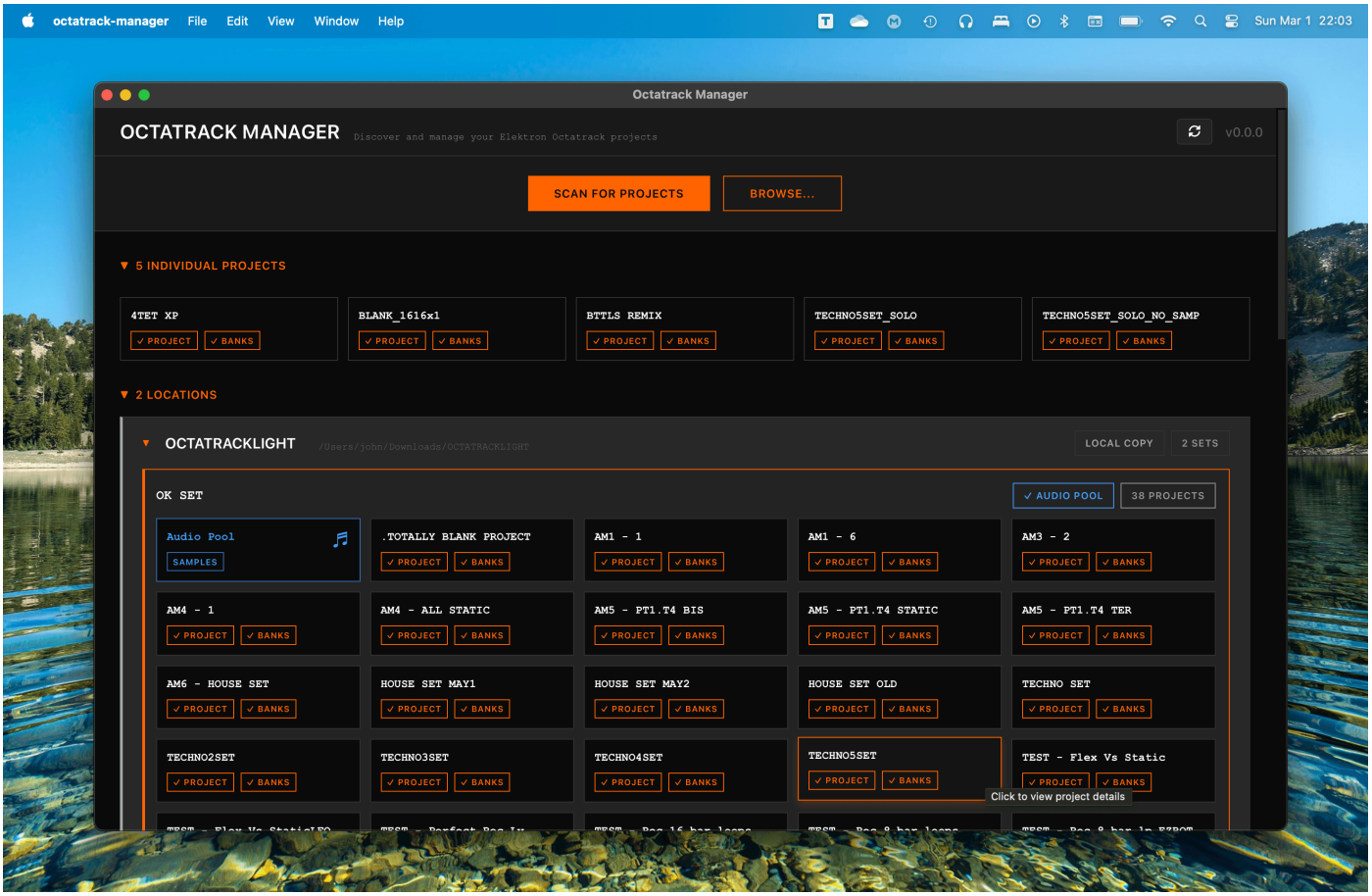
Octatrack Manager

User Guide

Introduction

Octatrack Manager is a task-oriented desktop application designed to simplify the management of your Elektron Octatrack projects.

Whether you are preparing for a live set, organizing years of studio work, or deep-diving into sound design, Octatrack Manager provides a clear, high-level view of your data and powerful tools that are not available directly on the hardware.



Why use Octatrack Manager?

The Octatrack is a deep and powerful machine, but its small screen can make certain tasks tedious. Octatrack Manager bridges this gap by bringing your projects to your computer, allowing you to:

- **Save Time:** Perform bulk operations like copying banks, parts, patterns, tracks, and sample slots between projects.

- **Visualize Your Projects:** See your patterns, triggers, and parameter locks clearly on a large screen.
- **Organize Your Library:** Manage your sample library with automatic format conversion and high-quality resampling.
- **Design Sounds Comfortably:** Edit machine parameters, effects, and LFOs with a dedicated interface, including a custom LFO designer.
- **Maintain Data Integrity:** Inspect projects safely with a read-only view, or use the "Edit" mode to make intentional changes. An automatic backup system protects your data before any write operation.

Core Capabilities

- **Project Discovery:** Automatically scans CF cards, USB drives, and local backups to find your projects.
- **In-Depth Inspection:** View mixer settings, MIDI configuration, memory allocation, and metronome settings for any project.
- **Pattern Visualization:** Explore every step of your sequences, including micro-timing, trig conditions, and chord information for MIDI tracks.
- **Audio Pool Management:** Browse your samples with detailed metadata (channels, bit depth, sample rate) and transfer files with automatic WAV conversion.
- **Cross-Project Copying:** Copy banks, parts, patterns, tracks, and sample slots between projects, with configurable options for each operation.
- **Parts Editing:** Modify sound design snapshots for both audio and MIDI tracks, with full support for machine parameters and effects.

Essential Concepts

If you are new to the Octatrack or just need a refresher, here is how the Octatrack data is organized:

Concept	What it is
Set	The top-level folder on your CF card. It contains an `AUDIO/` folder and multiple projects.

Concept	What it is
Audio Pool	The `AUDIO/` folder inside a Set. This is the shared directory where samples can be shared and used from a single location across projects.
Project	A collection of 16 banks. It also stores global settings like the mixer and MIDI configuration.
Bank	A collection of 16 patterns and 4 parts. Banks are named A through P.
Part	A "kit" or "snapshot" of all settings for all 16 tracks. A bank can switch between 4 different parts.
Pattern	A sequence of notes, triggers and parameter locks. Patterns concern all tracks at once. They also select one of the 4 parts.
Sample Slot	A reference to an audio file located in Audio Pool or project directory. They are assigned to the project and available to tracks' machines. **Static slots** stream from the card (for long samples), while **Flex slots** load into RAM (for manipulation). Sample slots also contain metadata information from the Audio Editor (gain, timestretch, loop, slices, etc).

Compatibility

> **IMPORTANT**
>
> **OS Requirement:** Octatrack Manager requires projects saved on **Octatrack OS 1.40 or later**. Projects from older versions must be opened and re-saved on the hardware first.

Ready to start?

Follow the Installation guide to get the app, then jump into the Quick Start to open your first project.

Installation

Octatrack Manager is a cross-platform desktop application available for Windows, macOS, and Linux.

Download

Always download the latest version from the official GitHub Releases page:

- **Download Octatrack Manager**

Choose the file that matches your operating system below.

---

macOS

> ⚠️ **IMPORTANT NOTE FOR MAC USERS**
>
> Octatrack Manager is not yet "signed" with an Apple Developer certificate. This means macOS will block it by default unless you follow these specific steps.

1. **Download:** Get the `.dmg` file for your Mac:
    - **Intel Macs:** Download for Intel Mac
    - **Apple Silicon (M1/M2/M3):** Download for Apple Silicon
2. **Install:** Open the `.dmg` file and drag **Octatrack Manager** into your **Applications** folder.
3. **Bypass Gatekeeper:**
    - Open your **Applications** folder in Finder.
    - **Right-click** (or Control-click) on Octatrack Manager.
    - Select **Open** from the menu.
    - A dialog will appear warning you about the unidentified developer. Click **Open** again.

If the app still refuses to open: Open the **Terminal** app and paste this command, then press Enter:

```
xattr -cr /Applications/octatrack-manager.app
```

This command removes the "quarantine" attribute that prevents the app from launching.

Windows

1. **Download:** Get the installer for Windows: Download .msi (recommended) or Download .exe.
2. **Install:** Double-click the file and follow the setup wizard instructions.
3. **Launch:** Open Octatrack Manager from your Start menu or Desktop shortcut.

Linux

We provide three package formats for Linux users:

- **Debian / Ubuntu:** Download .deb and install it:

  ```
  sudo dpkg -i octatrack-manager_*.deb
  ```

- **Fedora / RHEL:** Download .rpm and install it:

  ```
  sudo rpm -i octatrack-manager-*.rpm
  ```

- **AppImage (Universal):** Download .AppImage, make it executable, and run it:

  ```
  chmod +x octatrack-manager_*.AppImage
  ./octatrack-manager_*.AppImage
  ```

Verifying Installation

Launch the application. You should see the **Home** screen with a **Scan for Projects** button. If the application starts successfully, you are ready to proceed to the Quick Start guide.

Updating

The app includes an automatic update checker. When a new version is available, you will see a notification in the app header. Click the version number v0.26.0 to manually check and download the latest version.

To update manually, simply download the latest installer for your platform and run it. It will automatically replace the old version while keeping your settings intact.

Quick Start

This guide will get you up and running with Octatrack Manager in just a few minutes.

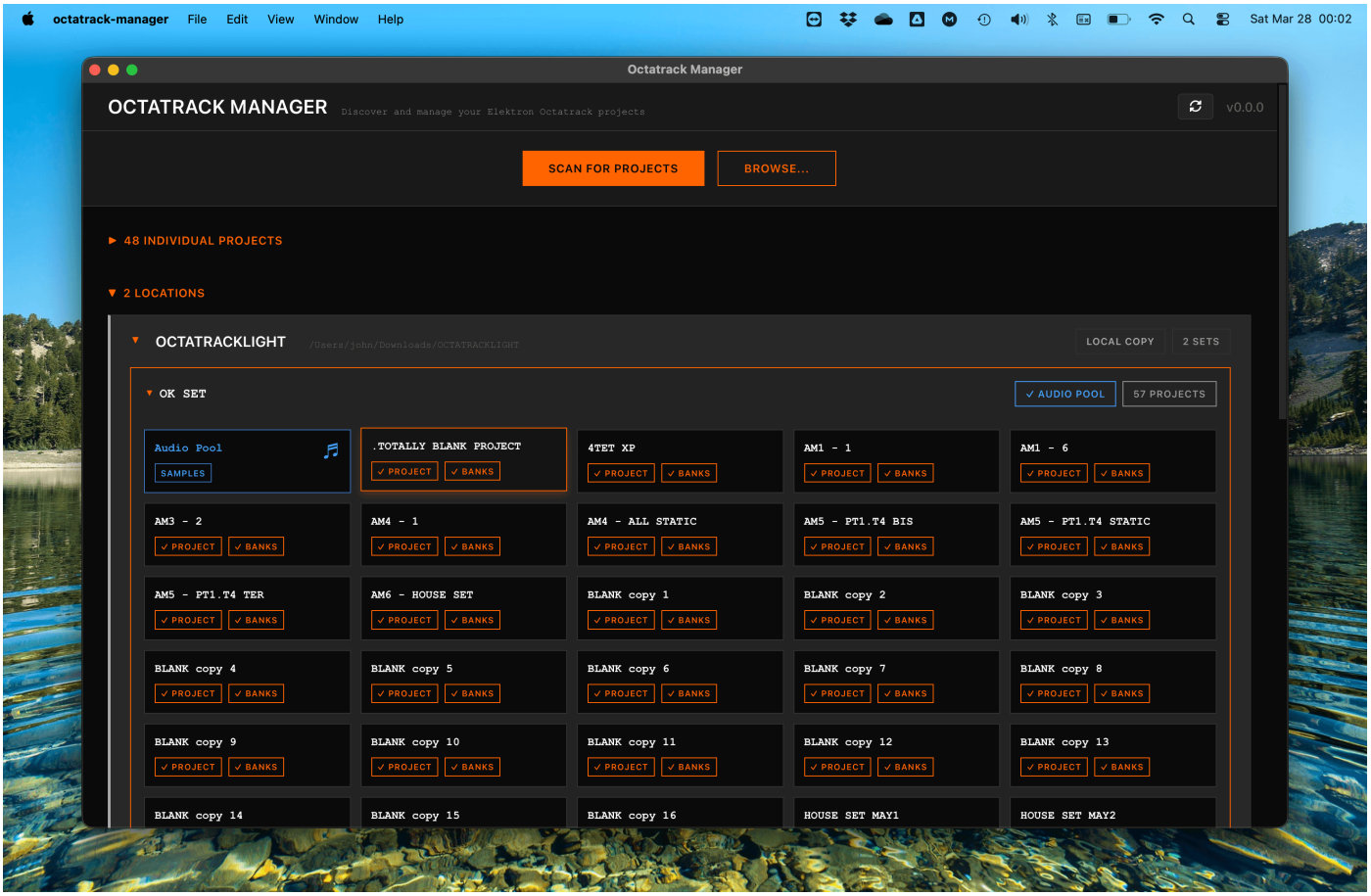
1. Scan for Projects

When you first open Octatrack Manager, your first task is to find your work.

Click **Scan for Projects** to let the app automatically search for:

- **Removable Drives:** Mounted CompactFlash cards and USB drives.
- **Common Paths:** Folders like `Documents`, `Music`, `Downloads`, and `Desktop`.
- **Octatrack Folders:** Any folder on your home directory named `octatrack`, `Octatrack`, or `OCTATRACK`.

If your projects are in a custom location which is not automatically detected (e.g., an external drive or a specific backup folder), click **Browse...** to select it manually.



2. Navigate Your Content

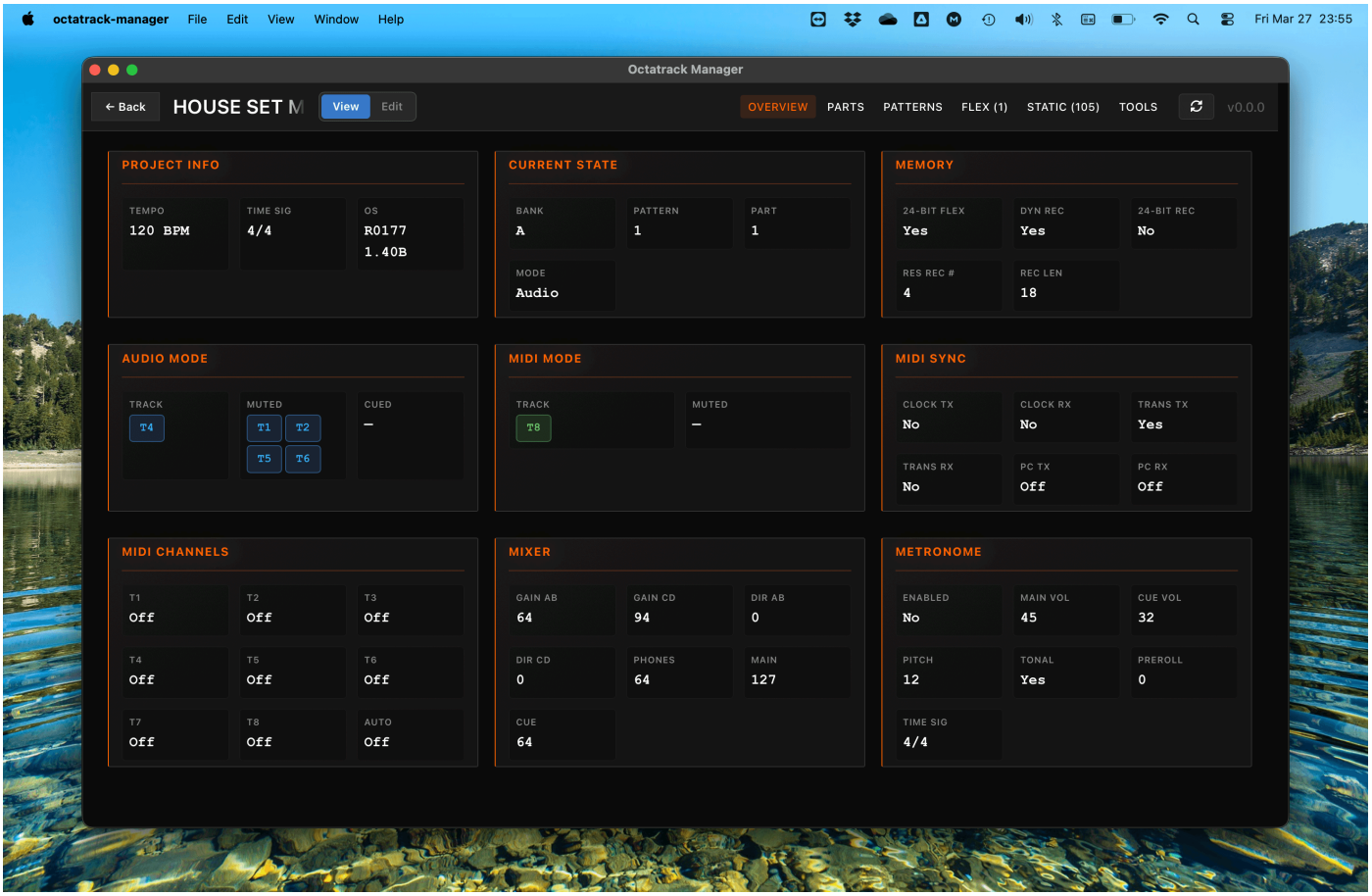
Found content is grouped into **Locations** (where your Sets are located) and **Individual Projects** (not part of a Set).

- **Locations:** Each card represents a Set on your disk or CF card. It shows the number of projects inside and if it has a valid Audio Pool.
- **Open a Project:** Click on any project name to enter the **Project Detail** view.
- **Access the Audio Pool of a Set:** Click the **Audio Pool** card within a Set to manage your samples.

3. Explore Project Details

Once a project is open, you can see everything about it.

The **Overview** tab shows your mixer, MIDI, memory, and metronome settings. This is a view that helps you understand how the project was configured when last saved.



Switching Between Tabs

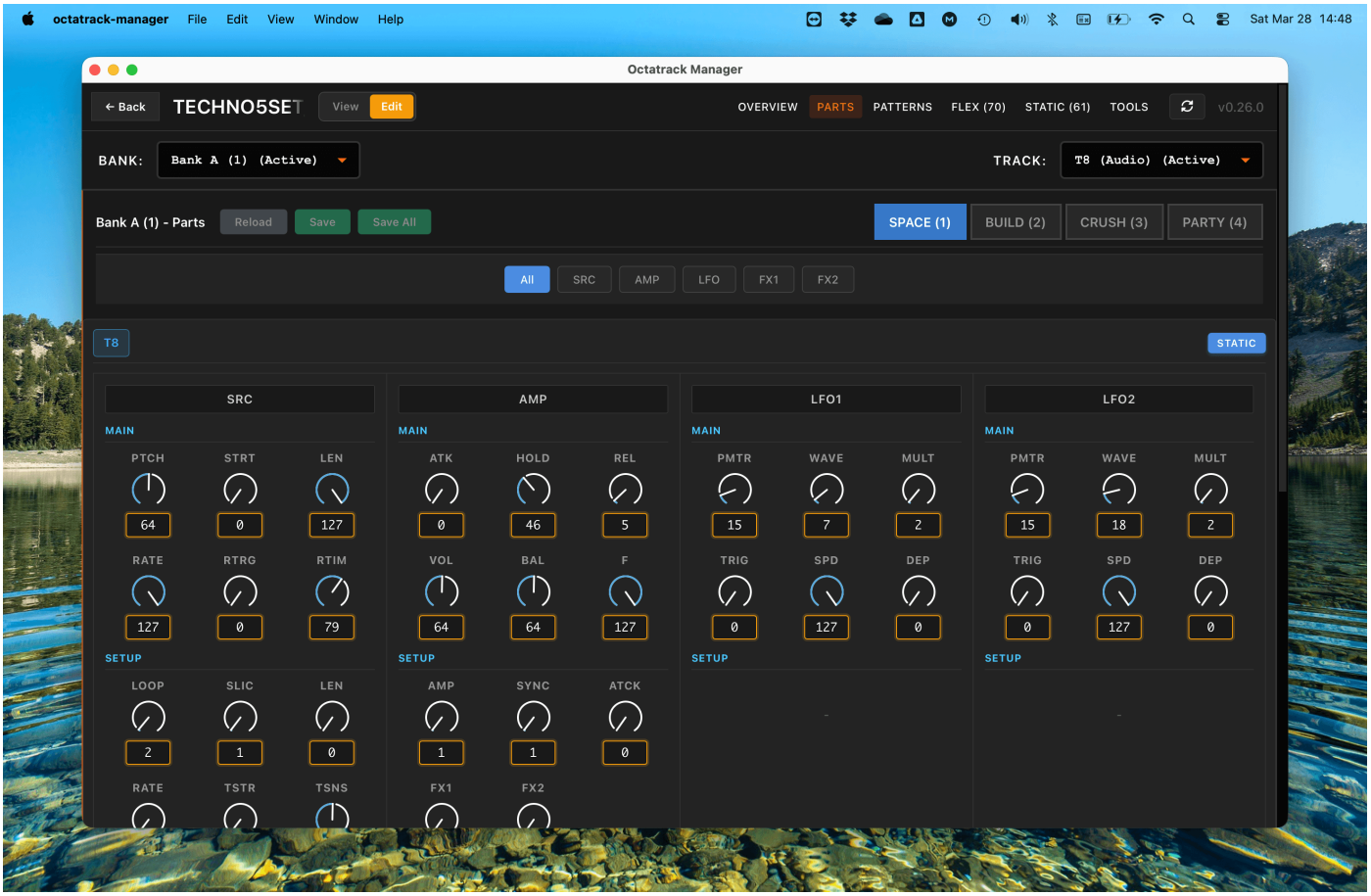
At the top of the project view, you can switch between several specialized views:

- **Parts:** Manage the 4 sound snapshots (kits) for each bank.
- **Patterns:** Visualize your sequences and triggers in detail.
- **Flex / Static:** Browse and filter the 256 sample slots.
- **Tools:** Access bulk copy operations between projects.

4. Edit a Part

To modify a part, navigate to the **Parts** tab and select a bank (A–P).

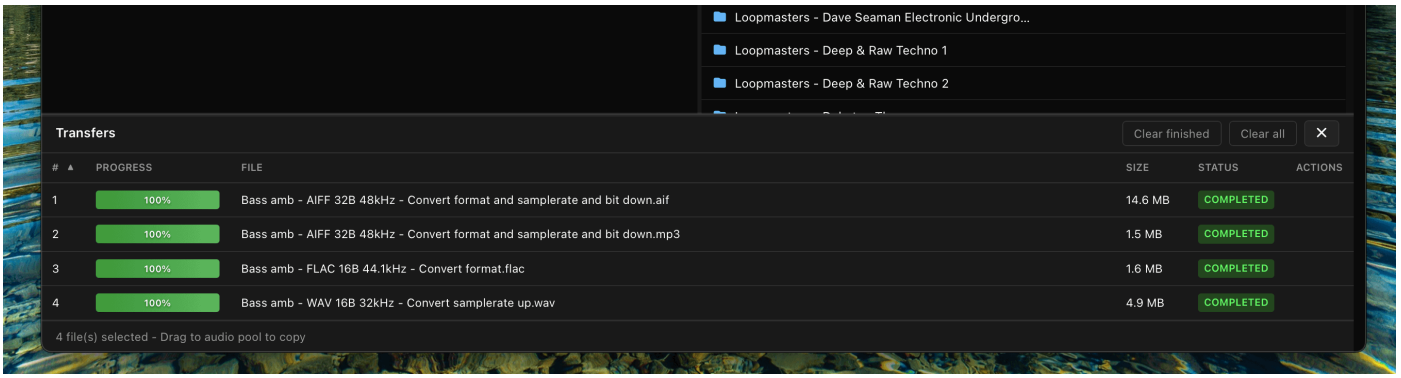
1. Select a specific **Bank** and one of the 4 **Parts** (Part 1, 2, 3, or 4).
2. Toggle **Edit mode** using the switch in the top header.
3. Use the knobs and fields to modify machine parameters, effects, and LFOs.
4. Each change is **written to project immediately** as you make it, in the form of 'un-saved' changes - Just like on the Octatrack.
5. Changes can then be saved to the current Part, All Parts, or reverted (reloads to 'saved' state of Part).



5. Manage Your Audio Pool

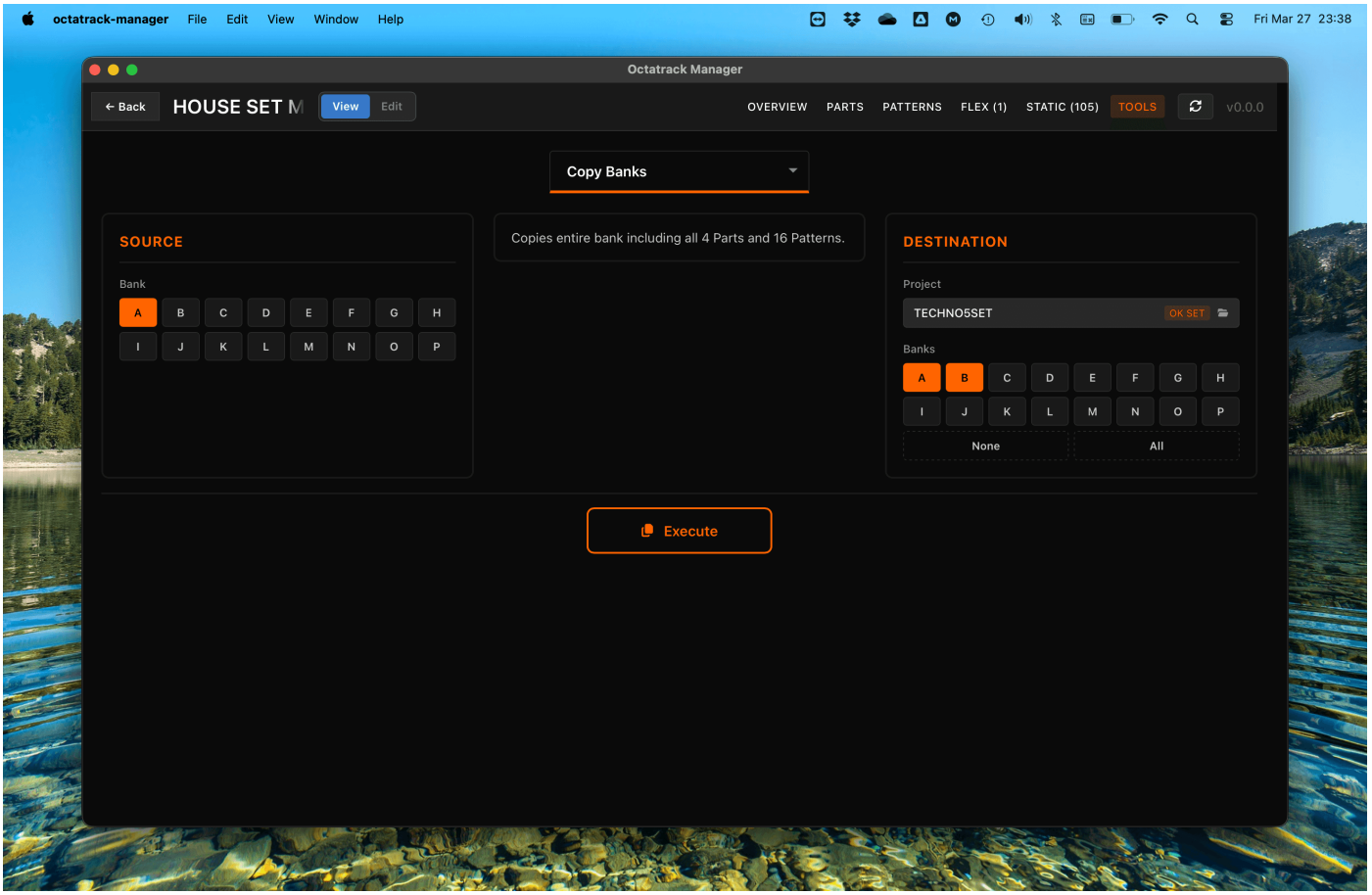
In the **Audio Pool** view, you can move samples from your computer into your Set.

1. Browse your computer in the left panel and your Audio Pool in the right panel.
2. Select the audio files you want to add.
3. Click **Copy to Pool**.
4. Octatrack Manager will **automatically convert them** as needed - making all audio files compatible with the Octatrack by default (Format, Sampling Rate, Bit Depth).



6. Copy Content Within and Between Projects

The **Tools** tab lets you copy content between banks and projects without touching the hardware. Select an operation from the dropdown, configure source, options, and destination, then execute.

