification errors for ALL Projects in the Set? **No:** Go to Step 6 **Yes:** Set loading is aborted as though this is a valid Octatrack Set, all of the Projects failed verification, and thus the Set can not be loaded in OctaZip.
6	Load the Octatrack Set ignoring Projects that failed verification? **No:** Set loading is aborted as user chose not to continue loading the Set. **Yes:** Go to Step 7
7	Is there already an existing Octatrack Set loaded? **No:** Go to Step 9 **Yes:** Go to Step 8
8	Load the Octatrack Set and thus removing the currently existing Set and Projects from memory? This will discard any changes made to the Set and Projects. **No:** Set loading is aborted as user chose not to continue loading the Set. **Yes:** Go to Step 9
9	Set is loaded.

2.1.1 Set Loading Graphical Process

The below flowchart shows the Set Loading process, refer to the previous page for the details of each step in the process.

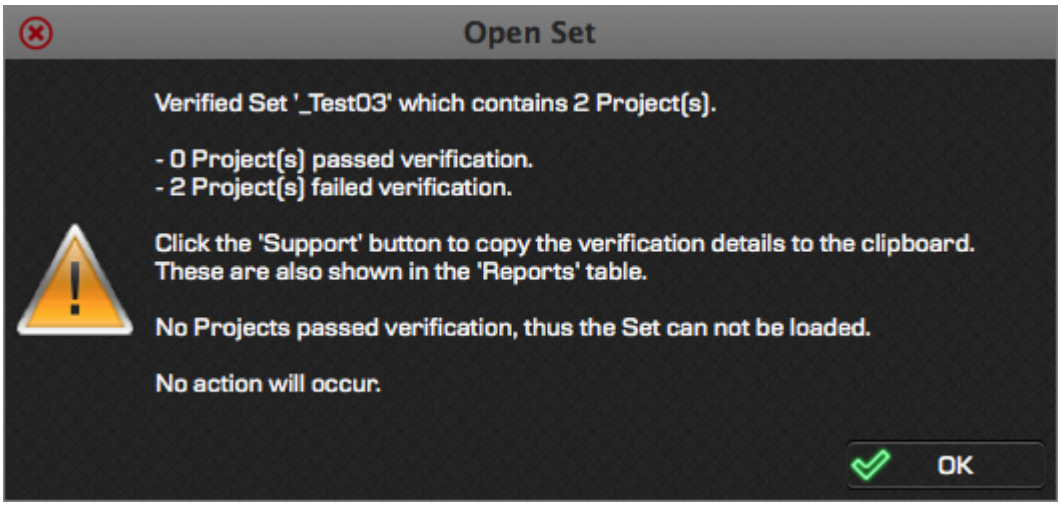


2.2 Set / Project Load Errors

When attempting to load a Set and its associated Projects, OctaZip may fail for a number of reasons, such as a corrupt Project file, missing banks and so forth.

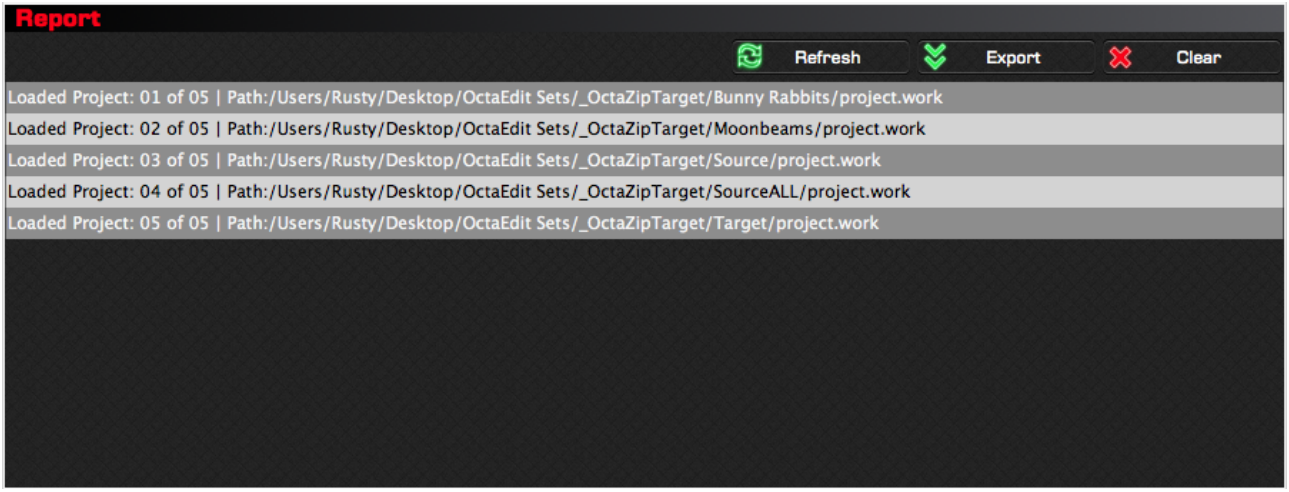
If this occurs, the Project is not loaded at all, and a message is displayed post loading informing that ***X*** number of errors occurred during the loading process.

The information is reported to the **Report Table**.



Depending on the errors encountered, they may be quite easy to resolve. For example the below error is detailing that Project **Error** is missing **Bank 01**, i.e. the file doesn't exist.

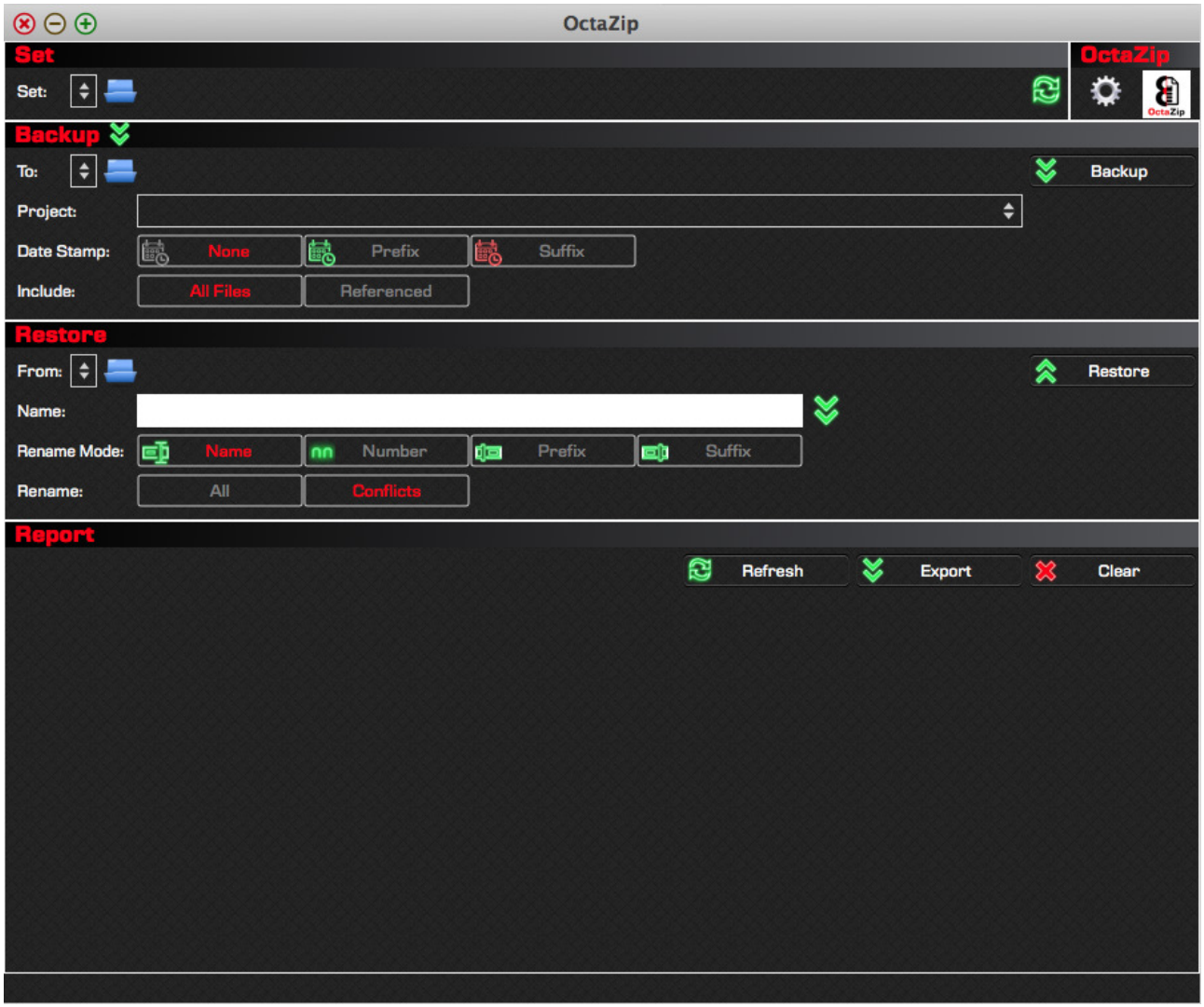
Regardless of the error, please do contact me, as I'm here to help.



3 Overview

The OctaZip application is divided into five groups as per the below table:

Group	Description	Section
Set	Is used to load and display an Octatrack Set.	3.1
OctaZip	Used to access Options and About form.	3.2
Backup	Provides a list of Projects in the Set, and the ability to create an OctaZip archive for a selected Project.	3.3
Restore	Allows the ability to Restore an OctaZip archive to either an existing, or new Project within the Set, and define how Samples are renamed.	3.3
Report	Provides output from the Reporting Engine.	3.4
Status	Provides Help ToolTips and Progress Updates.	3.5
Options	Provides access to the various Options available.	3.6



3.1 Set

The **Set** group is used to load an Octatrack Set.

Note: The Set loaded is used both as the Backup Source, and the Restore Target.

When creating an OctaZip Archive the Project and associated files are backed up from the Set; the Backup Location can be anywhere on the computer or your Octatrack.

When restoring an OctaZip Archive, the Project and associated files are restored to the Set; therefore the Restore Location is always the Set Location.

3.1.1 Recent Sets

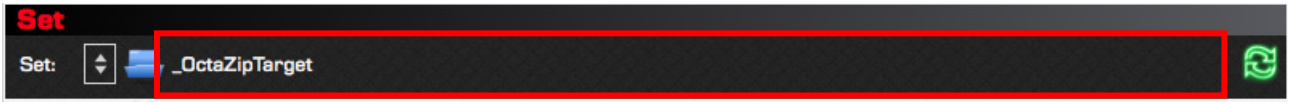
OctaZip retains a list of the last recently opened Sets which can be accessed via the **Recent Sets** drop down. The number of Recent Sets retained, and the ability to clear the list can be access via Options *(Refer 3.6 Options for more information)*

3.1.2 Open Set

Click the **Open Set** button to launch a standard folder browser window allowing you to browse for the Set to load. Refer to Section 2 Set Loading for more information.

3.1.3 Loaded Set

The currently loaded Set is displayed in the **Set** label. This is automatically populated whenever an Octatrack Set is loaded, either by the **Recent Sets**, or **Open Set** functions.



