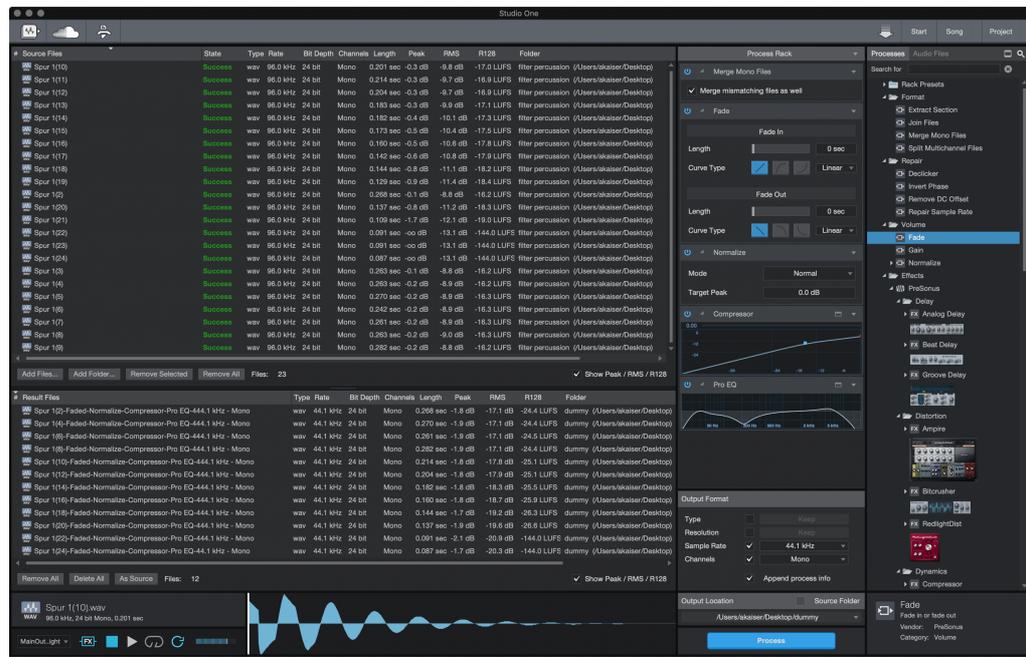




PreSonus Audio Batch Converter User Guide

Studio One – Audio Batch Converter User Guide



Introduction

Thank you for your purchase of Audio Batch Converter. Audio Batch Converter is a versatile audio file conversion tool for PreSonus Studio One. It provides a wide range of features to process audio offline while working hand in hand with the powerful audio editing and mixing functions available in Studio One – regardless of which version you use (Prime, Artist, and Professional are all supported).

Please use this document as a starting point and reference for using Audio Batch Converter. Additional help and information are available at <https://www.preonus.com/learn>

Installation / Activation

The Audio Batch Converter installation is designed to get you up and running in no time, whether you made your purchase from the PreSonus Shop or from inside Studio One. This User Guide is also installed with Audio Batch Converter and is available in the Studio One Help menu.

If you are reading this User Guide prior to installing Audio Batch Converter, please follow these steps:

In Studio One:

- Go to Studio One > Installation
- Check “My purchased items”
- From the list, check “Audio Batch Converter”

- Click “Install”

Once the installation is complete, Studio One will prompt you to restart. Once the application has restarted, the Audio Batch Converter will be available and ready to use.

If you downloaded the Audio Batch Converter extension from MyPreSonus:

- Launch Studio One and drag the Extension file into the application window.
Follow the onscreen instructions to install and activate Audio Batch Converter

Overview

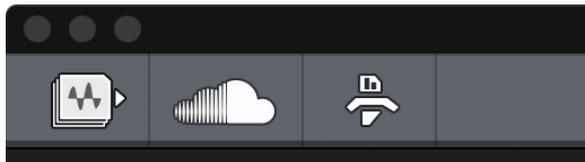
Audio Batch Converter is an Extension for Studio One 4 (Prime, Artist or Professional – version 4.5 or higher). It is available as a new page inside Studio One, allowing you to easily switch back and forth between file conversion and working on a Song or Project. Audio Batch Converter supports real-time preview and offline batch processing of audio files, using a variety of different audio processes, PreSonus Studio One Native Effects, and compatible VST/AU plug-ins from other vendors.

