

SCOPE /SDK

Version 4.0

Chapter 2: *File Management*

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File Management

SCOPE SDK was developed with the claim to furnish the user with a great flexibility to generate own modules, devices and projects. But this freedom also means having sole responsibility for the file management.

Perhaps you already know some tricks and options to keep your projects concise. This chapter should give you some detailed information on file management.

File types

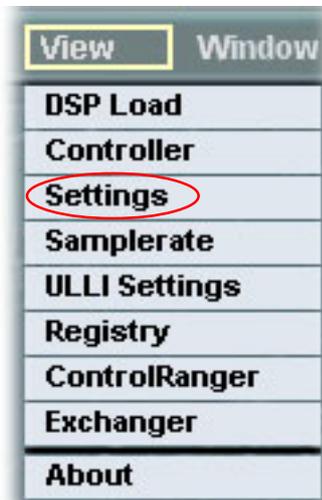
Modules: A module is made up of Atoms and/or Modules. Each module can consist of a number of other modules. A module can, but does not necessarily need to have a surface. Modules are saved as components of a project. They are represented in the *File Browser* by the symbol .

Devices: A device is a complete working design including a graphical surface, controls, circuits etc. Examples of devices are the various synths, mixers, and effects modules.

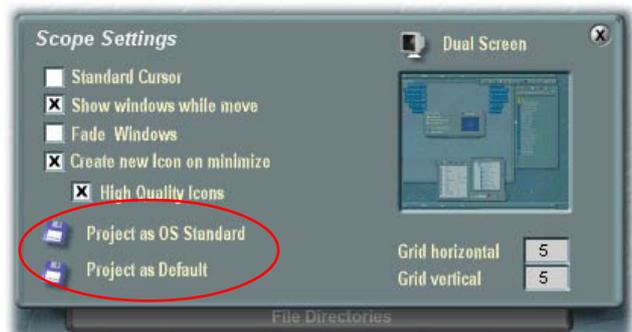
When you save a project, devices will be saved as references. Devices are represented in the *File Browser* by the symbol . Changes made to devices (e.g. device updates or Preset changes) will affect all projects that use the device.

Projects: The top level of the Scope working environment. A project contains all its modules, plus references to devices which are loaded from their respective directories when the project loads. Projects are displayed in the File Browser by the symbol .

There are two special types of projects which you can adjust: *Background Project (Project as OS Standard)* and *Project as Default*.



Therefore you have to open the SCOPE Settings from the *View* menu in the *menu bar*.



Background Project (Project as OS Standard): Clicking on this button sets background project to the current project. This is the project that establishes drivers and routings for the operating system when the Scope program itself is not running. This overwrites the original file, so you should protect it (rename it, or move a copy to another location) before using this option.

Project as Default: Use this option when you want the current project to be used as the basic default project. This is the project that is loaded when you choose **New** from the *File* menu.

Loading files

SCOPE provides a fast and easy way to load files into the current project. Via drag and drop all files can be loaded from the *File Browser* in the *Project Window* or in the *Project Explorer*. In order to load a file in the *Project Explorer* select it, keep the left mouse button pressed and drag the file until the mouse cursor is over the title of your project.

If you enabled highlight in the *Tool Bar* it will indicated when the cursor is on the right place. Now the file can be dropped in the project by releasing the mouse button. The file will automatically be arranged in the module tree.

To load a file in the *Project Window* you just have to drag the file in the *Project Window* and drop it somewhere.

In order to load a whole project open the *File* menu in the *menu bar*.



If you click on *New*, the adjusted *Default Project* will open. To restore a project click on the *Open* option. If you want to open a project you worked on recently you can select **Recent** and the most recently worked-on projects can directly be opened from the list on the right.

Saving files

All the work you do in the *Project Window* can be saved as a SCOPE project (file extension *.pro). When you save your project, all loaded modules, their respective connections, and their individual settings are stored so you can recall them to continue working later.

To store your current project, click on the *File* menu in the upper window border and select **Save** or **Save as**. When you use *Save as* (or *Save* for the first time) a dialog opens in which you can enter a file name and directory in which to save your project.

In order to make sure, that you will not lose your whole work if something happens to a file you should make incremental backups with *Save as* as often as possible. Type in a new name for the backup file. You might use a numbering convention, for example New Project 1, New Project 2, etc. or the date and the time of the last modification.

Saving a project can as well be done via the *context menu* of the project's name in the *Project Explorer*. There you also have the option to select *Save as* and the already explained dialog opens.

There is also a possibility to save files by dragging them back from the *Project Window* in the *File Browser*. This process is easy and fast. You just have to note that all files will be saved as modules in the *File Browser*, no matter what file type they are. To save a device as a device you have to open its *context menu* by rightclicking on it and select the option *Save as new device*.



In the *Save as new device* dialog which appears, enter a name for the device and select a new directory into which to store the device file. Finally, click Save.