3.1.4 Refresh Set

Clicking the **Refresh Set** button will reload the currently loaded Set. Generally speaking, you will not need to use this function, as OctaZip programmatically refreshes the Set after processing. It is provided for manually refreshing the Set.

3.2 OctaZip

The **OctaZip** group contains a pair of buttons used to access Options and the About form.

3.2.1 Options

Clicking the **Options** button will toggle OctaZip between *'Normal'* mode and *'Options'* mode.

Refer to Section 3.6 Options for more information.

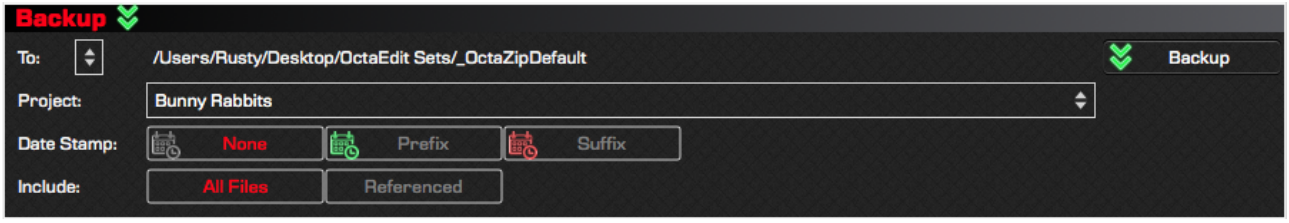
3.2.2 About

Clicking the OctaZip logo will display the **About** form. Please use this for reporting the version number if support is required.

Refer to Section 5 About for more information.

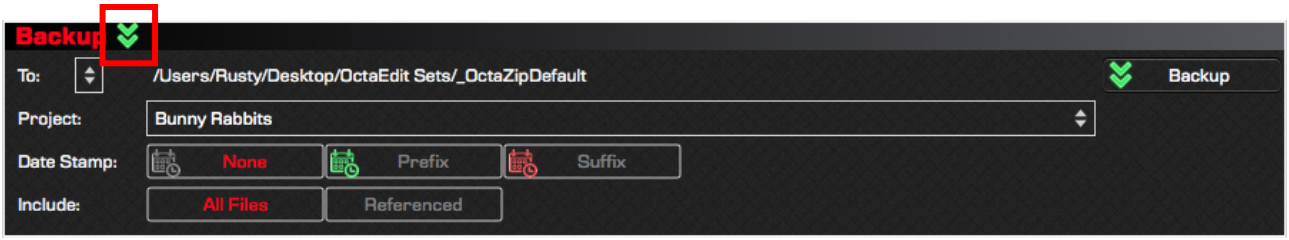
3.3 Backup

The **Backup** group provides a list of Projects in the Set, and the ability to create an OctaZip archive for a selected Project along with various options.



3.3.1 Use Set Location as Backup Location

Clicking the **Set Location as Backup Location** button sets the Backup Location to be the same as the location of the Set loaded in the Set group.

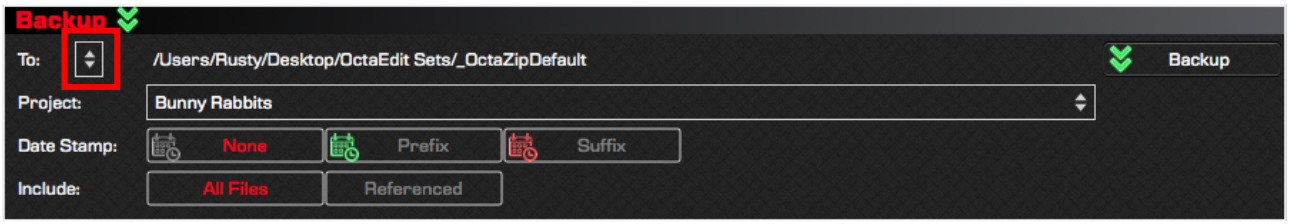


3.3.2 Recent Backup Locations

OctaZip retains a list of the last recently accessed Backup Locations which can be accessed via the **Recent Backup Locations** drop down. Simply select a backup location via the drop down.

This will be the starting folder used when performing the Backup process.

The number of Recent Backup Locations retained, and the ability to clear the list can be access via Options *(Refer 3.6 Options for more information)*



3.3.3 Location

The **Location** field displays the starting folder used when executing the backup process.

This is auto-populated after selecting a Recent Backup Location, and *after* performing the Backup process. It is normal that it is empty when OctaZip is first launched.

3.3.4 Project

The Project dropdown provides a list of all valid Projects that exist within the loaded Set. To change the Project simply select via the drop down.

This will be the Project that is archived when the backup process is executed.

3.3.5 Auto Date Stamp

The Auto Date Stamp options allow the ability to automatically append the proposed backup file name with either a prefix, or suffix date stamp in the format **yyyymmdd**

- **None:** No Date Stamp applied. Result: Bunny Rabbits.zip
- **Prefix:** Prefix Date Stamp applied. Result: **yyyymmdd_**Bunny Rabbits.zip
- **Suffix:** Suffix Date Stamp applied. Result: Bunny Rabbits**_yyyymmdd**.zip

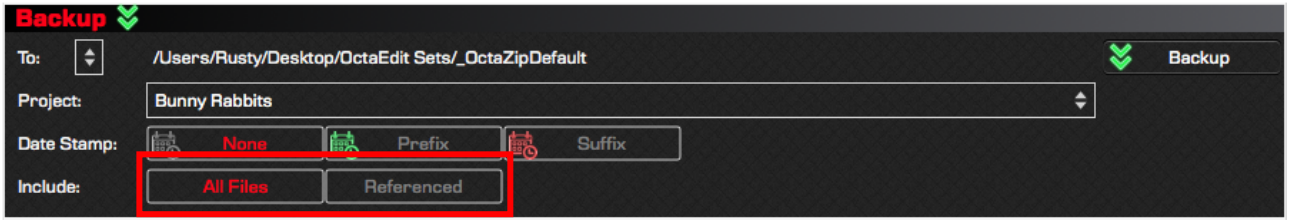
3.3.6 Include

The **Include** options controls *which* files OctaZip will include in the created archive.

- **All Files:** Backup **All** files in the Project folder and sub folders.
- **Referenced:** Backup only **Referenced** files.

The Referenced files are *always* included in the OctaZip archive regardless of selection. These are the Project files and referenced samples; i.e. the ones required for the Octatrack Project.

When the **All Files** option is enabled, *any* file that exists in the Project folder or its sub-folders is also included in the archive.



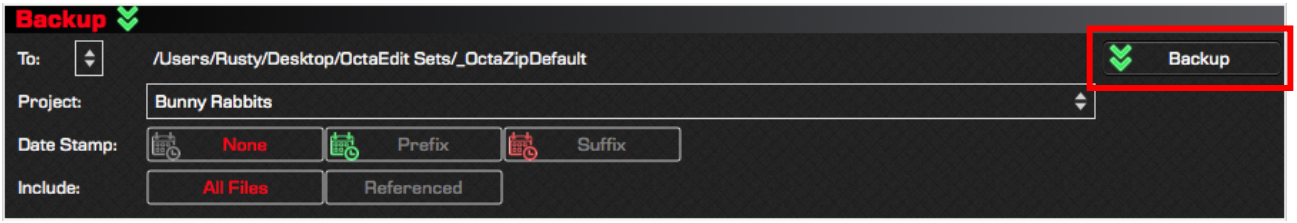
3.3.7 Backup

Clicking the **Backup** button launches a standard File Browser allowing the ability to define the name and location of the OctaZip archive to create.

The default name proposed is the **Project Name** and **Date Stamp** as applicable, and the initial starting location of the folder is the **Backup Location** defined.

The Location and Name can of course be changed as required.

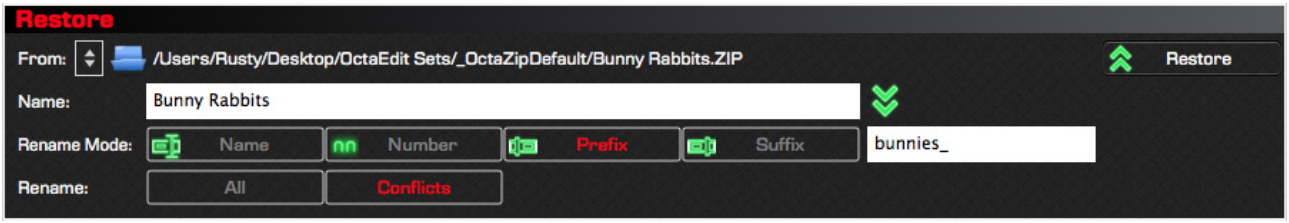
Once a file has been defined the Backup process will occur automatically.



3.4 Restore

The **Restore** group provides functionality which allows the ability to Restore an OctaZip archive to either an existing, or new Project within the Set, and define how Sample conflicts are handled.

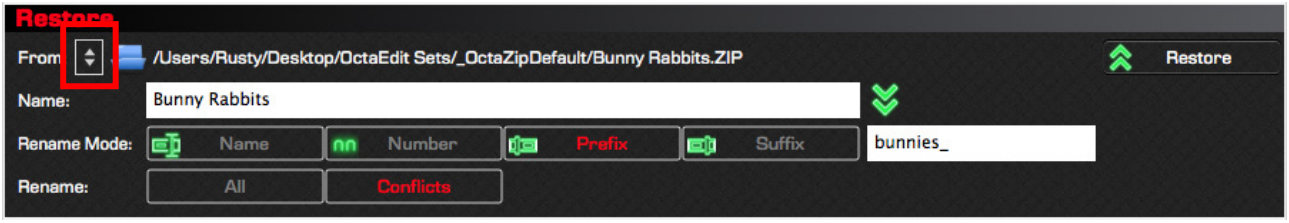
Note: There is no *'Restore to Location'*. OctaZip archives are always restored to the location of the active **Set** as loaded in the Set group.



3.4.1 Recent Source Locations

OctaZip retains a list of the last recently accessed Source Locations which can be accessed via the **Recent Source Locations** drop down. The number of Recent Source Locations retained, and the ability to clear the list can be access via Options *(Refer 3.6 Options for more information)*

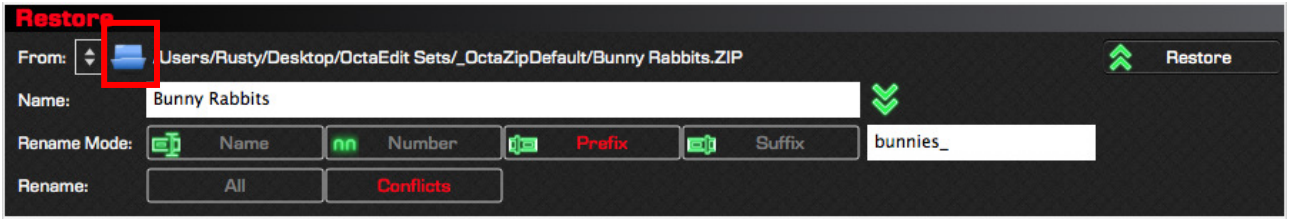
Selecting a Recent Source Location will automatically launch a standard File Browser window allowing you to browse for the OctaZip archive to restore; with the starting location defined by the recent source location.