Processing audio with Audio Batch Converter is non-destructive; meaning that although files are processed and written to your hard disk, it will never delete or overwrite your original source files, even if you use the source folder as output location. Having said this: it is always recommended to back up the files you’re working on before performing any type of processing.

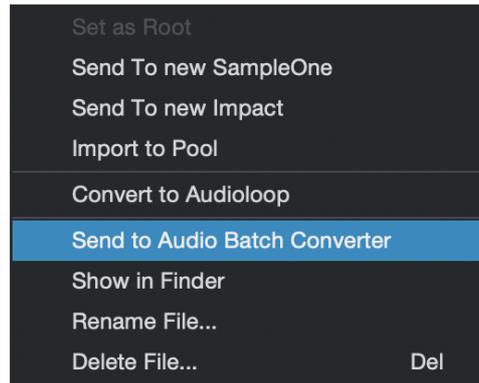
Studio One Integration

Audio Batch Converter is a part of Studio One. It requires the Studio One application to run in order to be used, even if you’re not working on any Song or Project and only wish to convert or process audio files. To access Audio Batch Converter, use any of these options:

- On the Start Page, click on the Audio Batch Converter icon located on the left side of the main title bar.



- From the Studio One application menu, select “Audio Batch Converter.”
- From the Studio One Browser (Song Page or Project Page), go to the Files tab, select one or more audio files to process, right-click on the file(s) and select “Send to Audio Batch Converter.”



- Alternatively, if you have any audio events in a song you wish to convert using the Audio Batch Converter: select these events in the Arrangement, then press [Ctrl]/[Cmd]+[B] to bounce, then [Ctrl]/[Cmd]+[C] to copy the bounced events. Switch to Audio Batch Converter and press [Ctrl]/[Cmd]+[V] to paste the events into the Source files list.

Adding Source Files

If you open Audio Batch Converter and you're starting from scratch with an empty session, the first step is to add a few source files to the Source Files section of the window.

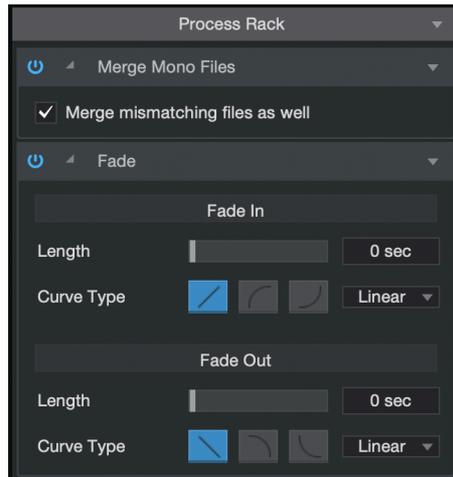
You can drag any files here from the Finder/Explorer. Alternatively, you can click "Add Files..." or "Add Folder..." then navigate to the files or folders you're going to work on.

From the Browser section, select the Files tab, navigate to the desired files or folders, then drag-and-drop the files/folders from the Browser to the Source Files section.

Source files are listed with their respective file information. If you want to know the Peak/RMS/Loudness information, make sure to check "Show Peak/RMS/R128". This will initiate the offline loudness analysis.

The Process Rack

Once you added a few audio files to the Source Files list, the next step is to prepare the Process Rack with a workflow of your choice. The easiest way is to use any of the factory Process Rack Presets, either as is or as a starting point for your own workflow. Click on the arrow button in the Process Rack title bar or use the Browser's Processes tab to navigate through the available Rack Presets. Select a preset from the menu or drag-and-drop it from the Browser to the Process Rack.

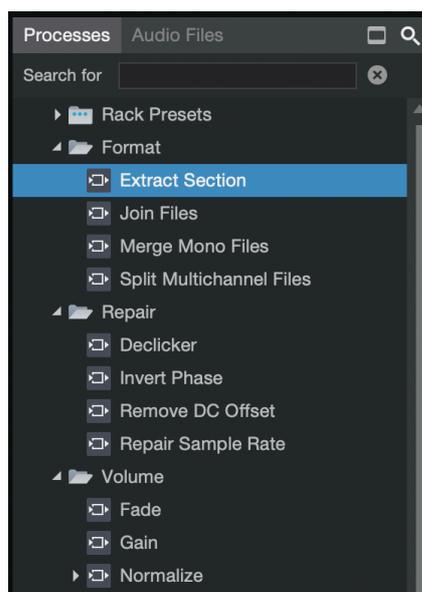


With the Process Rack loaded, you can activate/deactivate individual processes using the power button. Processes and Native Effects have their own local micro edit views. Native Effects and VST/AU plug-ins can be opened with their full edit windows using the “Editor” buttons.