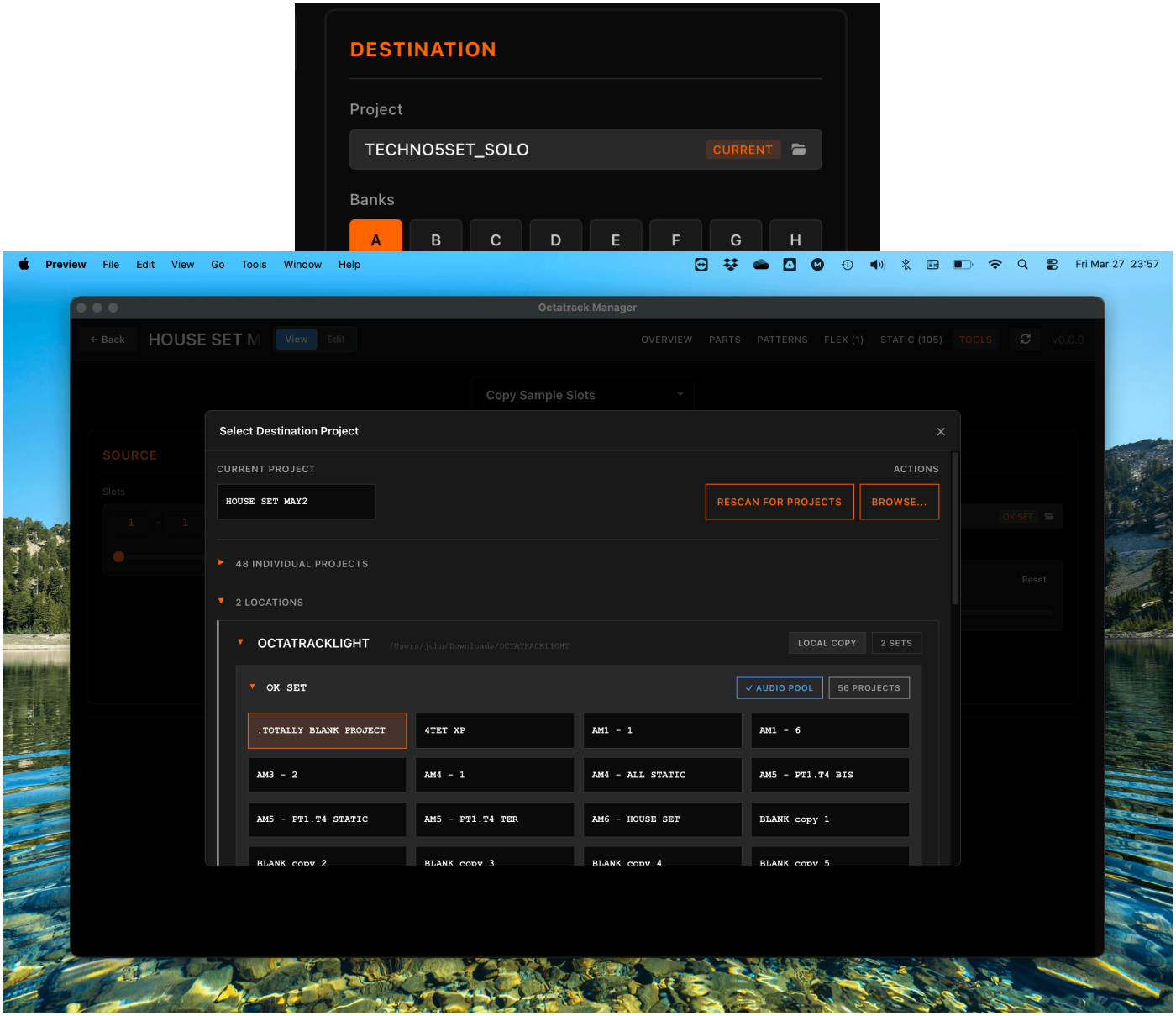


Available Operations

- **Copy Banks:** Duplicate an entire bank (all 4 Parts + 16 Patterns) to one or more destination banks.
- **Copy Parts:** Transfer Part sound design (machines, amps, LFOs, FX) between parts and banks.
- **Copy Patterns:** Copy patterns with configurable Part assignment and track scope.
- **Copy Tracks:** Copy individual track data — sound design, pattern triggers, or both.
- **Copy Sample Slots:** Copy sample slot assignments with optional audio file transfer and Audio Pool management.

All operations work within the same project or across different projects.

The destination project can be selected from your scanned locations or browsed manually:



TIP

Your copy settings (selected operation, destination project, slot ranges, etc.) are remembered for each project during your session — you can switch tabs and come back without losing selected values.

7. Fix Missing Samples

The **Tools** tab also includes a **Fix Missing Samples** operation that scans your project for broken sample slot references and automatically locates and reconnects missing audio files. It searches the project directory, Audio Pool, and sibling projects, with the option to browse additional directories manually.

8. Automatic Backups

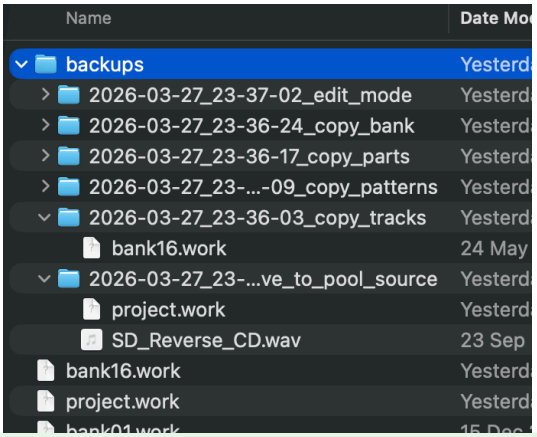
Octatrack Manager automatically backs up your project files before any write operation — whether you are enabling Edit mode, saving a Part, or executing a copy operation via Tools.

Backups are stored inside the project directory under:

```
<project>/backups/<timestamp>_<operation>/
```

For example: `backups/2026-03-26_14-30-45_copy_bank/`

This means you can always revert changes by copying the backed-up files back into the project directory. See the Tools Overview for details on what gets backed up for each operation.



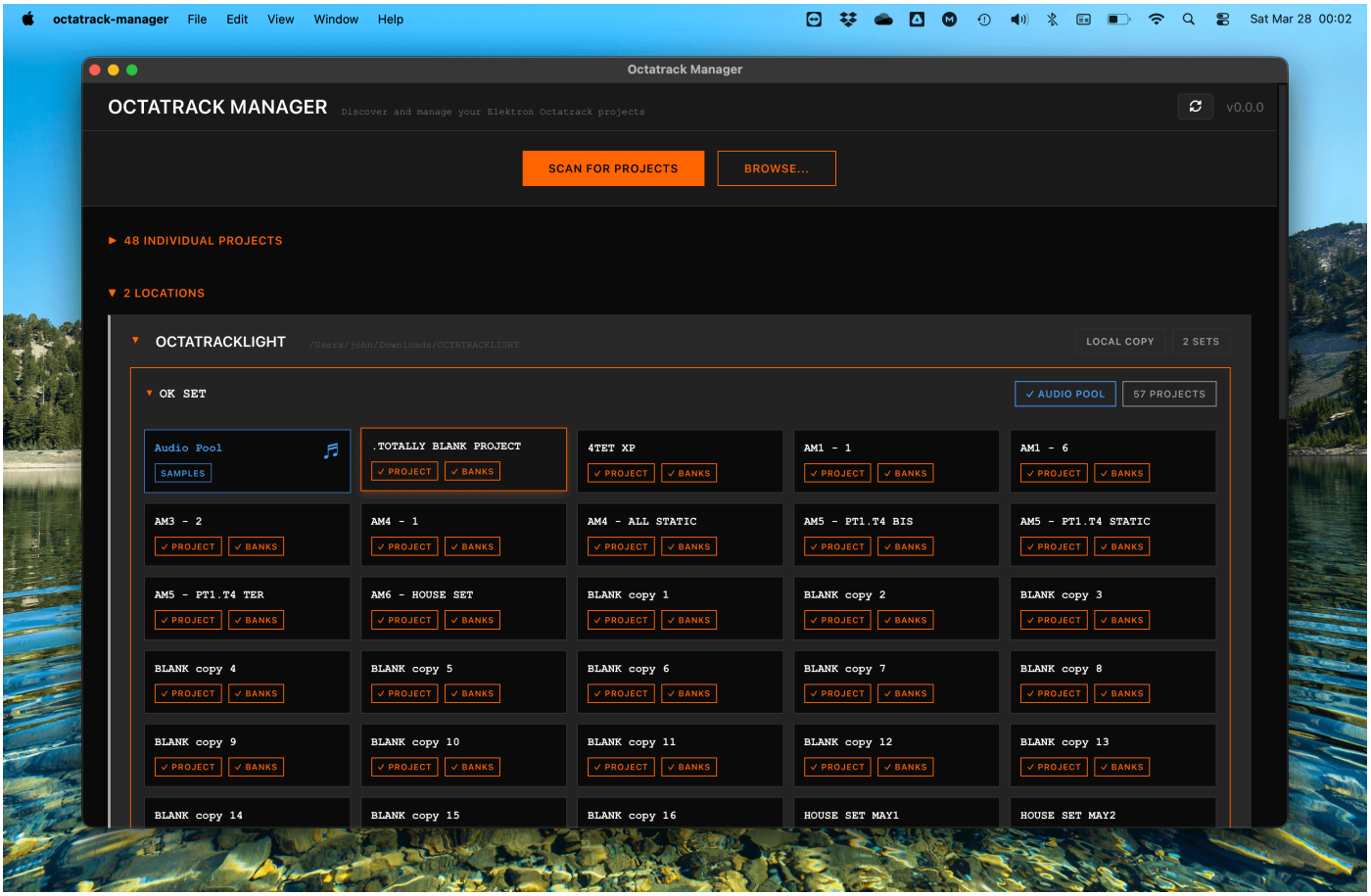
> **TIP**
>
> While automatic backups provide a safety net, it’s strongly advised to keep your own copies of your projects as well.

Tips

- **Refresh:** If you insert a CF card, or make any change in Projects while the app is open, click the **Refresh** (↻) button in the header.
- **Version Check:** The app automatically checks for updates. Click the version number in the header to manually check and download the latest version.

Project Discovery

The Home page is your starting point for browsing and organizing your Octatrack work.



Finding Your Projects

When you open Octatrack Manager, the first step is to locate your projects. You can do this in two ways:

1. Automatic Scanning

Click **Scan for Projects** to trigger a comprehensive search across your system. The app searches:

- **Removable Drives:** All mounted CompactFlash (CF) cards and USB drives.
- **System Folders:** Common locations like `~/Documents`, `~/Music`, `~/Downloads`, and `~/Desktop`.

- **Octatrack Folders:** Any folder on your home directory named `octatrack` (in any capitalization).

2. Manual Browsing

If your projects are stored in a non-standard location (e.g. a specific backup drive or a cloud-synced folder):

1. Click **Browse...**.
2. Select the directory you want to scan.
3. The app will search that directory recursively and add all found Sets and projects to the results.

Refreshing the Results

If you insert a CF card or move files while the app is open, click the **Refresh** (↻) button in the header: The app will rescan all its known locations.

Navigating the Results

Results are organized by **Location**, which corresponds to a Set on your CF card or computer.

Set Locations

Each location card provides key information at a glance:

- **Device Type:** Labeled as **CF Card**, **USB**, or **Local Copy**.
- **Audio Pool Status:** A ✓ **Audio Pool** indicates that the `AUDIO/` folder contains valid samples. An ✗ **Audio Pool** means it is missing or empty.
- **Project Count:** Shows how many projects were found in that specific Set.

Click the ▶ arrow on a location card to expand it and see the individual projects within.

Individual Projects

If projects are found outside of a Set (i.e., they are standalone `.work` or `.strd` files without a parent `AUDIO/` folder), they are listed in the **Individual Projects** section at the bottom.

These projects can be opened and edited like any other, but because they do not have a dedicated Audio Pool and are not part of a set, features related to Audio Pool mangement are not available.

Opening a Project

To open a project and start working:

1. Locate the project name in the expanded list.
2. Click the project card.
3. You will be taken to the Project Detail page.

Project Status Indicators

Inside each project card, you will see two status markers:

Marker	What it means
✓ **Project**	The main project file (`project.work`) was found and is readable.
✓ **Banks**	All associated bank files (e.g., `bank01.work`) were found.

If a marker is ✗, it indicates a missing or corrupted file. This can happen when projects are partially copied or moved manually in your computer's file manager.

Project Management

Manage Octatrack projects directly from Projects List — create new ones, copy, rename, move across Sets, and delete.

Context Menu

Right-click to access project management actions:

- **On a project card:** Copy, Rename, Open in File Manager, Delete.
- **On a Set header, Set area, or grid background:** New Project, and Paste Project (when a project has been copied).

Creating a Project

Click the **+** card at the end of any Set's grid, or right-click a Set header and choose **New Project**.

- Maximum **12 characters** — same limit as on the device.
- Allowed characters (matching the Octatrack hardware charset):
  - **Letters:** A–Z, a–z
  - **Digits:** 0–9
  - **Accented:** Å Ä Ö Ü Ø ø å ä ö ü, À–ß, à–ÿ
  - **Symbols:** `space` `!` `#` `$` `%` `&` `'` `(` `)` `+` `,` `-` `.` `;` `=` `>` `@` `[` `]` `^` `_` `{` `}` `~`
  - **Extended:** ¡ ¢ £ ¤ ¥ ¦ ¨ © « ¬ ® ¯ ° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿ × ÷
- Characters not in this set are silently rejected — the input field shakes briefly to signal a disallowed character.
- Hover the icon inside the name field to see the full allowed character list.

A new project is created with a default `project.work` and 16 empty `bank01.work` … `bank16.work` files, ready to load on the device.

Copying a Project

1. Right-click a project → **Copy**, or focus the card and press **Ctrl+C**. A confirmation toast briefly appears at the bottom of the screen.
2. Right-click a Set header, Set area, or grid background → **Paste Project**, or focus a card in that Set and press **Ctrl+V**.

The pasted copy is renamed `_2`, `_3`, … if the name is already taken in the destination Set. Long names are truncated to keep within the 12-character limit.

Renaming a Project

- Right-click → **Rename**, or focus the card and press **F2**.
- Type the new name. Press **Enter** to confirm, **Escape** to cancel.

The same character set, 12-character limit, and shake feedback apply.

Moving a Project

Drag any project card onto another Set's grid. The project moves immediately. Same-Set drops are ignored.

If the destination is on the same disk, the move is atomic. Across disks, Manager copies the project first, verifies file count and sizes match, then deletes the source — your project is never lost.

Deleting a Project

Right-click → **Delete**, or focus the card and press **Delete**.

Delete is the only operation with a confirmation dialog — it's destructive and cannot be undone. Cancel is the default focus, so pressing Enter immediately on the dialog will not delete the project.

Keyboard Navigation

Project cards can be navigated with the keyboard. The focused card is highlighted with an orange border.

Key	Action
`Tab` / `Shift+Tab`	Navigate between project cards
`↑ ↓ ← →`	Move focus within a Set's grid
`Enter`	Open focused project
`F2`	Rename focused project
`Delete`	Delete focused project (with confirmation)
`Ctrl+C`	Copy focused project to clipboard
`Ctrl+V`	Paste clipboard into focused Set
`Escape`	Cancel rename / close menu / close dialog

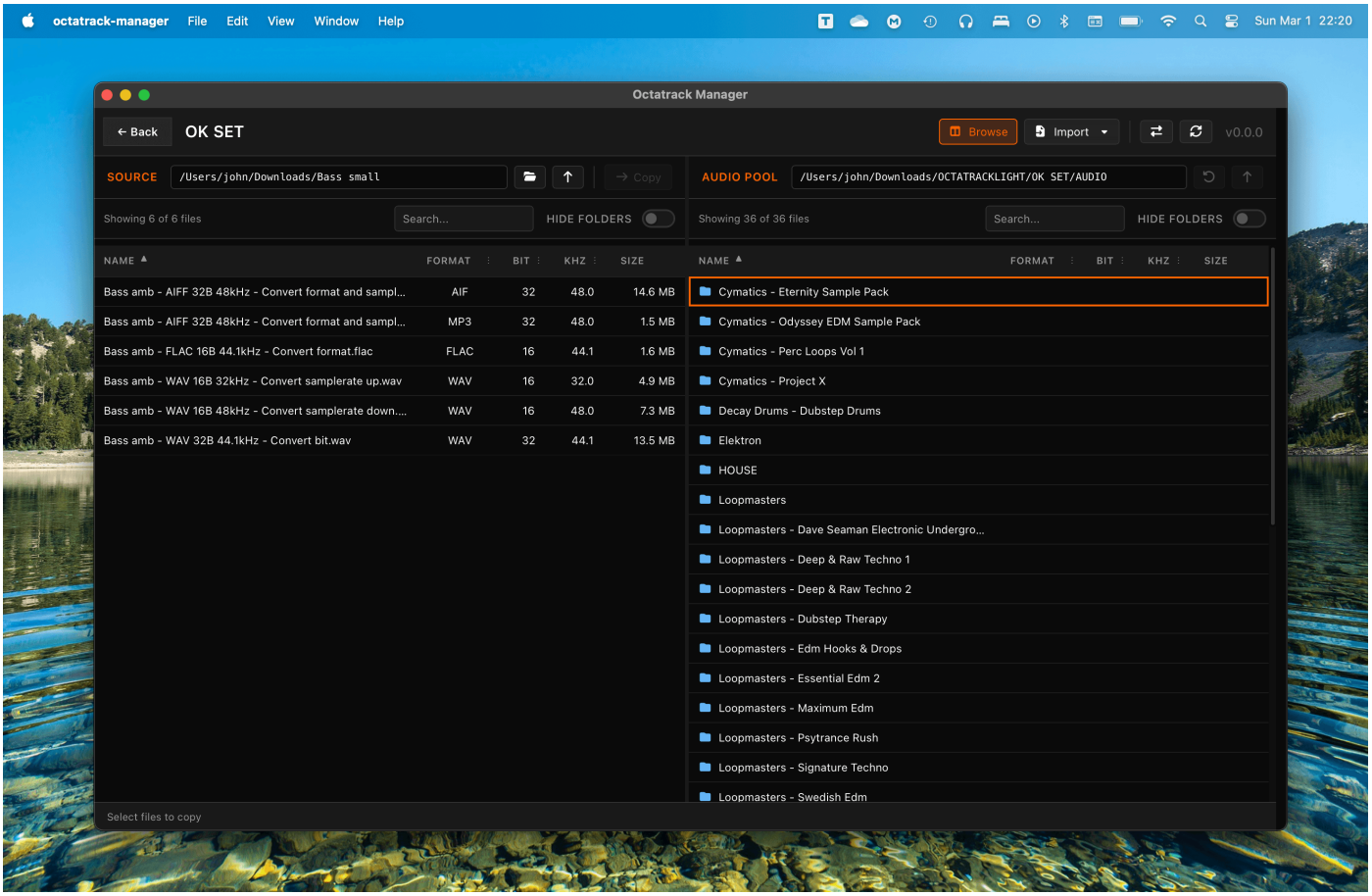
Limits

- 12 characters per project name (OT hardware limit)
- 128 projects per Set (OT hardware limit)
- Disk-space check runs before any write — if space is short, no partial files are created.

Audio Pool

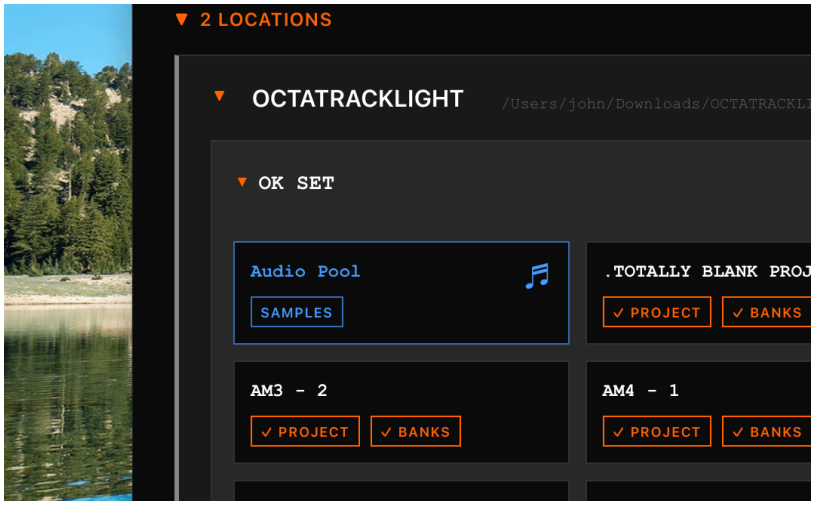
The Audio Pool is the shared sample library for your Octatrack Set. It is located in the `AUDIO/` folder at the top level of your Set. All projects within that Set can make use of samples from this directory and assign them to Static or Flex Sample Slots.

Octatrack Manager provides an interface for browsing, managing, importing and converting new samples to your pool.



Browsing the Pool

Access the Audio Pool of a Set from the **Home Page** by clicking the **Audio Pool** card within any Set:



Right Panel: Your Audio Pool

This shows the contents of your `AUDIO/` directory. You can:

- **Navigate:** Double-click a folder to enter it. Click the breadcrumb to go back up.
- **Create Folders:** Click **+ New Folder** to organize your library.
- **Inspect Metadata:** Every audio file shows its sample rate, bit depth, and number of channels.
- **Filter and Sort:** Use the toolbar to filter by name, bit depth, sample rate, or audio format.

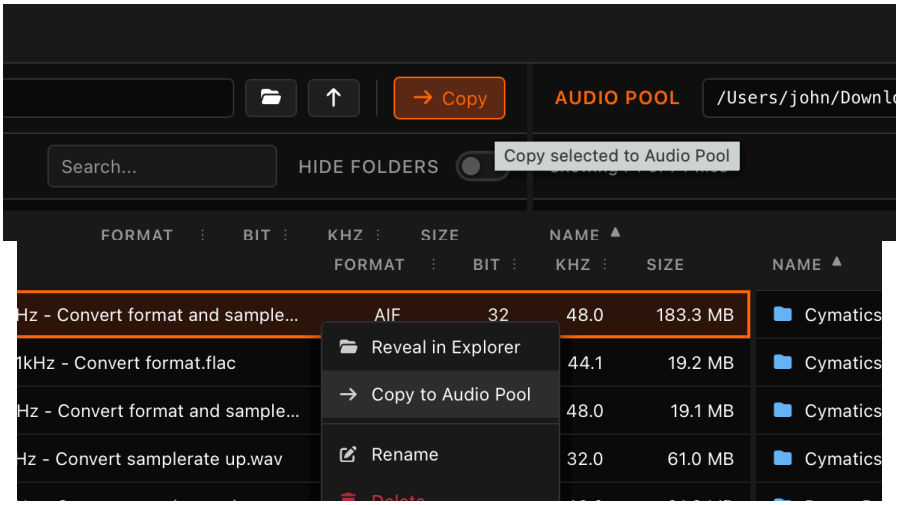
Left Panel: Your Computer

- This is a standard file browser that lets you explore your local hard drives to find samples you want to add to your Set.

Adding Samples (Copy / Move)

Octatrack Manager simplifies the process of getting new sounds into your Octatrack.

1. **Select Source:** Browse to your samples in the left panel.
2. **Select Destination:** Navigate to the folder where you want them in the right panel.
3. **Execute:** Click **Copy** button or **Copy to Pool** in right-click contextual menu.



Automatic Conversion

The Octatrack hardware is very specific about the audio formats it can play. Octatrack Manager takes care of all this automatically — **you never need to manually convert files again**.

Conversion uses a **high-quality Sinc interpolation** algorithm (Blackman-Harris windowed) for the best possible audio fidelity.

What happens during import?

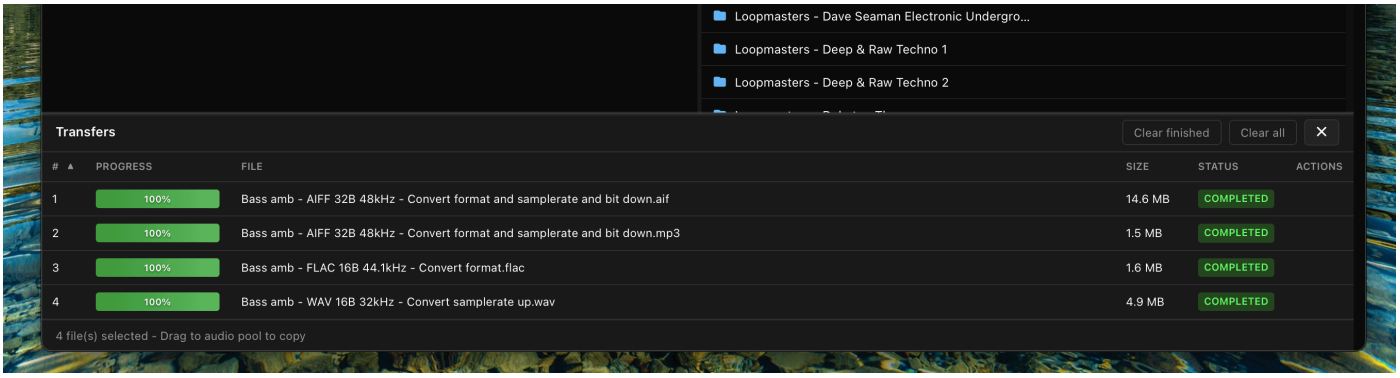
- **Format:** All files (MP3, FLAC, AIFF, etc.) are converted to **WAV**.
- **Sample Rate:** Every file is resampled to **44.1 kHz** (the only rate the Octatrack supports).
- **Bit Depth:** 16-bit and 24-bit depths are preserved. Files with higher or lower bit depths are automatically adjusted to the closest supported value (16 or 24-bit).

Progress Tracking

A progress bar appears for every file, showing the current stage of the transfer:

- **Decoding:** Reading and decoding the source file into raw audio data.
- **Resampling:** Changing the sample rate to 44.1 kHz (skipped if the source is already at 44.1 kHz).
- **Writing:** Converting to the target bit depth and creating the final file in WAV format.

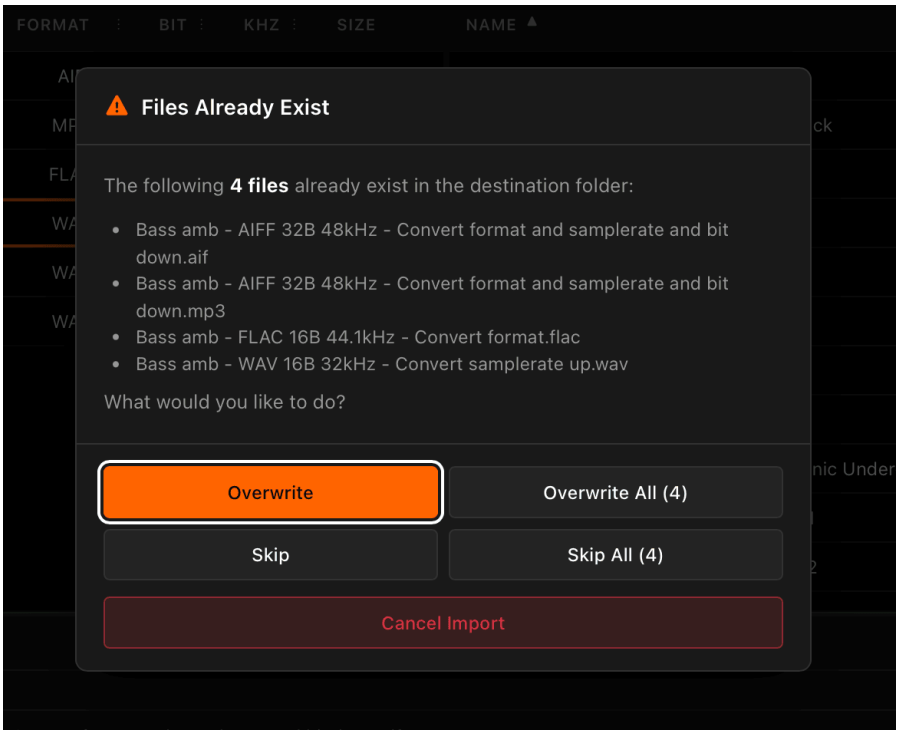
- **Copying:** Simply moving the file if it is already in the correct format (no conversion needed).



Managing Conflicts

If you try to add a file with the same name as one that already exists in your pool, a conflict dialog will appear. You can choose to:

- **Overwrite:** Replace the old file with the new one.
- **Skip:** Keep the old file and don't import the new one.
- **Apply to All:** Use your choice for all subsequent conflicts in the current batch.



Deleting Samples

To remove unwanted samples from your library:

1. Select one or more files in the right panel (Audio Pool).
2. Click **Delete**.
3. A confirmation dialog will appear to prevent accidental loss of data.

Tips

- **Batch Processing:** You can select and transfer dozens of folders at once. Octatrack Manager will handle the recursive conversion of every audio file within them.
- **External Drives:** You can browse and import samples from any connected external drive or shared network.

