**Converting Image Synth Presets**

* **2.5 to 4.0 :** Open Preset in MetaSynth 4, a copy will be made.
* **4.0 to 5.4 or 6.0 :** Hold down Ctrl, Select Open Preset (0), Select file to convert, hold Ctrl and click the Open button.

***Note:*** You should visually see the image conversion from PICT to PNG happen. This will overwrite the current file. If you want to keep your v4 file, make a copy and rename the package file, then right mouse click to view the package file in Finder and rename the file inside to match the package file.

***Note:*** Make sure the preset file inside of the .presets package has a .presets extension or CTX will give you an error. The Apple AppKit(OS) requires file extensions.

* **5.4 or 6.0 : CTX 1.2 and later :** Hold down Command and Option and open the file.

***Note:*** A .infos file will be inside the CTX version .presets package.

***Note:*** This will overwrite the current file. If you want to keep your v5 or v6 file, make a copy and rename the package file, then right mouse-click to view the .presets package file in Finder and rename the .presets file inside to match the package file.

***Note:*** Synth instruments created in the WaveSynth, MultiWave Synth, and Granular Synth will be converted and migrated but Sample and MultiSamplers will not.

Samples are stored outside of the .presets file and will need to be migrated independently, and a MultiSampler instrument will need to be rebuilt.

**Migrating MS4 Samplers and Multi-Samplers**

If your Mulitsampler is in the .presets you’ll just need to reload the sample files (these are not stored in the instrument or .preset file.

For MS Sampler Instruments, if v4 format, open the instrument in v5 or v6, and select to save "instrument and samples" into a folder, then open them in CTX and select Option+Save to resave them as a .samm file.

**Steps to Migrate MS4 Instruments (Synths)**

For MS Synth, WaveSynth, MultWaves, GranularSynth, Instrument Patches, if in v4 format, open them in v5.x and then select to save as a .syns, synm, .gran into a folder, then open them in CTX1 and select Save to resave them as a compatible file.

**Steps To Migrate MS4 Effects**

MetaSynth 4 effects appear to load into MetaSynth CTX 1.2.3 just fine.

**Steps To Migrate Xx Sequences**

For an Xx sequence, open an .xx (file) and save it in 5.3 (PPC) or 5.5 (Intel). This converts it into a .xxfl (inside a .xx package folder). Then open it in CTX1 and save as a .xxct (inside a .xx package folder).

**Steps To Migrate MS4 Spectrums**

TBD

**Steps To Migrate MS4 Sequences**

TBD

**Steps To Migrate MS4 Projects**

TBD

**Steps To Migrate MS4 Preset Images – Outdated?**

There are two options within MS5 and MS6 to convert MS4 files from QuickDraw to PNG formats. CTX will open MS5 and MS6 files.as they use the same PNG image format.

Convert All Presets: If you want to make a copy in the new format: Create a new .presets file. Name it the same as the old one but add MS5 or MS6 to the name for reference. 2. Select to Open Presets file. 3. In the Open window click ONCE on the MS4 target file to highlight it. 4. Then move the cursor to the Open button but don't click. 5. Then hold down the CTRL-key. 6. Then click on Open.

Import Tool: MS4 Image Synth Presets one at a time to target .presets file. This can be useful if you are constructing a new presets file with content from multiple sources. Use the Import Presets to launch the import tool. Use the “floppy disk” icons to select a source file and target file. Then select each preset you want to import – one at a time. Rinse and repeat.

**Key Concepts**

Apple has changed OS platforms, processor platforms, hard drive formats, file formats, and image formats over the years. You can see them as fitting into 4 general categories:

1. MacOS (Classic) on a PowerPC processor computer

2. MacOS X (Carbon) on a PowerPC computer

3. MacOS X (Carbon) on an Intel computer

4. macOS (AppKit) on an Intel or Apple computer

As Apple’s platform changed, MetaSynth had to change too. It has effectively been recreated four times. MetaSynth 1-2-3 were made for MacOS and discontinued when Apple changed to a version of Unix from NeXT computer, MetaSynth 4 was made for MacOS X (Carbon) but retained QuickDraw as its image format, MetaSynth 5-6 changed the image format to .PNG, and of course MetaSynth CTX 1 was created for the macOS (AppKit) platform.

Along the way features were expanded and the different tools better integrated. MetaSynth 4 rolled the MetaTrack multitrack application into it and was rebranded the Montage Room. This allowed for dynamic processing of parts of the composition all in one app. The concept of project management continued to expand the current CTX era where Xx can create complete MetaSynth projects with presets from the Sequence Generator tool etc.

Several third-party libraries were made during the time of MetaSynth 4, but changes, some Apple, some application architecture changes, would make them incompatible after version 5. All of these changes make older archives of files a challenge to maintain or migrate. The goal of this document is to make things easier by defining paths to brining earlier files into CTX successfully. (update: many days spent migrating most of these – two to go!)