The next section will take you through the available Processes, Native Effects and how to use third-party VST/AU Plug-ins. Keep in mind that you can save your entire Process Rack configuration as a Rack Preset at any time. There’s no need to save individual effects presets (although you can). Rack Presets are a great way to save complex batch processing tasks for later use and for quick access from the Browser or Preset menu.

Adding Audio Processes

Audio Batch Converter comes with 11 processing tools, called “Processes”. Any of these can have their setting saved as presets. To add a Process to the current Process Rack, drag either the Process or any of its Presets from the Browser to the Process Rack. To combine multiple Processes, just drag additional Processes to the Process Rack, then change their order (processed top-down) with drag-and-drop as needed.



The following Processes are available:

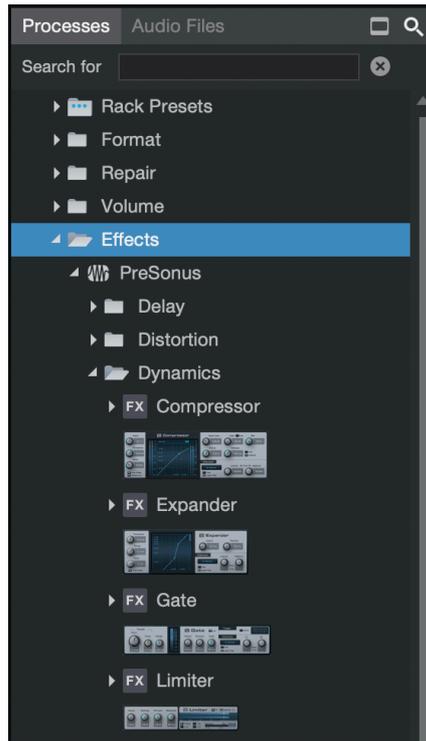
- **Format: Extract Section.** Cuts audio from start / end of the file, or by loop markers (great for loop preparation).
- **Format: Join File.** Joins multiple audio files sequentially.
- **Format: Merge Mono Files.** Takes split-stereo (mono) files and merges them into a stereo file (helpful for working with Pro Tools files).
- **Format: Split Multichannel Files.** Takes multichannel files and splits them into separate mono files.
- **Repair: Declicker.** A basic repair module to remove clicks in the audio signal.
- **Repair: Inverse Phase.** Provides independent phase inversion for left and right channels.
- **Remove DC Offset.** Checks and removes any fixed DC offset in the audio signal.
- **Repair: Repair Sample Rate.** If the file information doesn't match the actual sample rate, this module fixes it.
- **Volume: Fade.** Independent controls for Fade In and Fade Out, each with adjustable fade length and fade curve type.
- **Volume: Gain.** Adjusts the file gain in any direction.
- **Volume: Normalize.** Offers various normalization modes and target, including EBU loudness (R128).

Adding Native Effects

Native Effects are effects plug-ins included with and only available for use in Studio One. In general, any Native Effects plug-ins available in your version of Studio One are also available in Audio Batch Converter. The number of available Native Effects plug-ins depends on which version of Studio One you use. A detailed list and documentation on each Native Effects plug-in are available as part of the Studio One reference manual (press F1 to open).

Note that Native Effects plug-ins that aren't suited for offline audio processing are not listed in the Browser (e.g. Scope, Spectrum Meter, or the IR Maker).

To add Native Effects plug-ins to the Process Rack, drag either the plug-in or any of its presets from the Browser to the Process Rack. To combine multiple effects, just drag additional plug-ins or presets to the Process Rack. Once loaded into the Process Rack, you can change the order of the plug-ins by dragging and dropping them into the desired processing chain. Audio files are processed from the top-down.



Additional Native Effects are available from the [PreSonus Shop](#), including the PreSonus Channel Strip Collection and many others. Once installed and activated, these are available in Audio Batch Converter as well. Check the [PreSonus Shop](#) for more details.