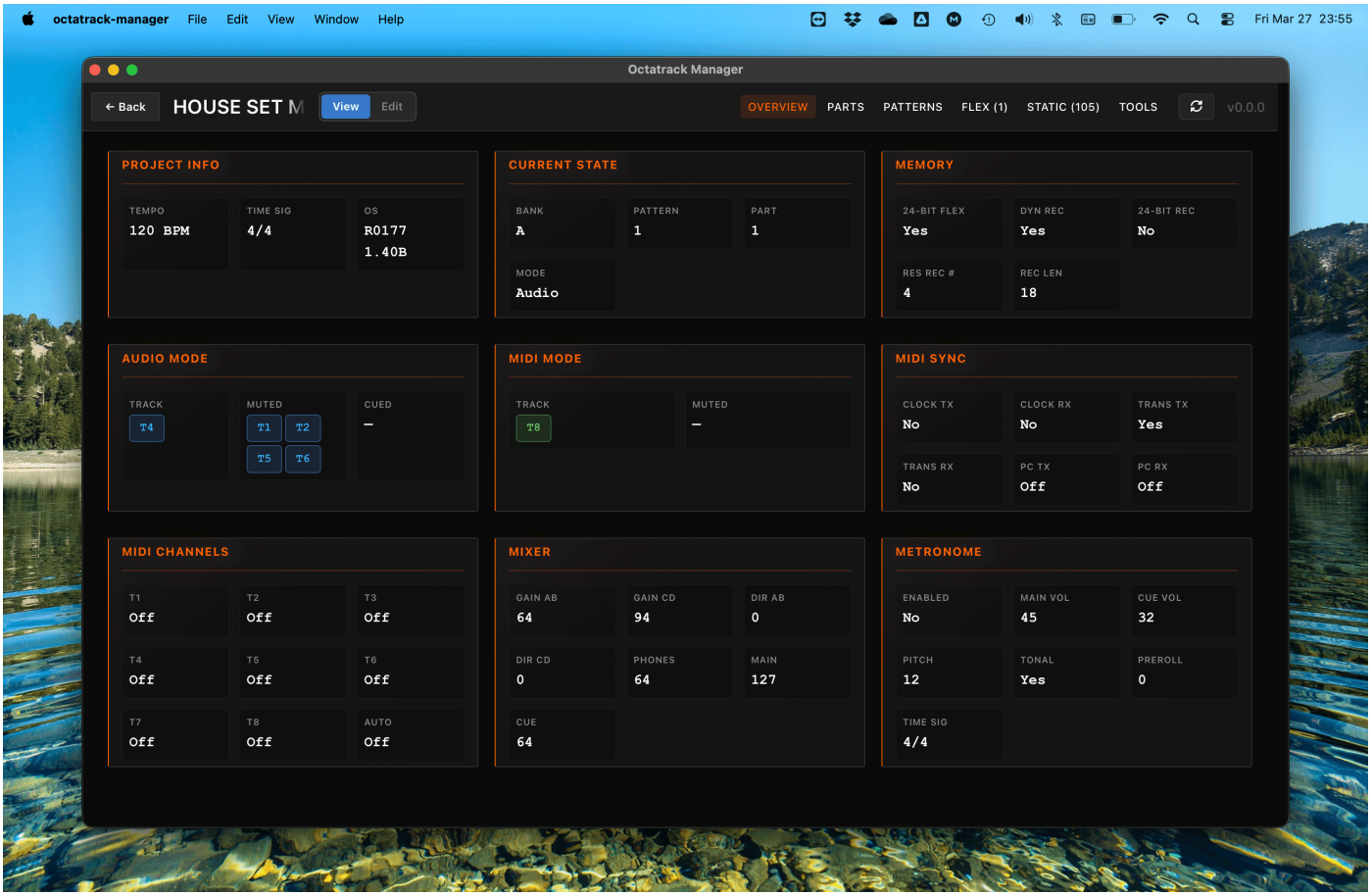
Project Detail

The Project Detail page provides a comprehensive, high-level view of an Octatrack project. From here, you can inspect your project's settings, explore its banks, parts, patterns and sample slots.

Overview Tab

The **Overview** tab displays the global settings that define how your project behaves on the Octatrack.

It's a view that captures the exact state of the project when it was last saved on the hardware.



Project Metadata

Located in the **Project Info** section, this shows:

- **Tempo:** The project BPM (40–300).
- **Time Sig:** The project's time signature (e.g., 4/4).
- **OS Version:** The firmware version used to save the project (e.g., 1.40B).

Playback State

The **Current State** section reflects what was active on the device:

- **Bank & Pattern:** The currently active sequence.
- **Part:** The part (1–4) assigned to the current bank.
- **Mode:** Indicates whether the Octatrack was in Audio Mode or MIDI Mode.
- **Track Status:** Shows which audio and MIDI tracks were **Muted**, **Soloed**, or **Cued**.

Mixer Settings

The **Mixer** section mirrors the Octatrack's project-level gain and routing configuration:

- **Gain AB / CD:** Input gain for the physical inputs.
- **Dir AB / CD:** Direct-through level for the inputs.
- **Phones Mix:** The blend between Main and Cue in the headphones.
- **Main / Cue Level:** The master output volumes.

MIDI & Memory

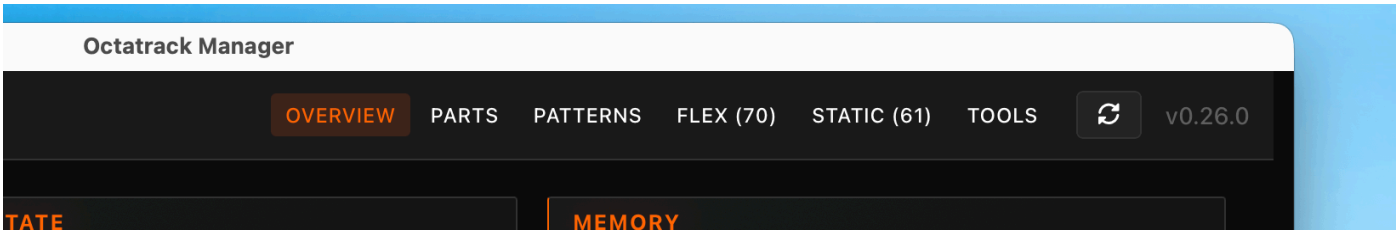
- **MIDI Sync:** View whether Clock, Transport, and Program Change messages were enabled for send or receive.
- **MIDI Channels:** Shows the MIDI channel assigned to each track and the **Auto Channel**.
- **Memory:** Displays critical RAM allocation settings, such as **24-bit Flex** loading and **Dynamic Recorder** status.

Metronome

The **Metronome** section displays all click track settings, including volume, pitch, and tonal/noise click preferences.

Navigation Tabs

At the top of the project header, you can switch between several specialized views:



Parts

The **Parts** tab takes you to the Parts Editor, where you can view and modify the sound design parameters of each bank. This is where you can edit Source, Amp, effects, and LFOs perameters for each track - according to machine type.

Patterns

The **Patterns** tab provides a visual representation of your sequencer data. You can inspect every trigger, parameter lock, and trig condition in your project. See Patterns for details.

Flex & Static Slots

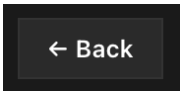
The **Flex** and **Static** tabs list all 256 sample slots in your project. You can filter slots (by name - or any other column), check which slots are empty, and see the exact file path for every sample as well as their state. See Sample Slots for details.

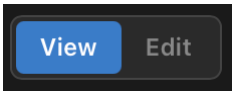
Tools

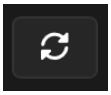
The **Tools** tab provides bulk operations for copying content between projects — banks, parts, patterns, tracks, and sample slots. See the Tools Overview for details on each operation.

Action Bar

In addition of the menu, the header of the Project Detail page also contains several important actions:

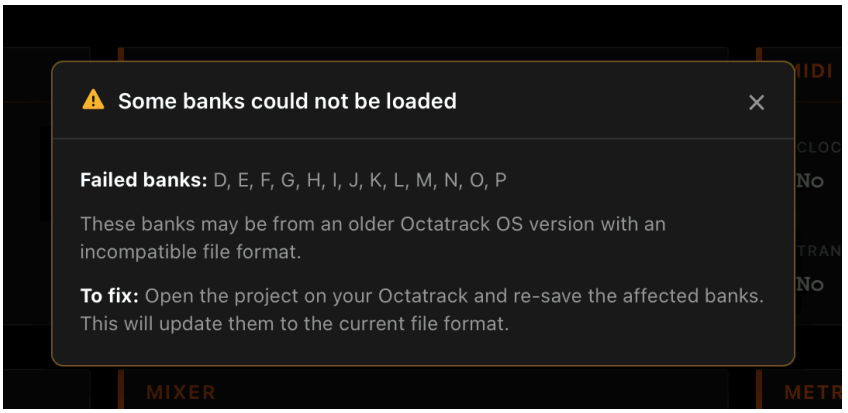
- **Back Button:** 

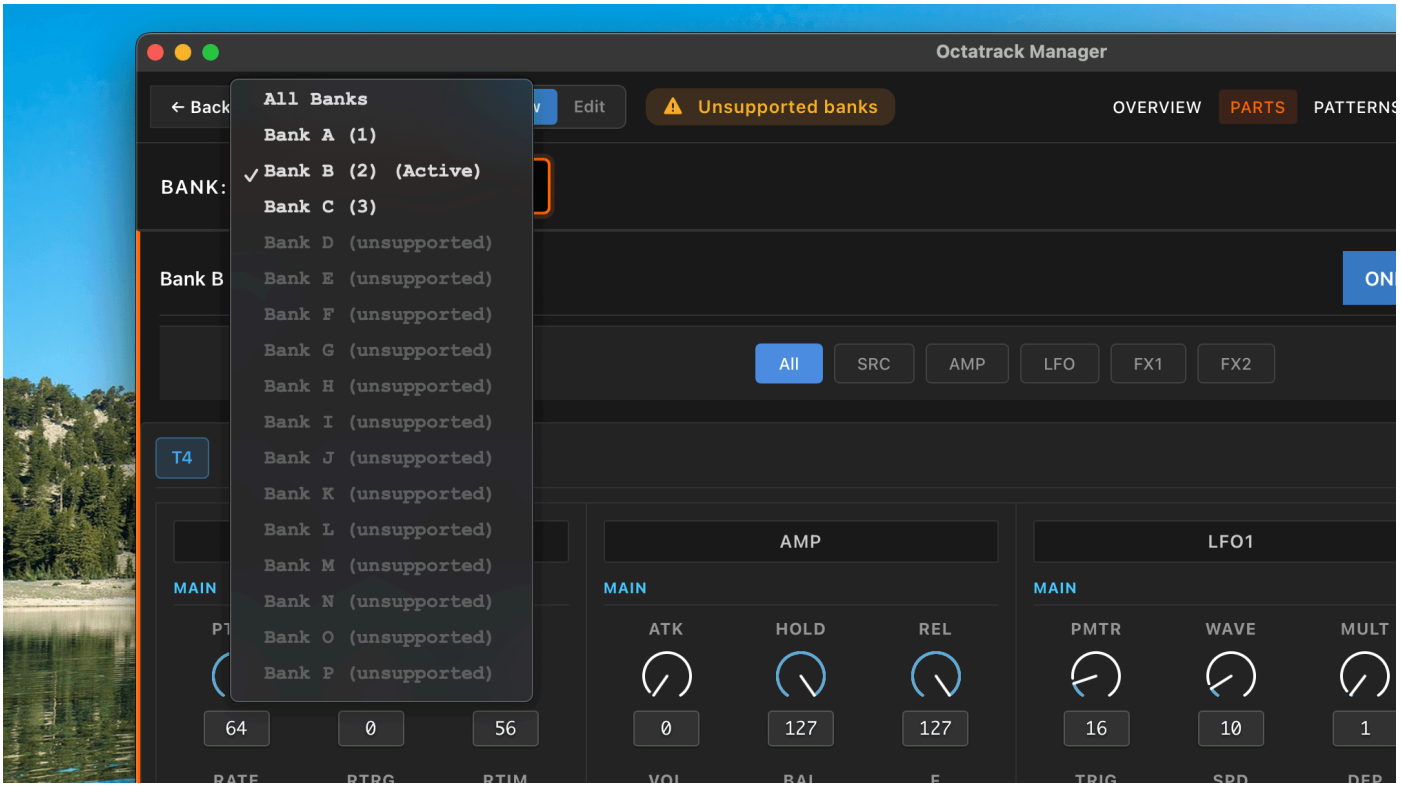
Return to the Home Page.
- **View/Edit Mode:** 

Use the toggle to switch between a safe, read-only view and **Edit Mode**.
- **Refresh (↻):**  Reload the project from disk. Use this if you have manually replaced project files on your computer.
- **Save Status:** 

Displays when changes are being saved to `.unsaved` files or committed to the project.
- **Unsupported Banks Warning:** 

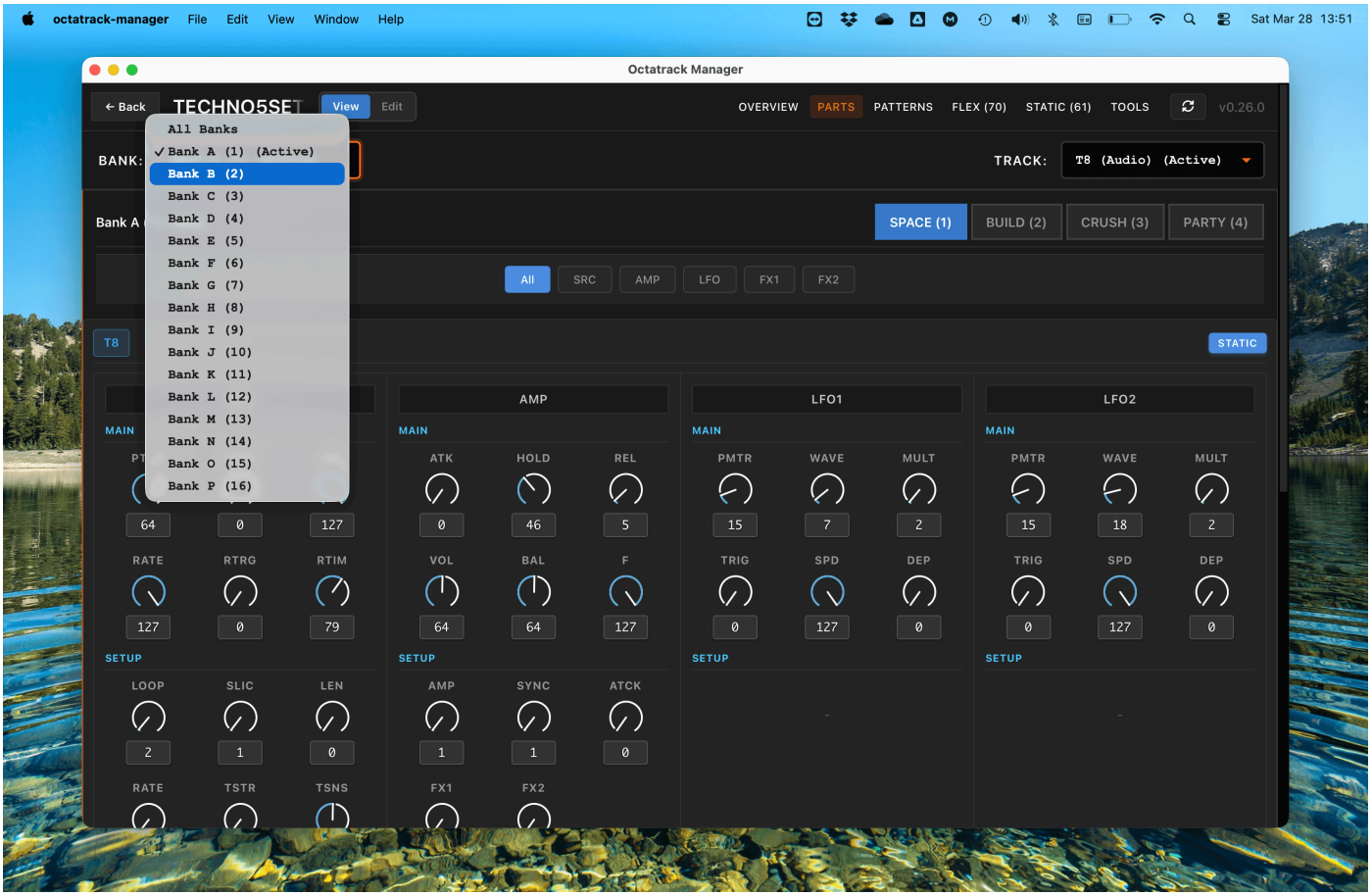
Appears if some bank files are from an older OS version. Click it for instructions on how to update them on your hardware.





Multi-Bank View

- In the **Parts** and **Patterns** tabs, you can use the **Bank Selector** to focus on a single bank (A–P) or select **All Banks** to see an overview of your entire project simultaneously.
- By viewing "All Banks", you can scroll through all 16 banks on a single page, making it much easier to organize complex projects.


octatrack-manager File Edit View Window Help
Sat Mar 28 13:51
Octatrack Manager
← Back
TECHNO5SET
View
Edit
OVERVIEW
PARTS
PATTERNS
FLEX (70)
STATIC (61)
TOOLS
v0.26.0
BANK:
TRACK:
T8 (Audio) (Active)
All Banks
Bank A (1) (Active)
Bank B (2)
Bank C (3)
Bank D (4)
Bank E (5)
Bank F (6)
Bank G (7)
Bank H (8)
Bank I (9)
Bank J (10)
Bank K (11)
Bank L (12)
Bank M (13)
Bank N (14)
Bank O (15)
Bank P (16)
SPACE (1)
BUILD (2)
CRUSH (3)
PARTY (4)
All
SRC
AMP
LFO
FX1
FX2
T8
STATIC
AMP
LFO1
LFO2
MAIN
SETUP
ATK
HOLD
REL
PMTR
WAVE
MULT
TRIG
SPD
DEP
VOL
BAL
F
RATE
RTRG
RTIM
LOOP
SLIC
LEN
AMP
SYNC
ATCK
TSTR
TSNS
FX1
FX2

Project Navigation

Navigating through an Octatrack project is intuitive and provides a much broader view of your data than is possible on the device's screen.

Navigating Banks (A–P)

You can choose how much of your project you want to see at once using the **Bank Selector** in the header.

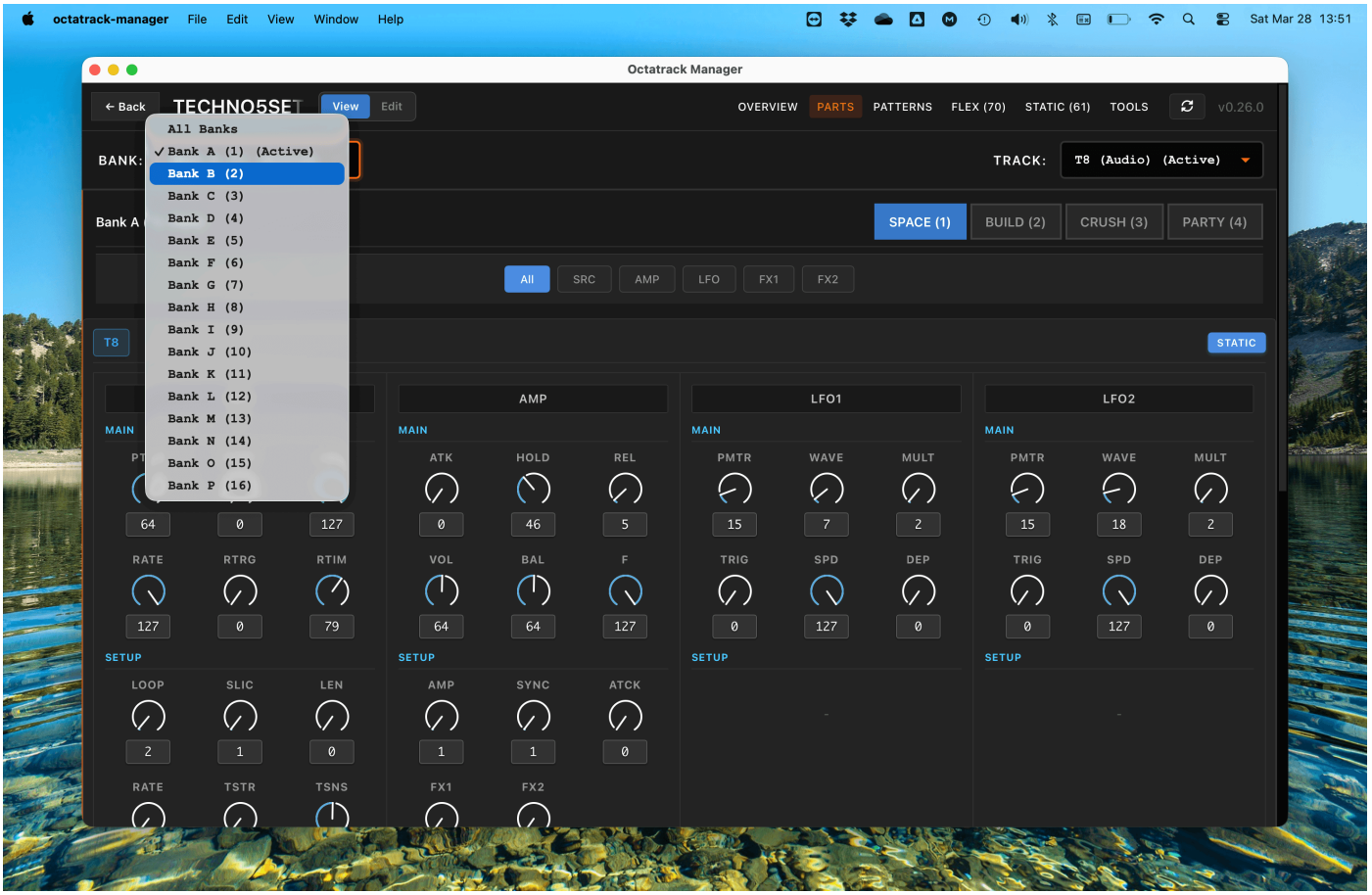
Single Bank View

By default, the app focuses on a single bank. Select a letter (A through P) to display the Parts or Patterns for that specific bank.

"All Banks" View

Select **All** from the bank selector to see an overview of every bank in your project on a single, scrollable page. This is incredibly useful for:

- Getting a bird's-eye view of your entire live set.
- Quickly finding where a specific part or pattern is located.
- Comparing content across different sections of your project.

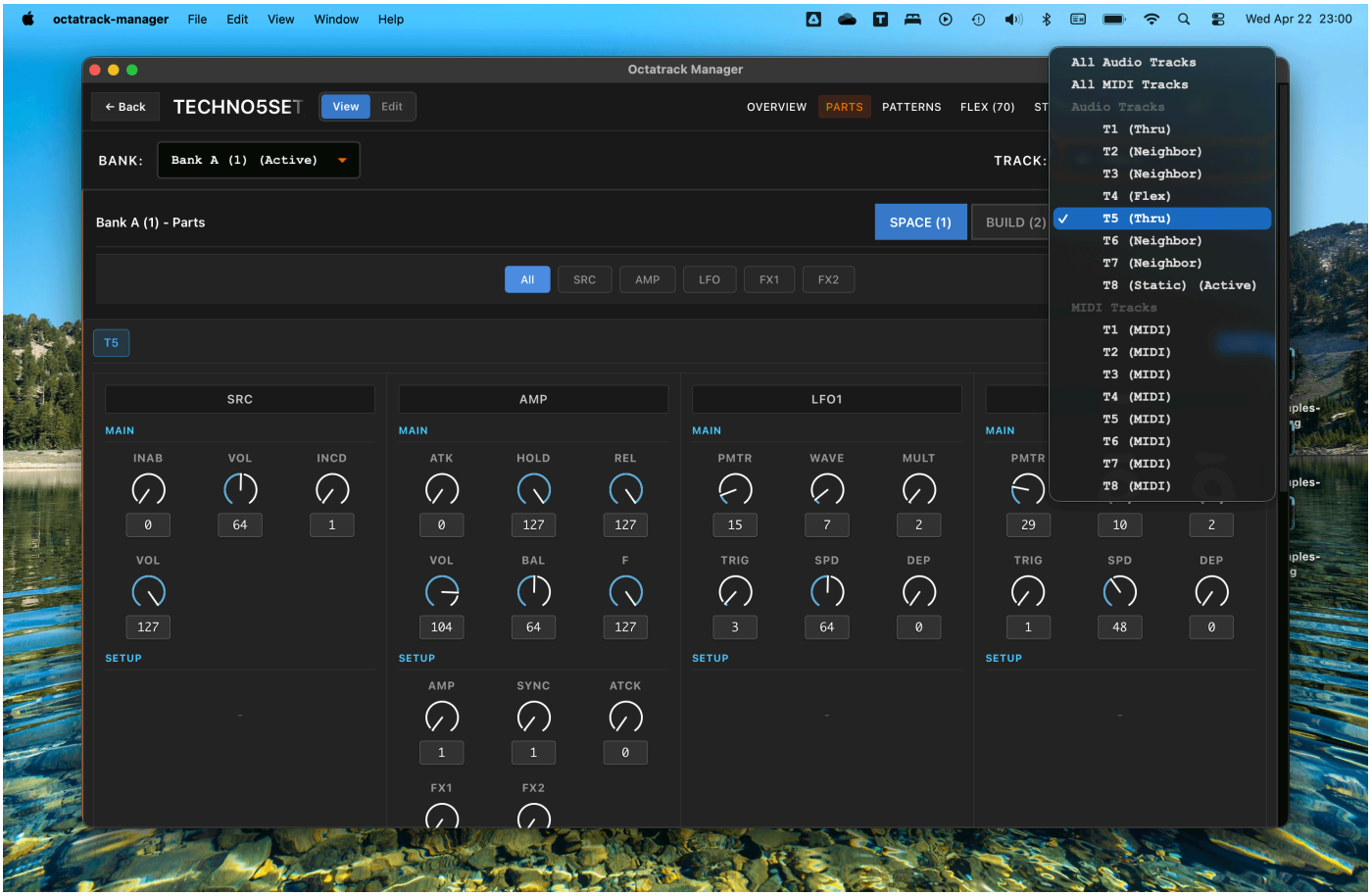


Navigating Tracks (T1–T8 & M1–M8)

The **Track Selector** allows you to focus on a specific audio or MIDI track, or view all tracks of a given type at once.

- **Audio Tracks (T1–T8):** The 8 audio tracks, each with its own machine, effects, and LFOs.
  - Each audio track displays its active machine type from the current part - *T1 (Flex)*, *T2 (Thru)*, etc
- **MIDI Tracks (M1–M8):** The 8 MIDI tracks for sequencing external gear.
- **"All Audio" / "All MIDI":** View all 8 tracks of a given type simultaneously.

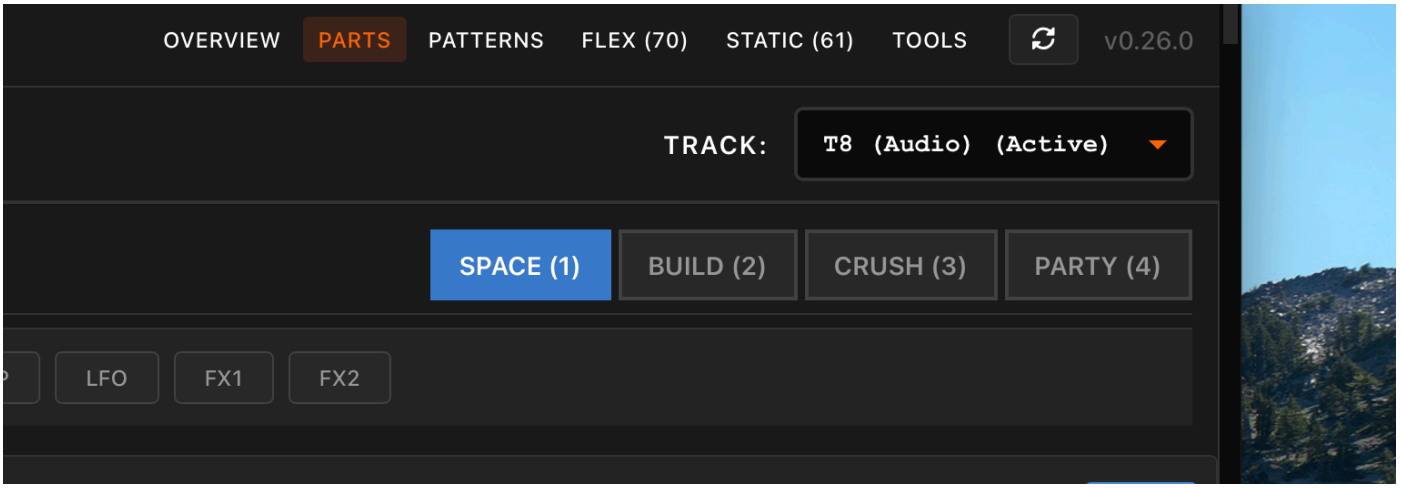
The machine type shown updates automatically when you switch banks or change the active part.



