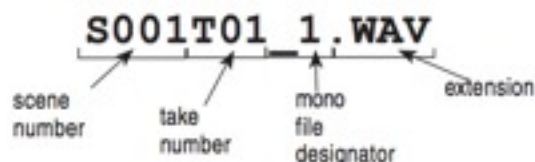


File Naming / Numbering

Files generated by the 722 are named using a syntax made up of four parts: scene number, take number, mono track designator (if mono file is selected), and extension.



Post-record metadata editing can also be performed using a Mac OS or Windows based computer with Sound Devices Wave Agent Beta. See [Wave Agent Beta](#) for more details.

Scene Name/Number

Scene names are made with alphanumeric characters, including “_” and “-” can be any length between zero (0) and nine (9) characters in length. Scene numbers are helpful to match audio with the corresponding scene in a production. Scene names can also be used to identify other items, including recording date, artist name, or any other descriptor as required.

Scene names are user-selected in the setup menu and do not change until changed by the user.



To change scene numbers:

1. Enter the user menu and navigate to the Scene Name/Number option.
2. Use the REW (<<) and FF (>>) soft keys to move among characters. Use the PLAY key to delete characters. Characters are entered from left to right and deleted from right to left.
3. Use the Rotary Switch or the soft key arrows to choose characters. Press the Controller or hit the fast-forward key to save the character and move to the next position.
4. To save the scene name, press the soft check key or the Controller without selecting a character. After the ninth character is entered, the scene name is automatically saved.

If all characters are removed, no scene name will be written to files. If Scene Folder is selected for file management, all takes will be placed in the root of the drive.

Take Numbers

Take numbers are integers between 01 and 32000, with or without preceding zeros, which increase by one each time a new file is recorded. Take numbers can be set with or without a take separator, such as the character “-” or “T”. Take numbers can be overridden and a new take number can be set in the setup menu. If the 722 detects a file with a duplicate name in the destination folder, a letter suffix, starting with “A” is added to the file name, before the extension. Note that take number handling can be selected to reset if set in the setup menu (see *File Management and Copying*).



To change take numbers:

1. Enter the user menu and navigate to the Take Name/Number option.
2. Use the REW (<) and FF (>) soft keys to move among decimal places and to jump to the single alphanumeric take spacer character. Use the PLAY key to reset the take number to 1. Characters are entered from left to right and deleted from right to left.
3. The Rotary Switch or the soft keys are used to choose characters/numbers. Press the Controller or hit the soft check key to save the character and move to the next position.

From the user menu the action for take resetting is controlled from the following options:

- **Never** – take numbers do not reset
- **When scene is changed** – take resets when scene name is changed
- **When daily folder is changed** – takes reset on new day
- **Either scene or daily**– takes reset on either change

Mono Track Name Designators

When recording monophonic Broadcast WAV files each track is recorded in a separate data file. To identify each track, each file is identified by an underscore and track number suffix. The file of the first track recorded has “_1” appended to it. Numbers don’t necessarily correspond to specific tracks, only to the number of tracks recorded. For instance, if track B is the only track recorded, it’s designator will still be _1.

Duplicate File Names

When the 722 detects that a duplicate file name is going to be generated in any specific folder, the 722 changes the file name by adding of a letter suffix before the extension. For instance, if take numbers are reset but files are recorded to the same folder as previous files, a suffix “A” is added to the file. If additional duplicate files are generated the letter suffix increments, to B, C, etc.