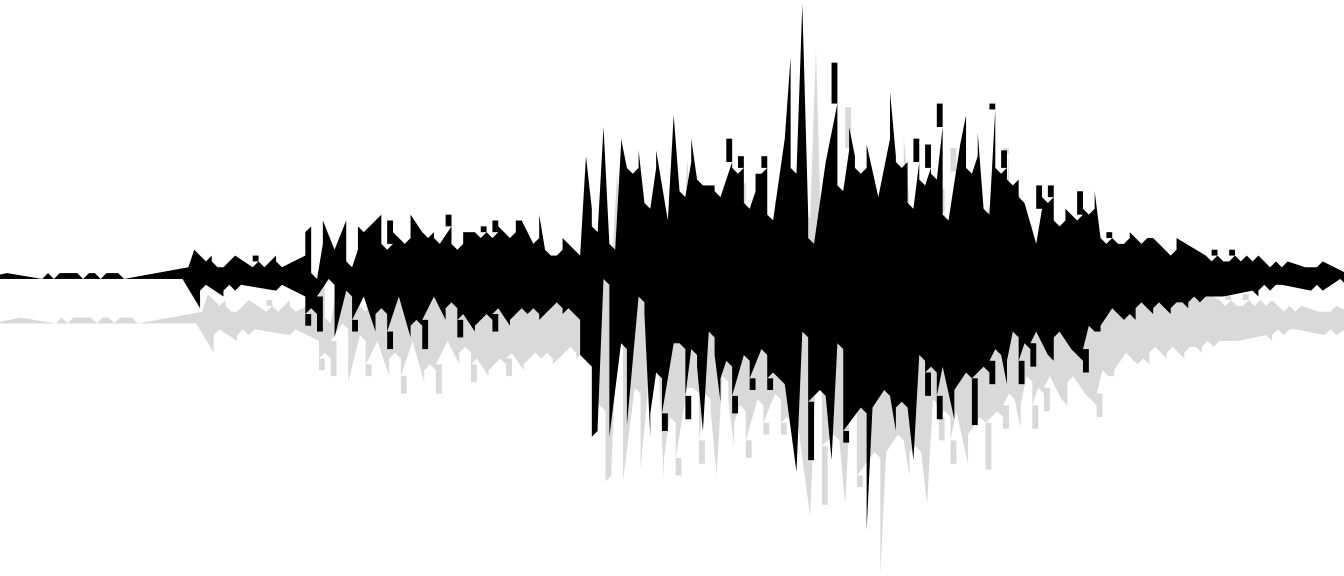


Chapter 9

Batch File Processor & Apple Events



Chapter 9:

Batch File Processor & Apple Events

Introduction

Peak allows you to process any number of audio files at once with any number of possible process using the Batch File Processor. Peak also supports Apple Events, which allows you to manage whole libraries of audio files quickly and easily with database applications such as FileMaker Pro™.

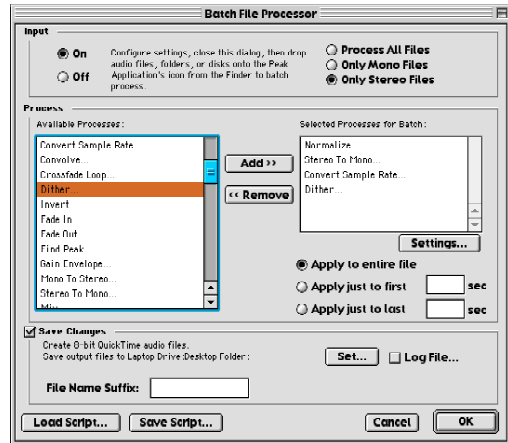
Batch File Processor

Peak's Batch File Processor is one of the most powerful, versatile, and useful features in Peak. Using the Batch File Processor, you can integrate any series of Peak processes (called a batch script), and apply these scripts to any number of audio files.



The currently open audio document and selection you make will be used for previewing processes sequenced into your batch script.

To use Batch File Processing, go to the File menu and select Batch Processing. The Batch File Processor dialog appears.