Switching Parts (1–4)

In the **Parts** tab, you can navigate between the four snapshots (kits) available in each bank.

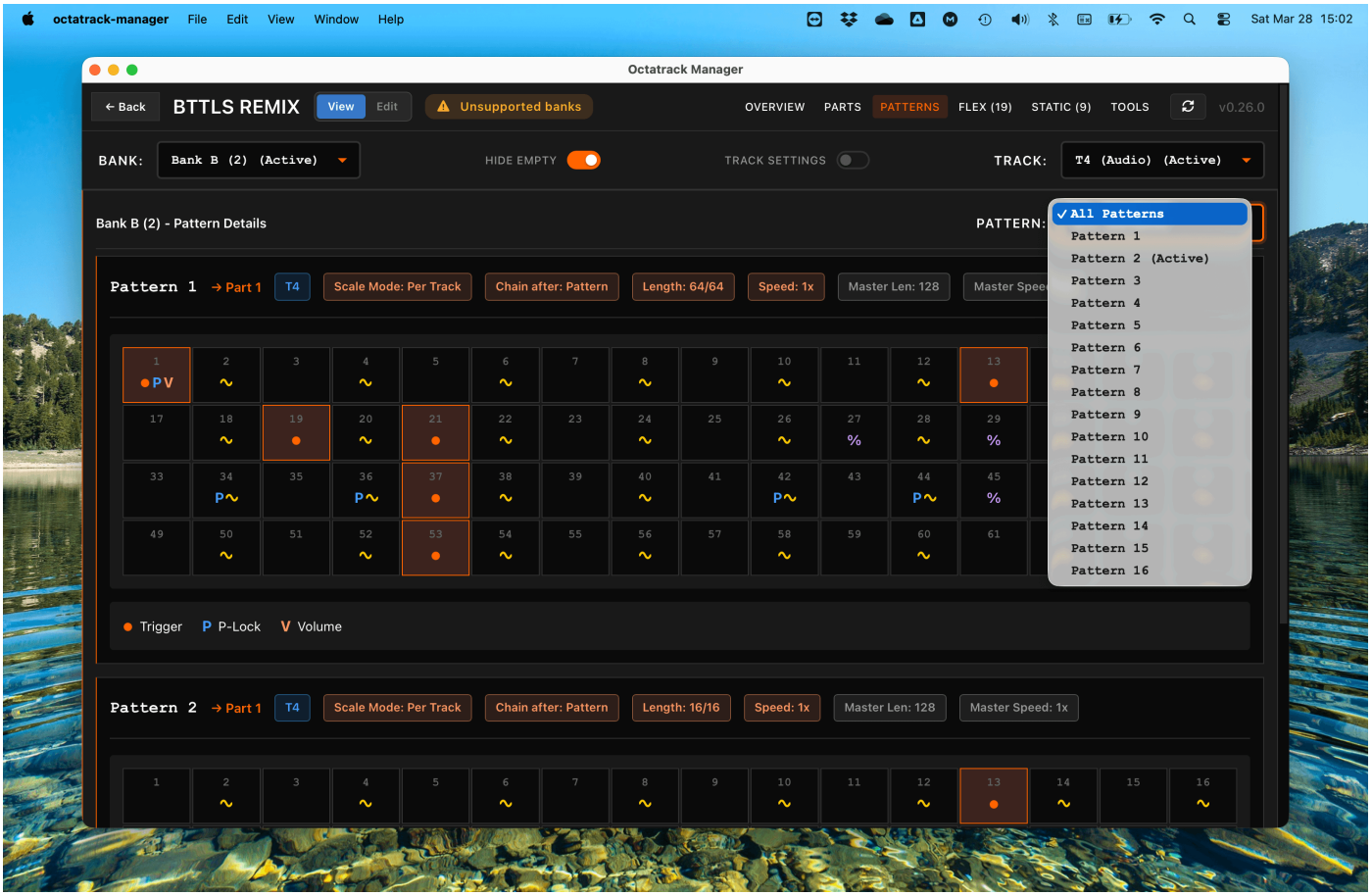
- Click on the **Part 1**, **Part 2**, **Part 3**, or **Part 4** tabs within a bank.
- The interface updates instantly to show the sound design settings (Machine, LFO, Amp, FX) for all tracks in that part.



Navigating Patterns (1–16)

In the **Patterns** tab, you can choose which sequences to inspect.

- Use the **Pattern Selector** to focus on a single pattern (1 through 16).
- Use the **"All Patterns"** option to see every sequence in the bank simultaneously. This helps you visualize how your track evolves across patterns.
- Use the **"Hide Empty"** toggle in the header to filter out patterns that contain no triggers or data.



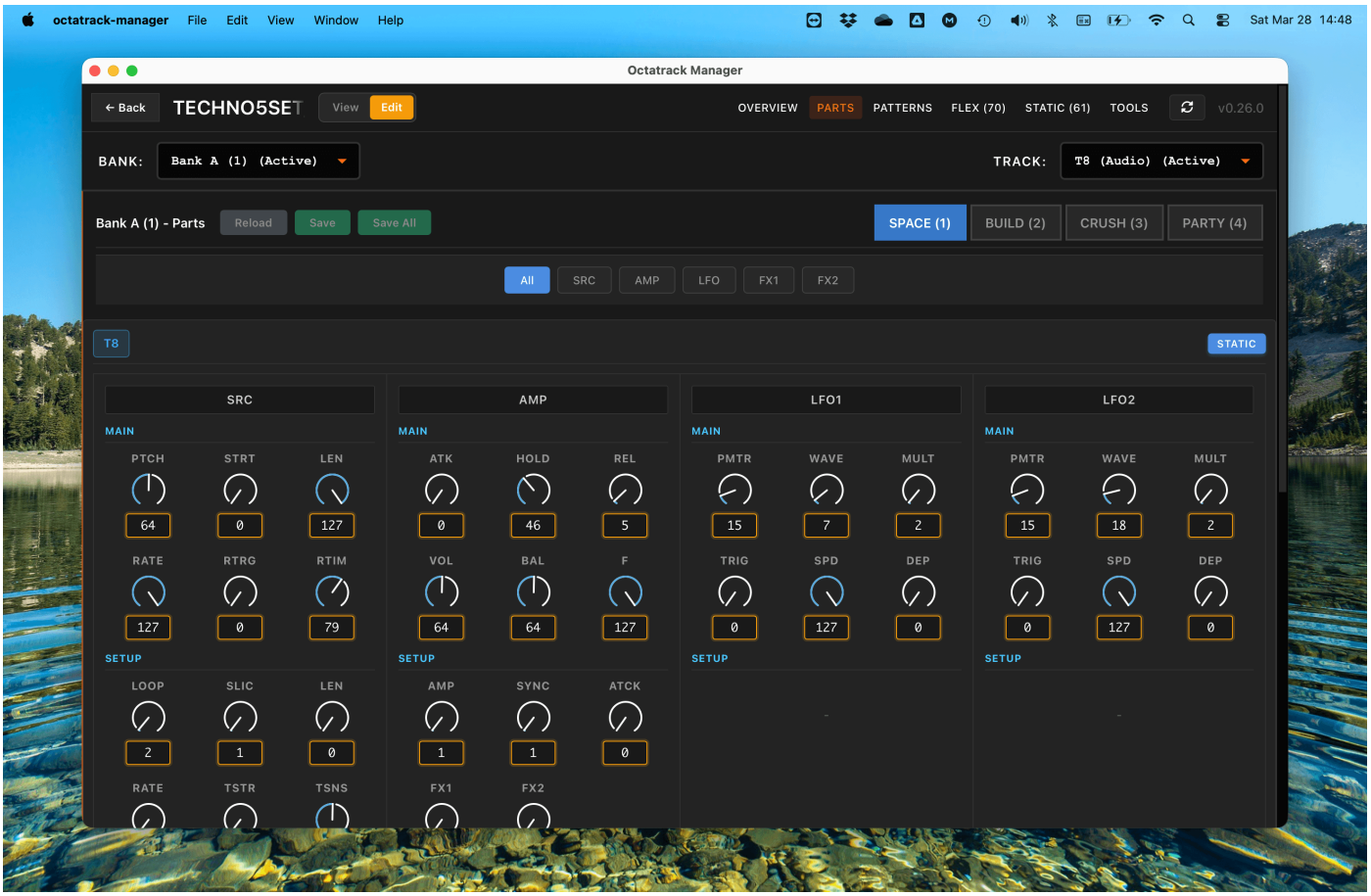
TIP

Octatrack Manager synchronizes your navigation across different tabs. For example:

- If you select **Bank B** in the Parts tab, the app will stay on **Bank B** when you switch to the Patterns tab.
- This ensures that your workflow remains fluid as you move between different aspects of your project.

Parts Editor

The Parts Editor is the heart of sound design in Octatrack Manager. It allows to modify the four Parts ("snapshots" or "kits") available in each bank, giving you a powerful interface for tweaking machine parameters, effects, and LFOs.



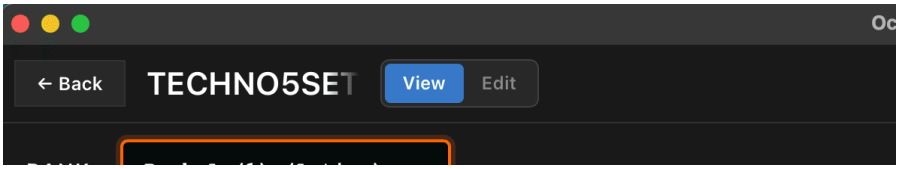
Enabling Edit Mode

By default, Octatrack Manager is in a safe, read-only mode to prevent accidental changes. To start editing:

1. Open a project.
2. Go to the **Parts** tab.
3. Toggle the **Edit mode** switch in the project header.

When Edit Mode is active, the knobs and fields become interactive, and your changes will be written to disk.

Note that in the future, more than Parts will be editable in projects.



Navigation Within the Editor

Use the PAGE tabs to switch between the different parameter pages (SRC, AMP, LFO, etc).

Both your parameter page selection and part selection persist when switching between banks, so you can quickly compare the same page across different banks.

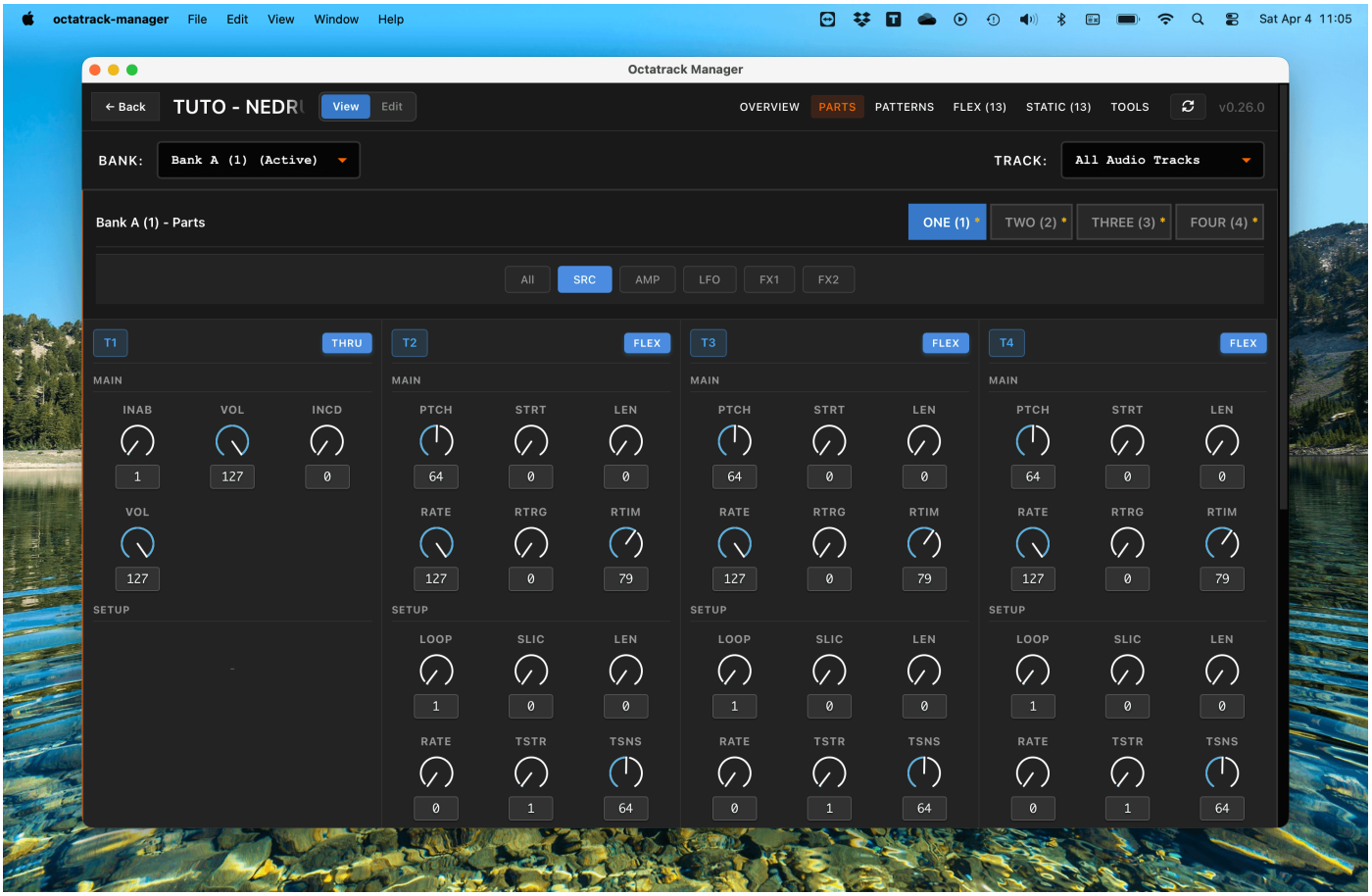
The dropdown fields let you switch quickly between all Audio tracks, MIDI tracks, partrs and the 16 banks.

Modifying Part Settings

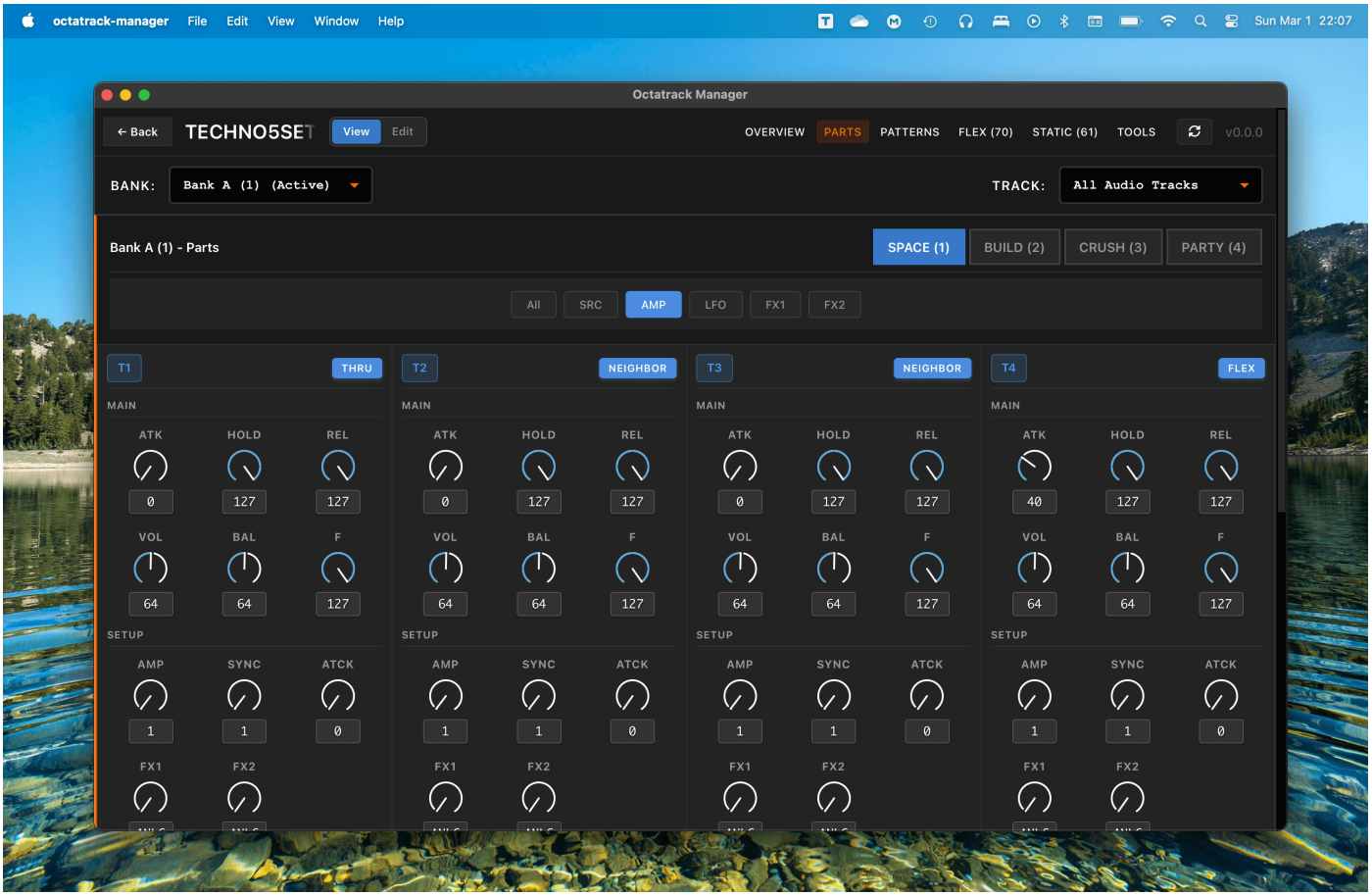
The Parts Editor is organized into several pages, mirroring exactly the Octatrack. Although here we can display much more information on screen.

Audio Track Pages (T1–T8)

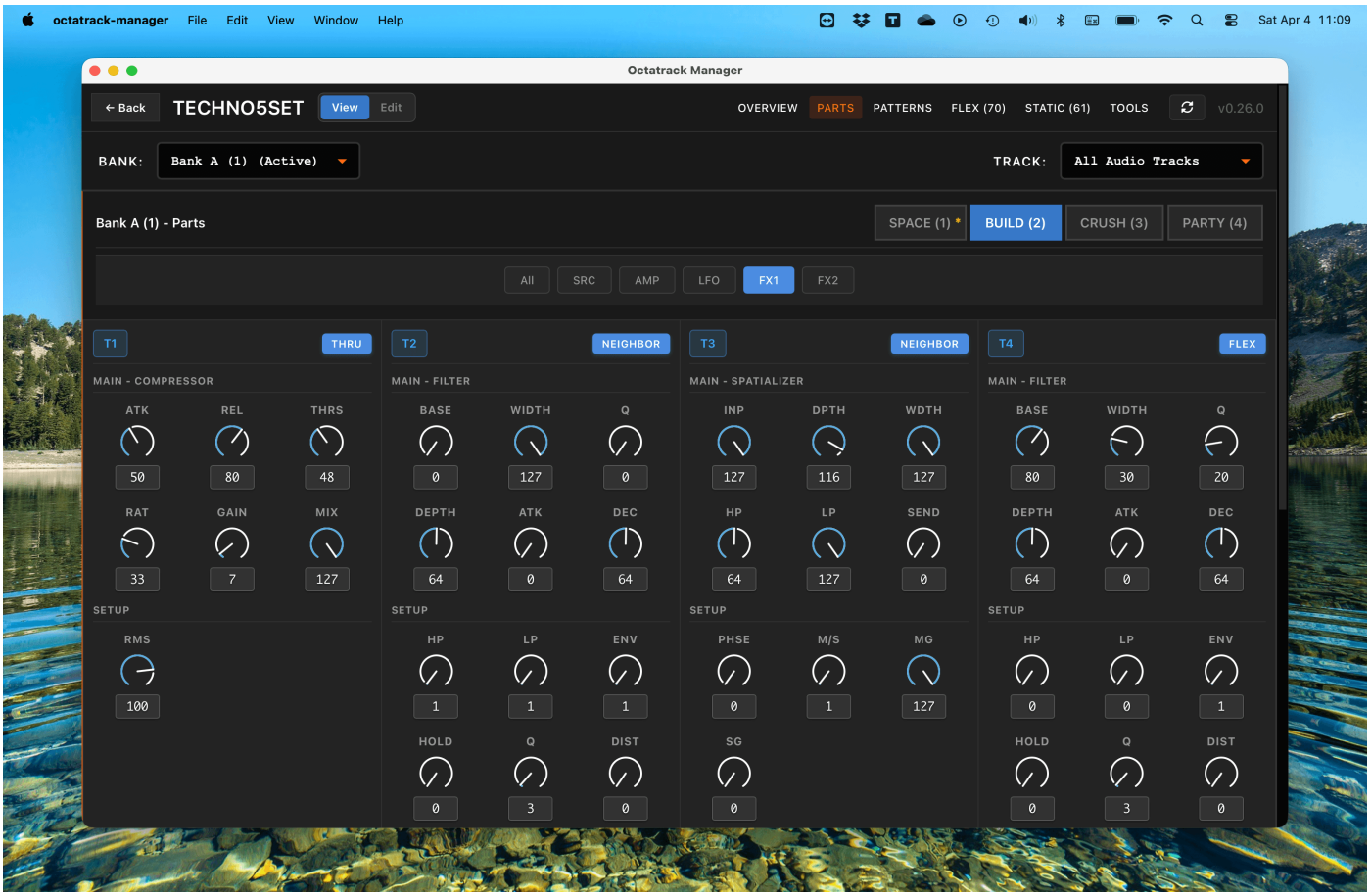
- **SRC Page:** Configure the core parameters (Pitch, Start, Length, Rate, etc.) of selected machine (Flex, Static, Thru, Neighbor, etc).



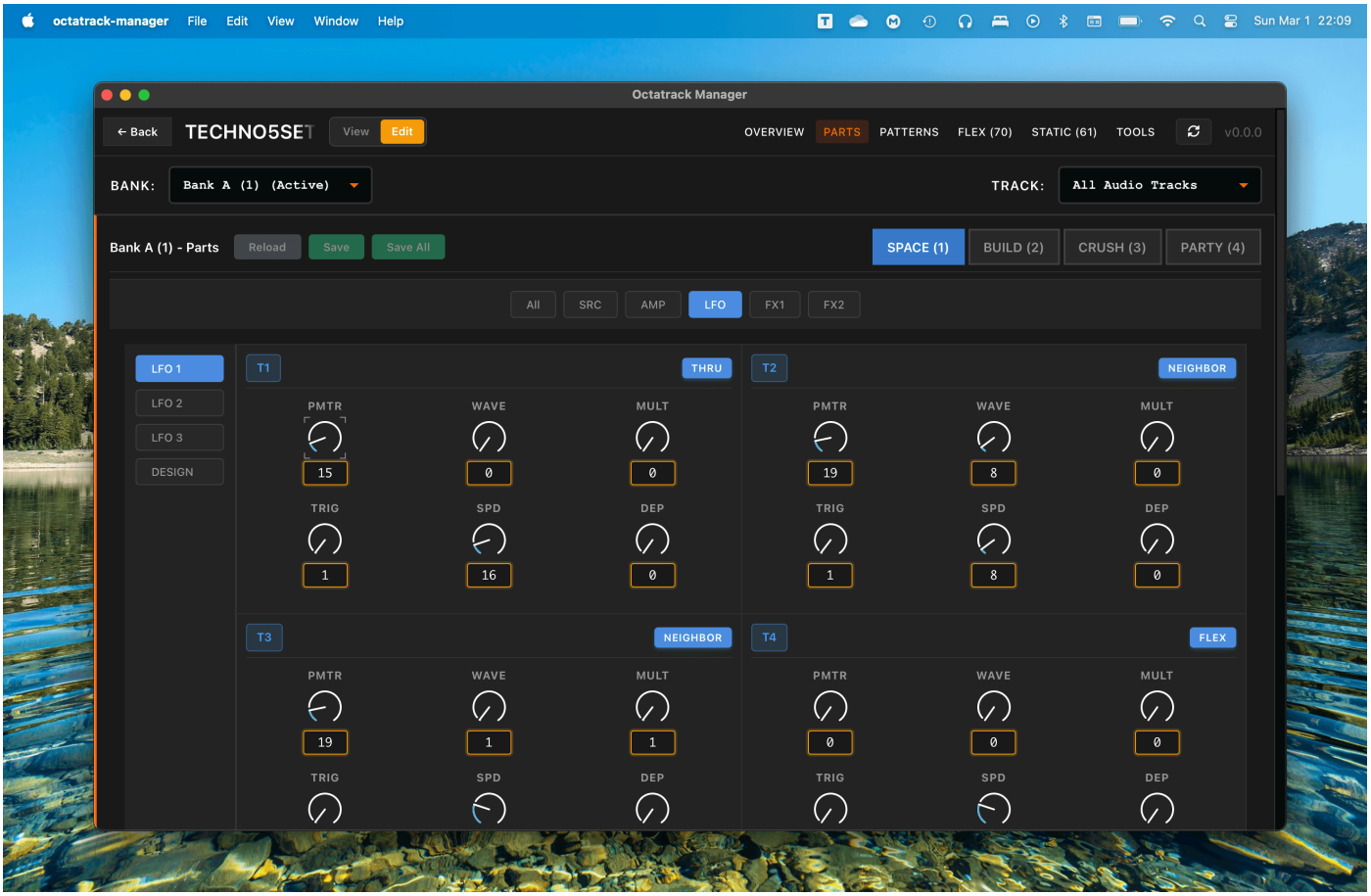
- **AMP Page:** Adjust the envelope (Attack, Hold, Release), Volume, and Balance for the track.



- **FX1 & FX2 Pages:** Edit the two effect slots for each track.

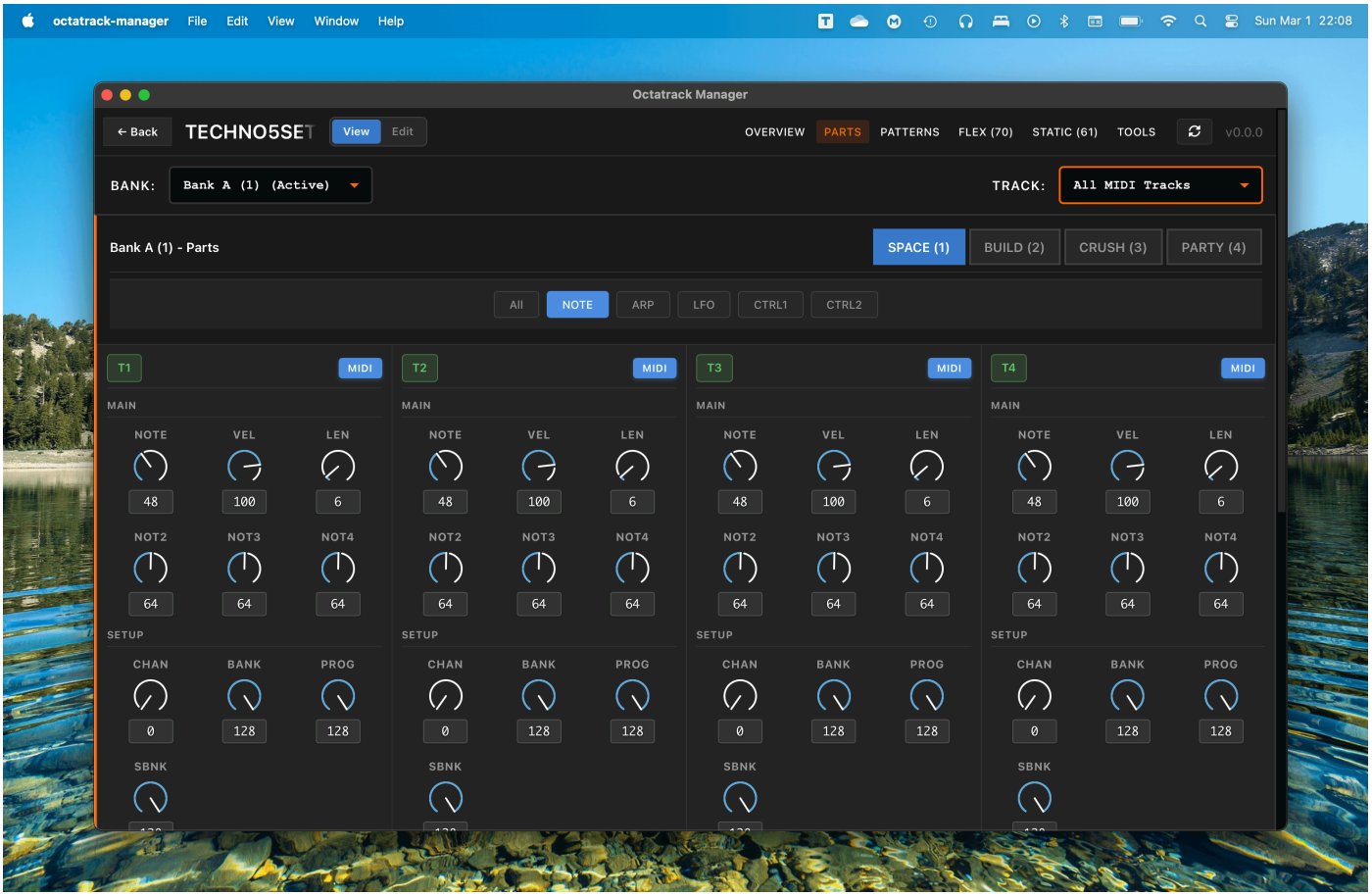


- **LFO Pages:** Configure the three LFOs per track, including speed, depth, and destination.

