

Poly/Mono Converter は、TASCAM HS-シリーズで記録したポリ(インターリーブ)BWFファイルからお使いのパソコンでチャンネルごとのデータを抽出し、それぞれのデータをモノラルBWFファイルに変換するソフトウェアです。また、複数のモノラルBWFファイルをひとつのポリBWFファイルに結合することも可能です。

(変換後はWAVファイルもBWFファイルになります。)

変換後のファイルは、ProToolsなどのDAWアプリケーションにインポートして編集することや、TASCAM HS-シリーズでの再生が可能です。

尚、本書の内容は、将来予告なく変更することがあります。

動作環境

対応オペレーティングシステム

- Windows XP / Windows Vista / Windows 7(*)
- Mac OS X 10.6以上

メモ

* Windows のオペレーティングシステムは、いずれも32ビット版のみサポートしています。
(64ビット版はサポート対象外になります。)

目次

本書の表記.....	1
商標に関して.....	1
動作環境.....	1
ソフトウェア使用許諾契約書.....	2
ソフトウェアのインストール (Windowsの場合).....	3
ソフトウェアの操作.....	5
ソフトウェアの起動 (Windowsの場合).....	5
画面の構成.....	5
Mono→Poly 変換をする.....	5
Poly→Mono 変換をする.....	8
LGPL適用ソフトウェアに関するお知らせ.....	11

本書の表記

本書では、以下のような表記を使います。

- パソコンのディスプレイに表示される文字を《OK》のように《 》で括って表記します。
- 必要に応じて追加情報などを、「メモ」として記載します。

メモ

補足説明、特殊なケースの説明などをします。

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8. その他

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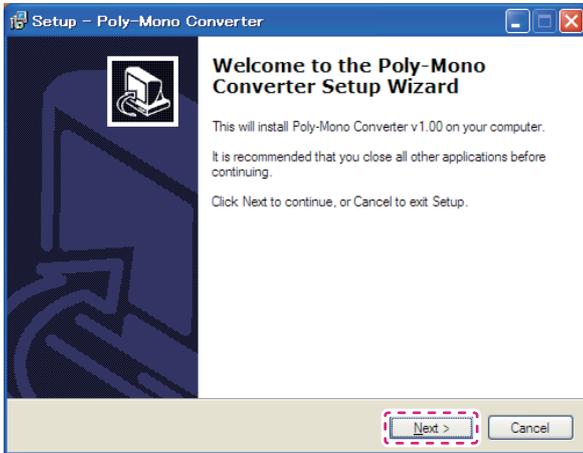
免責事項

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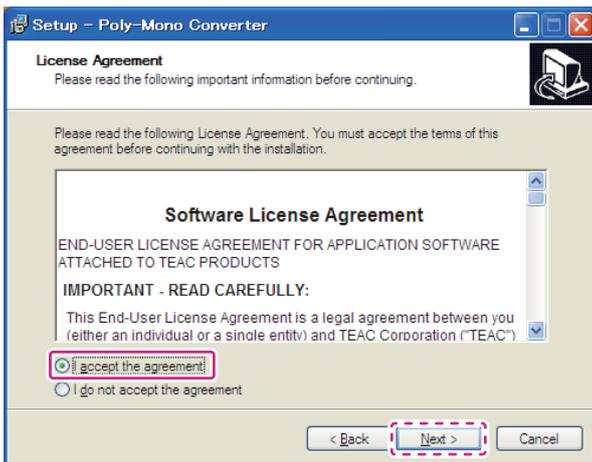
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ソフトウェアのインストール (Windowsの場合)

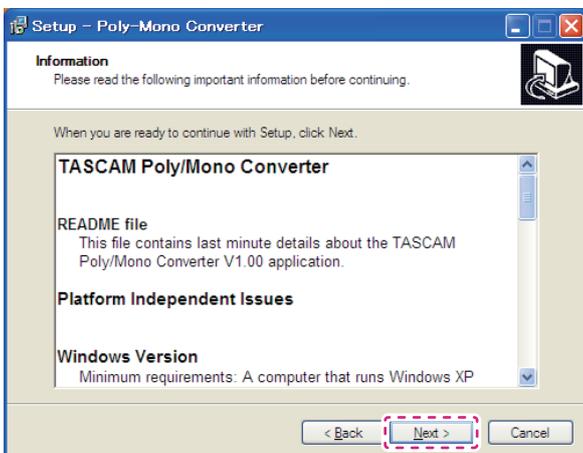
1. PolyMonoConverterInstaller_XXX.exeをダブルクリックして、インストーラを起動させてください。
2. インストーラの初期画面が起動したら《Next >》ボタン(下図 破線内)を押して次に進みます。