3.4.2 Open OctaZip Archive

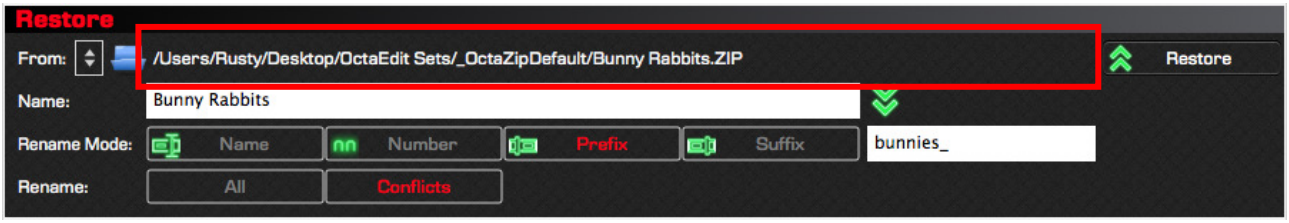
Click the **Open OctaZip Archive** button to launch a standard File Browser window allowing you to browse for the OctaZip archive to restore.

OctaZip will automatically validate the archive selected, and if valid load and set the **Name** field with the name of the archived Project. If the archive selected is not a valid OctaZip archive it will be rejected.



3.4.3 OctaZip Archive Name

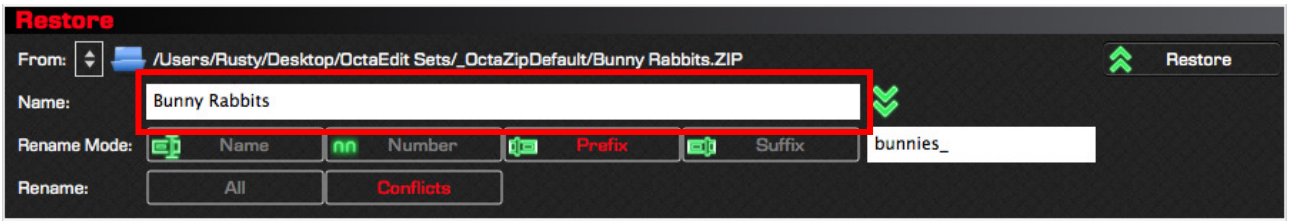
The **OctaZip Archive Name** field is automatically populated when an OctaZip archive is loaded. It is used to display the path of the selected file.



3.4.4 Name

The **Name** field is automatically populated when an OctaZip archive is loaded. It defines the name of the Project in the Set that will be either created or overwritten when executing the restore process.

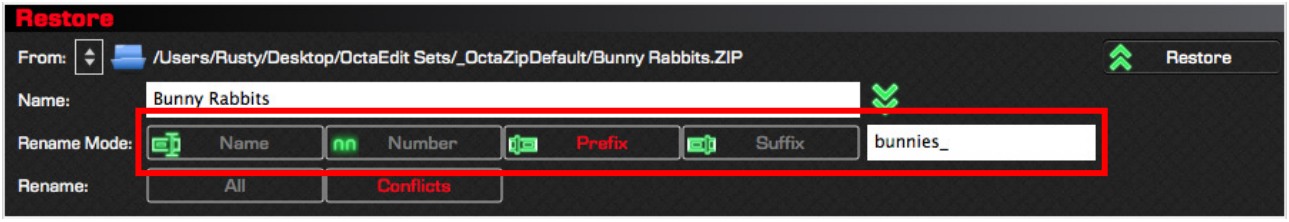
The Name can be changed as required, and can be between 1 and 32 characters long. Valid characters are: **a-z A-Z 0-9 _ *'space'***



3.4.5 Rename Mode

The five **Rename Mode** options define *how* OctaZip handles naming conflicts when restoring an OctaZip Archive.

Note: The Text field is only visible when Rename Mode is either Prefix or Suffix.



For the below examples, the source sample is called: **KickyKick.wav**

The resulting target sample name is displayed as the first name.

If samples still conflict, despite the Rename Mode; they are further appended with an underscore and a two digit number *(expect when using Number)*; these are shown as the second name.

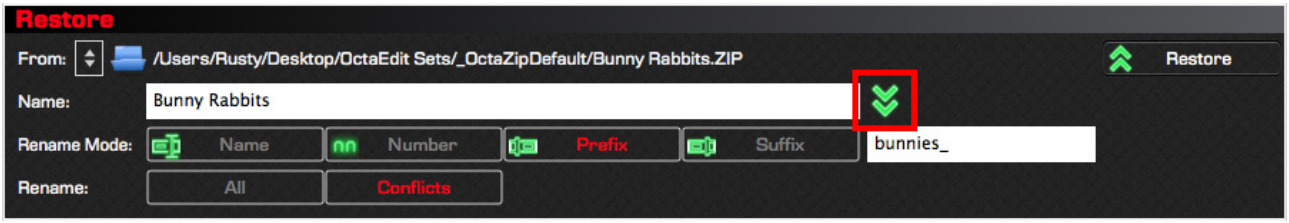
Note: The text **_nn** represents a two digit number that is incremented as required.

Code	Description
Name	Samples are suffixed with an underscore and the name of the Project as defined in the **Name** field. ▪ KickyKick**_Bunny Rabbits**.wav ▪ KickyKick**_Bunny Rabbits_nn**.wav
Number	Samples are suffixed with an underscore and a two digit number. ▪ KickyKick**_nn**.wav ▪ KickyKick**_nn**.wav
Prefix	Samples are prefixed with the name of the Project as defined in the **Text** field; e.g. if Text equals **bunnies_** ▪ **bunnies_**KickyKick.wav ▪ **bunnies_**KickyKick_nn.wav
Suffix	Samples are suffixed with the name of the Project as defined in the **Text** field; e.g. if Text equals **_myText** ▪ KickyKick**_myText**.wav ▪ KickyKick**_myText_nn**.wav
Text	Free text entry that is used when either the Prefix or Suffix options are selected. The text can between 1 and 15 characters long and valid characters are: **a-z A-Z 0-9 _ *'space'***

3.4.6 Use Name as Rename Text

Clicking the **Use Name as Rename Text** button sets the Rename Text based off the Name of the Project to be restored with the following affect depending on the Rename Mode:

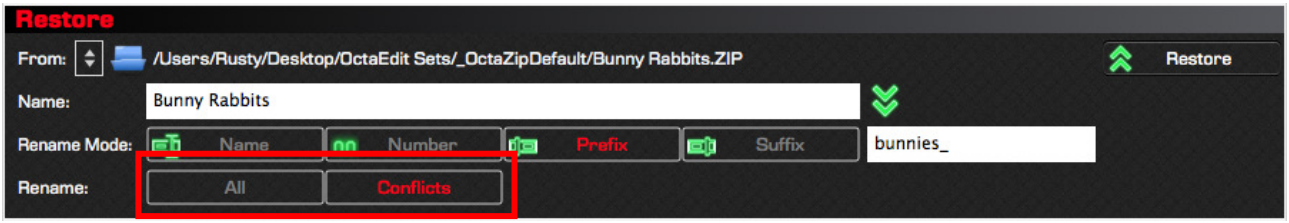
- **Name:** Sets Rename Text as Name.
- **Number:** Sets Rename Text as Name.
- **Prefix:** Sets Rename Text as Name with underscore suffix [Name_]
- **Suffix:** Sets Rename Text as Name with underscore prefix [_Name]



3.4.7 Rename

The two **Rename** options define *which* files OctaZip renames when restoring an Archive.

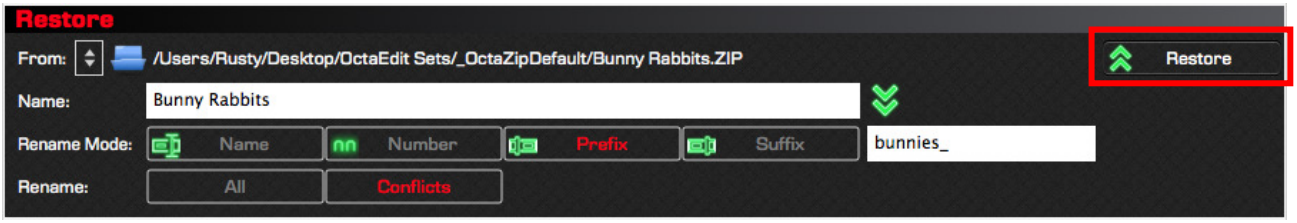
- **All:** All Samples are always renamed.
- **Conflicts:** Samples are only renamed when there is a naming conflict. I.e. the file already exists in the target location.



3.4.8 Restore

Clicking the **Restore** button starts the Restore process, with the Project being restored as defined in the **Name** field, and with the Sample renaming rules as defined by the **Rename Mode** and **Rename** options.

Note: If the Project already exists in the Set, you will be asked to confirm the overwriting of the Project.



3.4.9 The Renaming Process

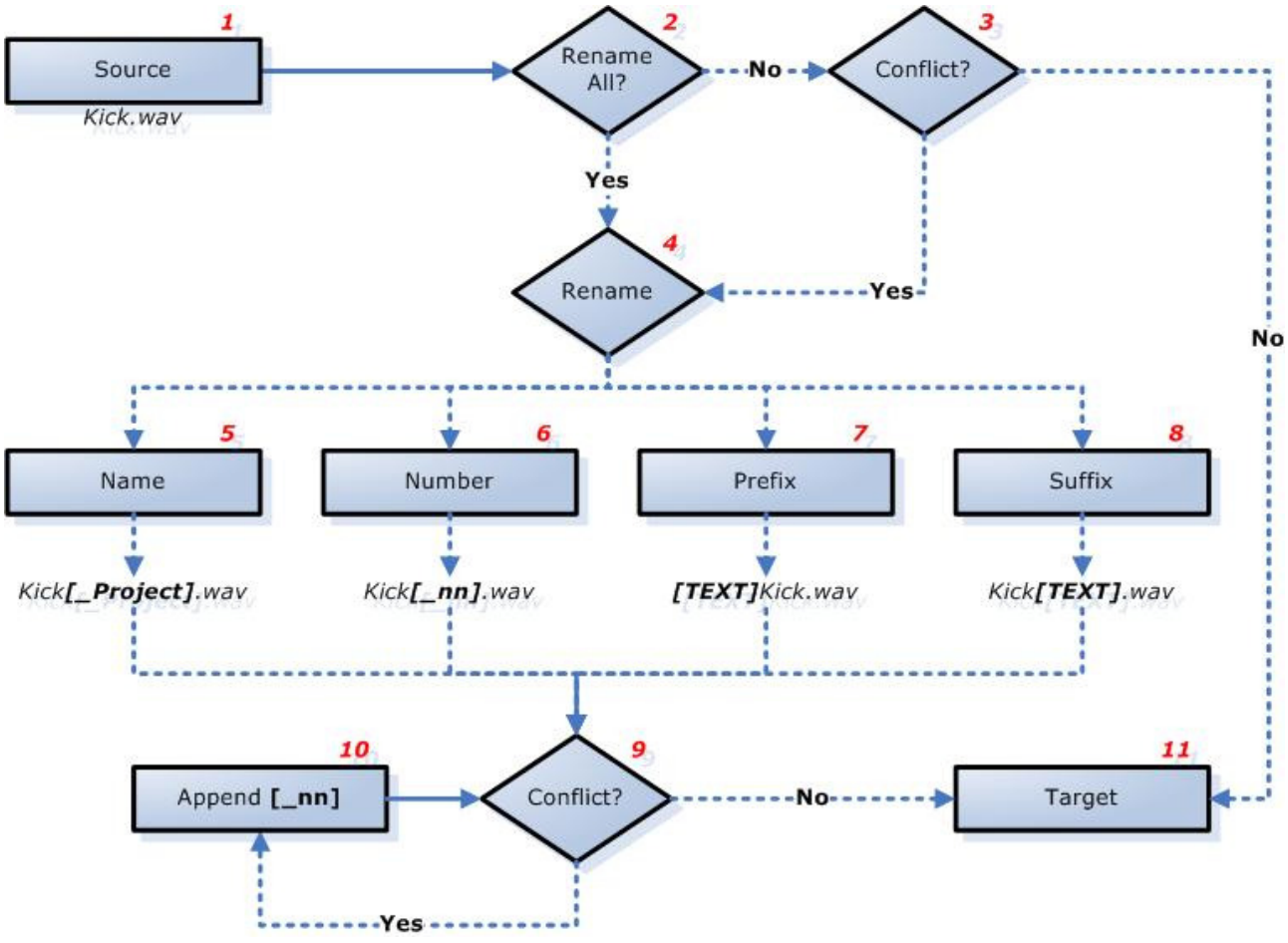
The below table details the separate steps that are taken when a performing the Renaming process.