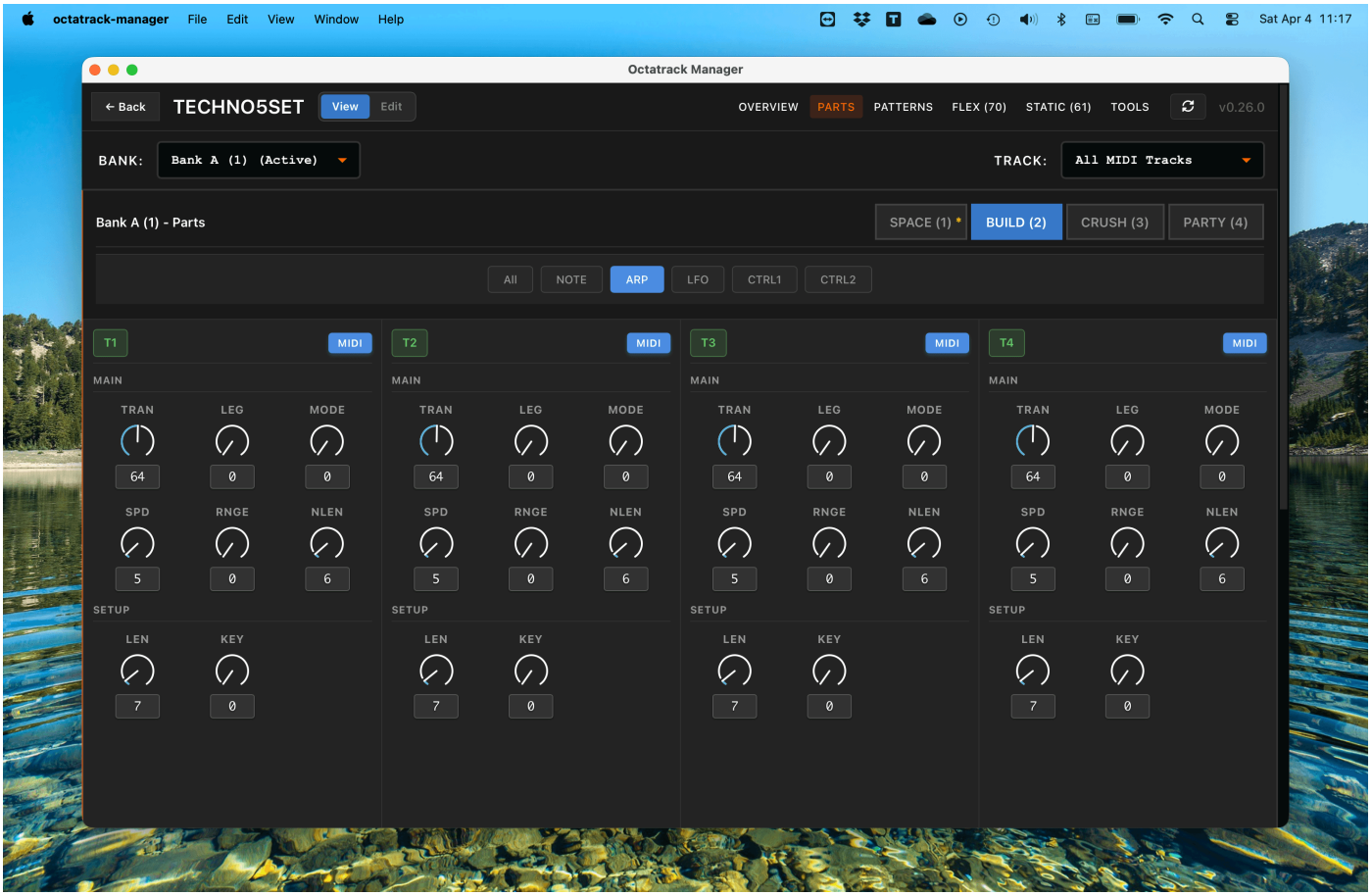


MIDI Track Pages (M1–M8)

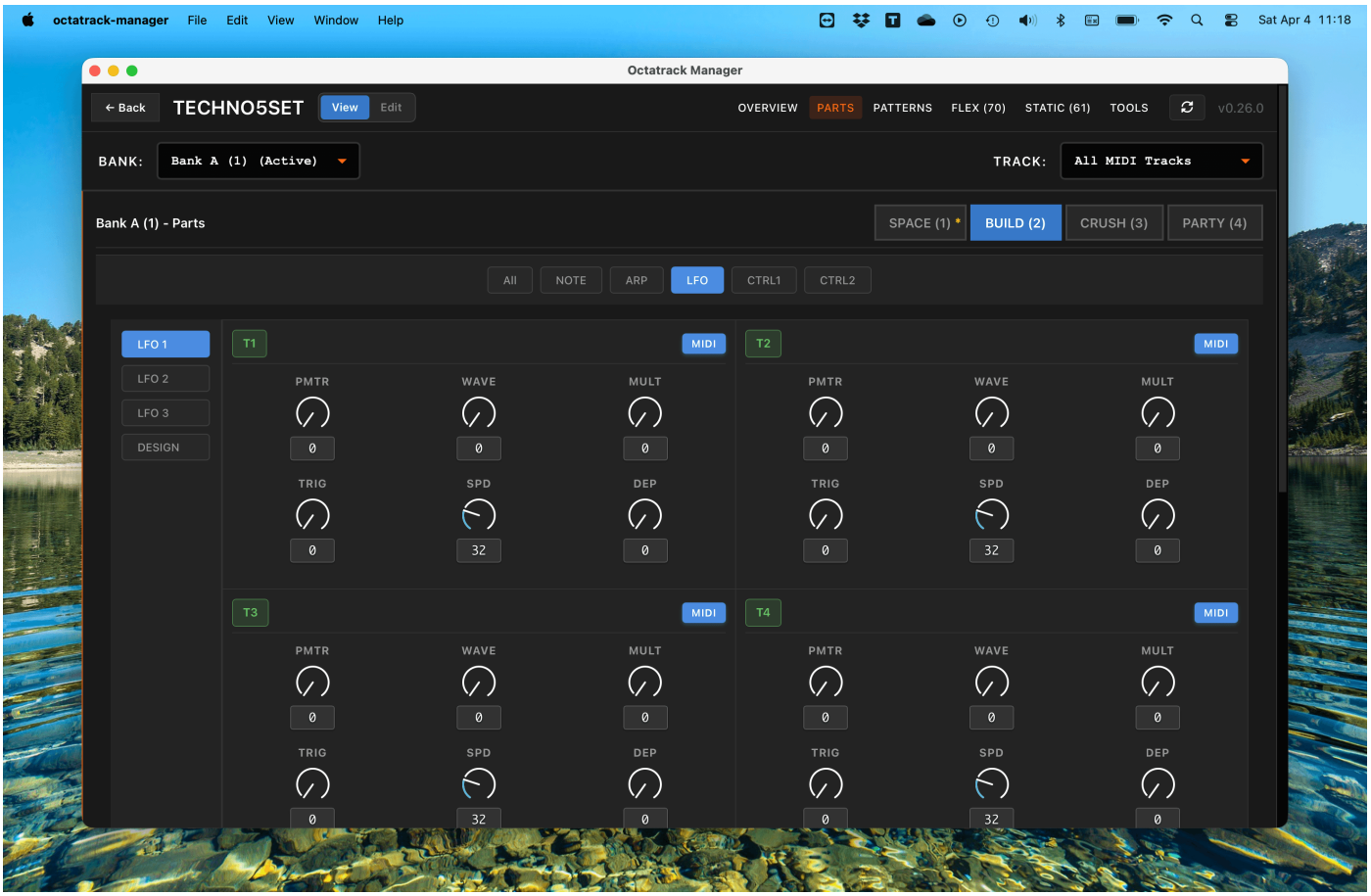
- **NOTE Page:** Edit the MIDI channel, notes, velocity, and length for external sequencing.



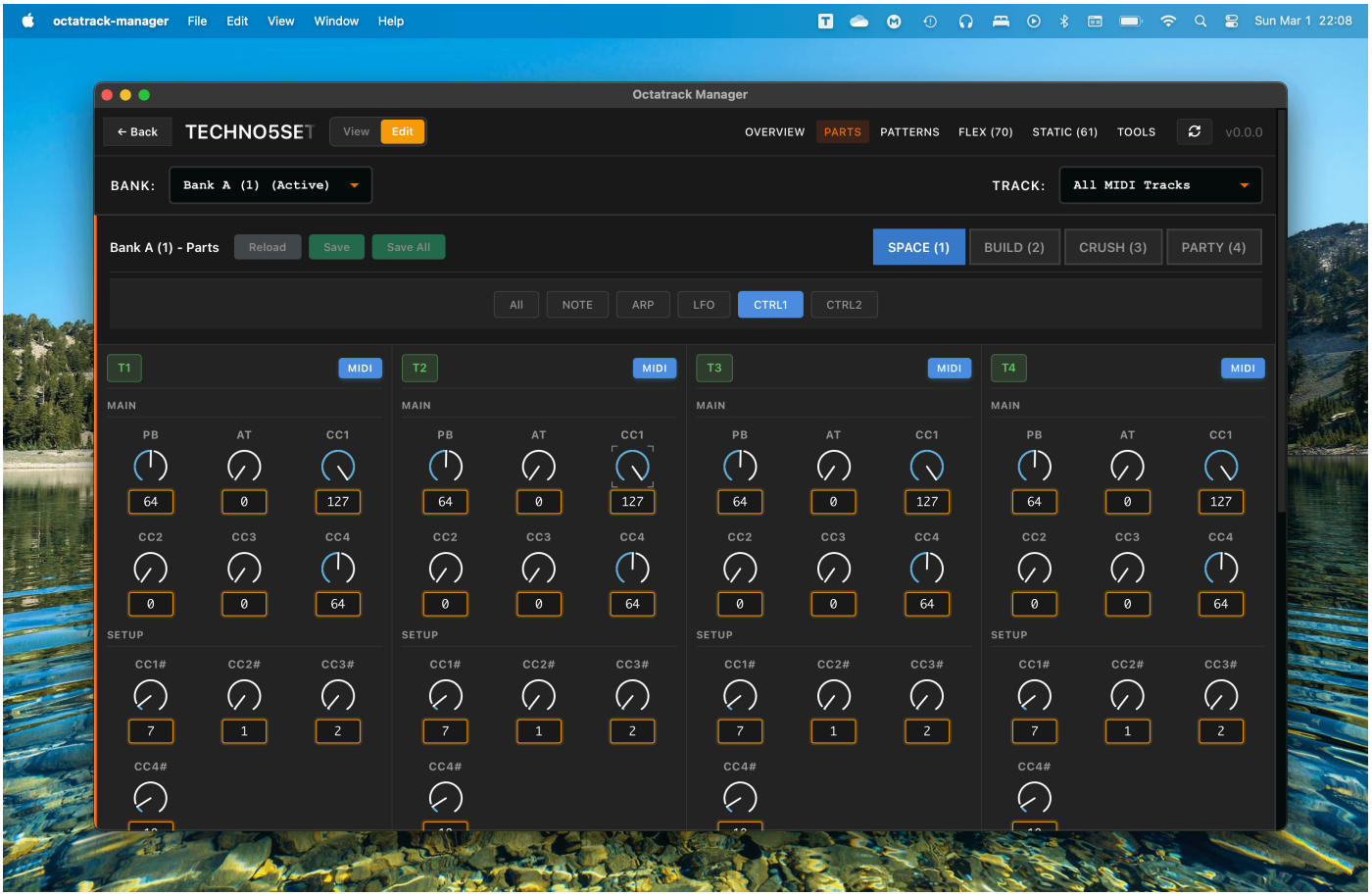
- **ARP Page:** Adjust the arpeggiator settings (Transpose, Legato, Mode, Speed, Range, Length).



- **LFO Pages:** Adjust the three MIDI LFOs, draw custom LFO shapes.



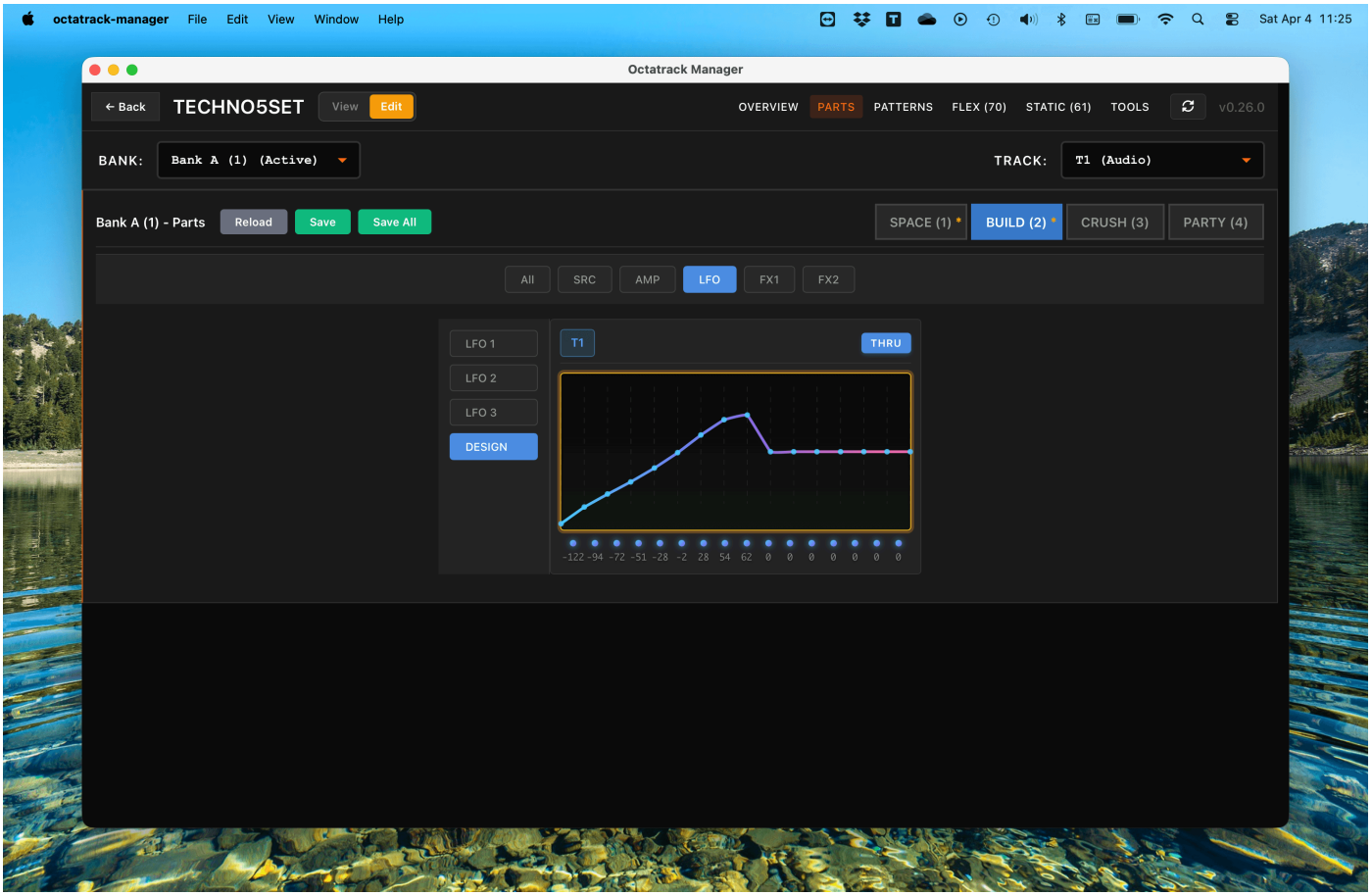
- **CTRL Pages:** Configure the MIDI CC parameters for external gear control.

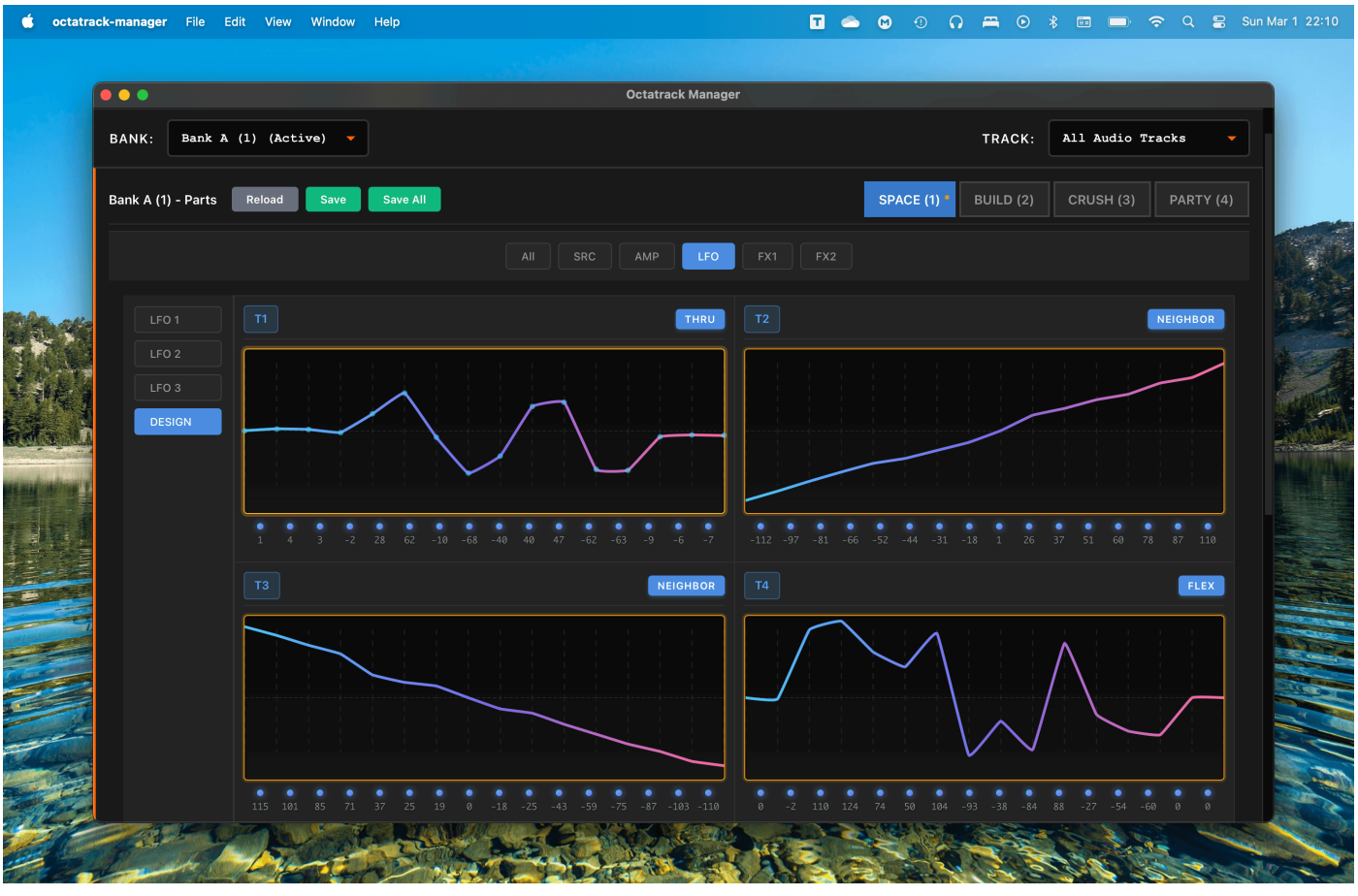


Custom LFO Designer

Octatrack Manager features an intuitive **LFO Designer** that allows you to draw custom LFO waveforms - **freely with your mouse**.

1. Navigate to a track's LFO page.
2. Select the **DESIGN** tab.
3. Click and drag in the editor to draw your waveform.
4. The changes are updated in real-time in the project.


octatrack-manager File Edit View Window Help
Sat Apr 4 11:25
Octatrack Manager
← Back
TECHNO5SET
View
Edit
OVERVIEW
PARTS
PATTERNS
FLEX (70)
STATIC (61)
TOOLS
v0.26.0
BANK:
Bank A (1) (Active)
TRACK:
T1 (Audio)
Bank A (1) - Parts
Reload
Save
Save All
SPACE (1) *
BUILD (2) *
CRUSH (3)
PARTY (4)
All
SRC
AMP
LFO
FX1
FX2
LFO 1
LFO 2
LFO 3
DESIGN
T1
THRU
-122 -94 -72 -51 -28 -2 28 54 62 0 0 0 0 0 0 0


octatrack-manager File Edit View Window Help
Sun Mar 1 22:10
Octatrack Manager
BANK:
Bank A (1) (Active)
TRACK:
All Audio Tracks
Bank A (1) - Parts
Reload
Save
Save All
SPACE (1) *
BUILD (2)
CRUSH (3)
PARTY (4)
All
SRC
AMP
LFO
FX1
FX2
LFO 1
LFO 2
LFO 3
DESIGN
T1
THRU
1 4 3 -2 28 62 -10 -68 -40 40 47 -62 -63 -9 -6 -7
T2
NEIGHBOR
-112 -97 -81 -66 -52 -44 -31 -18 1 26 37 51 60 78 87 110
T3
NEIGHBOR
115 101 85 71 37 25 19 0 -18 -25 -43 -59 -75 -87 -103 -110
T4
FLEX
0 -2 110 124 74 50 104 -93 -38 -84 88 -27 -54 -60 0 0

Saving and Committing Changes

Octatrack Manager follows the same **two-step process** for saving changes, **mirroring exactly** how the Octatrack works.

1. Live Editing

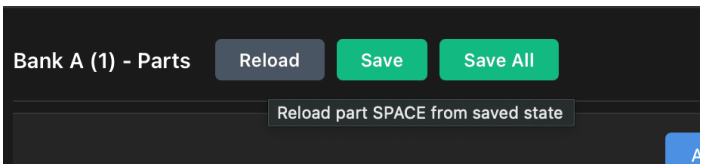
As you move a knob or change a setting, the change is **immediately written to project's Part**. Your edits are stored in the Parts's working state and will be persisted.

- An **unsaved indicator** (asterisk) will appear next to the part name to show that it contains uncommitted changes. Exactly like on the Octatrack.

2. Reloading a Part

Live changes made can easily be discarded; allowing you to return to the last saved state of Part:

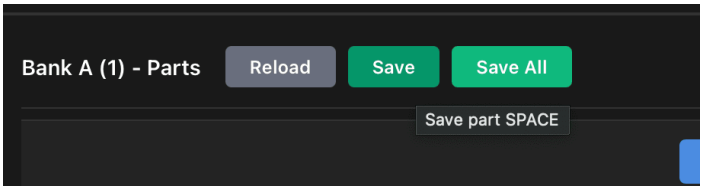
- Click the **Reload** button in the bank header.
- This will clear the unsaved changes.



3. Saving to Part

To commit your edits to the Part:

- Click **Save** to commit the current part, or **Save All** to commit all modified parts in the bank at once.
- The **unsaved indicator** will disappear, and your changes are now final.



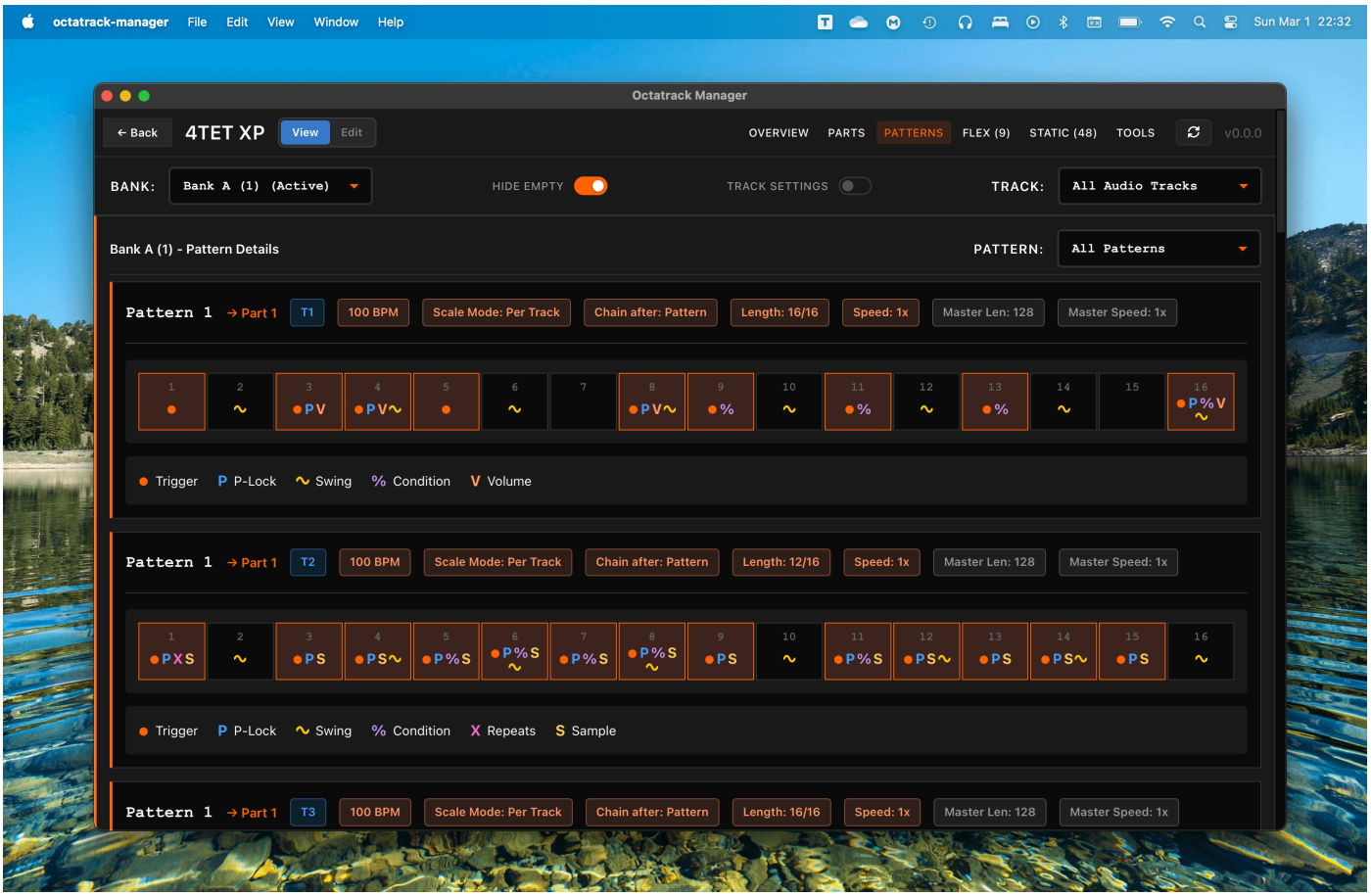
Data Safety

> **WARNING**
>
> **Important:** Editing parts directly modifies your project files. While automatic backups provide a safety net, it's strongly advised to keep your own copies of your projects as well.

- **Check Your Bank:** Ensure you have selected the correct bank (A–P) before you start editing.
- **Commit Often:** Be sure to understand how the Octactrack works with changes - as the app works exactly the same way.
- **Back Up:** Always maintain a separate backup of your CF card or project folder.

Patterns

The Patterns tab provides a visual representation of the sequencer data. It allows to inspect triggers, parameter locks, and trig conditions of every step in projects - all at a glance.



Visualizing Triggers

Each pattern is displayed as a grid of steps. It matches the global or per-track length defined in Scale Setup menu of the Octatrack.

Trig Types

- **Trigger:** Indicated by a solid circle. A traditional sequencer trigger.
- **Trigless:** Indicated by an empty circle. A trigger that changes parameters but does not restart the sample envelope.

- **P-Lock:** Indicated by the letter **P**. Shows that one or more parameter locks are present on that step.