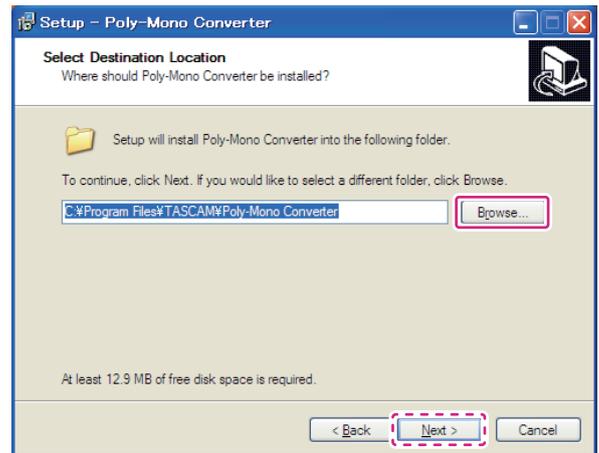
3. ソフトウェアのライセンス同意画面を表示します。ライセンス条項に同意して《I accept the agreement》(下図 実線内)を選択し、《Next >》ボタン(下図 破線内)をクリックして次に進みます。



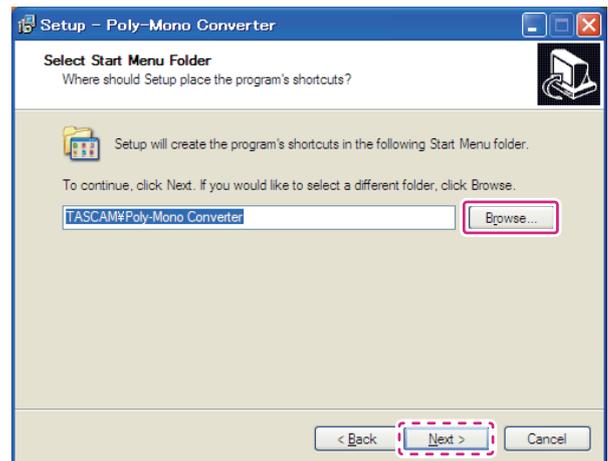
4. インフォメーション画面を表示します。内容を確認したら、《Next >》ボタン(下図 破線内)をクリックして次に進みます。



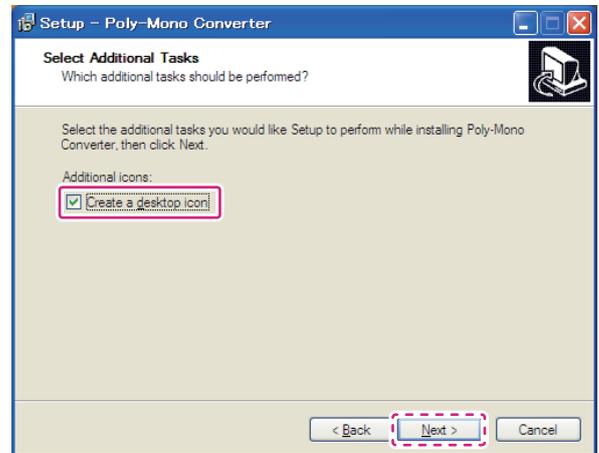
5. インストール先のディレクトリ選択画面を表示します。《Browse》ボタン(下図 実線内)をクリックし、インストール先のディレクトリを指定します。ディレクトリの選択後、《Next >》ボタン(下図 破線内)をクリックして次に進みます。



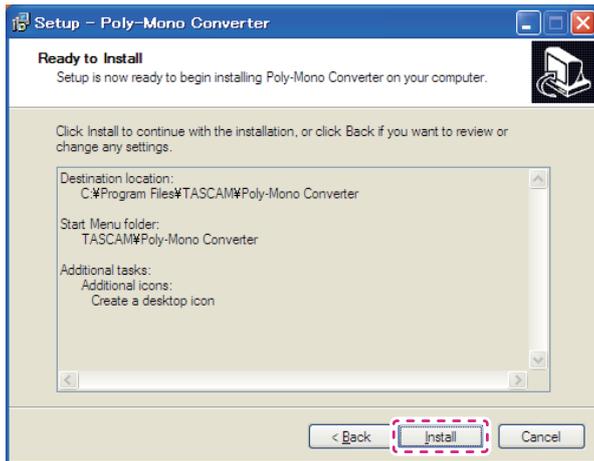
6. ショートカットの登録画面を表示します。スタートメニューにショートカットを登録する場合は、そのまま《Next >》ボタン(下図 破線内)をクリックして次に進みます。別のフォルダを選択したい場合、《Browse》ボタン(下図 実線内)をクリックします。



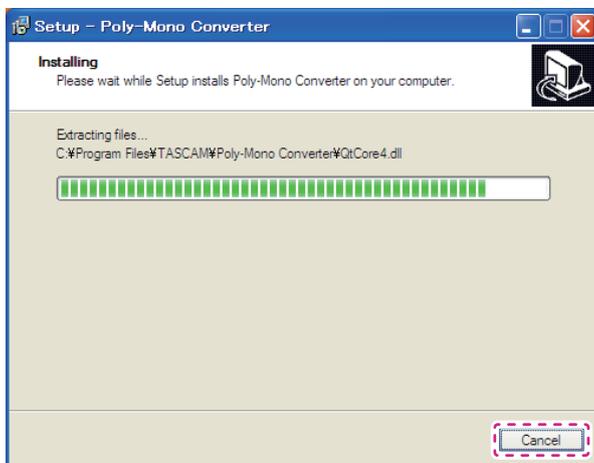
7. ショートカットの作成画面を表示します。デスクトップにショートカットを作成する場合は、《Create a desktop icon》(下図 実線内)にチェックを入れて、《Next >》ボタン(下図 破線内)をクリックして次に進みます。