The next section of the manual has a graphical overview of the loading process.

#	Description
1	Source Sample is identified.
2	Is the **Rename** option set to **All**? **No:** Go to Step 3 **Yes:** Go to Step 4
3	Does a conflict exist between the Source Sample and the Target Sample? **No:** Go to Step 11 **Yes:** Go to Step 4
4	What is the **Rename Mode** option set to? **Name:** Go to Step 5 **Number:** Go to Step 6 **Prefix:** Go to Step 7 **Suffix:** Go to Step 7
5	Rename Mode is Name: Rename the Source Sample to name**[_Project]** Go to Step 09
6	Rename Mode is Number: Rename the Source Sample to name**[_nn]** Go to Step 09
7	Rename Mode is Prefix: Rename the Source Sample to **[text]**name Go to Step 09
8	Rename Mode is Suffix: Rename the Source Sample to name**[text]** Go to Step 0
9	Does a conflict exist between the Source Sample and the Target Sample? **No:** Go to Step 11 **Yes:** Go to Step 10
10	Modify Source Sample name automatically depending on **Rename Mode** option: **Name:** Rename the Source Sample to name**[_Project_nn]** **Number:** Rename the Source Sample to name**[_nn]** **Prefix:** Rename the Source Sample to **[text]**name**[_nn]** **Suffix:** Rename the Source Sample to name**[text_nn]** Go to Step 09
11	Process Sample. Samples remaining? **No:** Process finished. **Yes:** Restart at Step 01 for next sample.

3.4.10 Renaming Graphical Process

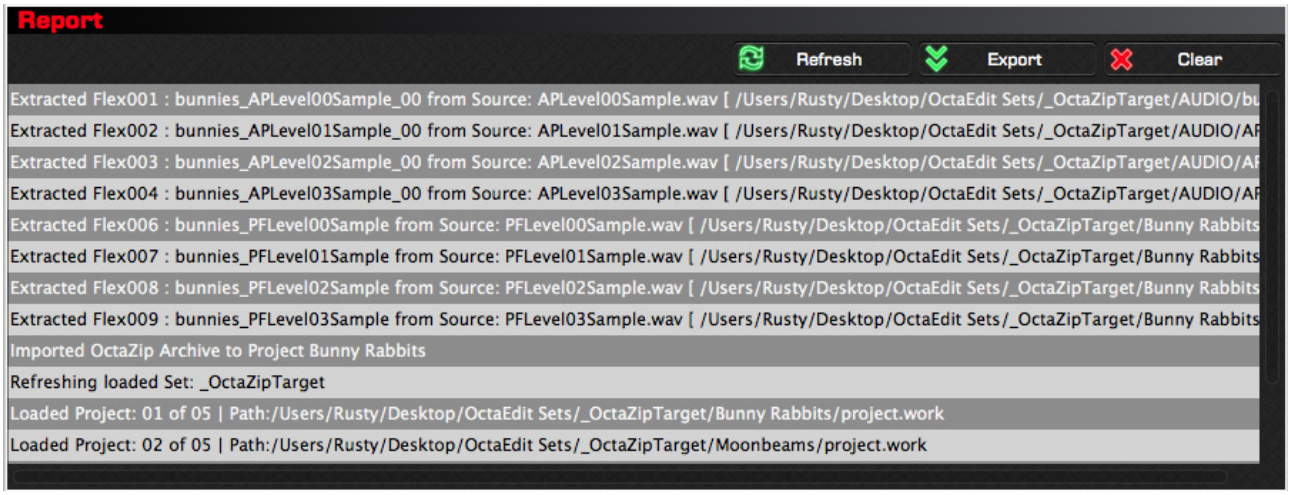
The below flowchart shows the Renaming process, refer to the previous page for the details of each step in the process.



3.5 Report

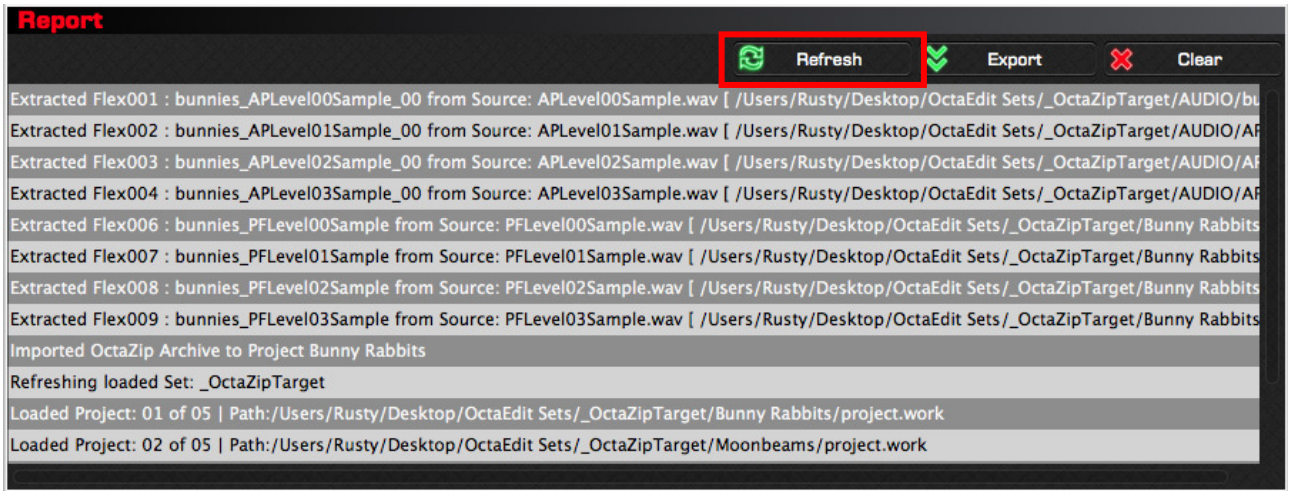
The **Report** group contains the **Report Table** used to generate report and status messages.

The Report Table is refreshed programmatically at various stages of execution.



3.5.1 Refresh

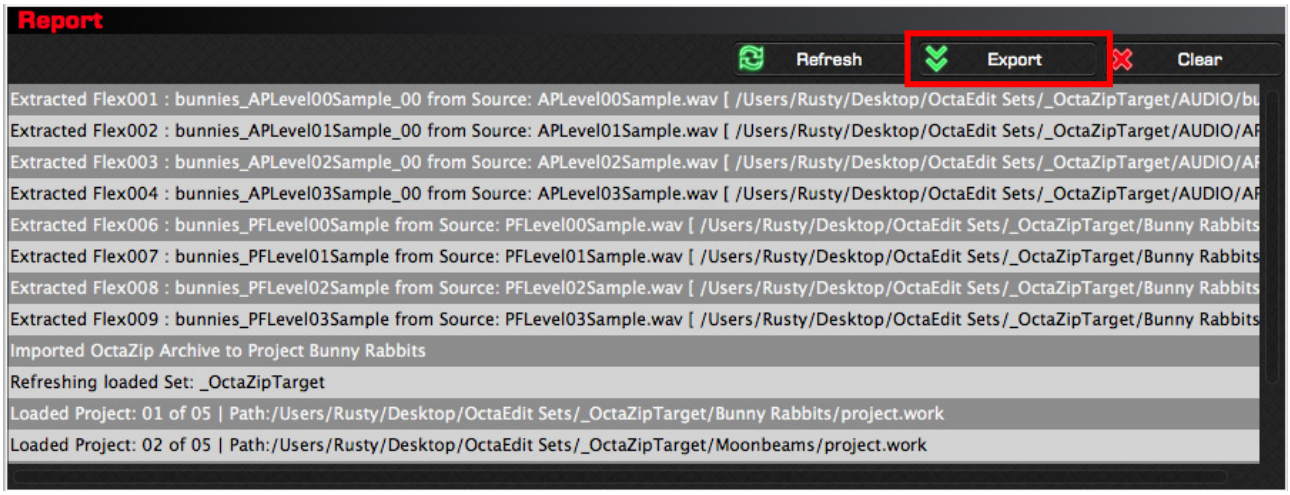
The **Refresh** button will update the Report Table. Generally speaking, you will not need to use this function, but is provided anyway just in case.



3.5.2 Export

Clicking the **Export** button will launches a standard File Browser allowing the ability to define the name and location of the report file to create.

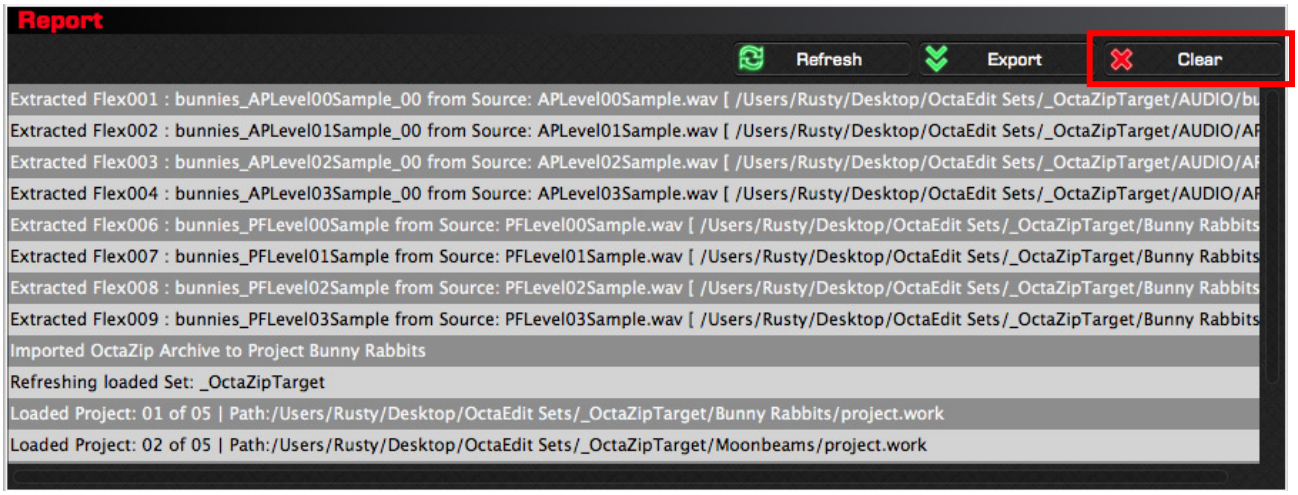
Once a file has been defined, a flat text file will be automatically created with the contents of the Report.