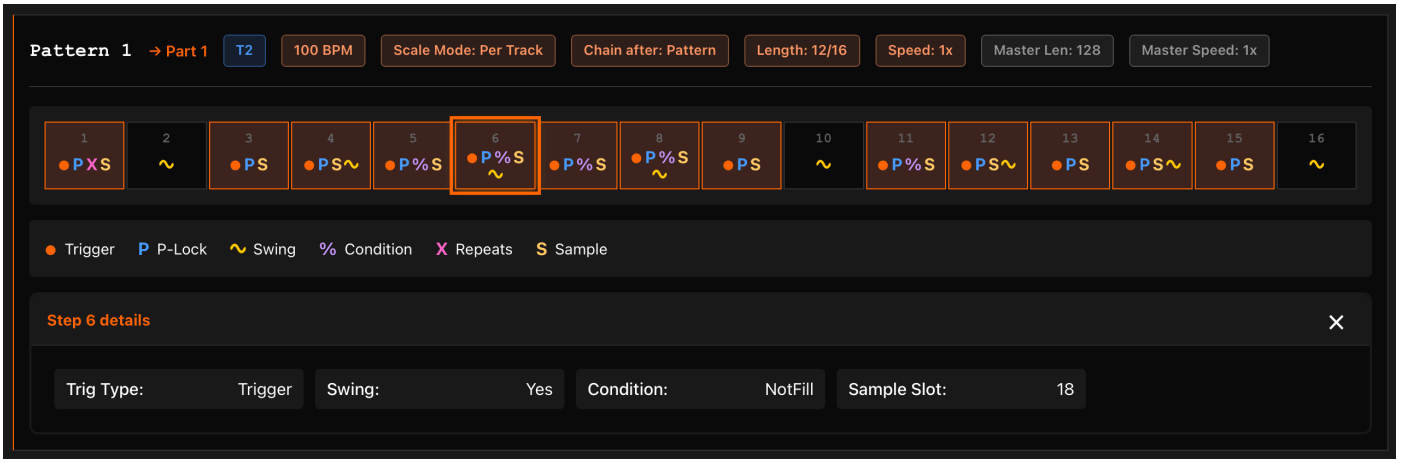
Specialized Indicators

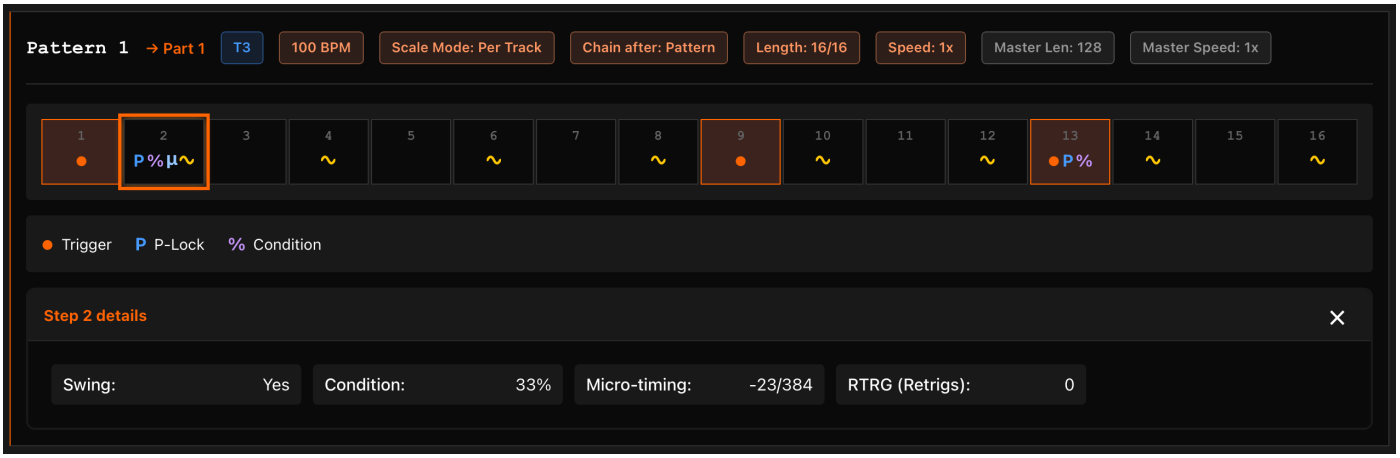
- **1:** One-Shot trigger.
- **~:** Slide trigger.
- **R:** Recorder trigger.
- **%:** Trig Condition (e.g., Fill, 50%).
- **X:** Trig Repeats.
- **µ:** Micro-timing offset.
- **V:** Velocity or Volume lock.
- **S:** Sample slot lock.
- **Swing:** A wave icon indicates that a swing trig is active on that step.

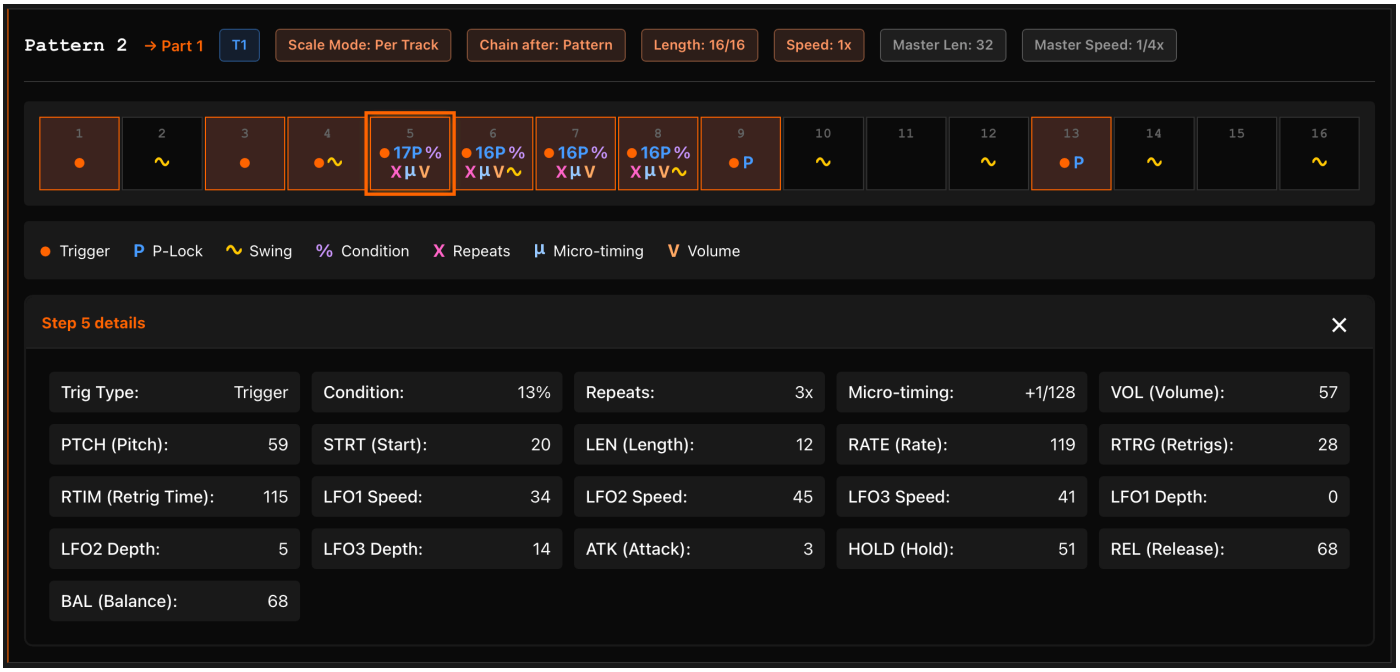
Detailed Step Inspection

Click on any step in the grid to open the **Parameter Details Panel**. This panel shows you every single piece of data associated with that specific trigger.

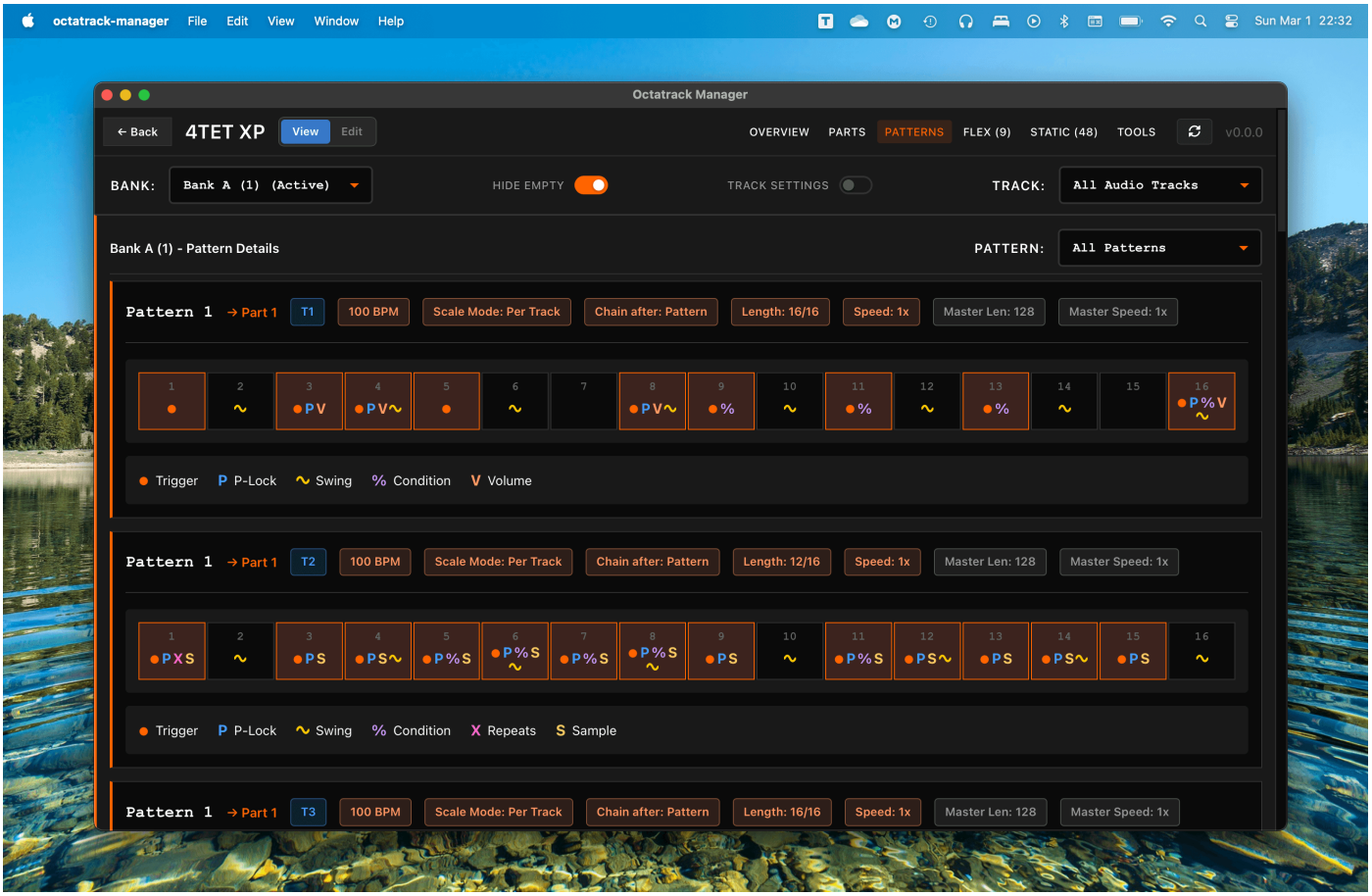
- **Notes & Chords:** For MIDI tracks, it shows the exact notes and even detects common chord types.
- **P-Lock Values:** Lists every parameter lock and its exact value.
- **Micro-timing:** Shows the precise offset (e.g., +1/32).







When viewing all patterns at once, each track's triggers are displayed across multiple rows with full indicator detail:



> **TIP**
>
> **Hide Empty:** Toggle the **Hide empty** switch in the header to focus only on patterns that contain triggers.

Pattern Navigation

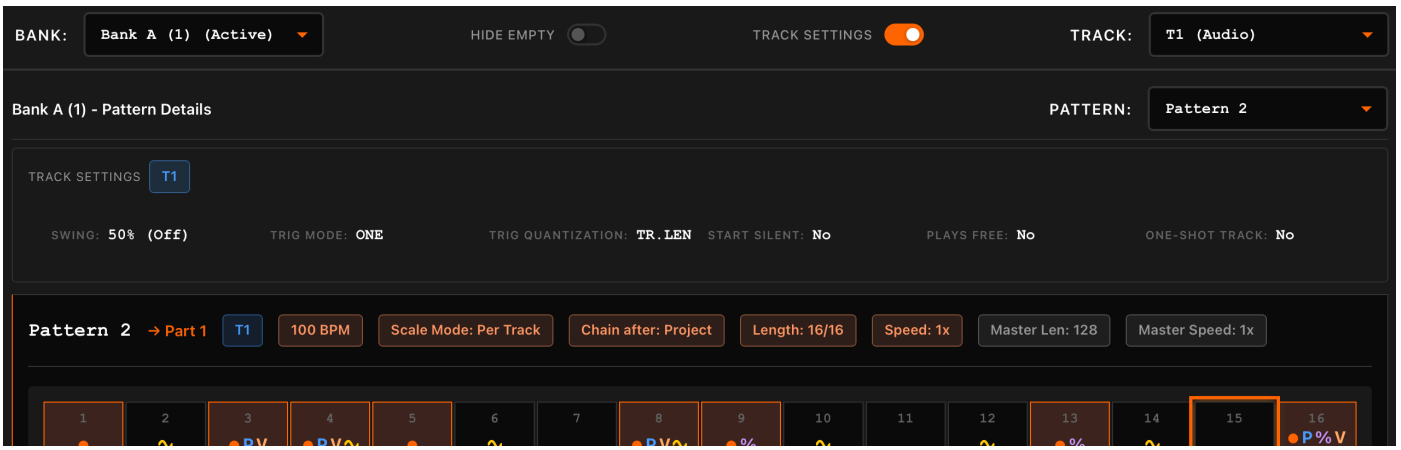
- **Single Pattern:** Select a specific pattern (1–16) from the selector.
- **All Patterns:** View all sequences in a bank at once by selecting **All** from the pattern selector.

Track Settings

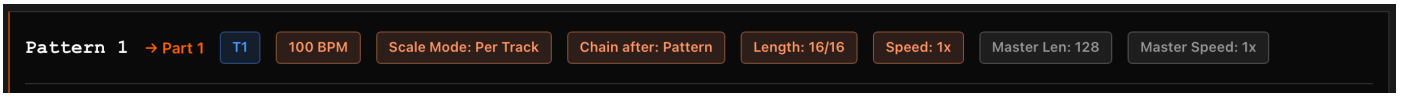
Toggle **Track settings** in the header to see the configuration for each track within the bank.

This section shows:

- **Swing:** The swing amount (%) for each track.
- **Trig Mode:** The track's trig mode (e.g., Plays Free, One-Shot).
- **Quantization:** The trig quantization settings.
- **Start Silent:** Whether the track starts silently.



Advanced Pattern Data



Part Assignment

Each pattern displays its assigned part as a **"→ Part N"** label. Hovering over this label shows a tooltip with the part's name, making it easy to identify parts at a glance.

Scale & Length

The app displays the **Length** (in steps) and **Master Scale** (speed) for every pattern. If you are using **Per Track** scale mode, the individual track length and speed are shown instead.

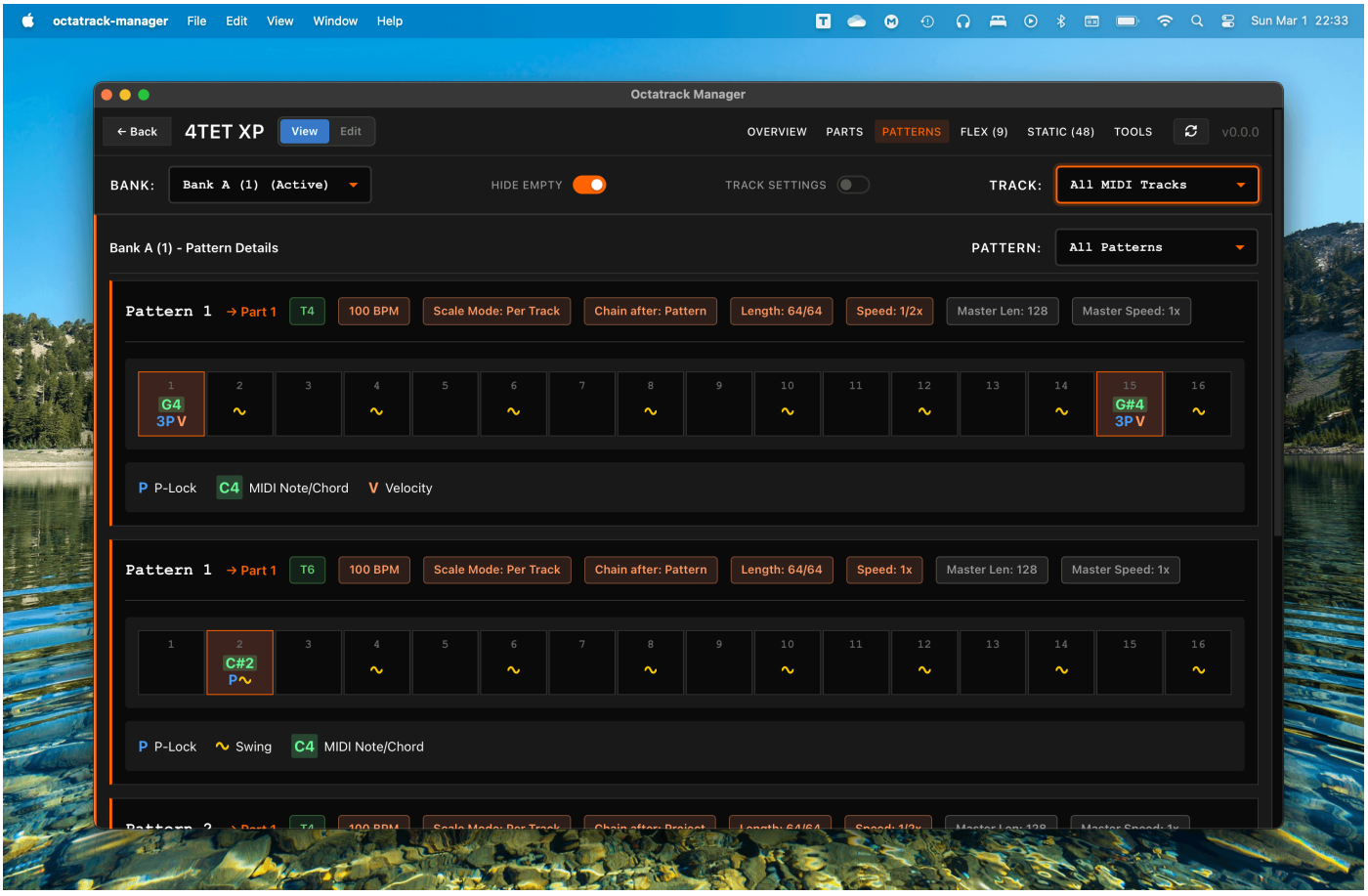
Chain Behavior

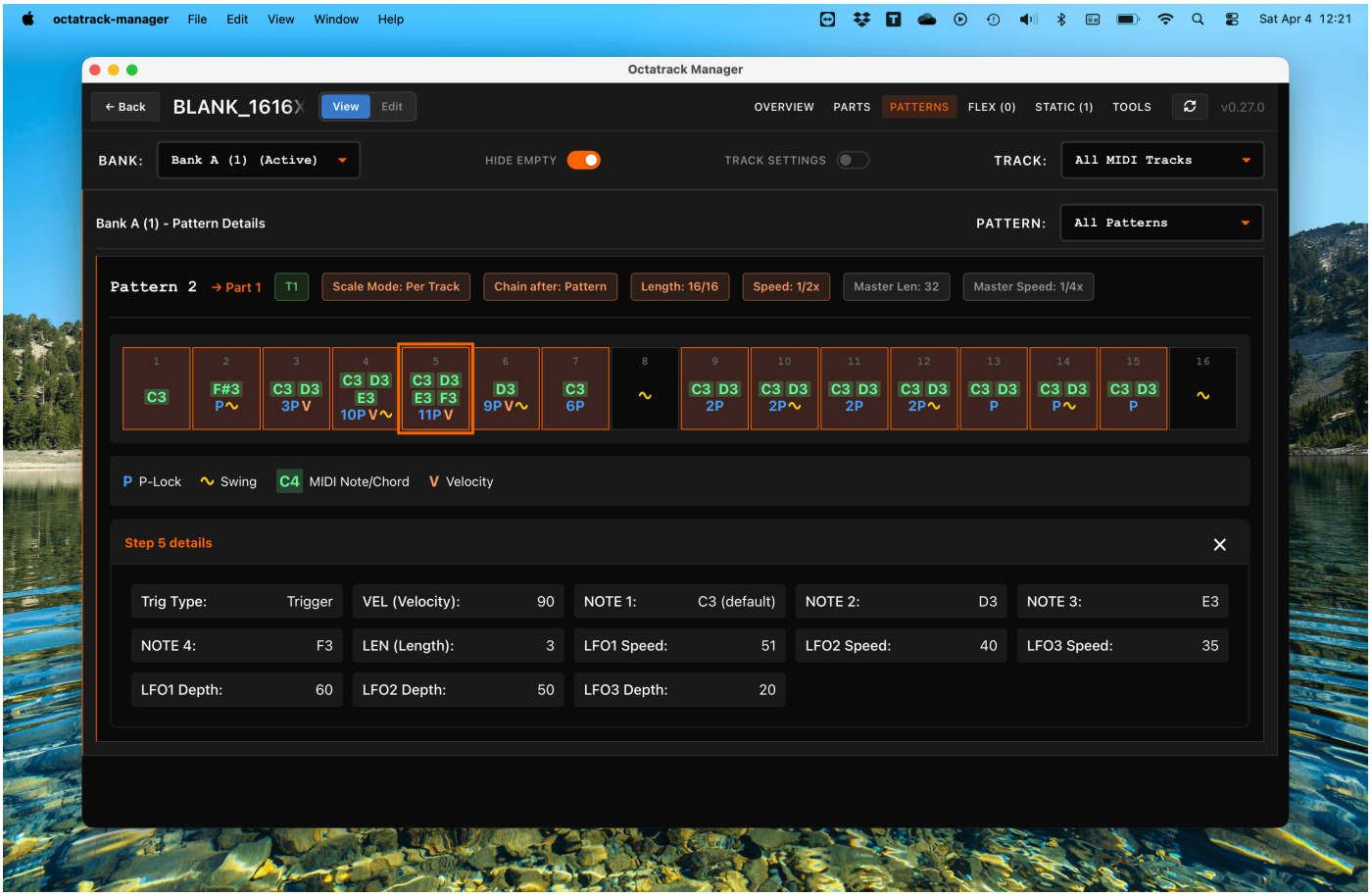
The **Chain Mode** indicator shows how the Octatrack will transition after this pattern finishes playing (e.g., chain after 16, 32, 64 steps).

MIDI Patterns

For MIDI tracks, everything works the same - except triggers are replced by MIDI notes! The app detects and displays:

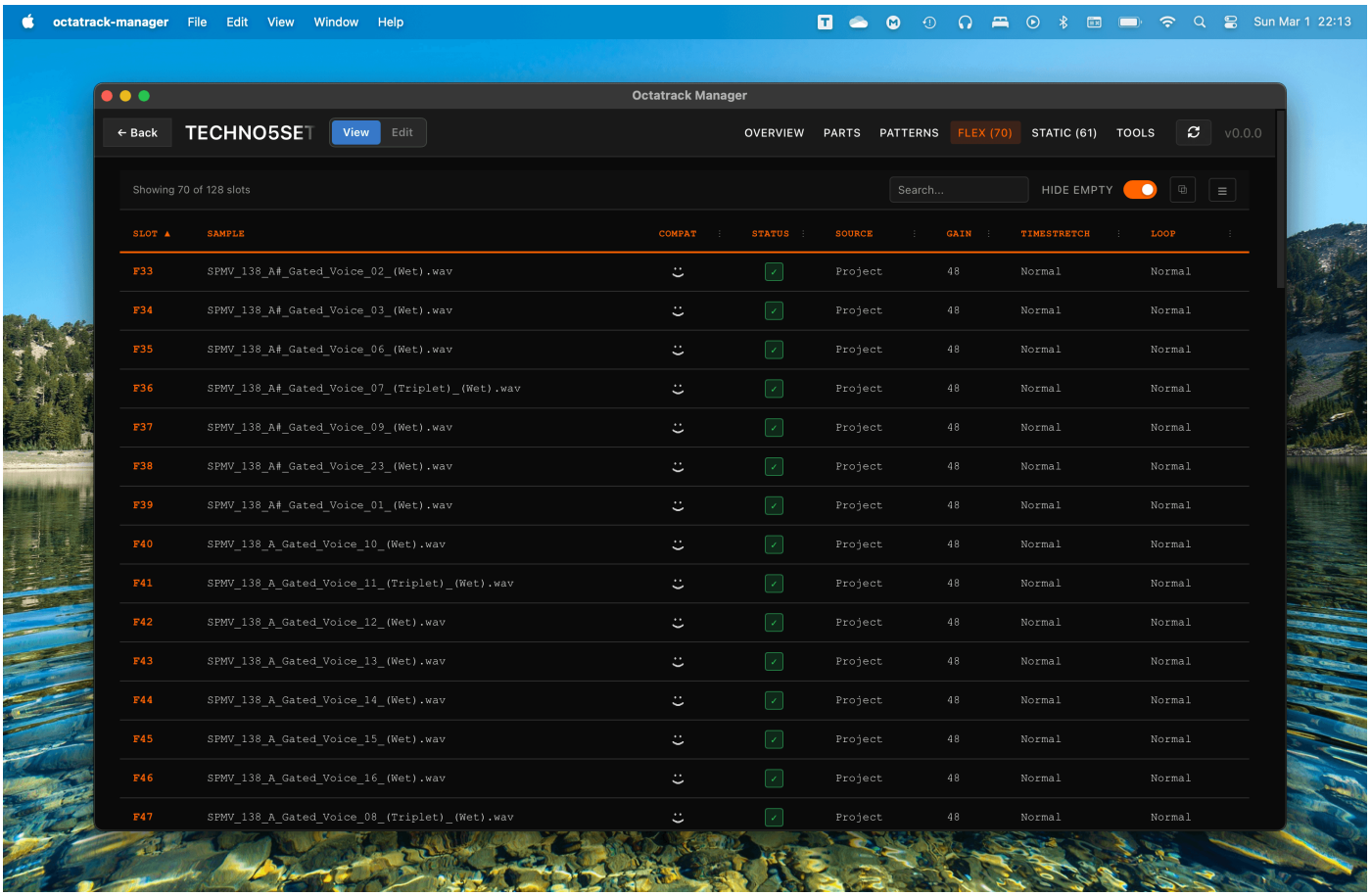
- The default note for the track.
- Chord information (major, minor, 7th, etc.) if multiple notes are triggered on a single step.




octatrack-manager File Edit View Window Help
Sat Apr 4 12:21
Octatrack Manager
← Back
BLANK_1616
View
Edit
OVERVIEW
PARTS
PATTERNS
FLEX (0)
STATIC (1)
TOOLS
v0.27.0
BANK:
Bank A (1) (Active)
HIDE EMPTY
TRACK SETTINGS
TRACK:
All MIDI Tracks
Bank A (1) - Pattern Details
PATTERN:
All Patterns
Pattern 2
→ Part 1
T1
Scale Mode: Per Track
Chain after: Pattern
Length: 16/16
Speed: 1/2x
Master Len: 32
Master Speed: 1/4x
1 C3
2 F#3 P∿
3 C3 D3 3P V
4 C3 D3 E3 10P V∿
5 C3 D3 E3 F3 11P V
6 D3 9P V∿
7 C3 6P
8 ∿
9 C3 D3 2P
10 C3 D3 2P∿
11 C3 D3 2P
12 C3 D3 2P∿
13 C3 D3 P
14 C3 D3 P∿
15 C3 D3 P
16 ∿
P P-Lock
∿ Swing
C4 MIDI Note/Chord
V Velocity
Step 5 details
Trig Type: Trigger
VEL (Velocity): 90
NOTE 1: C3 (default)
NOTE 2: D3
NOTE 3: E3
NOTE 4: F3
LEN (Length): 3
LFO1 Speed: 51
LFO2 Speed: 40
LFO3 Speed: 35
LFO1 Depth: 60
LFO2 Depth: 50
LFO3 Depth: 20

Sample Slots

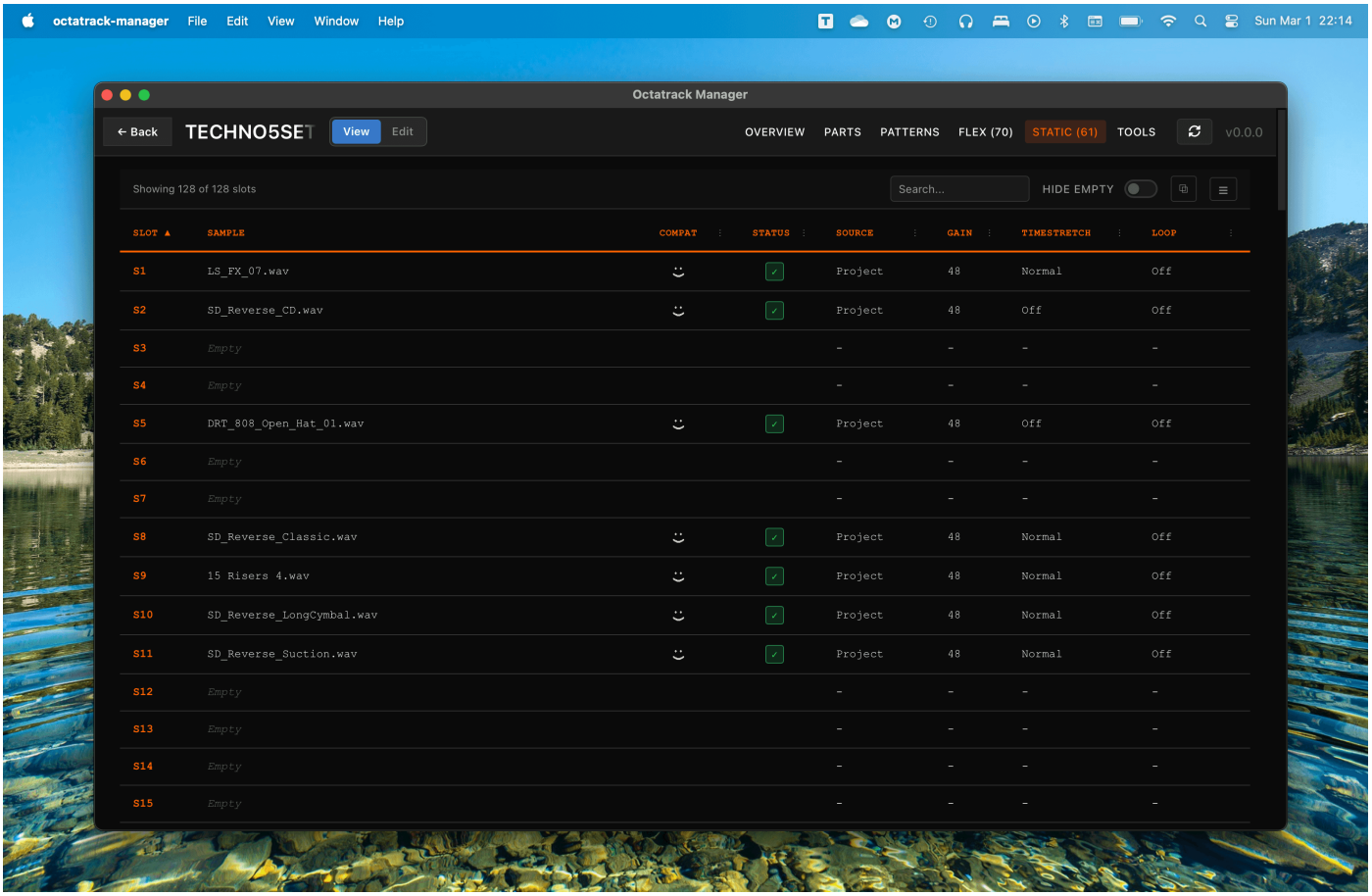
The Sample Slots tabs (**Flex** and **Static**) allow you to browse and manage the 256 samples assigned to your project. This is a powerful view for finding specific sounds and understanding how your project's samples are organized.