8. インストール内容の確認画面を表示します。
内容を確認したら、《Install》ボタン(下図 破線内)をクリックします。



9. インストールの進行状況画面を表示します。
インストールを途中で中止したい場合は、《Cancel》ボタン(下図 破線内)をクリックします。



10. インストール完了画面を表示します。
すぐに**Poly/Mono Converter**を起動する場合は、そのまま《Finish》ボタン(下図 破線内)をクリックしてください。
後で**Poly/Mono Converter**を起動する場合は、《Launch Poly/Mono Converter》(下図 実線内)のチェックをはずしてから、《Finish》ボタン(下図 破線内)をクリックしてください。



以上でソフトウェアのインストール作業は、完了です。

ソフトウェアの操作

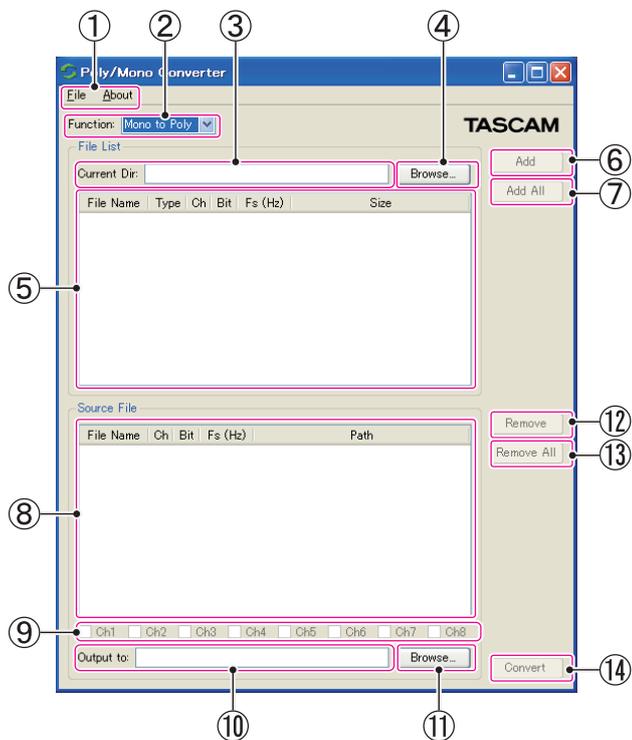
ソフトウェアの起動 (Windowsの場合)

Poly-Mono Converterを起動します。

- Windows XP / Windows Vista / Windows 7 共通
スタート → すべてのプログラム → TASCAM → Poly-Mono Converter → Poly-Mono Converter

画面の構成

起動すると、以下のような画面が表示されます。(画像は Windows 版です)



① メニューバー

- 《File》から《Quit》をクリックすると、このソフトウェアが終了します。
- 《About》から《About》をクリックするとこのソフトウェアのバージョンを確認できます。

② Function セレクター

《Mono to Poly》変換と《Poly to Mono》変換を切り換えます。

③ Current Dir パス

現在開いているディレクトリのパスが表示されます。

④ Browse ボタン (カレントディレクトリ指定用)

このボタンを押すとディレクトリ選択のダイアログが表示されます。変換したいファイルがあるディレクトリを指定します。

⑤ File List 欄

《Browse》ボタン-④で選択したディレクトリの内容を表示します。

メモ

《Function》セレクターで選択した変換方法に対応したファイルだけを表示します。

- 《Mono to Poly》選択時は、モノラルBWFファイルを表示。
- 《Poly to Mono》選択時は、ポリBWFファイルを表示。

対応するファイルが無い場合、《File List》欄には何も表示しません。

⑥ Add ボタン

《File List》欄で選択したファイルを《Source File》欄に追加します。ShiftキーやCtrlキーを押しながら選択することで複数選択が可能です。

⑦ Add All ボタン

《File List》欄に表示されている全てのファイルを《Source File》欄に追加します。

⑧ Source File 欄

《File List》欄で追加したファイルを表示します。

⑨ チャンネル選択ボックス

《Source File》欄で選択されているファイルの変換対象チャンネルを表示します。

⑩ Output to パス

変換後のファイルが保存されるディレクトリが表示されます。

⑪ Browse ボタン (出力先ディレクトリ指定用)

このボタンを押すとディレクトリ選択のダイアログが表示されます。変換後のファイルを保存したいディレクトリを指定します。

⑫ Remove ボタン

《Source File》欄で選択したファイルを削除します。

ShiftキーやCtrlキーを押しながら選択することで複数選択が可能です。

⑬ Remove All ボタン

《Source File》欄に追加した全てのファイルを削除し、リストを空にします。

⑭ Convert ボタン

《Function》セレクターで選択した変換方法で作業を開始します。

Mono→Poly 変換をする

同サイズのモノラルBWFファイルを複数結合(最大8チャンネル分)し、一つのポリBWFファイルを生成します。生成するには、以下の手順で行います。

メモ

《Mono to Poly》変換で使用する複数のモノラルBWFファイルは、ファイル容量、Fs(サンプリング周波数)、Bit(量子化ビット数)が全て同じサイズのファイルを使用してください。異なるサイズのモノラルBWFファイルは、《Source File》欄に追加できません。