3.5.3 Clear

The **Clear** button will clear the current contents of the Report Table.

Generally speaking, you will not need to use this function, but is provided anyway just in case.

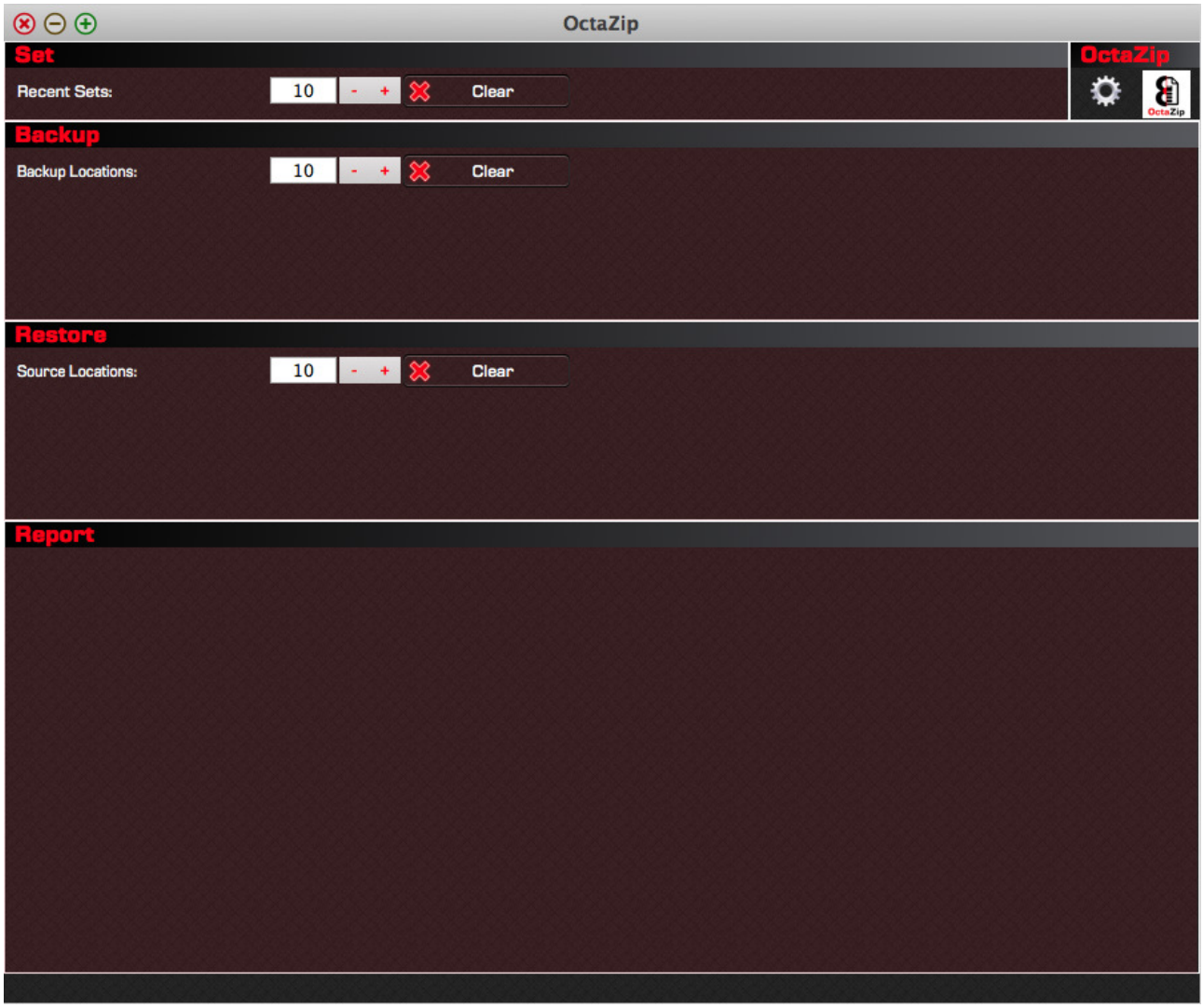


3.6 Options

The **Options** for OctaZip are accessed by clicking the **Options** button in the **OctaZip** group. Clicking the button will toggle the visibility of the options.

When in Options mode, OctaZip displays a red overlay and only relevant components for changing options are displayed.

Note: Changes to options are automatically saved. When finished editing, simply click the Options button in the OctaZip group to return to normal mode.

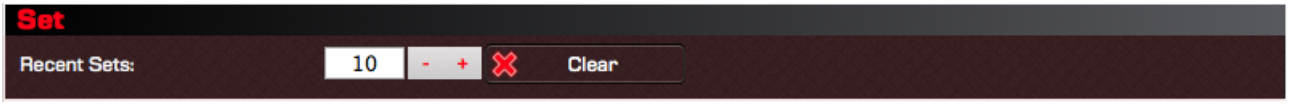


3.6.1 Recent Sets

The **Recent Sets** options allow the ability to define the number, between 1 and 25, of Recent Sets to retain.

The **Clear Recent Sets** button allows the ability to clear the retained list of Recent Sets; you will be prompted to confirm the clearing.

Note: Clearing the list of Recent Sets cannot be undone.

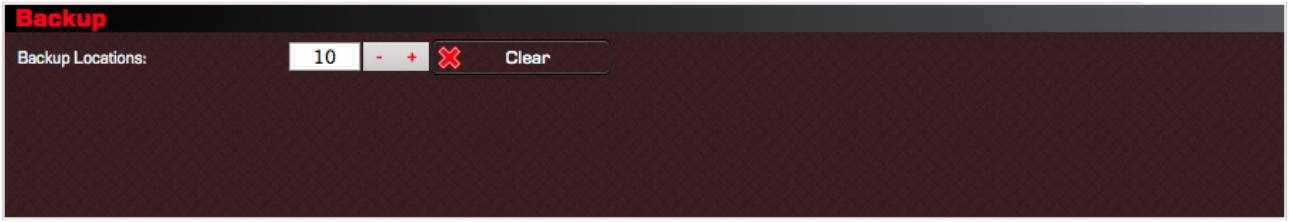


3.6.2 Recent Backup Locations

The **Recent Backup Locations** options allow the ability to define the number, between 1 and 25, of Recent Backup Locations to retain.

The **Clear Backup Locations** button allows the ability to clear the retained list of Recent Backup Locations; you will be prompted to confirm the clearing.

Note: Clearing the list of Recent Backup Locations cannot be undone.

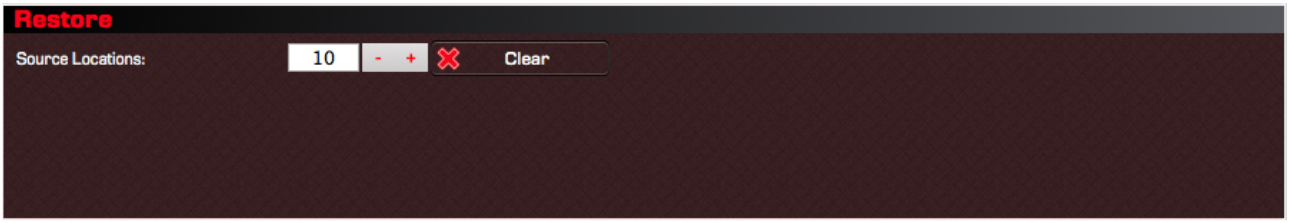


3.6.3 Recent Source Locations

The **Recent Source Locations** options allow the ability to define the number, between 1 and 25, of Recent Source Locations to retain.

The **Clear Source Locations** button allows the ability to clear the retained list of Recent Source Locations; you will be prompted to confirm the clearing.

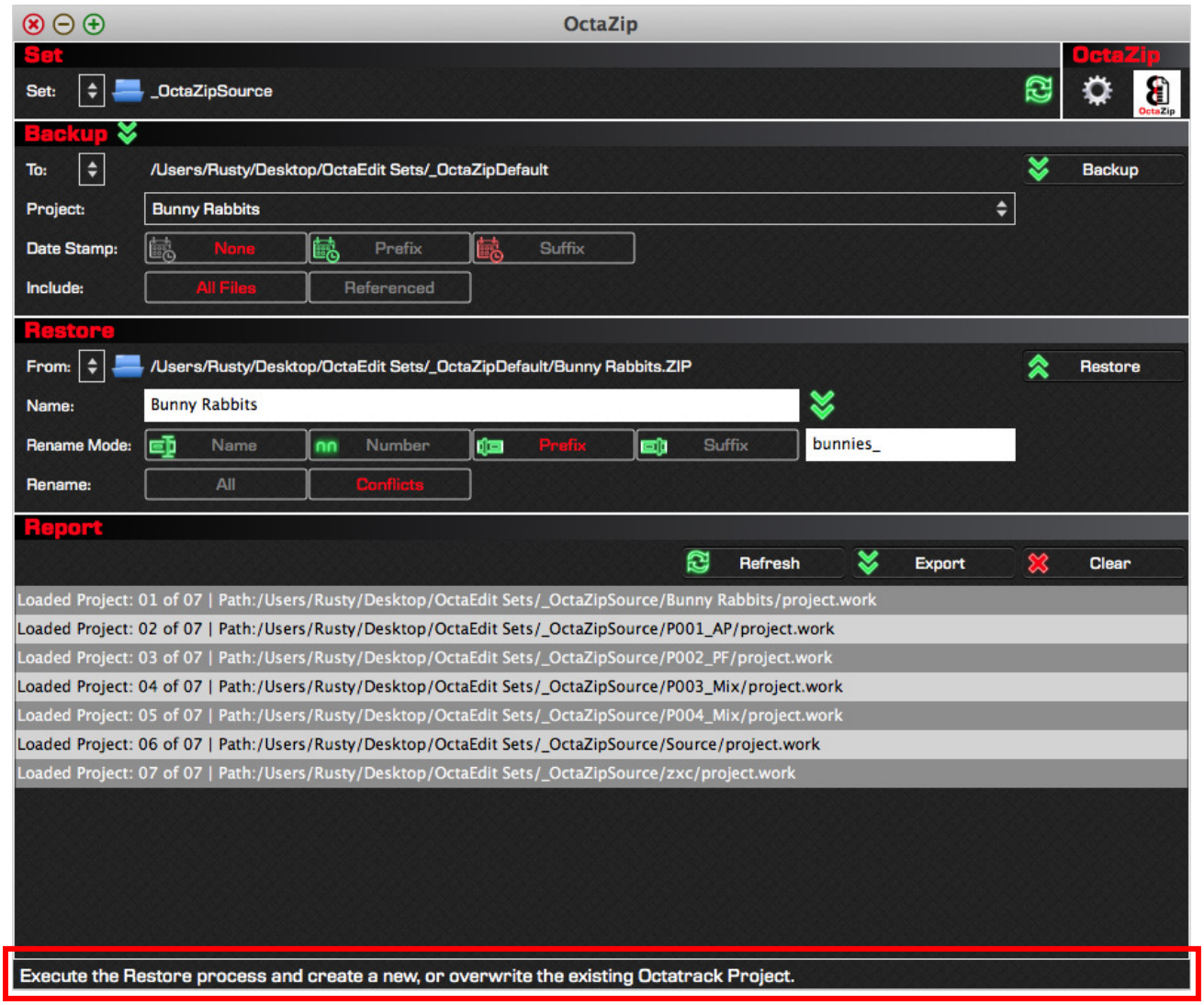
Note: Clearing the list of Recent Source Locations cannot be undone.