Batch File Processor

Peak's Batch File Processor is split into three areas: Input, Process, and Save Changes. Sequence a series of steps for Peak to execute in the Process section, then set your output file settings in the Save Changes area. Once Peak's Batch File Processor is configured, you may turn on the Batch File Processor in the Input area.

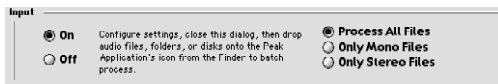
Once the Batch File Processor is configured and turned on, any files you drop onto the Peak application's icon (or an alias) will be batch processed according to your settings. You can even drop folders or disks onto Peak's icon and all of the supported audio contents will be batch processed. You can continue to dropping files, folder, or disks, onto the Peak icon for batch processing while the Batch File Processor is turned on. All subfolders within folders or disks you drag onto the Peak application for Batch File Processing will be recreated in the Batch File Processor's output directory, preserving all organization of your files. Audio documents opened using the

Open command from the File menu will not be batch processed.

You can also have the Batch File Processor run in the background while you continue work in Peak or any other application. An icon will flash in the upper left corner of your screen to let you know that the batch processing is enabled.

Supported contents include all file formats that Peak can read, including AIFF, Sound Designer II, QuickTime™, Raw, JAM image files, System 7 Sound, .snd, .au, and WAVE files.

New audio documents created with the Batch File Processor will have the same file name as the original input audio document or with a suffix.



Input Area

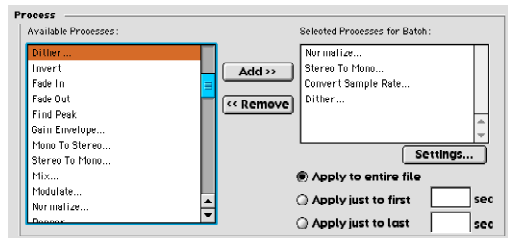
The Input Area allows you to enable or disable batch file processing. Once the Batch File Processor is configured, you may turn it on with the On button. If you have finished batch processing and no longer need to batch process files, you can use the Off button to disable batch file processing.

You can include/exclude mono or stereo files from the batch process by using the Process All Files, Only Mono Files, and Only Stereo Files buttons. Process All Files is the default setting. To have Peak's batch processor only work with mono files, click the Only Mono Files button. Similarly, to only process stereo files (excluding mono files), engage Only Stereo Files.



If you are going to process both stereo and mono audio documents, open a stereo audio document and make a selection before configuring the batch processor. This will allow most processes to make the

correct decisions on how to process both mono and stereo input files using the Batch File Processor.



Process Area

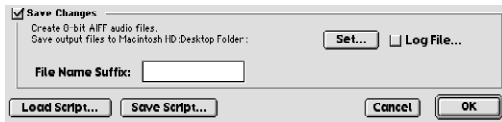
The Process Area shows two lists. The list on the left, labeled Available Processes allows you to select processes that will be used in your batch script. Almost every process or plug-in available in Peak will appear in this list. The list on the right is labeled Selected Processes For Batch and contains the Peak processes in the current batch script.

Double-click on a process in the Available Processes list to add it to the Selected Processes for Batch list. Alternatively, click on a process in the Available Processes list and then click the Add >> button. To remove items from the Selected Processes for Batch list, click on the items and then click on the << Remove button.

When you add a process to the Available Processes list, you may be required to supply settings for the process. The front-most audio document and selection will be used for any previewing the process may support. Peak's batch processor allows you to use multiple instances, or occurrences, of a single process—each with its own settings.

You may also specify which part of the file to apply the process to. Once a process has been added to the Selected Processes for Batch list, you may use one of the buttons Entire File, Apply Just To First x Seconds, or Apply Just To Last x Seconds. Use these buttons to configure how to apply the selected process to an audio document. For instance, if you are using a Fade

In process and only wish to apply it to just the first three seconds of the audio document, click the Fade In process from the Selected Processes for Batch list and then type a “3” into the Apply Just to First x Seconds edit text field. All processes are applied by default to Entire File unless you configure the process otherwise.