Static vs. Flex Slots

The Octatrack manages memory in two distinct ways:

- **Static Slots (128):** Samples are streamed directly from the CF card. Generaly used for long recordings, backing tracks, or large sample libraries.
- **Flex Slots (128):** Samples are loaded into the Octatrack's RAM. Generaly used for real-time manipulation, slicing, and intensive sound design.

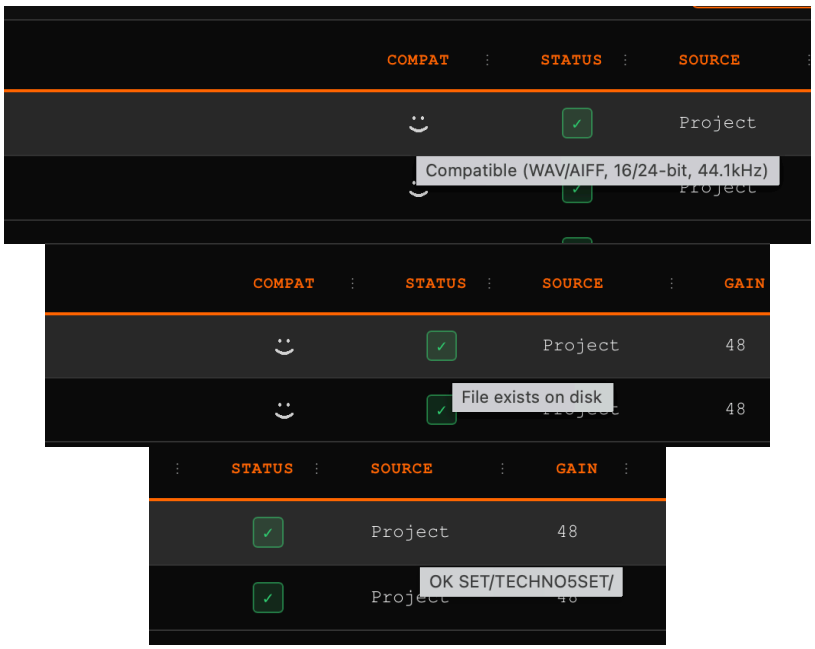


Exploring the Table

Every row in the table represents a slot (S1–S128 or F1–F128). The table provides several pieces of information:

Column	What it shows
Slot	The slot number (prefixed with "S" for Static or "F" for Flex).
Name	The filename of the sample. Hover on it to display the full file path - relative to project's folder.
Compatibility	Whether or not the audio file is compatible with Octatrack's audio engine. Uses same icons as on Octatrack.
Status	Whether or not the audio file is found at the exact location set for Sample Slot.

Column	What it shows
Source	Whether the audio file is located in Project's directory or the Set's Audio pool.
Gain	The gain setting for that sample slot.
Timestretch	Shows the timestretch mode (Off, Normal, Beat).
Loop	Shows whether the sample is set to loop (Off, Normal).

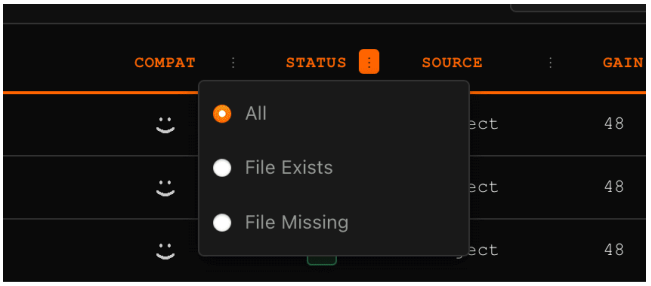


Filtering and Sorting

The table includes a powerful toolbar to help you find what you need.

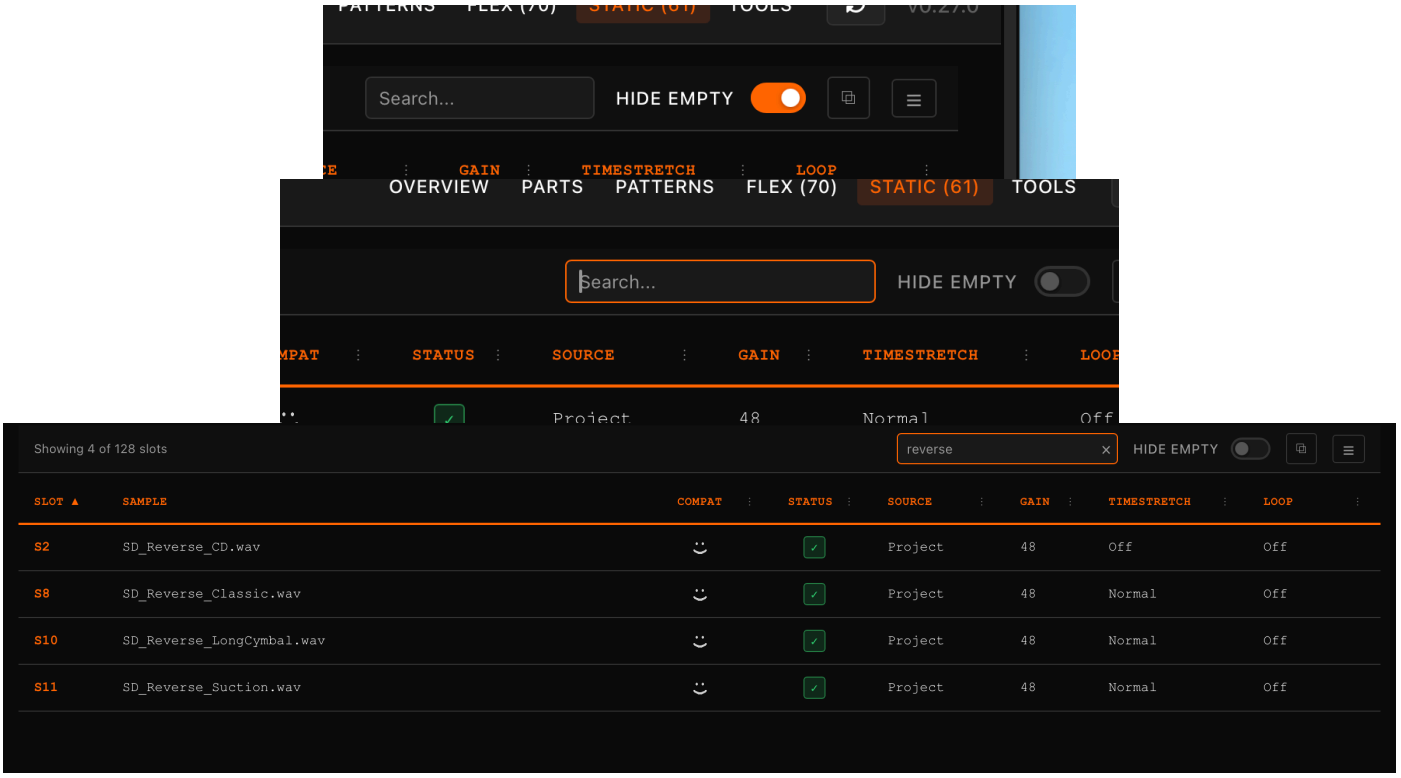
Each column cna be sorted or filtered:

- **Filter:** Click on the 3 dots menu in column header to filter the slots form existing values.
- **Sort:** Click on any column header to sort the slots by name, path, gain, etc.



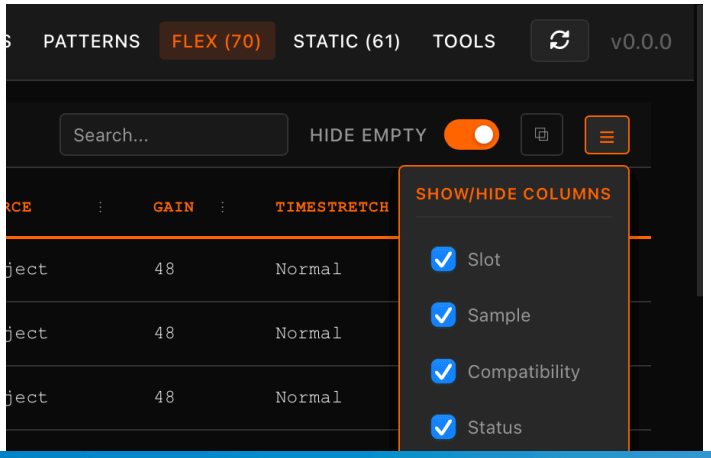
Additionally, you can also use these advanced features:

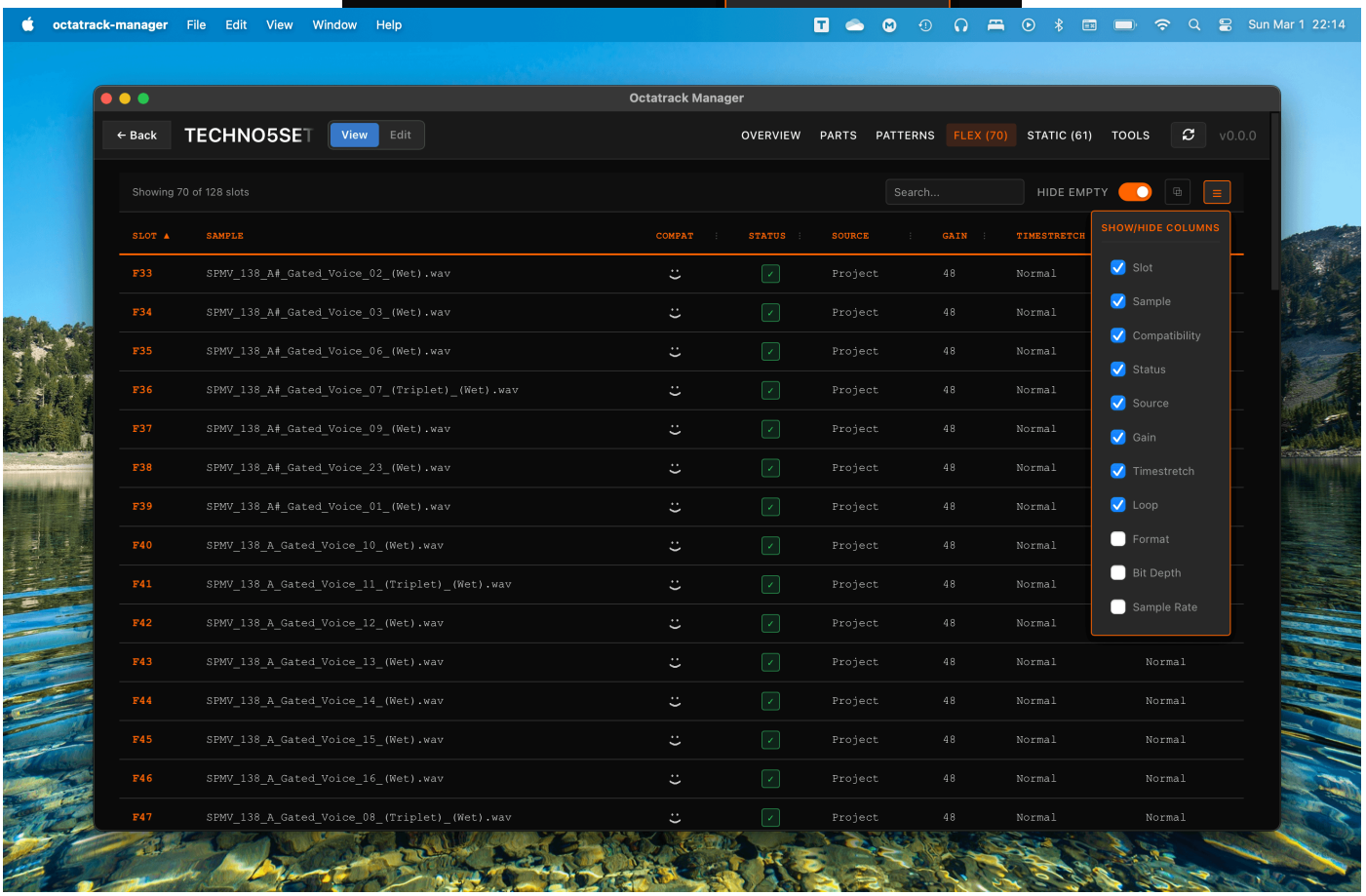
- **Hide Empty:** Toggle the switch to focus only on slots that have a sample assigned.
- **Search:** Type a name to filter the list instantly.



Column Preferences

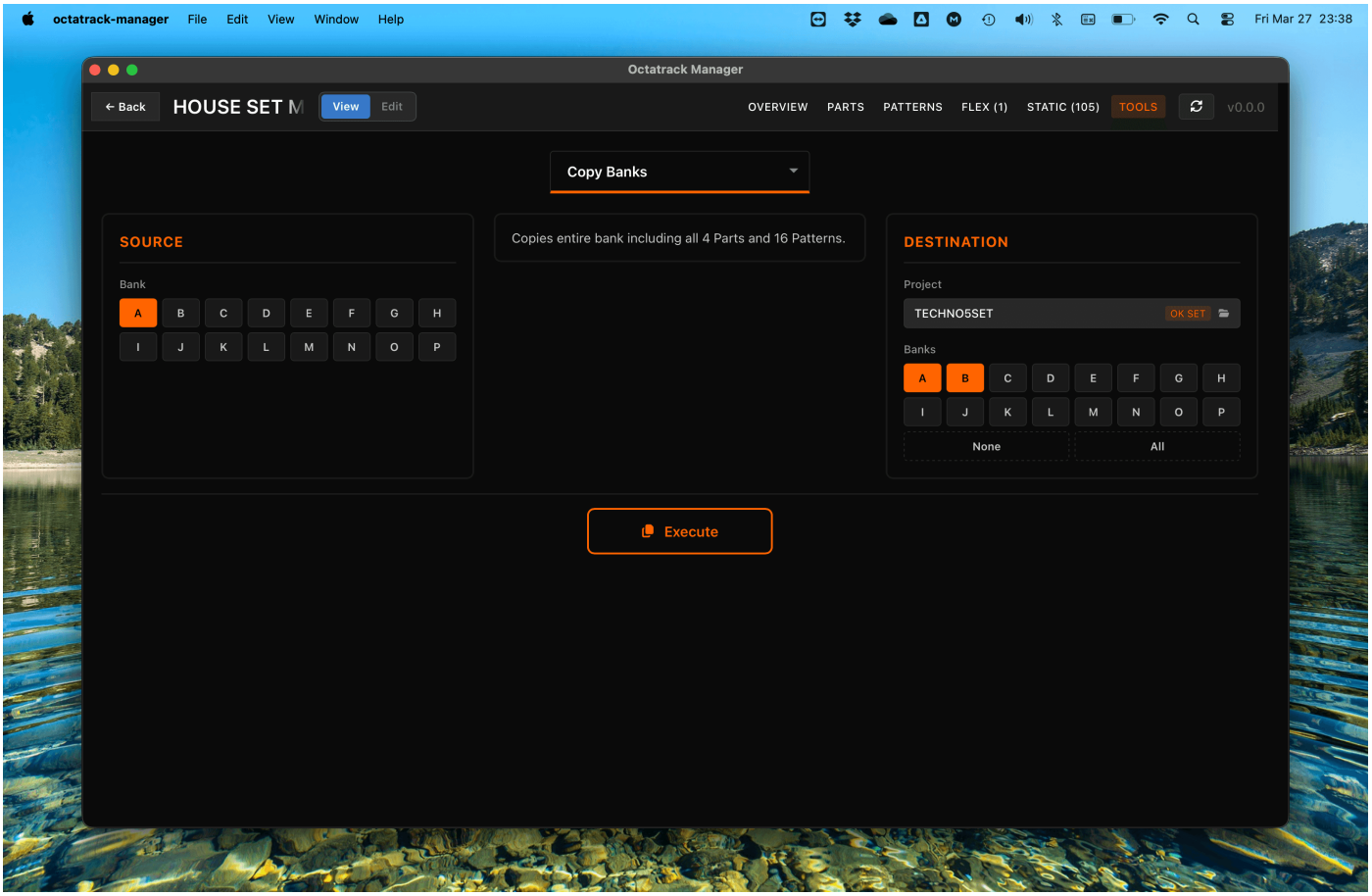
You can customize which columns are visible. Click the column menu icon in the toolbar to toggle column visibility. These preferences are remembered across sessions.


PATTERNS
FLEX (70)
STATIC (61)
TOOLS
v0.0.0
Search...
HIDE EMPTY
GAIN
TIMESTRETCH
48
Normal
SHOW/HIDE COLUMNS
Slot
Sample
Compatibility
Status


octatrack-manager
File
Edit
View
Window
Help
Sun Mar 1 22:14
Octatrack Manager
← Back
TECHNO5SET
View
Edit
OVERVIEW
PARTS
PATTERNS
FLEX (70)
STATIC (61)
TOOLS
v0.0.0
Showing 70 of 128 slots
Search...
HIDE EMPTY
SLOT
SAMPLE
COMPAT
STATUS
SOURCE
GAIN
TIMESTRETCH
SHOW/HIDE COLUMNS
Slot
Sample
Compatibility
Status
Source
Gain
Timestretch
Loop
Format
Bit Depth
Sample Rate
F33 SPMV_138_A#_Gated_Voice_02_(Wet).wav Project 48 Normal
F34 SPMV_138_A#_Gated_Voice_03_(Wet).wav Project 48 Normal
F35 SPMV_138_A#_Gated_Voice_06_(Wet).wav Project 48 Normal
F36 SPMV_138_A#_Gated_Voice_07_(Triplet)_(Wet).wav Project 48 Normal
F37 SPMV_138_A#_Gated_Voice_09_(Wet).wav Project 48 Normal
F38 SPMV_138_A#_Gated_Voice_23_(Wet).wav Project 48 Normal
F39 SPMV_138_A#_Gated_Voice_01_(Wet).wav Project 48 Normal
F40 SPMV_138_A_Gated_Voice_10_(Wet).wav Project 48 Normal
F41 SPMV_138_A_Gated_Voice_11_(Triplet)_(Wet).wav Project 48 Normal
F42 SPMV_138_A_Gated_Voice_12_(Wet).wav Project 48 Normal
F43 SPMV_138_A_Gated_Voice_13_(Wet).wav Project 48 Normal Normal
F44 SPMV_138_A_Gated_Voice_14_(Wet).wav Project 48 Normal Normal
F45 SPMV_138_A_Gated_Voice_15_(Wet).wav Project 48 Normal Normal
F46 SPMV_138_A_Gated_Voice_16_(Wet).wav Project 48 Normal Normal
F47 SPMV_138_A_Gated_Voice_08_(Triplet)_(Wet).wav Project 48 Normal Normal

Tools Overview

The **Tools** tab provides powerful bulk operations for moving content between Octatrack projects. These tools let you merge live sets, copy sound designs between banks, and reorganize your sample library without manual work on the hardware.



Available Operations

1. Copy Banks

Copy an entire bank (all 16 patterns and all 4 parts) to one or more destination banks, within or across projects.

2. Copy Parts

Copy Part sound design (machines, amps, LFOs, FX) between parts, within or across projects.

3. Copy Patterns

Copy individual patterns between banks and projects, with configurable part assignment, track scope, and mode scope (Audio/Both/MIDI).

4. Copy Tracks

Copy individual track data (sound design and/or pattern triggers) between parts and patterns. Supports single-to-multiple track and pattern mapping.

5. Copy Sample Slots

Copy sample slot assignments between projects, with optional audio file transfer and Audio Pool management.

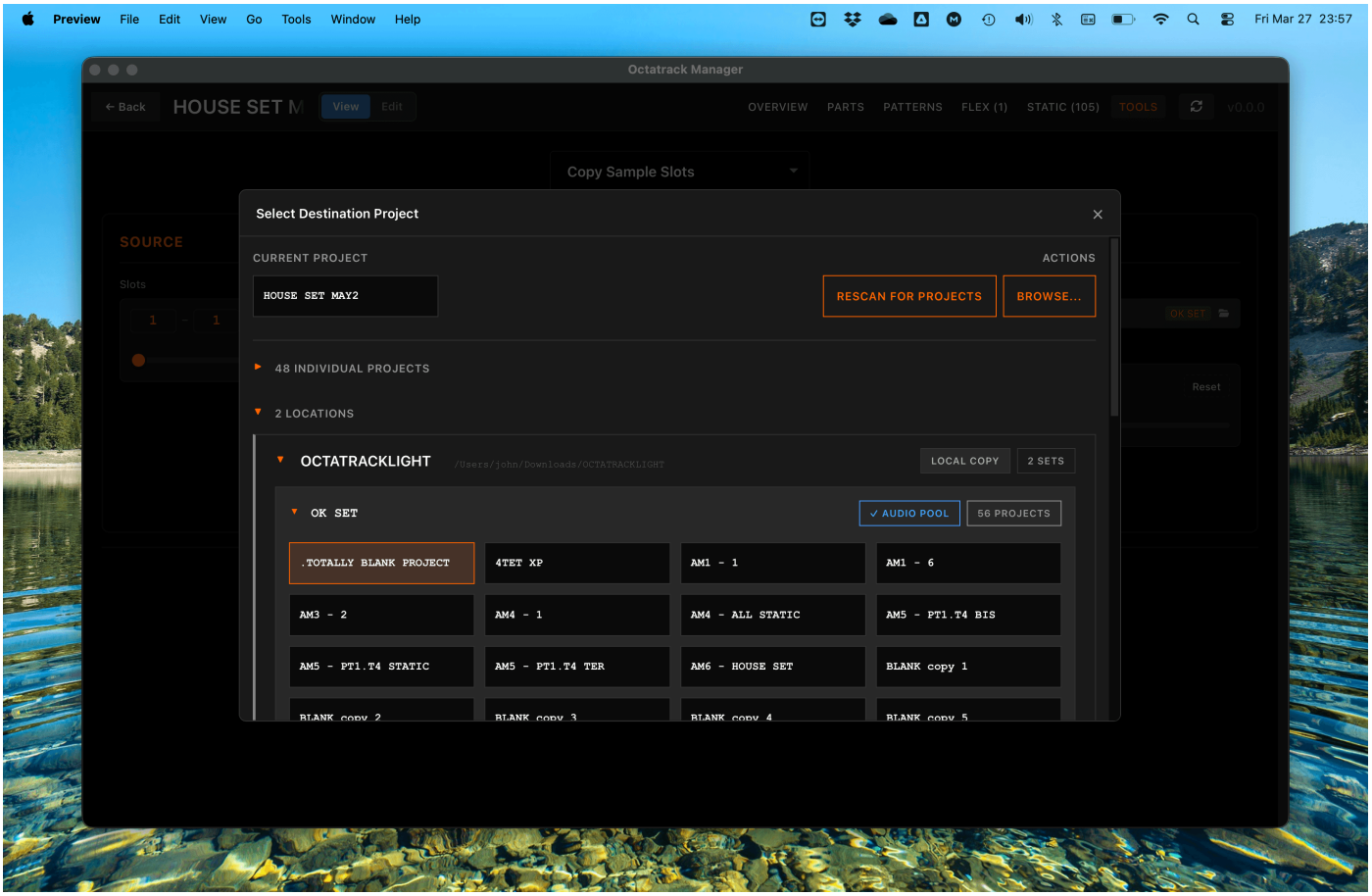
6. Fix Missing Samples

Scan for broken sample references and automatically locate and reconnect missing audio files across the project, Audio Pool, and sibling projects.

General Workflow

All tools follow a consistent workflow:

1. **Select Source:** Choose the bank, part, pattern, or slots to copy from.
2. **Select Destination:** Choose the target project, bank, and location. The destination project selector lets you pick from scanned projects, browse for a folder, or select the current project.
3. **Configure Options:** Refine exactly what data is copied.
4. **Execute:** Perform the copy operation.



> **TIP**
>
> Each operation displays a description near options panel, explaining what it does.

Automatic Backups

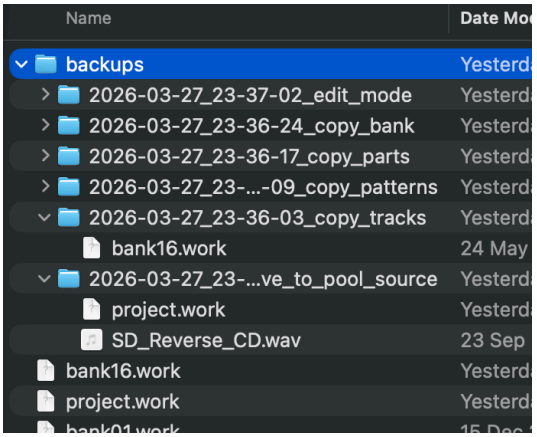
Every time you execute a copy operation or enable Edit mode, **the app automatically backs up the destination files that are about to be modified**. Backups are stored inside the project directory under:

```
<project>/backups/<timestamp>_<operation>/
```

For example: `backups/2026-03-26_14-30-45_copy_bank/`

What gets backed up:

Operation	Backed-up files
Copy Banks	Destination bank file(s) (e.g., `bank01.work`)
Copy Parts	Destination bank file(s)
Copy Patterns	Destination bank file
Copy Tracks	Destination bank file
Copy Sample Slots (Copy)	Destination: `project.work`, `markers.work`, and audio files (`.wav` + `.ot`) that would be overwritten
Copy Sample Slots (Move to Pool)	Destination: `project.work`, `markers.work` Source: `project.work` and audio files (`.wav` + `.ot`) that will be moved/deleted
Fix Missing Samples	`project.work` (and sibling projects' `project.work` when using Move to Pool)
Edit mode toggle (in header)	Current bank file



To restore from a backup, simply copy the backed-up files back into the project directory, replacing the modified ones.