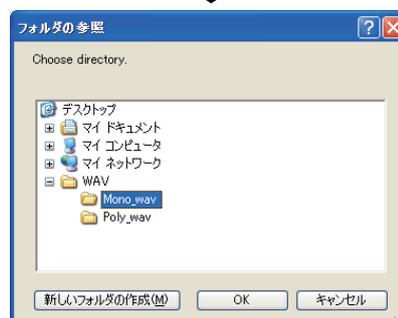
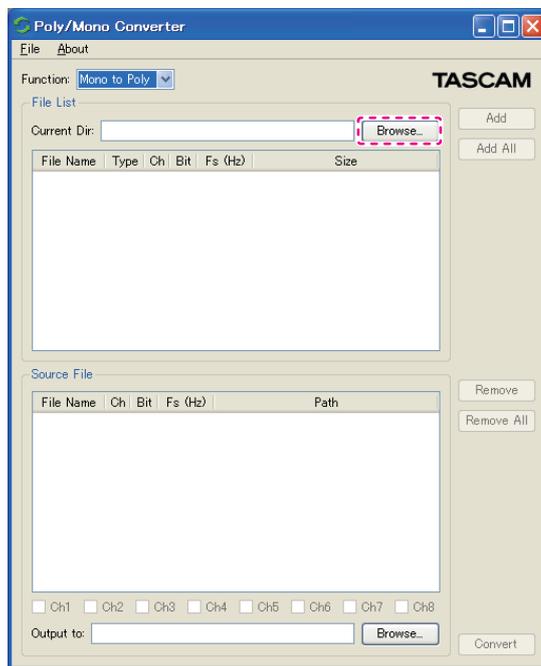
なお、《Mono to Poly》変換する際、変換後のポリBWFファイル容量が2GBを超える場合、変換は出来ません。

また、モノラルBWFファイル名は、必ず末尾が[_0x.wav (xは1～8までの数字)]で終わるようにしてください。

例. Sound_source_sample_01.wav

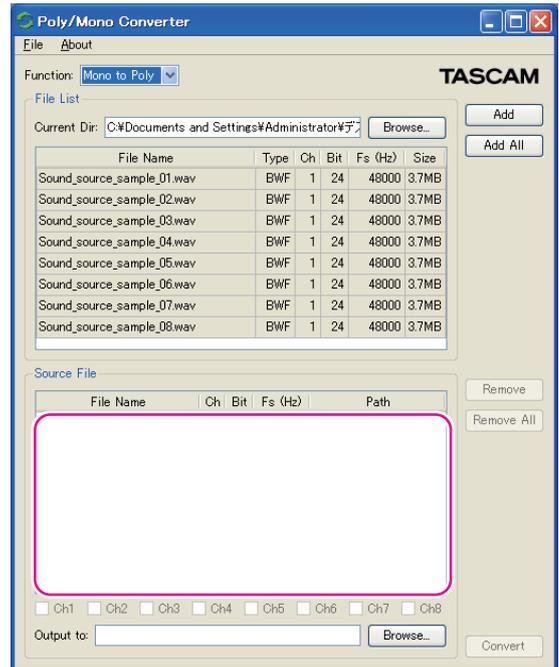
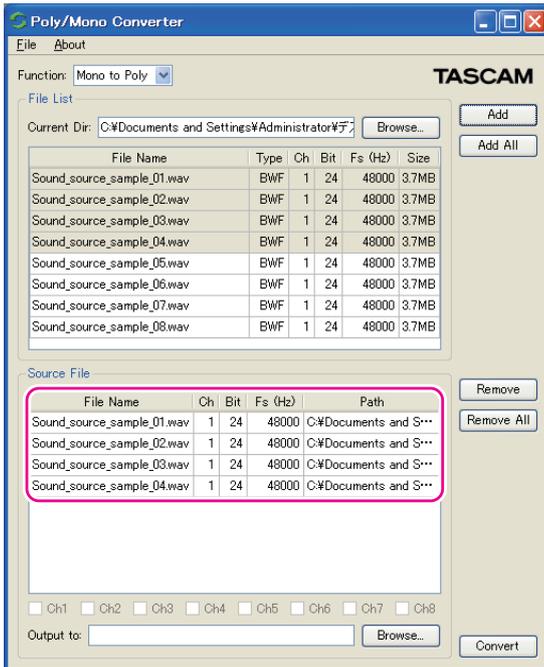
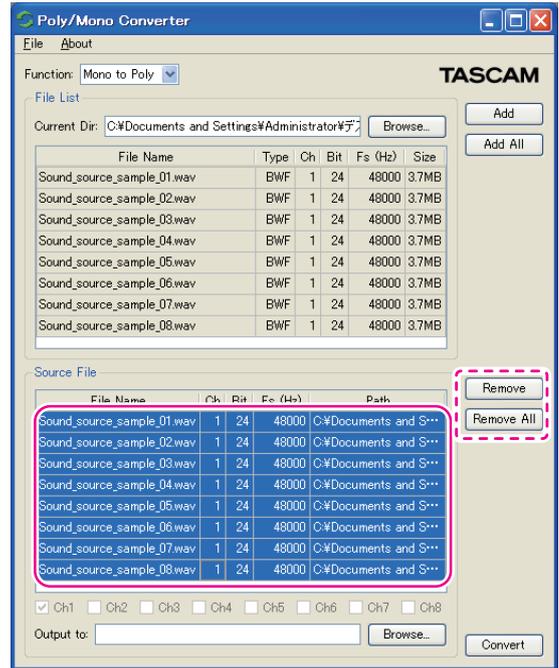
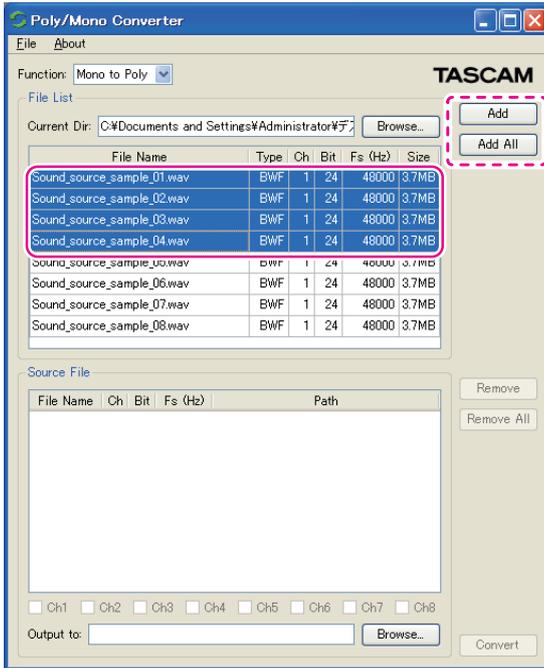
1. 《Function》セレクターで《Mono to Poly》を選択します。