Save Changes Area

Use the Save Changes Area to configure how your audio documents will be stored after they have been saved using your batch script. Click the Set... button to specify the output document format and settings.

After clicking Set... you will be asked to provide the output file format, bit depth, and compression options using the Save As... dialog described in Chapter 4. Choose which folder to save the processed audio files into with the Save As... dialog.

You can create a text Log File during batch processing to keep track of which files have been processed. This is useful for lengthy batch processing sessions where the possibility of a power failure or other circumstance could prevent the batch process from completing. Click on the Log File... checkbox to specify that a log file should be created for the batch process. After turning the Log File... feature on, Peak will ask you to provide a destination for the log file. The log file can be viewed using SimpleText or any application that can view text files. The Batch File Processor will divert any error messages to the log file if it is enabled. This is useful because any errors Peak encounters during batch file processing will not require user attention during processing. However, Peak will issue a System Beep sound if an error occurs during Batch File Processing. If this happens, check the log file for errors.

If you want the output audio files of your Batch Process to be appended with a suffix, such as .WAV, simply enter the suffix you want appended in the File Name Suffix field. All resulting audio file names will be appended with the suffix you specify.



Make sure that the output directory (folder) is not set to the input directory or Peak's Batch File Processor may get caught in a loop. Peak's Batch File Processor does not support overwriting input files.

Save Script

Peak allows you to save your batch script into a settings file that can be recalled later. This feature is useful if you frequently process files using a specific sequence of processes. After configuring the Batch File Processor, click Save Script... to save your batch sequence into a Batch Script file. You will be prompted for a saving location and name for the batch script. The settings file holding your batch script will store the processes, each process' settings, the and output file format.

Load Script

To recall a batch script settings file that was stored using the Save Script feature (as described above), click this button. For example:

To convert a folder of files into AIFF IMA 4:1 files Normalized to 95% with a Log:

1. Choose the Batch Processor command from the File menu.
2. Double-click the Normalize item in the Available Processes list. Enter “95” in the following normalization settings dialog.
3. Click Set... in the Save Changes Area of the Batch File Processor. Choose AIFF from the File Format pop-up menu. Choose IMA 4:1 from the Compression pop-up menu.
4. Choose the folder to save the output files into. Click Save.

5. You will be back in the Batch File Processing dialog. Click Log... and choose the output folder to save the log file into.
6. Click the On button in the Input Area of the Batch File Processor. The Batch File Processor is now turned on.
7. Click OK to close the Batch File Processor dialog.
8. Switch to the Finder, and drag and drop a folder full of audio documents onto the Peak application's icon.
9. Peak will process all audio files in the folder that was dropped onto the Peak application icon.
10. Once the files have been processed, open an audio document, choose the Batch Processor command from the File menu. You may then turn off the Batch File Processor by clicking Off in the Batch Processing dialog.

Errors and Cancelling Batch Processes

Any errors during Batch File Processing will produce a System Beep to notify you of the trouble. If an error occurs during Batch File Processing, Peak will not place an error dialog on the screen. This happens so that processing can continue. If you have specified that you wish to create a log file, errors messages that would appear in an error dialog will appear in the log file indicating where in the batch file process the error occurred.

Once the batch file processor has started, it will continue to process files as quickly as possible. If you find it necessary to halt the batch process, press ⌘-Period. A dialog will appear allowing you to cancel the batch process. If you choose to cancel the batch process, Peak will finish processing the current file and then ignore any other files to be processed. Once batch processing has been cancelled, Peak will turn the batch file processor Off.



Batch File Processing is not available in Peak LE.

Peak's Audio Librarian Tools

Peak's Audio Librarian Tools are ideal for anyone who maintains a large number of sound effects and other audio files. Through Apple Events, the Peak allows users to catalog and audition sounds from ordinary database applications, such as FileMaker Pro (several ready-made templates are included). Peak also includes Batch Region Processing (via the Export Regions command in the File menu).

Apple Events™ Support

Peak understands a vocabulary of Apple Events. Apple Events can automate procedures for you, such as triggering the playback of an audio document.