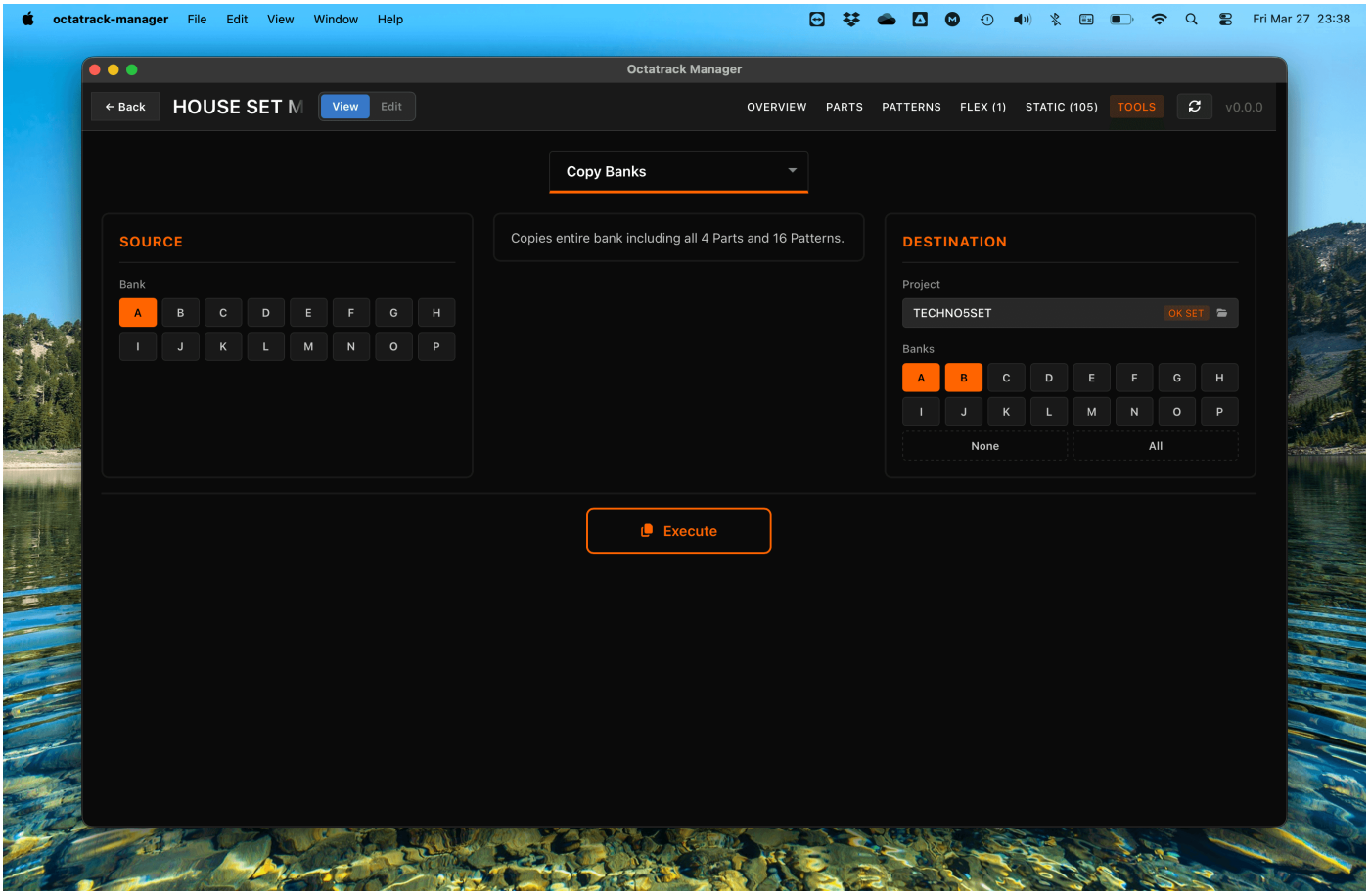
Safety and Data Integrity

- **Automatic Backups:** The app creates timestamped backups before every write operation (see above).
- **Validation:** The interface prevents invalid selections (e.g., mixing audio and MIDI track types) and disables the Execute button until all required fields are set.
- **Direct File Modification:** These tools modify project files immediately. The automatic backup lets you revert changes manually if needed.

> ⚠ **WARNING**
>
> **Always back up your project files anyways**: While the app creates automatic backups (see above), no software is guaranteed to work perfectly. Keep your own copies of important work.

Copy Banks

Copy Banks copies an entire bank — all 16 patterns and all 4 parts — from one project to another. Use it to merge live sets or reorganize banks across your projects.



Workflow

1. **Source:** Select the bank (A–P) to copy from the current project.
2. **Destination:** Choose the target project and one or more destination banks (A–P).
3. **Execute:** Perform the bank copy.

Data Copied

- **16 Patterns:** Sequences, triggers, parameter locks, and micro-timing.
- **4 Parts:** Machine settings, amplifier configuration, LFOs, and effects.

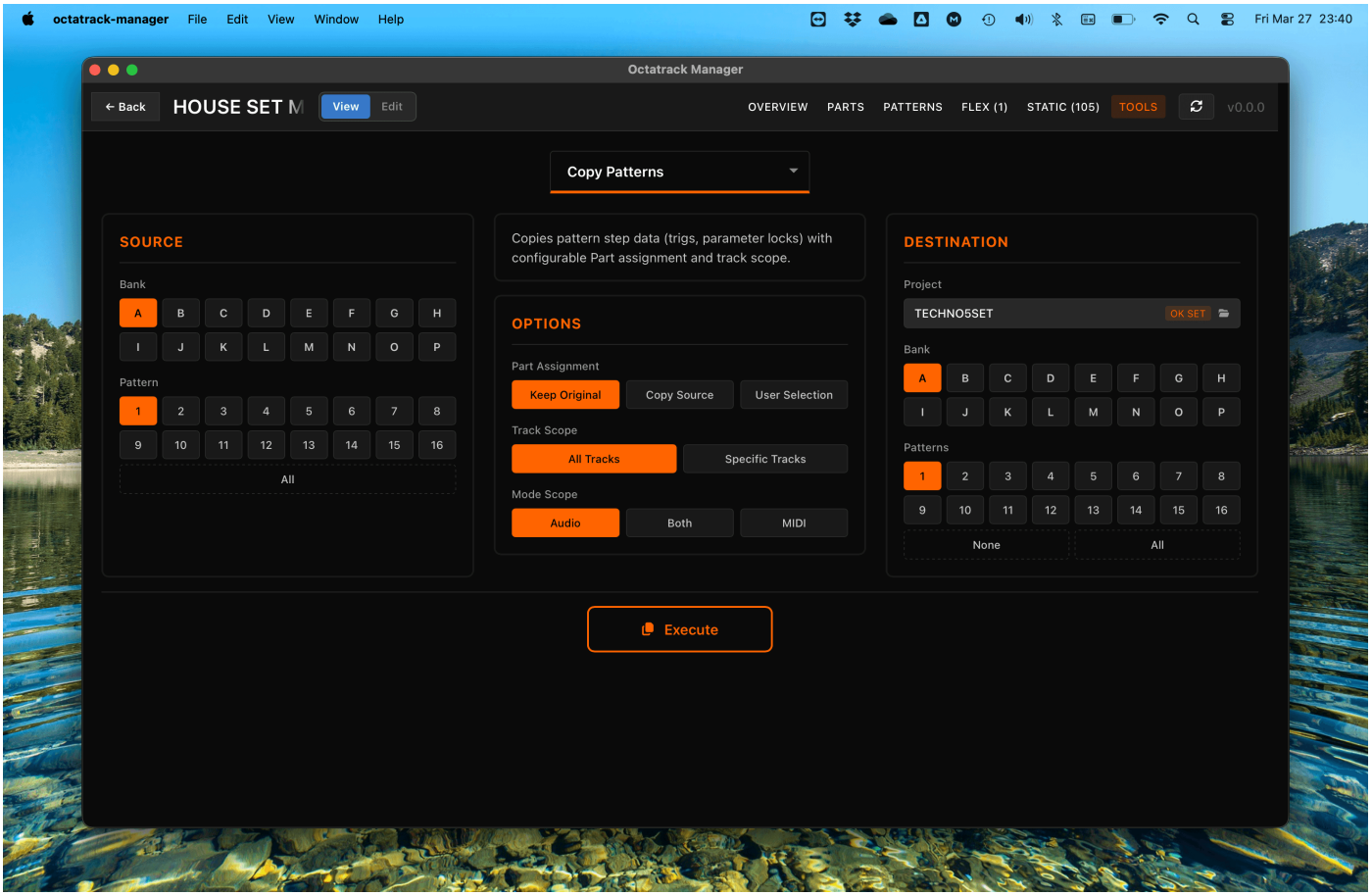
- **Part Assignments:** Pattern-to-part links.
- **Track Settings:** Swing, quantization, and other per-track parameters.

Important Notes

- **Destructive Operation:** Copying a bank replaces all existing data at the destination.
- **Automatic Backup:** The app automatically backs up destination bank files before executing. See Tools Overview for details.
- **Sample Slots:** This tool copies slot **references** only. It does not move the underlying audio files. Use Copy Sample Slots to transfer audio files.

Copy Parts

Copy Parts transfers Parts (sound design snapshots — the equivalent of a "kit") between different banks and projects. Use it to quickly move a sound you've developed to a new part.



Workflow

1. **Source:** Choose the source bank (A–P) and part (1–4, or All for 1-to-1 copy).
2. **Destination:** Choose the target project, one or more destination banks (A–P), and one or more destination parts.
3. **Execute:** Perform the part copy.

Data Copied

All sound design data for both audio and MIDI tracks:

Audio Track Settings

- **Machine Type and Parameters:** Core sound engine settings defined in track parameter Pages.
- **Amplifier Settings:** Envelope, volume, and balance.
- **Effects (FX1 & FX2):** Assigned effects and their parameters.
- **LFOs:** Waveforms, speed, depth, and destination.

MIDI Track Settings

- **MIDI Parameters:** Notes, velocity, length, and MIDI channel.
- **LFOs:** MIDI LFO configurations.

Part Metadata

- **Part Names:** Custom part names are copied.
- **Saved State:** Both saved (backup) and unsaved (working) states are transferred.
- **Edited State:** Mirrors the source part's edited status.

Important Notes

- **All Tracks Affected:** Part data includes parameters **of all Audio and MIDI tracks** of current bank - it's not tied to individual tracks.
- **Patterns Not Affected:** This operation only copies sound design settings (the Part), not sequences or triggers.
- **Automatic Backup:** The app automatically backs up destination bank files before executing. See Tools Overview for details.
- **Sample Slot References:** This tool only copies the **reference to a sample slot id** (which Slot is assigned to track), not the Sample Slot metadata, nor audio file itself. Use Copy Sample Slots to transfer audio files.

Copy Patterns

Copy Patterns copies individual sequencer data (1–16) between banks and projects, with granular control over track scope, part assignment and mode (Audio / MIDI) scope.

Workflow

1. **Source:** Select the bank (A–P) and pattern (1–16, or All for 1-to-1 copy).
2. **Destination:** Choose the target project, bank, and target pattern(s).
3. **Configure Options:** Set part assignment, track scope, and mode scope.
4. **Execute:** Perform the copy.

Copy Options

Part Assignment

- **Keep Original:** Destination patterns keep their existing part assignment.
- **Copy Source Part:** The source pattern's part data is also copied; destination patterns reference the copied part.
- **User Selection:** Manually choose which part (1–4) to assign to the destination patterns.

Track Scope

- **All Tracks:** Copy triggers and p-locks for all tracks, filtered by Mode Scope.
- **Specific Tracks:** Copy only selected tracks (only T1, T2, T7, M4 and M5).

Mode Scope

Visible when **All Tracks** is selected. Controls which track types are copied:

- **Audio:** Copy only audio tracks (T1–T8); MIDI tracks in the destination are untouched.
- **MIDI:** Copy only MIDI tracks (M1–M8); audio tracks in the destination are untouched.
- **Both:** Copy all 16 tracks (T1–T8 and M1–M8).

Data Copied

- **Triggers:** Standard, trigless, and one-shot triggers.
- **Parameter Locks:** Every parameter lock on every step.
- **Trig Conditions & Timing:** Probability, fill, and micro-timing.
- **Track Length & Scale:** Sequencer length and speed settings.

Important Notes

- **All Tracks Affected:** Pattern data includes **of all Audio and MIDI tracks** of current bank - it's not tied to individual tracks.
- **Destructive Operation:** Copying a pattern replaces existing sequences at the destination.
- **Automatic Backup:** The app automatically backs up the destination bank file before executing. See Tools Overview for details.

Copy Tracks

Copy Tracks is the most granular copy operation in Octatrack Manager. It copies individual track data (sound design and/or pattern triggers) between parts and patterns, within or across projects.

> **TIP**
>
> Tracks aren’t treated as first-class entities in the Octatrack's architecture. This feature goes beyond existing limitations, giving users the power to craft a precise and flexible combination of elements that make up a “track” without being constrained by existing structures.

Workflow

1. **Source:** Select the bank (A–P), part (1–4), and track (T1–T8 for audio, M1–M8 for MIDI).
2. **Destination:** Choose the target project, bank, part(s), and track(s).
3. **Copy Mode:** Choose what data to copy — Part Parameters, Pattern Triggers, or Both.
4. **Execute:** Perform the track copy.

Copy Modes

- **Part Parameters:** Copies per-track sound design data (machine type, amp, LFO, FX, volumes, recorder setup).
  - Both saved and unsaved (working) Part states are transferred, but only for the selected tracks — all other tracks' data in both states is completely preserved.
  - **The destination Part becomes a hybrid gracefully**: selected tracks get source data in both states, while non-selected tracks keep their existing saved and unsaved data untouched.

    - Part names are **not** copied, since only selected tracks are modified.
- **Pattern Triggers:** Copies only the sequencer data (triggers, trigless trigs, parameter locks, swing) for the selected tracks. Sound design settings remain unchanged.
- **Both:** Copies both sound design settings and sequencer data for a complete transfer.

Track Mapping

A single source track can be copied to one or multiple destination(s):

- **Single source → single destination:** Copies one track to one target.
- **Single source → multiple destinations:** A single source track can be copied to multiple destination tracks (e.g., T1 → T1, T3, T5).
- **All Audio / All MIDI:** Select All Audio (T1–T8) or All MIDI (M1–M8) to copy all tracks 1-to-1.

Pattern Selection

When using **Both** or **Pattern Triggers** mode, you can select which patterns to copy:

- **Pattern 1 (default):** Both "Both" and "Pattern Triggers" modes default to Pattern 1 as source and destination.
- **Specific source pattern → multiple destinations:** A single source pattern can be copied to one or more destination patterns.

Important Notes

- **Track Type Consistency:** Audio tracks (T1–T8) can only be copied to audio targets, and MIDI tracks (M1–M8) to MIDI targets.
- **Part Names Not Copied:** Since Copy Tracks only modifies selected tracks, the destination Part name is preserved: Overwriting it with the source Part name would

be misleading for a hybrid Part.

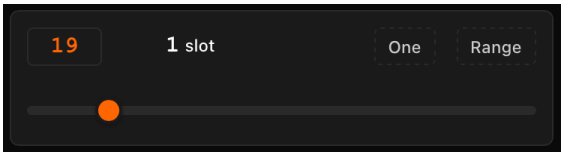
- **Automatic Backup:** The app automatically backs up the destination bank file before executing. See Tools Overview for details.
- **Sample Slot References:** This tool only copies the **reference to a sample slot id** (which Slot is assigned to track), not the Sample Slot metadata, nor audio file itself. Use Copy Sample Slots to transfer audio files.

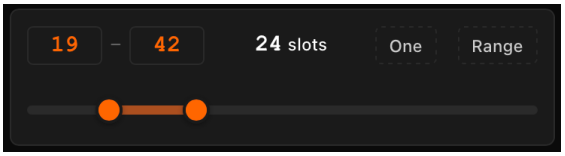
Copy Sample Slots

Copy Sample Slots manages the 256 sample slots (128 Static, 128 Flex) across projects. It copies slot assignments and can transfer or reorganize the underlying audio files.

Workflow

1. **Source:** The current project's sample slots are used as the source. Use `One` mode to select a single slot, or `Range` mode to select a contiguous range (with dual sliders).
2. **Destination:** Select the destination slot positions in target project.
3. **Configure Options:** Choose slot type, audio file handling, and editor settings.
4. **Execute:** Perform the sample slot copy.





Configuration Options

Slot Type

- **Static + Flex:** Copy both Static and Flex slot assignments.
- **Static Only:** Copy only Static slot assignments; Flex slots are untouched.
- **Flex Only:** Copy only Flex slot assignments; Static slots are untouched.

Audio Files

- **Copy:** Copy referenced audio files to the destination project's root directory (by filename only, regardless of where the source file is located). `.ot` metadata files are

included only when **Include Editor Settings** is enabled. The destination slot path is updated to reference the file in the project root.

- **Move to Pool:** Move audio files to the Set's shared `AUDIO/` folder and update slot paths to `../AUDIO/` in **both** the source and destination projects.
  - Only available when source and destination projects are in the same Set.
  - If a source file is also referenced by the opposite slot type (e.g., a file used by both a Static and Flex slot), the original file is kept to avoid breaking the other reference — the success message reports how many shared files were preserved.
- **Don't Copy:** Copy only the slot assignment data (file path reference); no audio files are transferred.

> **TIP**
> When the audio file mode is set to **Copy** or **Move to Pool**, a warning badge is displayed if any source audio files are missing on disk.

Include Editor Settings

When enabled, copies:

- per-slot editor settings stored in the project file (gain, BPM, loop mode, timestretch, trig quantization)
- markers stored in the markers file (trim points, loop points, slices)
- and `.ot` metadata files from the source slots.

When disabled, project and marker settings are reset to defaults in the destination, and `.ot` files are not copied.

> **NOTE**
> This option is always enabled and cannot be toggled off when using **Move to Pool**, since relocating files must preserve all metadata — including `.ot` files which the Octatrack expects alongside the audio file.

Slot Mapping

Each copied slot(s) respects user selection regarding destination slot ID: For example, copying source slot 2 to destination slot 10 results in a slot with `slot_id = 10`, not the source's original ID.

That's true for both `One` and `Range` source selection.

In case selected destination slot does not leave enough room for all selected source slots (`Range` mode), the warning *Some slots will overflow* is displayed and the "Execute" button is disabled to prevent an invalid copy. Adjust the source range or the destination start slot to resolve the overflow before executing.

Important Notes

- **Automatic Backup:** Before executing, the app automatically backs up `project.work`, `markers.work`, and any destination audio files (`.wav` + `.ot`) that would be overwritten.
  - When using **Move to Pool**, the source project's `project.work` and audio files are also backed up since both are modified.
  - See Tools Overview for details.
- **Move to Pool:** Only available when both projects are in the same Set. The option auto-switches to "Copy" if you select a destination project in a different Set.
- **Shared Files:** When using Move to Pool, files referenced by both Static and Flex slots are not deleted from the source location to prevent breaking cross-references.

Fix Missing Samples

Fix Missing Samples scans your project for sample slot references that point to missing audio files, then searches multiple locations to find and reconnect them automatically.

When to Use

Sample references can break when projects are moved between computers, CF cards are reformatted, or files are reorganized manually.

Instead of re-assigning manually each slot on the Octatrack hardware, this tool automatically locates the missing files and updates the slot paths in bulk.

Status

When you select **Fix Missing Samples** from the operation dropdown, the tool immediately scans all 256 sample slots (128 Static + 128 Flex) and displays a status badge:

- **Green badge (0 missing):** All referenced audio files exist on disk. No action needed.
- **Orange badge (N missing):** Shows the count of unique missing files with a Flex/Static breakdown (e.g., "*39 missing sample files — 15 Flex, 39 Static (15 in both)*").

Click **Show missing files** to expand the full list. Each row shows the filename and which slot types reference it (Flex, Static, or Both).

Configuration Options

Options are displayed only when there are missing files to fix.

When samples are found in Audio Pool

Only visible when the project is part of a Set.

- **Use from Pool:** Update the slot path to reference the file directly from the Audio Pool (e.g., `../AUDIO/subfolder/file.wav`). No files are copied.
- **Copy to Project:** Copy the file from the Audio Pool into the project's root directory.

When samples are found in another project of Set

Only visible when the project is part of a Set.

- **Copy to Project:** Copy the file into the current project's root directory.
- **Move to Pool:** Move the file to the shared `AUDIO/` folder and update slot paths in **all** projects within the Set that reference it.

Set detection: A project is considered part of a Set only if its parent directory contains an `AUDIO/` folder. Projects in directories without an `AUDIO/` folder are treated as standalone, and Set-specific options are hidden.

Review before applying changes

When enabled, the tool pauses after searching to show a confirmation table before modifying any files. When disabled (the default), changes are applied automatically as soon as the search completes and at least one file is found.

Search Process

Clicking **Execute** opens a progress modal that searches the following locations in order:

Step	Location	What it searches
1	**Project directory**	The project folder and its subdirectories
2	**Audio Pool**	The Set's shared `AUDIO/` directory (skipped if no Audio Pool exists)
3	**Other Set projects**	Sibling project directories within the same Set (only when in a Set)
3	**Parent directory**	Sibling project directories in the parent folder (only when *not* in a Set)

Each step shows a spinner while running, then a checkmark with the number of files found (or "skipped" if all files were already located in a previous step).

Browsing additional directories

If files are still missing after the automatic search, a **Browse...** button appears on the summary line. Clicking it opens a directory picker. Each browsed directory adds a new step to the progress list (e.g., "*User selection: Samples*"), with a tooltip showing the full path on hover.

You can browse as many directories as needed. If you select a directory that was already searched, a temporary warning badge appears in the header.

Review Screen

When **Review before applying changes** is enabled, click **Review changes** to see a confirmation table with all results:

Column	Description
File	The missing filename
Found	✓ (green) if located, ✗ (red) if not
Location	Full path where the file was found
Action	What will happen: *Update path*, *Copy to project*, *Move to Pool*, or *Not found*

The table supports sorting by any column, filtering by Found status or Action type, and a text search. You can copy the entire table to the clipboard for use in a spreadsheet.

Click **Apply Changes** to execute, or **Previous** to return to the progress view and browse additional directories.

After Applying

Once changes are applied, the tool:

1. **Creates a backup** of `project.work` (and affected sibling projects for Move to Pool operations) under the project's `backups/` directory with the label `fix_missing_samples`.
2. **Updates slot paths** in the project file for all resolved samples — both Static and Flex slots.
3. **Copies or moves files** as configured by the options.
4. **Refreshes the UI** automatically — the missing samples count and Sample Slots table update without needing to reload the project.

The done screen shows a summary of all search steps and the final result.

> **TIP**

- **Both slot types are updated:** If a missing file is referenced by both a Static and a Flex slot, both are fixed in a single operation.
- **Companion `.ot` files** are copied or moved alongside their `.wav` files when present.

Keyboard Shortcuts

Octatrack Manager is designed for intuitivity. While you can use your mouse for everything, many tasks can also be performed with keyboard shortcuts.

Universal Navigation

These shortcuts work across the entire application:

Shortcut	Action
`Tab`	Move focus to the next button or control.
`Shift` + `Tab`	Move focus to the previous button or control.
`Enter`	Click the focused button or select the focused item.
`Escape`	Close a modal, cancel a dialog, or deselect all items.

Home Page (Project Discovery)

Shortcut	Action
`↑` / `↓`	Move between different locations and projects.
`Enter`	Expand a location or open the selected project.

Project Detail & Navigation

Shortcut	Action
`←` / `→`	Move between bank buttons (A–P), parts (1–4), or patterns (1–16).
`↑` / `↓`	Move between the bank, track, and pattern selector groups.
`Enter`	Select the currently focused bank, part, or pattern.

Audio Pool & Sample Tables

Shortcut	Action
`↑` / `↓`	Move through the list of files or sample slots.
`Enter`	Open a folder (in Audio Pool) or copy a filename (in Sample Slots).
`Ctrl` + `A`	Select all files in the current folder.
`Shift` + `Click`	Select a range of files or slots.
`Ctrl` + `Click`	Add or remove individual files from the selection.

Tools & Copy Operations

Shortcut	Action
`Tab`	Cycle through the source and destination selections.
`Space`	Toggle the selection of the focused bank, part, or track button.

Shortcut	Action
`Enter`	Execute the copy operation (when the button is focused).

Dialogs & Confirmations

Shortcut	Action
`←` / `→`	Move focus between options (e.g., Overwrite, Skip, Cancel).
`Enter`	Confirm your choice.
`Escape`	Cancel the operation and close the dialog.

Compatibility

Octatrack Manager is designed to work seamlessly with your Elektron Octatrack projects, but there are some critical compatibility requirements you should be aware of.

Octatrack Firmware Requirement

> ⚠ **WARNING**
>
> **Important:** Octatrack Manager is only compatible with projects saved on **Octatrack OS version 1.40 or later**.

The project file format changed significantly in OS 1.40. If you attempt to open a project that was last saved on an older firmware version, the app may misread the data or fail to load the project entirely.

How to update an older project:

1. Insert your CF card into your Octatrack.
2. Ensure your Octatrack is running **OS 1.40 or later**.
3. Load the older project on the device.
4. Save the project on the device (press **[FUNC] + [YES]**).
5. Eject the CF card and scan it again with Octatrack Manager.

Operating Systems

Octatrack Manager is a cross-platform desktop application.

Platform	Supported Versions
Linux	Debian/Ubuntu (`.deb`), Fedora/RHEL (`.rpm`), and universal `.AppImage`.

Platform	Supported Versions
macOS	macOS 10.13 (High Sierra) and later. Supports both Intel and Apple Silicon (M1/M2/M3) natively.
Windows	Windows 10 and Windows 11.

Supported File Formats

Project Files

Octatrack Manager reads the native binary files found in your project folder:

- `project.work`: Contains project-level settings (mixer, MIDI, slots).
- `bank01.work` **through** `bank16.work`: Contains all bank-specific data (parts, patterns).

Audio Files

The app supports a wide range of audio formats. It automatically handles the conversion to the Octatrack's native format when you add samples to your **Audio Pool**.

Natively Supported (No Conversion)

These files are copied directly if they meet the Octatrack's specifications:

- **WAV:** 16-bit or 24-bit, 44.1 kHz, Mono or Stereo.
- **AIFF:** 16-bit or 24-bit, 44.1 kHz, Mono or Stereo.

Automatically Converted on Import

The following formats are **not** playable on the Octatrack, but Octatrack Manager will automatically convert them to **WAV 44.1 kHz** during the import process:

- **MP3**, **FLAC**, **OGG Vorbis**, **M4A / AAC**.
- **WAV/AIFF at other sample rates:** (e.g., 48 kHz, 96 kHz) are automatically resampled to 44.1 kHz using high-quality Sinc interpolation.

Technical Limitations

- **Disk-Based Operation:** Octatrack Manager operates directly on the files on your CF card or computer. It does not connect to the Octatrack via USB for "live" control or parameter syncing.
- **Project Loading:** The app currently focuses on one "active" project at a time in the detail view. However, the **Tools** tab allows you to select any other project on your system as a destination for copy operations.
- **Hardware Integration:** To see your changes on the Octatrack, you must eject the CF card from your computer, insert it into the Octatrack, and load (or reload) the project on the device.
- **OS 1.40+ Only:** As noted above, older projects must be updated on the hardware first. The app cannot "up-convert" old project files automatically.

Help Wanted

For testing

All current features are **experimental** — and that's part of the excitement.

Right now, the focus is on exploring what's possible: building powerful tools to edit every aspect of an Octatrack project, enabling bulk actions, and demonstrating the full potential of the platform. Hardening and stabilizing features comes next, and that's where real-world usage becomes invaluable.

If you're using the app, your experience truly matters. Whether everything works perfectly, something behaves unexpectedly, or you notice a bug or edge case — every piece of feedback helps move the project forward. Even a simple "worked fine for me" is useful. The goal is to validate each feature across a diverse group of real users, building confidence, stability, and a solid feedback loop for continuous improvement.

At this stage, **functional feedback is what matters the most** — correctness, reliability, data safety, edge cases, and real-world behavior. UI/UX and visual design will be refined later; the current priority is building a solid, reliable foundation.

Please report issues on the GitHub Issues page or join the discussion on the Elektronauts thread.

For macOS Code Signing

On macOS, the app currently requires extra steps to run because it isn't code-signed yet. If you have an **Apple Developer account** and are willing to help by sharing a signing certificate for CI/CD use, it would make a huge difference — significantly improving the macOS installation experience for the entire community.

If you're able to help, please get in touch.

Helpful resources:

- Creating a signing certificate
- Signing in CI/CD platforms

For supporting the project

Octatrack Manager is a free, open-source project developed in my spare time. If you find the app useful and would like to support its ongoing development, you can do so by buying me a coffee.