2. 《Browse》ボタン(下図上側 破線内)をクリックし、変換したいモノラルBWFファイルのあるディレクトリ(下図下側)を指定します。

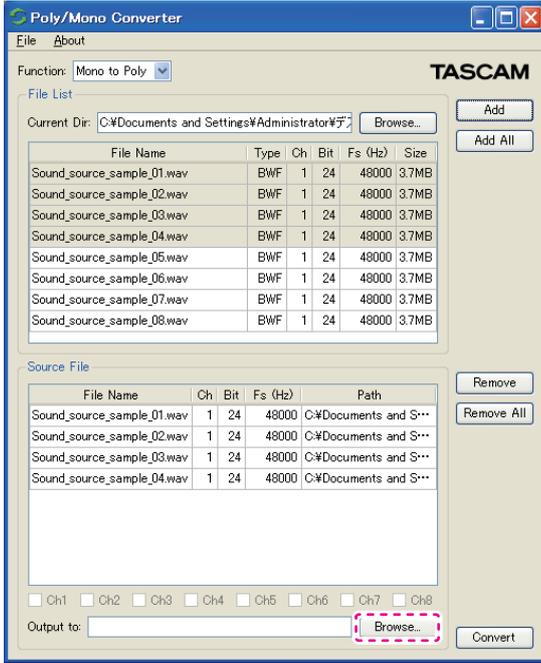


3. 《File List》欄(下図上側 実線内)から変換したいモノラルBWFファイルを選択し、《Add》ボタンまたは《Add All》ボタン(下図 破線内)をクリックして、《Source File》欄(下図下側 実線内)に追加します。
この作業を結合したいモノラルBWFファイルの数(最大8チャンネル分)だけ繰り返します。

- 《Source File》欄(下図上側 実線内)に間違ったファイルを追加してしまったときや、追加を取り消したいときは《Remove》ボタンまたは《Remove All》ボタン(下図 破線内)をクリックして《Source File》欄(下図下側 実線内)から削除してください。



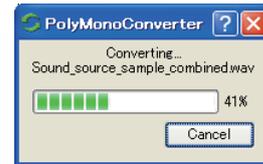
4. 《Browse》ボタン(下図上側 破線内)をクリックして、変換後のファイルの出力先ディレクトリ(下図下側)を指定します。



- 出力先ディレクトリを指定せずに変換を開始した場合、手順2.で指定したカレントディレクトリに出力されます。以下のようなダイアログが表示されるので、よければ《Yes》(下図 破線内)をクリックします。もう一度、出力先ディレクトリを選択する場合は、《Cancel》をクリックし、手順4.から操作してください。