3.7 ToolTips

OctaZip contains dynamic **ToolTips** for all relevant controls or components which are automatically displayed when moving the mouse over them.

For example, in the below screenshot the mouse is over the **Restore** button, thus the ToolTip displayed provides brief help about the control or functionality.



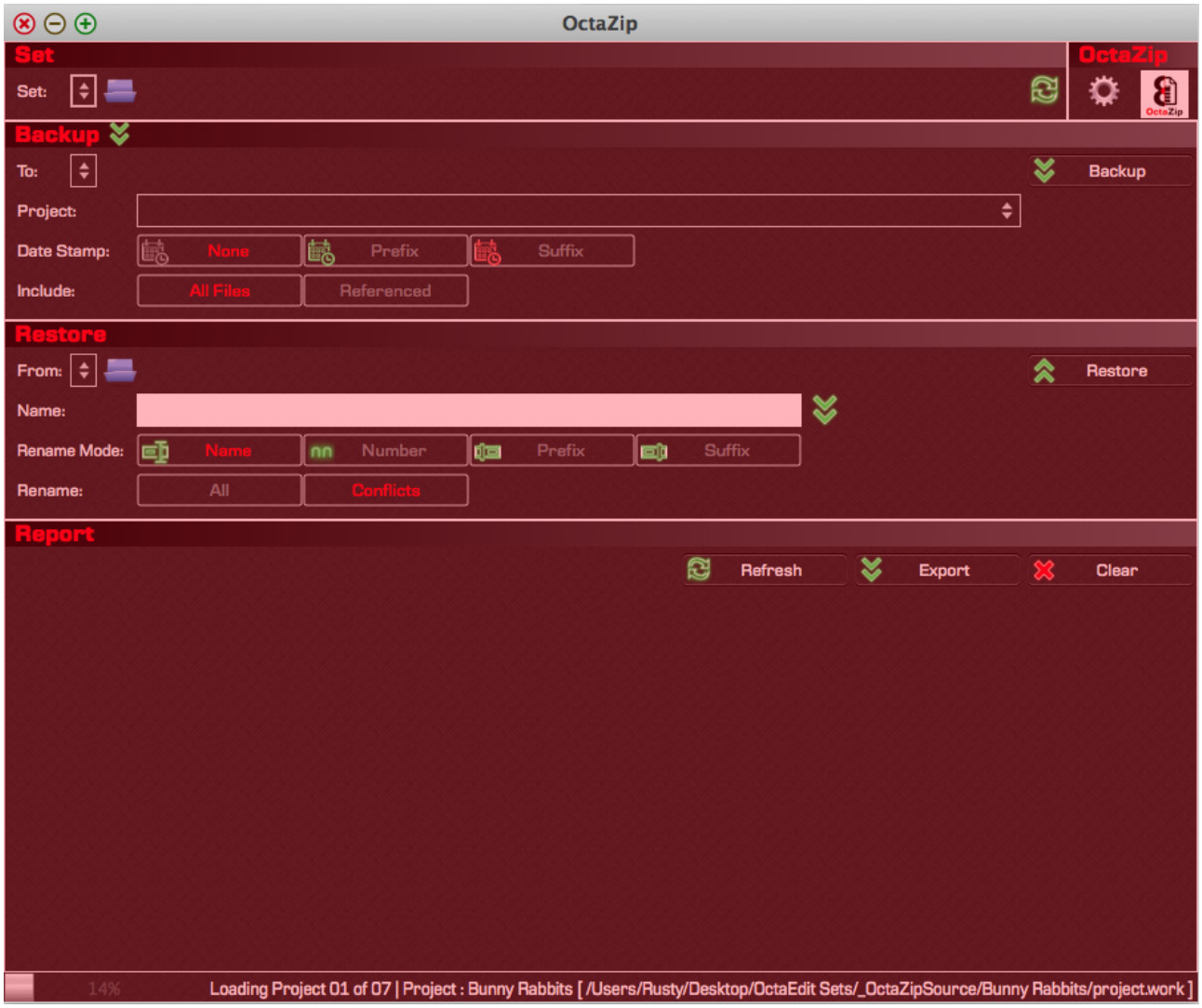
4 Processing and Status

At various stages during operation, OctaZip is placed into a Processing mode when performing tasks. For example: Loading a Set, Performing a Backup and Performing a Restore.

When processing, OctaZip is displayed with a red overlay and all controls and components are disabled.

The Status group also displays a Progress Bar and Progress Message when OctaZip is performing processing tasks.

The information displayed in the Progress Message field is also provided in the report table post processing.



5 About

Clicking the OctaZip logo in the **Set** group will display the **About** form. Please use this for reporting the version number if support is required.

The About form also contains a hyperlink to the OctaZip forum.

6 Tutorials

This section of the manual contains three basic tutorials:

- How to Backup an Octatrack Project to an OctaZip Archive
- How to Restore from an OctaZip Archive to a new, or existing Octatrack Project.
- How to Transfer an Octatrack Project between Sets using OctaZip.

6.1 Backup to an OctaZip Archive

To backup an Octatrack Project to an OctaZip archive:

- Click the **Open Set** button and select an Octatrack Set to load, or load a Recent Set via the **Recent Sets** drop down in the **Set** group.
- Select the Project to backup via the **Project** drop down in the **Backup** group.
- Define the **Include** option as either All Files or Referenced as required.
- Click the **Backup** button in the **Backup** group to launch a standard File Browser allowing the ability to define the name and location of the OctaZip archive to create.
- The backup process will occur automatically after defining the archive name and location.

6.2 Restore from an OctaZip Archive

To backup an Octatrack Project to an OctaZip archive:

- Click the **Open Set** button and select an Octatrack Set to load, or load a Recent Set via the **Recent Sets** drop down in the **Set** group.
- Click the **Open Archive** button in the **Restore** group to launch a standard File Browser window allowing you to browse for the OctaZip archive to restore.
- OctaZip will automatically set the **Name** field with the name of the archived Project. Modify the **Name** as required. This is the name the Project will be restored as.
- Define the **Rename Mode** by selecting Name, Number, Prefix or Suffix.
- Enter a **Rename Text** value if Prefix or Suffix Rename Mode is selected.
- Define the **Rename** option, depending on if all samples (All) should be renamed, or only when naming conflicts (Conflicts) occur.
- Click the **Restore** button in the **Restore** to execute the restore process.
- If the Project to be restored already exists, you will be prompted to confirm the restoration. This will overwrite the existing Project.
- The Set will be automatically refreshed after completion.

6.3 Transfer a Project between Sets with OctaZip

To transfer an Octatrack Project between Sets using OctaZip:

- Click the **Open Set** button and select the Source Octatrack Set to load, or load a Recent Set via the **Recent Sets** drop down in the **Set** group.
- Select the Project to transfer via the **Project** drop down in the **Backup** group.
- Click the **Backup** button in the **Backup** group to launch a standard File Browser allowing the ability to define the name and location of the OctaZip archive to create.
- The backup process will occur automatically after defining the archive name and location.
- Click the **Open Set** button and select the Target Octatrack Set to load, or load a Recent Set via the **Recent Sets** drop down in the **Set** group.
- Click the **Open Archive** button in the **Restore** group to launch a standard File Browser window allowing you to browse for the OctaZip archive created earlier from the Source Set.
- OctaZip will automatically set the **Name** field with the name of the archived Project. Modify the **Name** as required. This is the name the Project will be restored as.
- Define the **Rename Mode** by selecting Name, Number, Prefix or Suffix.
- Enter a **Rename Text** value if Prefix or Suffix Rename Mode is selected.
- Define the **Rename** option, depending on if all samples (All) should be renamed, or only when naming conflicts (Conflicts) occur.
- Click the **Restore** button in the **Restore** to execute the restore process.
- If the Project to be restored already exists, you will be prompted to confirm the restoration. This will overwrite the existing Project.
- The Set will be automatically refreshed after completion.

7 Mac OSX Install Instructions

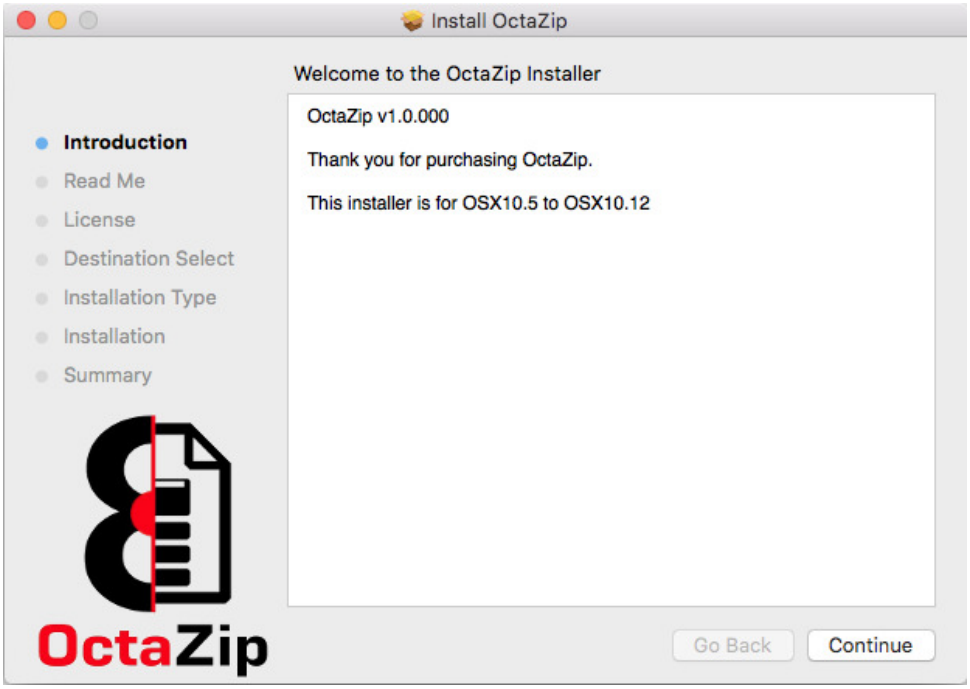
Installing OctaZip is a very simple process that should take less then a minute to complete, it takes more time to read the instructions then it does to actually do them.