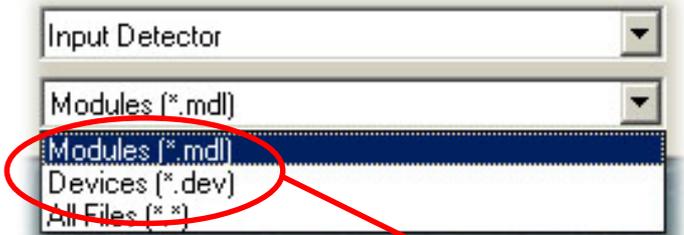
The same procedure is potential for modules with the difference, that the option will be *Save as new module* instead of *Save as new device*.

Another option to save files are presets.

Preset: A preset is a snapshot of a subset of a device's parameter values. It is used to save and recall favorite 'patches' or settings. SCOPE devices can store and restore presets for all *Pads* which have been added to the parameter list which defines the parameters and their properties. All presets can be found in a **preset list** which manages a number of presets. Each device can have one or more preset lists.

Shortening saving time

As mentioned before, modules are saved as components of a project whereas devices are saved as references. In order to shorten the saving time you can save your files as devices because then the project only has to memorize the references instead of the integrated modules and the saving is much faster. To save a module as a device rightclick on the module to open the *context menu*. As mentioned before the first entry is *Save as new module*. If you select this entry the *Save as new module* window opens. Here you can change the settings from *Modules (*.mdl)* to *Devices (*.dev)*. If you now click on *Save* your module will be saved as device.



change from
modules to
devices

Shortening loading time

In order to shorten the loading time you can optimize you project. Open the *context menu* a of file in the *Project Explorer* (rightclick on a file name). Open the option *Pack Device* and select the first entry called *Optimize*.



Be aware that the *Optimize* operation will delete all old surfaces (of the type *ChildView*). This is due to the fact that old surfaces have their ViewID set to 'Circuit' and all circuit elements will be deleted. So you should convert your device first and apply this operation afterwards.

The other option in the *Pack Device* dialog which shortens the loading time is *Delete old circuit GOs*. This option deletes all old circuit GOs independent from the View ID, apart from the GOs which are situated on a basic surface.



Deleting files

SCOPE provides the opportunity to delete files directly in the *File Browser*. Select the file you want to remove from the *File Browser* and press delete on your keyboard. SCOPE will ask you precautionary if you really want to delete the file (see error message on top of the page).

Tips

At the end of this chapter we want to give you some advice on how to manage your files. It has been proved, that incremental backups are very helpful just in the case that something happens to the file or you want to go back in work history.

A quick summarization on how to preserve the last-saved version of the project and save the current state of the project under a new name:

- Select *Save as* from the *File* menu in the *menu bar* or from the *context menu* of the project in the *Project Explorer*.
The *Save As* dialog appears.
- Choose the location for your new project file and type in the name or, if preferred, an index for the project.
- Save the project.

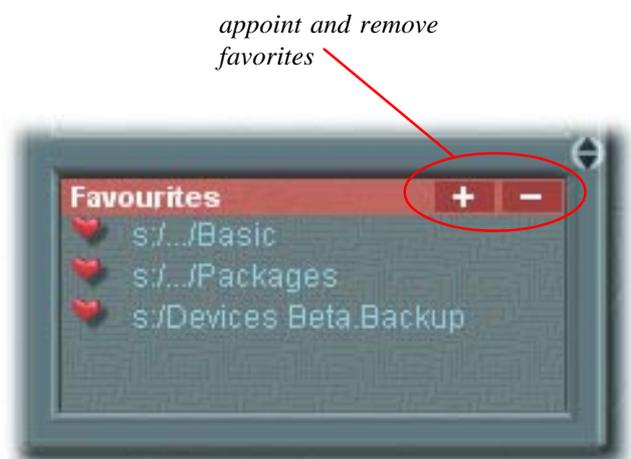
For the work in groups or networks it makes sense to work with devices.

If two or more user work on the same project and one changes a specific file and saves it as a device then the other users will allready have the updated version next time he opens this project.

When a project loads, it looks in the required devices, and if they are not present, or cannot be found, the project cannot be loaded completely. This means that if you exchange a project with another user who uses a different directory structure, some of the devices may not be found.

In this case the software will ask you for a path specification to the device location. If the device does not exist in the user's environment, then the project cannot be loaded completely.

Another option which is helpful to manage files and make them easy to access is to bookmark favorites.



This can be done at the bottom of the *File Browser* window. There is a section to save, manage and access favorites.

It is easy to create bookmarks for the different locations of your files on the multiple volumes of your computer.

Select the file you want to bookmark in the *File Browser* and just click on the plus sign '+' at the top right of this section. If you want to remove one of your favorites you can click on the minus sign '-' and the bookmark link disappears from your *Favorites* list.

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