6. 変換中は下図のプログレスバーで、その進捗状況が表示されます。

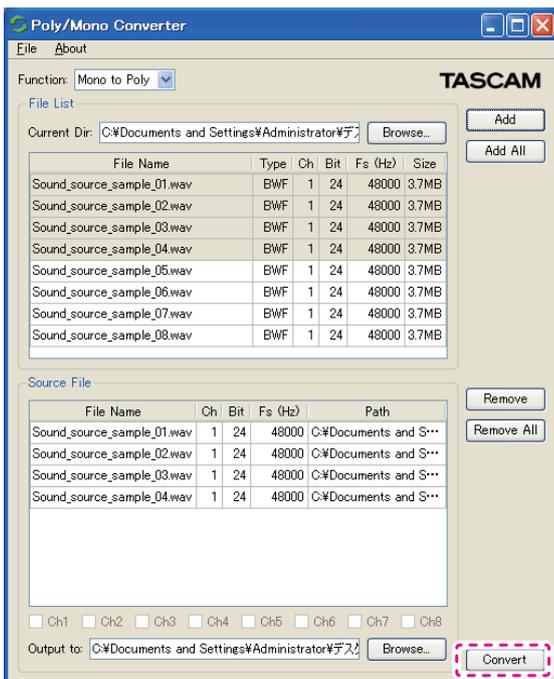


7. 変換完了後、一つに結合されたポリBWFファイルを格納した出力先ディレクトリを表示します。



以上で《Mono to Poly》に変換する作業は、完了です。

5. 出力先ディレクトリが決まったら、《Convert》ボタン(下図 破線内)をクリックして変換を開始します。



Poly→Mono 変換をする

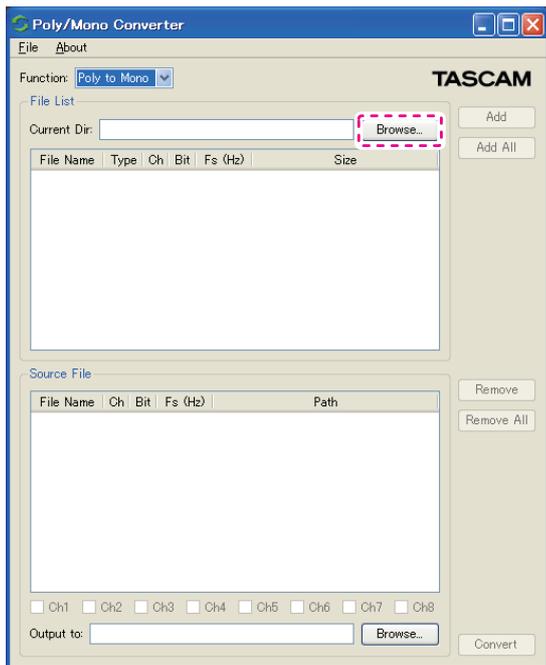
ポリBWFファイルから、チャンネルごとのデータを抽出し、それぞれをモノラルBWFファイルとして生成します。

生成するには、以下の手順で行います。

メモ

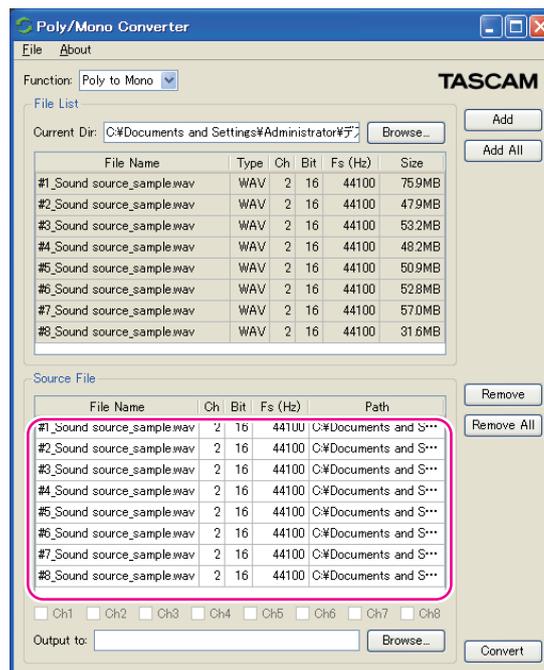
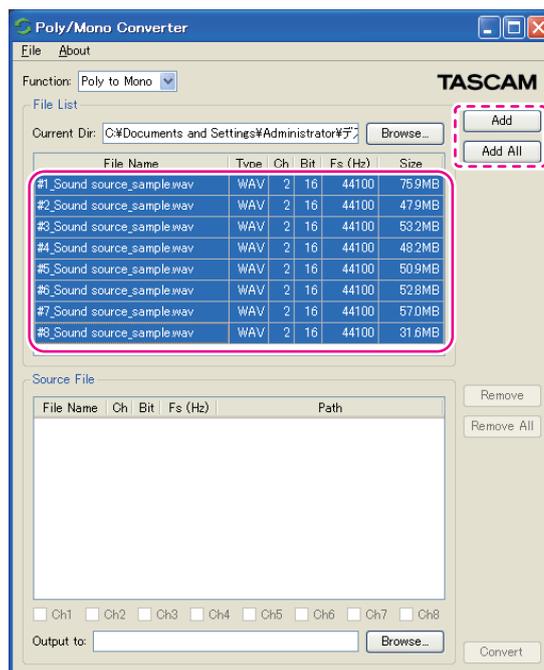
- 《Poly to Mono》変換時のポリBWFファイルの最大チャンネル数は、8チャンネルまでとなります。それ以上のチャンネル数は、サポートしていません。
- 《Poly to Mono》変換時にポリBWFファイル容量が2GBを超えるファイルはサポートしていません。

1. 《Function》セクターで《Poly to Mono》を選択します。
2. 《Browse》ボタン(下図上側 破線内)をクリックし、変換したいポリBWFファイルのあるディレクトリ(下図下側)を指定します。



