X32/M32 MULTITRACK MANAGER 0.9 FOR macOS — TEST BUILD
D & L Recording Studio LLC · danatucker.com

Thank you for testing! This is a test build, not a public release.
Runs on Intel and Apple Silicon Macs with macOS 11 (Big Sur) or later.
The app needs no other software. (Only the optional marker-fix tool in
Test 2 needs Python; see below.)

This folder contains:

X32-M32 Multitrack Manager.app	Splits X-LIVE recordings into mono WAVs, a REAPER project, markers and an Excel workbook.
Fix REAPER Markers (folder)	Adds SE_LOG.BIN markers to an EXISTING export, without exporting the audio again. Runs with Python (Test 2).
X32 TEST RECORD.txt	Please fill this in and send it back.

INSTALL AND FIRST OPEN

1. Drag "X32-M32 Multitrack Manager.app" into your Applications folder.

2. Double-click the app. The first time, macOS says it could not verify the
   app is free of malware. Click "Done" (not "Move to Trash").

3. Open System Settings > Privacy & Security. Scroll down to "Security",
   find the message about the app, and click "Open Anyway". Enter your Mac
   password if asked, then click "Open Anyway" once more.

From then on it opens normally with a double-click.

Why this happens: this test build is not signed with an Apple Developer ID,
so macOS asks you to approve it once. Nothing is wrong with your download.

Alternative for Terminal users (does the same as step 3):

```
xattr -dr com.apple.quarantine "/Applications/X32-M32 Multitrack Manager.app"
```

WHAT YOU NEED

From one X32 or M32 recording (copy the files off the SD card unchanged):
- the X-LIVE WAV files of the session (8, 16 or 32 channels)

- the .scn scene file saved from the console for that show
- SE_LOG.BIN from the same session folder (needed for markers)

A recording WITH markers (set during the show) is the most useful test.

TEST 1: NEW EXPORT (X32-M32 Multitrack Manager)

1. Select the WAV files, the scene, SE_LOG.BIN, and a NEW, EMPTY output folder.
2. Click Export and wait for COMPLETE.
3. Check:
   - Track names match the channel names on the console.
   - The REAPER project opens (if you have REAPER) with every track and segment in place, and markers at the right moments.
   - The marker count matches the number of markers you set. (Please check the FIRST marker especially.)
   - The Excel workbook opens and has the Track Information and Recording Markers tabs.
4. Also try Help (Command-?), About, and Help > Report a Bug...

TEST 2: ADD MARKERS TO AN EXISTING EXPORT (Fix REAPER Markers folder)

This tool runs with Python, which you install once:
- Python 3.12 or newer from https://www.python.org/downloads/macos/ (use the standard macOS installer; it includes what the tool needs).
- Apple's built-in Python is too old, and Homebrew's python3 lacks Tk; the tool looks for the python.org one first.

1. Use an export from Test 1 (or make one without selecting SE_LOG.BIN).
2. In the "Fix REAPER Markers" folder, double-click FIX_EXISTING_MARKERS_MAC.command. It opens in Terminal.
   - The first time, macOS may say it can't be opened: Control-click the file, choose Open, then Open again.
   - The first time, it may say the "openpyxl" package is missing and offer to install it: type y and press Return.
3. Choose the export's X32_M32_Multitrack.rpp, then the recording's SE_LOG.BIN.
4. Check that the markers now appear in REAPER and in the marker CSV. (Keep the files in the folder together; the tool needs all of them.)

SENDING RESULTS

Fill in "X32 TEST RECORD.txt" and send it back to the person who gave you this

build. If you can, also attach the .scn scene file and SE_LOG.BIN (both are small) — they help us check names and marker positions. Please do NOT send the WAV files unless asked.