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Adding VST and AU Plug-ins

In addition to Processes and Studio One Native Effects, any compatible VST2/VST3 and AudioUnit plug-in can be used in the Process Rack. The availability of plug-ins depends on the version of Studio One you have:

- **Studio One Prime.** No VST2/VST3/AudioUnit plug-ins are available.
- **Studio One Artist.** Specific third-party plug-ins included with your bundled version of Studio One Artist, like the plug-ins in the PreSonus Studio Magic Bundle. VST and AU plug-in support can be added to Studio One Artist by purchasing the VST/AU/Rewire Support Add-on from the PreSonus Shop. This unlocks VST2/VST3/AudioUnit plug-in support for all compatible third-party plug-ins. Check the PreSonus Shop for more details.

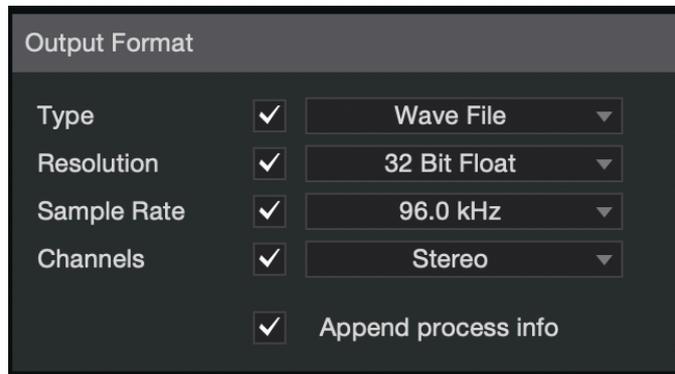
- **Studio One Professional.** All compatible VST2/VST3/AudioUnit plug-ins are available.

Available third-party plug-ins are listed in the Browser inside their respective format folders (AudioUnit, VST2 and VST3)

To add VST and AudioUnit plug-ins to the Process Rack, drag either the plug-in or any of its presets from the Browser to the Process Rack. To combine multiple effects, just drag additional plug-ins to the Process Rack. Once loaded into the Process Rack, you can change the order of the plug-ins by dragging and dropping them into the desired processing chain. Audio files are processed from the top-down.

Format Conversion

Once your Process Rack is set up with a chain of Processes, Native Effects and VST/AudioUnit plug-ins, you can set the output format for the newly generated processed audio files. If you do not want the file format to change, do not check any of the Output Format options.



- **Type.** Check the box next to “Type” checkbox and select one of the available Output Format Types from the adjacent menu. Available file types are Wave, AIFF, FLAC, Ogg Vorbis, CAF, M4A(AAC), and MP3.
- **Resolution.** Check the box next to “Resolution” and select one of the available options from the adjacent menu. Because the available options depend on the selected Output Format file type, not all of the following resolution options may be available for the file type of your choice: 8 Bit, 16 Bit, 24 Bit, 32 Bit Float.

TIP: For audio archiving purposes, always use the highest resolution possible, ideally WAV or AIFF/32-bit float.

- **Sample Rate.** Check the box next to “Sample Rate” and select one of the available Output Format Sample Rates from the adjacent menu. Available sample rates are: 11.025 kHz, 22.05 kHz, 32 kHz, 44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz, 176.4 kHz, and 192 kHz. Keep in mind that some sample rates may not be available for the file type of your choice.
- **Channels.** To change the number of audio channels in the Output File, first check the box next to “Channels,” then select Mono or Stereo from the adjacent menu.

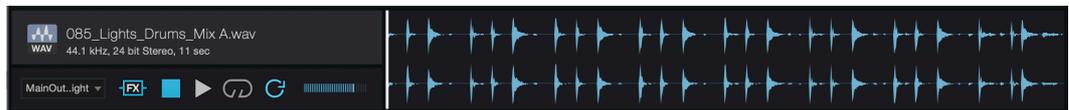
TIP: the easiest way to make sure NONE of these output format settings are changed in the process is to UNCHECK the respective Output Format checkboxes.

- **Append Process Info.** Checking the box next to “Append process info” will add the process title to the file name of the Output File. This will allow you to easily identify the converted files by name and also help you and others to remember what type of processing was applied to your audio files. However, you should keep in mind that a long chain of processes in the Process Rack will result in equally long file names.