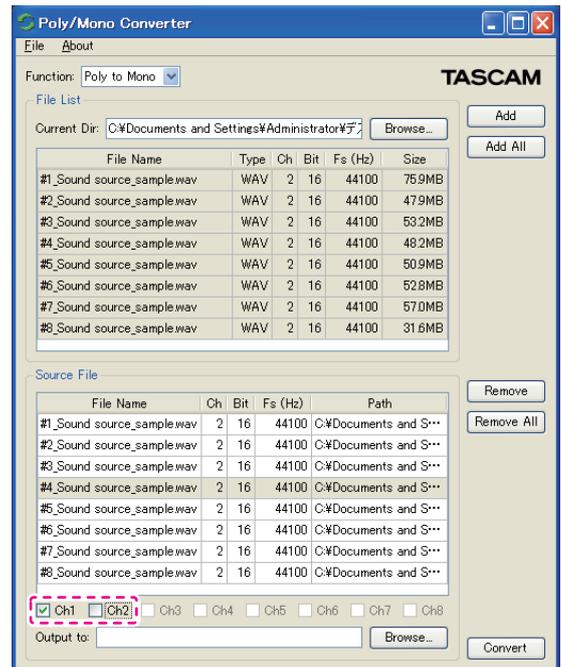
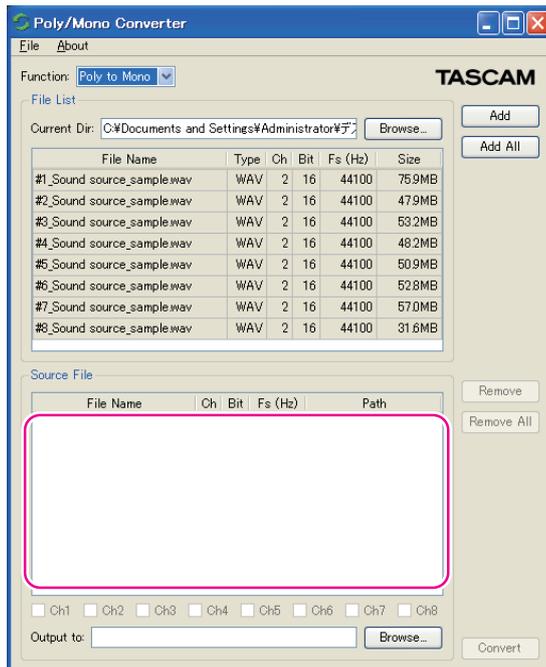
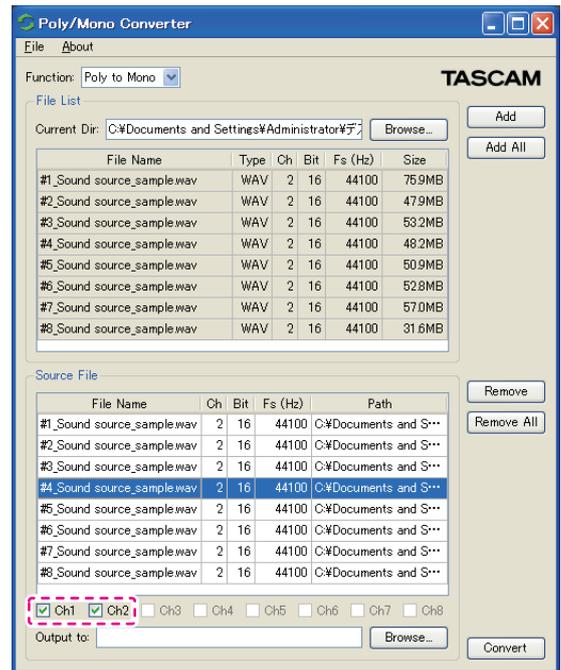
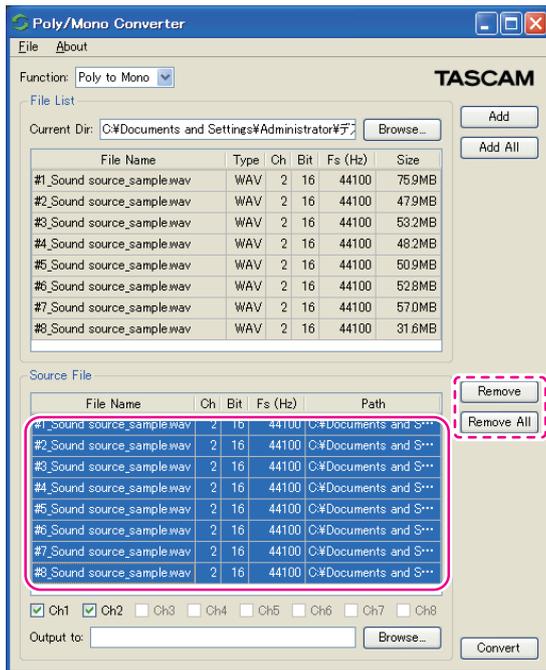
3. 《File List》欄(下図上側 実線内)から変換したいポリBWFファイルを選択し、《Add》ボタンまたは《Add All》ボタン(下図 破線内)をクリックして、《Source File》欄(下図下側 実線内)に追加します。