When installing OctaZip, various file locations are utilised as per the below table.

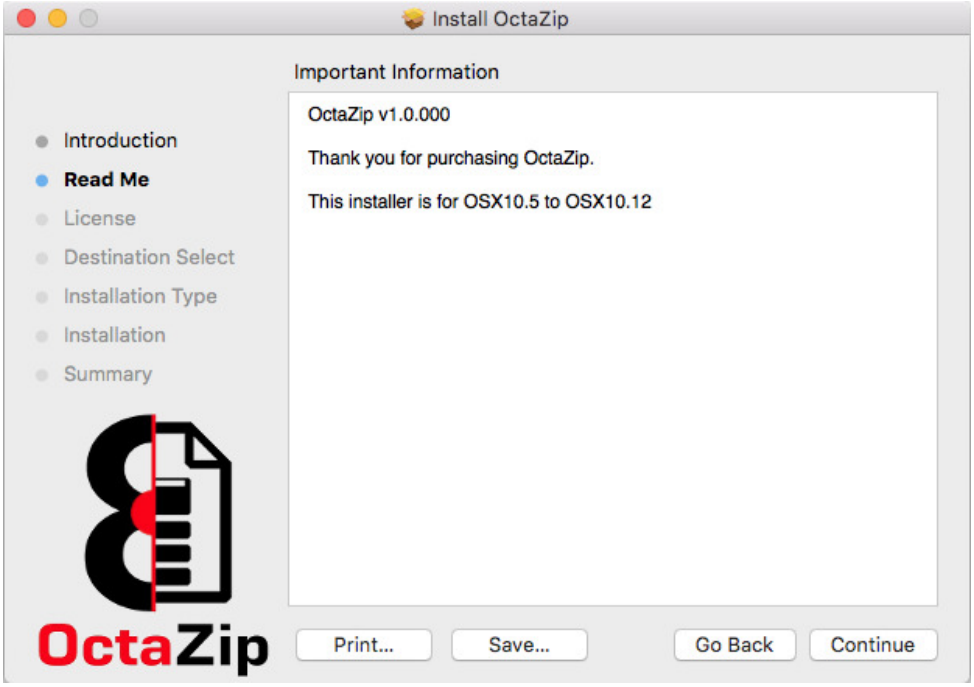
OS	Item	Location
---	Executable	HD\Applications\OctaZip
---	Program Data	HD\Users\User\Library\OctaZip
---	Options	HD\Users\User\Application Support\OctaZip

7.1 Installation

Locate the installation file **OctaZip.pkg** and double-click to run.



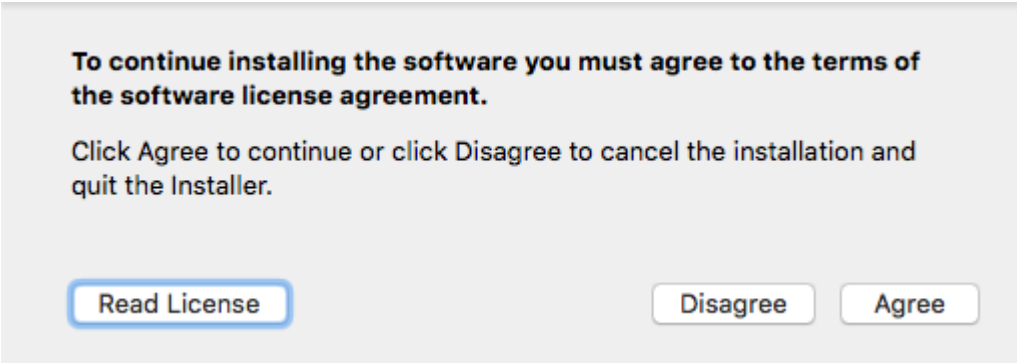
Press **Continue**.



Press **Continue**.

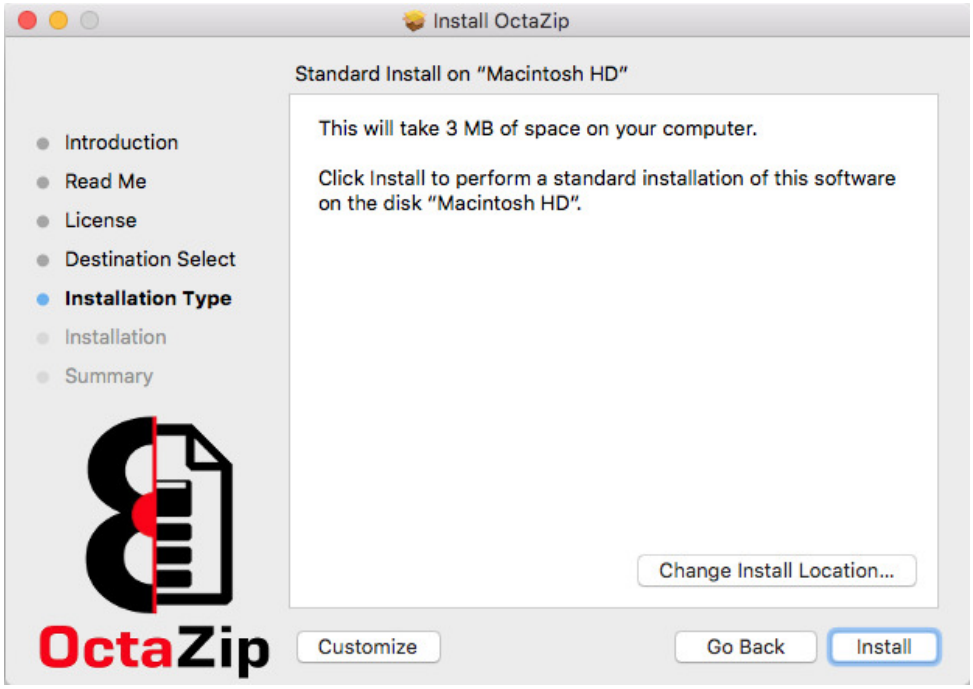
The licence for OctaZip will be displayed. Please read carefully.

Press **Continue** to accept the licence conditions and continue the installation.



You will be prompted to agree to the OctaZip licence prior to continuing the installation.

Press **Agree** to accept the licence conditions and continue the installation.

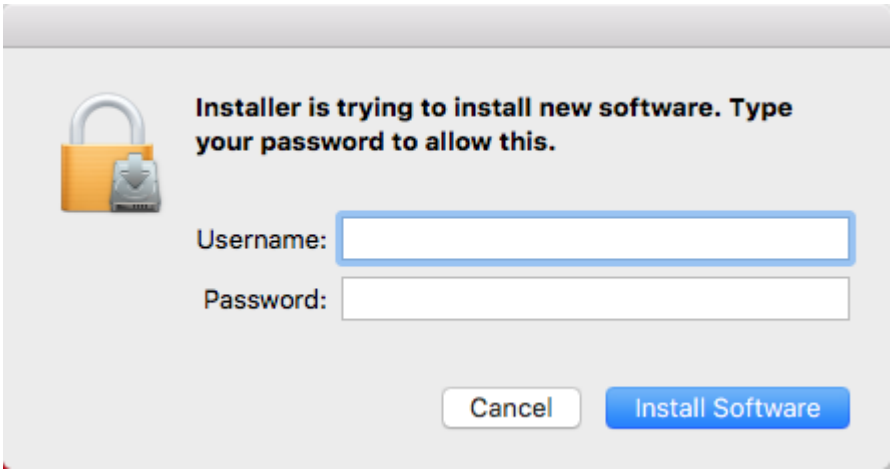


Select the target installation location. By default this will be your main hard drive; change if so required.

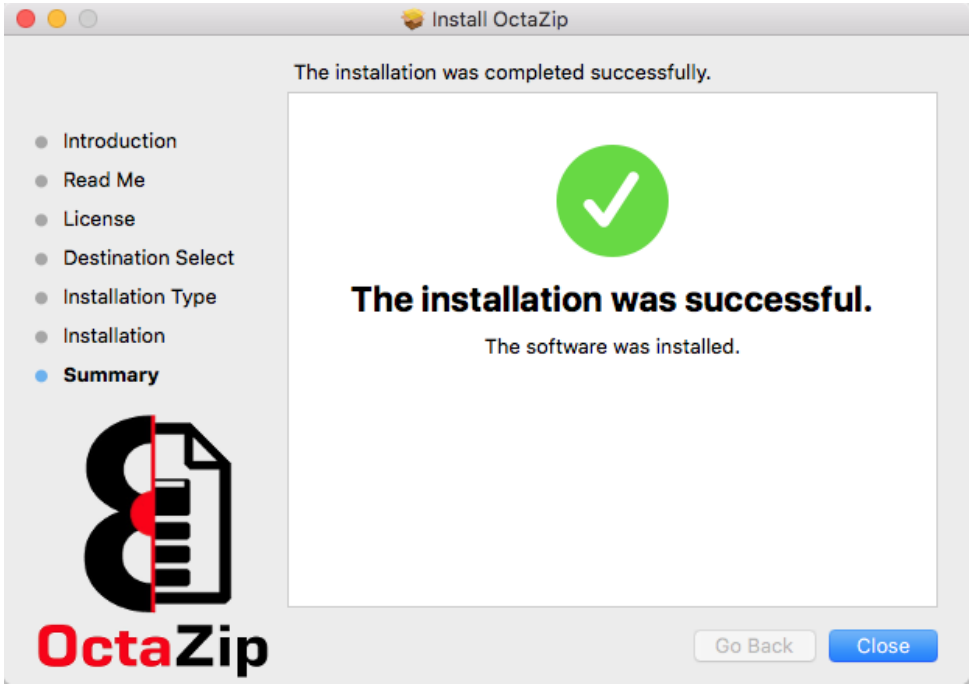
Press **Continue**.

An overview of the installation tasks to perform will be displayed, to change any settings use the **Go Back** button, or **Change Install Location** to change where OctaZip will be installed.

Otherwise press **Install** to complete the installation.



Depending on your OS/Security settings, you may need to enter your Username and Password to install OctaZip. Enter if necessary and press **Install Software**



After installation, press **Close** to complete the installation process.

OctaZip can be launched immediately, by locating OctaZip in your Applications folder.

7.2 Upgrading OctaZip

Upgrading OctaZip is as simple as following the installation process; the installer package will take care of everything.

8 Windows Install Instructions

Installing OctaZip is a very simple process that should take less then a minute to complete, it takes more time to read the instructions then it does to actually do them.

However please be aware that depending on the version of Windows that you are installing OctaZip to, the resultant file locations utilised will vary as per the below table.