The Preview Player

The integrated Preview Player is an extremely handy tool when working on the Process Rack and while setting and tweaking plug-in parameters. It allows you to preview and A/B compare unprocessed and processed signals on the fly as well as adjust plug-ins while playing back in real-time, which is a huge time-saver.

Files can be played individually - looped or in sequence – with the player automatically advancing to the next file in the list. A popup menu allows you to select any of the available outputs on your audio interface for monitoring playback.



Click the “FX” button to apply the Process Rack to the playback signal. The Stop and Play buttons allow you to start/stop playback, resume playback from the current cursor position, and reset the playback cursor to the beginning of the audio file.

The waveform preview inside the Preview Player not only provides an overview of the entire audio file, it also allows you to position the playback cursor anywhere within the file and start playback from there. You also reposition the playback cursor while playback is in progress.

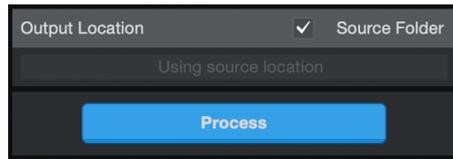
Keyboard shortcuts are provided to control playback from a computer keyboard (Spacebar to pause and resume playback. NumPad 0 to stop. NumPad Enter to play.)

Batch Conversion Processing

The final step is to initiate the batch conversion process. Before you do so, make sure that all settings in the Process Rack are correct. Next, make sure the list of source files is both correct and complete. Finally, select the output location for the newly written output files.

If you want the output files to be in the same folder as the source files, check “Source Folder” in the Output Location section at the bottom of the Process Rack. Keep in mind that even with the files written and saved into the same folder, none of your original source files will be deleted or overwritten. The operating system will make sure that duplicate filenames are prevented by appending a number to the original file name. You will be able to identify source and output files by their name.

In most cases, you will want to use a dedicated target folder as the Output Location. To do so, uncheck “Source Folder,” then click on “Click here to select...” to target any folder location on your file system. This may include local or external storage media, as well as network drives or other network file locations.



You're now ready to convert your files! Click on the "Process" button at the bottom of the Process Rack to initiate the conversion process. Audio Batch Converter will convert all files from the Source Files list from the top-down, applying all of the processes in the Process Rack from the top-down.

You can follow the process by watching the Source Files and Result Files lists. Each processed source will show "Success" after processing is finished. The newly created audio file will appear in the Result Files list. If the "Show Peak/RMS/R128" option was checked, the output files peak and loudness values are automatically added to the output file information.

Once the process is finished, you may want to check the output folder in the Browser for verification. Right-click on any of the output files in the Browser and select "Show in Finder/Explorer" to bring up the folder in Finder/Explorer – in case these files need more work outside of Studio One.

What's Next?

You may want to check your output files. Select a file in the Result Files list and press Play in the Preview Player.

- If you're unhappy with the results, you may use the "Remove all" or "Delete all" options and start over. Keep in mind that "Delete all" will physically remove the files from the file system. This action can't be undone.
- If you want to apply the same processing to other files, click "Remove all" in the Source Files list and add new source files.
- If you want to use the output files as source files, simply empty the Source Files list (Remove all), select all files in the Result Files list and click "As Source." You can now process these files again using the same processing or a new processing chain.

Congratulations!

You just mastered Audio Batch Converter. Now would be a perfect time to get creative and play a game of [“I am sitting in a room...”](#)



Alvin Lucier (1969) – image courtesy of Wikipedia

System Requirements

Studio One Prime, Artist or Professional – Version 4.5 or later

Windows

- **Windows 7 (SP1 + platform update), Windows 8.1 or Windows 10 x64**
- Intel® Core™ Duo or AMD Athlon™ X2 processor (Intel Core 2 Duo or AMD Athlon X4 or better recommended)
- 4 GB RAM minimum (8 GB or more recommended)
- Internet connection (needed for installation and activation)
- Monitor with 1366 x 768 resolution (high-dpi monitor recommended)
- A multi-touch enabled monitor is required for touch operation
- 40 GB hard-drive space

macOS

- **macOS® 10.11 or higher (64-bit only)**
- Intel® Core™ 2 Duo processor (Core i3 or better recommended)
- 4 GB RAM minimum (8 GB or more recommended)
- Internet connection (needed for installation and activation)
- Monitor with 1366 x 768 resolution (Retina display recommended)
- A multi-touch enabled monitor with TUJO support is required for touch operation
- 40 GB hard-drive space