複数のポリBWFファイルを登録すると、順次、モノラルBWFファイルに変換されます。

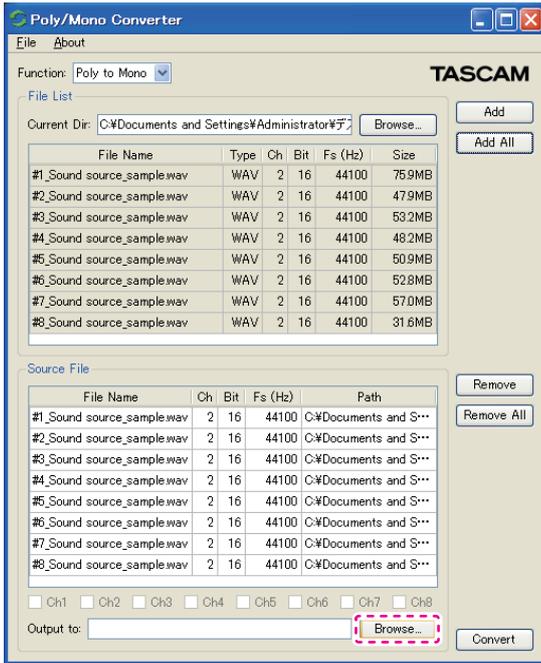


- 《Source File》欄(下図上側 実線内)に間違っただファイルを追加してしまったり、追加を取り消したいときは《Remove》ボタンまたは《Remove All》ボタン(下図 破線内)をクリックして《Source File》欄(下図下側 実線内)から削除してください。

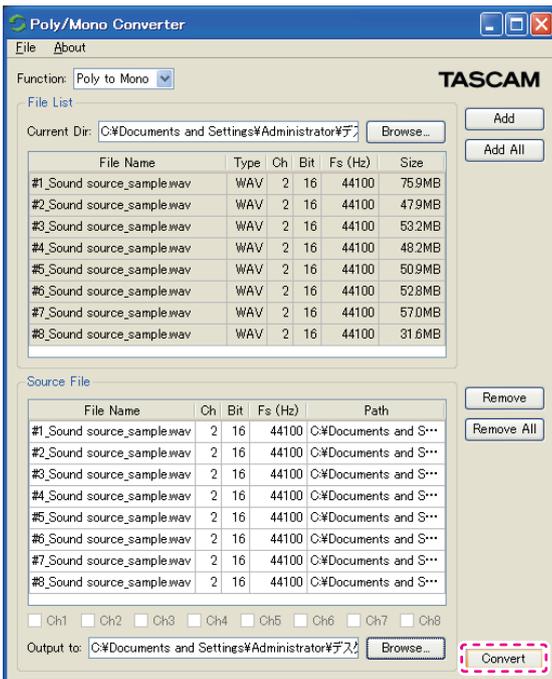
- 変換したくないチャンネルがあるときは、該当するチャンネルを [チャンネル選択] ボックス(下図上側 破線内)でクリックして、チェックを外します。(下図下側 破線内)



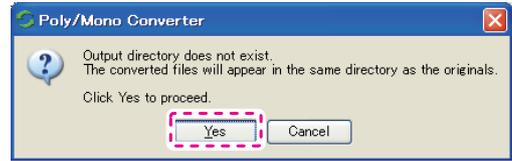
4. 《Browse》ボタン(下図上側 破線内)をクリックして、変換後のファイルの出力先ディレクトリ(下図下側)を指定します。



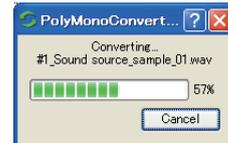
5. 出力先ディレクトリが決まったら、《Convert》ボタン(下図 破線内)をクリックして変換を開始します。



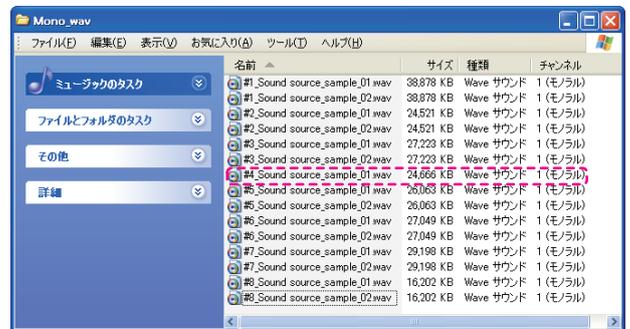
- 出力先ディレクトリを指定せずに変換を開始した場合、手順2.で指定したカレントディレクトリに出力されます。以下のようなダイアログが表示されるので、よければ《Yes》(下図 破線内)をクリックします。もう一度、出力先ディレクトリを選択する場合は、《Cancel》をクリックし、手順4.から操作してください。



6. 変換中は下図のプログレスバーで、その進捗状況が表示されます。



7. 変換完了後、チャンネルごとのデータを抽出したモノラルBWFファイルを格納した出力先ディレクトリを表示します。



メモ

手順3.で、[チャンネル選択] ボックスから《Ch2》のチェック外したファイルは、上図破線内の《04_Sound source_combined_1.wav》のように、1つのファイルのみ生成されます。

以上で《Poly to Mono》に変換する作業は、完了です。

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