The standard suite of Apple Events that System 7 “savvy” applications must understand includes the “odoc” (open document) event. For example, when you double-click on a Microsoft Word document, the Macintosh Finder sends an “odoc” Apple Event to the application Microsoft Word. Unfortunately, “odoc” requires the complete document path of the document you wish to open. You can use “odoc” with Peak, but Peak has another feature that makes opening and playing your documents much easier: simplified document descriptions instead of entire document paths. To illustrate this difference, compare the following:

Full Document Path:

John's HD:Sounds:Brass:Trombones:With Mutes:C5-A6.aiff

Simplified Document Path:

Volume Name: *John's HD:*
Document Name: *C5-A6.aiff*

Using the simplified document path, Peak searches the indicated volume for the first occurrence of a document matching the name described (called a Find

File operation). Once it is found, it is opened up and ready for playback.

“Savvy” Core Suite of Apple Events (event class = ‘aevt’)

odoc

Open Document

The “odoc” event instructs Peak to open an audio document with the document path provided in the data following the event.

quit

Quit Peak

The “quit” event Quits Peak.

Peak has its own class of events that it understands, all of which have the ID “furp.” This class descriptor must be present for Peak to understand the events you send to it.

Peak events (event class = ‘FURP’)

sff

Set FindFile Volume

The “sffv” event tells Peak to use the data following the event (a string of text) as the Volume name to search when providing a simplified document path. *When specifying volumes, don’t use colons in the name of the volume.*

sfff

Set FindFile File

The “sfff” event tells Peak to use the data following the event as the name of the document to find when specifying a simplified document path.

offf

Open the FindFile File

The “offf” event tells Peak to find the document on a volume specified by the most recent “sfff” and “sffv” events. If the document is found, it is opened in a

window. If the document is not found, Peak will beep once.

stop

Stop any currently playing audio

The “stop” event takes no additional data and instructs Peak to stop playing any audio that is currently playing.

clos

Close the front-most window

The “clos” event takes no additional data and instructs Peak to close the front-most window, if one exists.

play

Play the front most window

The “play” event initiates playback of the front most opened audio document. Use the “stop” event to stop playback, or wait till the document completes it’s playback.

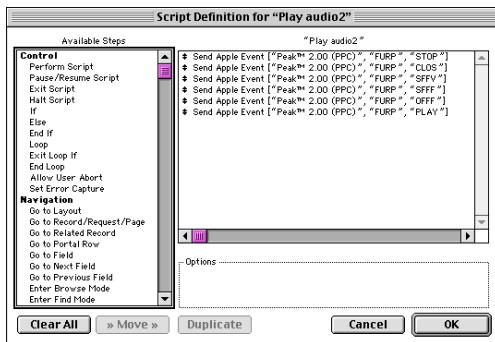
Example Scripts

The Filemaker Pro™ documents included in the Peak Extras folder are intended to illustrate Peak’s functionality in an audio document database environment. To try out the scripts, open one of the Filemaker Pro documents, type in the Volume Name (the exact name of the hard disk the audio document resides on) and Document Name for an audio document on one of your hard drives, hit Enter and press the graphic play button. If the document is found, Peak will play the audio document. You can type in new records with the ⌘-n keystroke from Filemaker Pro to get a new empty record.


Below is an example Script Definition from Filemaker Pro that might be used to create a Play Button. There are six steps to this Script Definition:

1. Stop any currently playing audio documents (STOP).
2. Close any open digital audio windows (CLOS).

3. Pass the FindFile Volume name to Peak from some Filemaker Pro field (SFFV).
4. Pass the FindFile File name to Peak from some Filemaker Pro field (SFFF).
5. Tell Peak to find and open the document described by steps 3 and 4, above (OFFF).
6. Tell Peak to Play the front-most audio document (PLAY) (most likely opened in step 5).



Sample Script Definition from Filemaker Pro

 *Apple Events are not supported in Peak LE.*

Conclusion

You have now learned how to batch process audio using Peak's Batch File Processor as well as using Apple Events to manage whole libraries of audio files with database software such as FileMaker Pro™. In the next chapter, you will learn how to use Peak to edit and transfer samples with Samplers.