I've been exploring migrating projects from older versions of MetaSynth (4, 5.3/5.5, 6.0) and Xx (5.3) for "Mac OS X" 10.5 to 10.14 to CTX 1.0. Turns out it is fairly simple, but it can be repetitive. In general, if something does not work, migrate files to MS5, then open in CTX and resave. Get your favorite beverage and block out a day to play.

Note: The Mojave 10.14 hard drive format requires all files to have extensions, as does Catalina/BigSur/Monterey. Saving from CTX 1.x will add an extension to file types that did not previously have extensions.

SAVED HERE FOR POSTERITY – MAY NOT BE ACCURATE

Various Notes UPDATED 18FEB22

Tip of the Day. MetaSynth files can be migrated from earlier versions of MetaSynth and used in CTX but those files require conversion between Apple platforms. MS6.0 Image Synth .presets files can be converted into CTX1.2 files by holding down the Option+Command keys then typing o

We are currently testing a new build of CTX (1.2.4) which allows for direct conversion of .presets from MS5.4 without first converting to MS6.0. Watch for an announcement.

MetaSynth 4 (CarbonOS+PowerPC) .presets files use Apple's now defunct QuickDraw PICT image format and need to be converted by MS5.4 into the PNG format which MetaSynth 5-6-CTX uses. To do so, hold down the Control key and type o to open the file.

MetaSynth 2 (MacOS+PowerPC). To convert from MacOS (classic) to CarbonOS (Unix/OSX/MacOSX), requires the .preset to be opened in MetaSynth 4. It will auto it convert from MacOS and make a new V4 file.

Synths and Samplers within the .presets files should convert and retain their settings, but .presets do not contain the audio samples used in a multiSampler. These must be migrated to the MultiSampler's folders of the version you are converting to BEFORE opening the .presets file.

[November 14, 2021](https://www.facebook.com/groups/MetaSynth/posts/4547327008721408/?__cft__%5B0%5D=AZWtRznwvNsSiilgnmVVEGBtD7o_VvzIztVidFJ3fj-jT-kprjhGZBcWKpG9_0v9Eb8soocM82RBbFjmfsWNUiRbIpXVyNLX9Ed4vQR61EU6obi6f6JO7wYaeJPBbP7oxop9B_4s362uDI433bhQhOfq&__tn__=%2CO%2CP-R)

I've been exploring migrating projects from older versions of MetaSynth (4, 5.3/5.5, 6.0) and Xx (5.3) for "Mac OS X" 10.5 to 10.14 to CTX 1.0. Turns out it is fairly simple.

For an Xx sequence, open an .xx (file) and save it in 5.3/5. This converts it to a .xxfl (inside a .xx package folder). Then open it in CTX1 and save as a .xxct (inside a .xx package folder).

For MS Instruments, if v4 open in v5 and save "instrument and samples" into a folder, then open in CTX1 and Option+Save to a .samm file, etc.

For MS Image Synth Presets, import a v4 preset into a new v5.3 project, then CTX1 can open that project's .preset file fine. The tricky bit is the import tool (launched from Image Synth menu) will load a selected .preset file (floppy icon), but then you must select each preset in the file one by one (grid picklist icon). Rinse and repeat.

[**Kalib DuArte**](https://www.facebook.com/groups/811425722311574/user/1538638202/?__cft__%5B0%5D=AZXdAUjwroqywO_seE5e2rB3_WBgdBqmOLu1zJqFe0bwanmEDCA8I1c3NJLv5Fi7ianiO9XE_jQzfx9QB-MUHLYtiyMRGYrdjjsK8C-YJY9n3jFBxpht4zVvvebIev0sbcpWnAC5h13MBwG6JrsK4h72&__tn__=R%5D-R)

Admin

Okay, I see what is going on here when trying to open these images as filters. They are old PICT files and have not file extensions. Apple changed Hard Drive and File Formats a couple of times since the 2000s. As of Mojave all files must-have .XYZ file extension to be fully compatible. In MetaSynth CTX I tried to load a .pct file but no go, Eric might have stopped supporting PICT as the format got demoted. So, I opened the file in PhotoShop and saved it as a .jpg, and Viola it opened as an image in the Image Filter. So batch converting these would work as an image load.

**Steps to Migrate from MacOS 9 – Not Accurate, We’ve Sorted Things Out!**

MetaSynth+Xx for MacOS (1, 2, 3) migration is unknown, due to completely different operating system, file formats, etc. All from a bygone era. Keep a OS9 machine handy.

MetaSynth 2 (MacOS+PowerPC). To convert from MacOS (classic) to CarbonOS (Unix/OSX/MacOSX), requires the .preset to be opened in MetaSynth 4. It will auto it convert from MacOS and make a new V4 file.

MetaSynth 4 (CarbonOS+PowerPC) .presets files use Apple's now defunct QuickDraw PICT image format and need to be converted by MS5.4 into the PNG format which MetaSynth 5-6-CTX uses. To do so, hold down the Control key and type o to open the file.

MS6.0 Image Synth .presets files can be converted into CTX1.2 files by holding down the Option+Command keys then typing o