OS	Item	Location
Windows 7	Executable	C:\Program Files (x86)\OctaZip\
Windows 7	Options	C:\Users\USERNAME\AppData\Roaming\OctaZip
Windows 7	Program Data	C:\Program Data\OctaZip
Windows XP	Executable	C:\Program Files (x86)\OctaZip\
Windows XP	Options	C:\Users\USERNAME\AppData\Roaming\OctaZip
Windows XP	Program Data	C:\Documents and Settings\All Users\Application Data\OctaZip

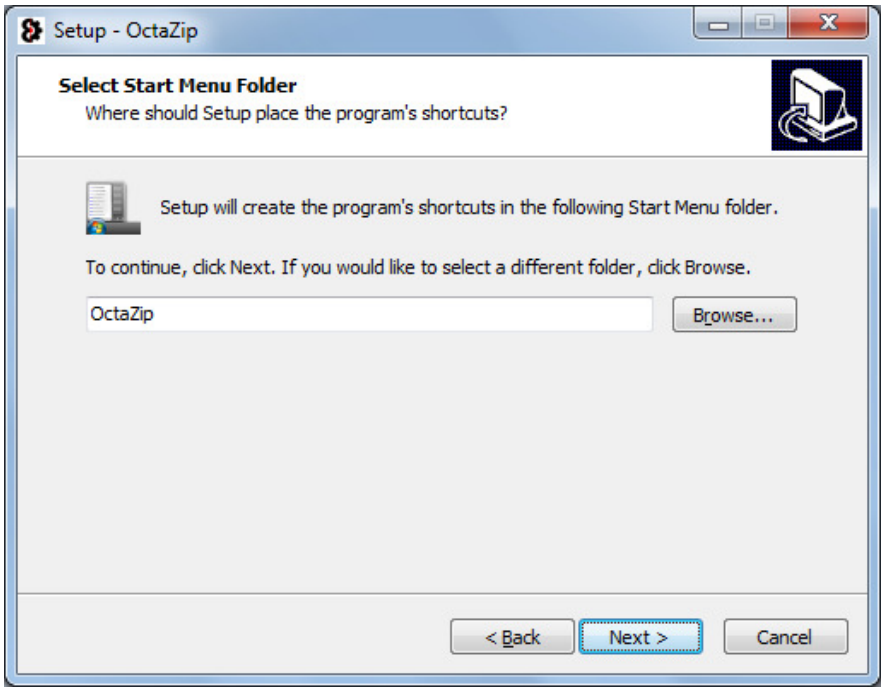
8.1 Installation

Locate the installation file **OctaZip Setup.exe** and double-click to run.

Press **Next** to continue.

The licence for OctaZip will be displayed. Please read carefully.

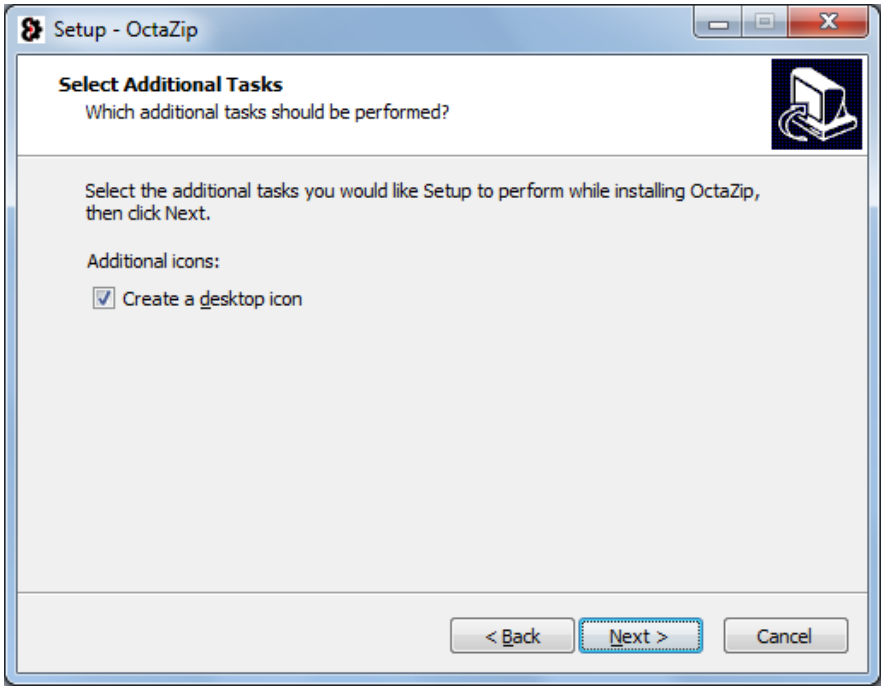
Press **Next** to accept the licence conditions and continue the installation.



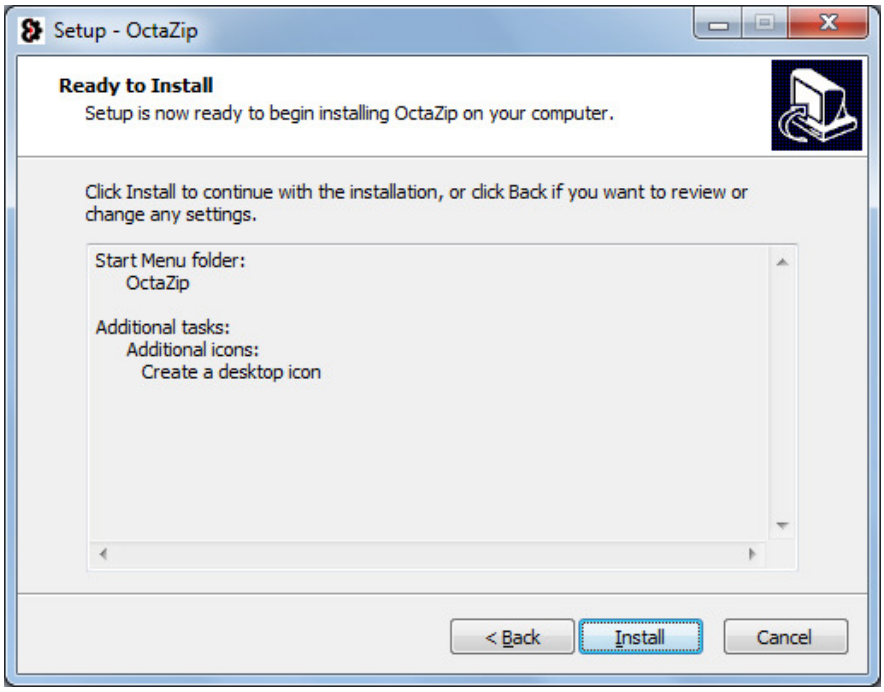
By default OctaZip will create a group called OctaZip in the Start menu. This will contain the application and the uninstaller.

This can be renamed if so desired.

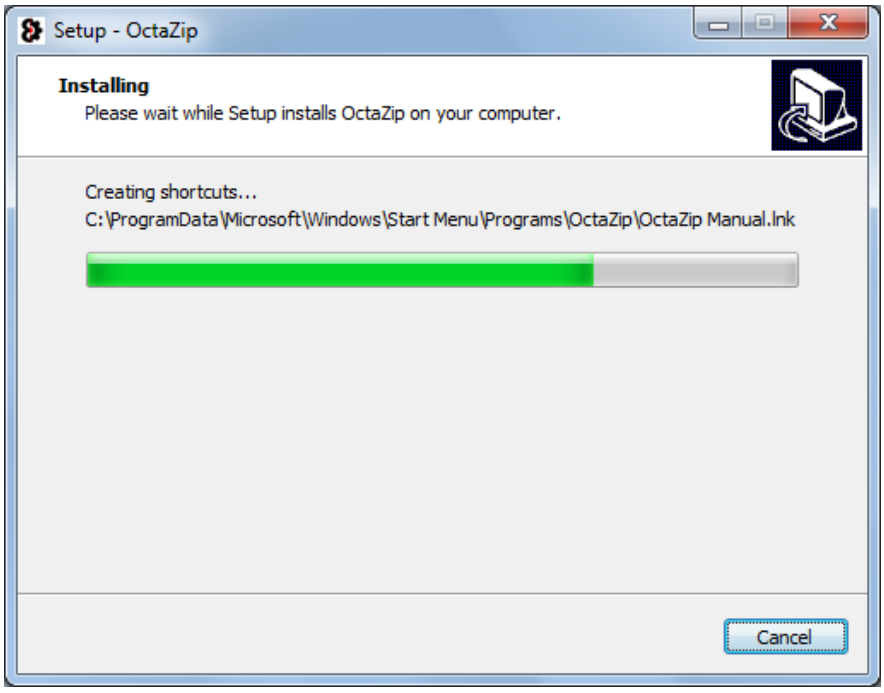
Press **Next** to continue.



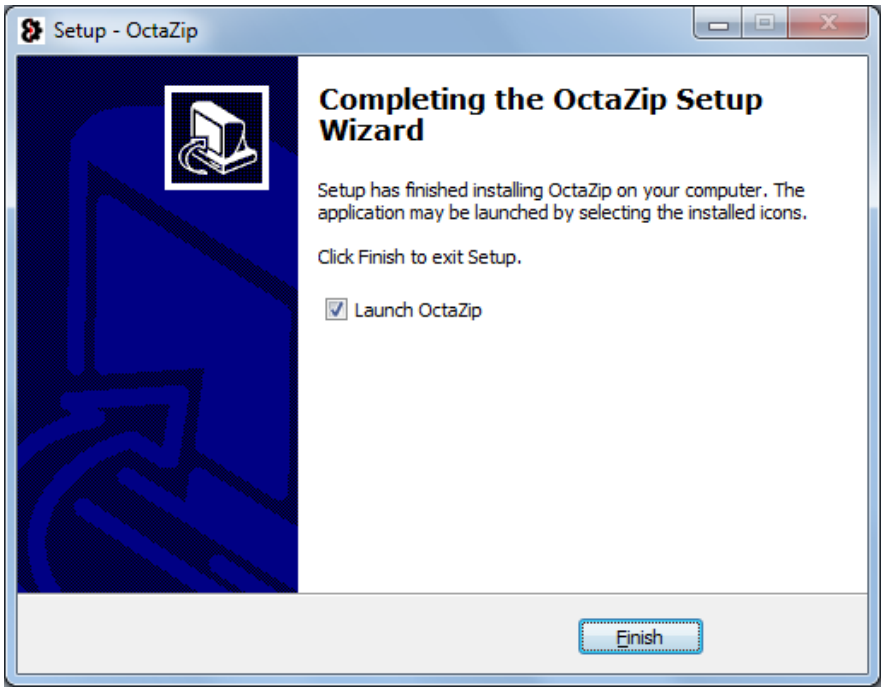
OctaZip can additionally create a desktop icon / shortcut automatically. Check/uncheck the box as required, then press **Next** to continue.



An overview of the installation tasks to perform will be displayed, to change any settings use the **Back** button, otherwise press **Install** to complete the installation.



OctaZip will install...



After installation, OctaZip can be launched immediately, simply check/uncheck the box as required, then press **Finish** to continue.

If the **Launch OctaZip** option is checked, OctaZip will now launch.

8.2 Upgrading OctaZip

Upgrading OctaZip is as simple as following the installation process; the installer package will take care of everything.