

YAMAHA DTXTREME III FILE MANAGEMENT - OVERVIEW

A wise man once said “Unless your data exists in two locations it does not exist.” With DTXTREME III, it is important to understand the difference between how the data you create with it is **STORED** (within the unit) and also how it is **SAVED** (outside the unit).

TYPES OF MEMORY

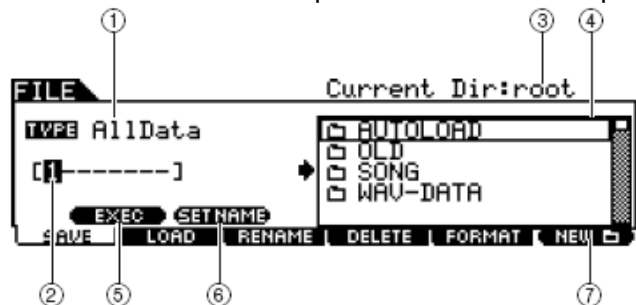
Data types	Internal memory types to which data is stored
Drum Kit	Flash ROM
Click settings	Flash ROM
Trigger Setups	Flash ROM
Utility settings	Flash ROM
Chain	Flash ROM
User Song	DRAM → Will be lost when turning the power off!
User Voice	DIMM → Will be lost when turning the power off!

As you can see, some types of data will be retained in memory even when the unit is turned off. However, User Song and User Voice data are NOT retained in memory when the unit is turned off. Regardless of if you plan on creating these data types it's a good idea to save your data to an external memory device.

The first thing to do is to obtain a USB memory device (sometimes called a “flash” drive) for saving our data to. You will want to get one that has enough capacity to store your data. You can also connect an external USB hard drive.

FILE MODE:

The FILE mode is used for all operations related to a USB memory device connected to DTXTREME III. Let's take a look at the important areas of the display:



- 1) **TYPE** – select the data type you wish to save/load
- 2) **NAME INPUT AREA** – where you can name a file
- 3) **Current Dir:** – indicates the current directory/folder
- 4) **Directory/File Selection Box** – this area holds a list of all the items in the current directory.
- 5) **[SF1] EXEC** – executes the save/load operation of the selected file type to/from the selected directory
- 6) **[SF2] SETNAME** – copies the name of the selected file to the name input area
- 7) **[F6] NEW** – creates a folder in the current directory

The **[F5] FORMAT** button will format the USB media, and you can optionally give the drive a label (name).

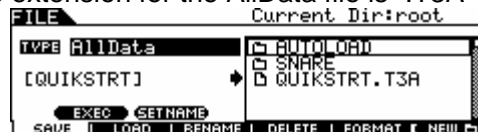
AUTOLOAD

When you format a USB device on the DTXTREME III a directory folder is created and labeled “AUTOLOAD”. Items placed inside this folder can

WHAT TYPE OF DATA DO I WANT TO SAVE?

The answer really depends on what user data you have created or wish to create. The complete list and descriptions for all the different file types are in the owners manual on page 113. The file type that I recommend you work with is the “AllData” file type.

The “AllData” file type is the safest way to backup your data because (as the name indicates) it contains ALL the possible user data in the DTXTREME III. And because the AllData file is a single file it is super easy to back it up to your laptop or desktop computer. You can also load individual items from an all file, so you can load a drum kit from one AllData file and combine it with another from a different AllData file. The file extension for the AllData file is “.T3A”



How to SAVE AN “ALLDATA” FILE:

1. Press the **FILE** mode button, then **[F1] SAVE**.
2. Cursor to the Type parameter and select “AllData” as the type of file to be saved.
3. Cursor down to the Name Input Area and use the jog-dial and cursor buttons to input a name for the file.
4. Press **[SF1] EXEC** to save to the current directory.

The root directory is shown as the save destination in the example above. As you become familiar with the directory/file selection box you may opt to save your files in the Autoload directory or in another folder.

How to LOAD AN “ALLDATA” FILE:

1. Press the **FILE** mode button, then **[F2] LOAD**.
2. Cursor to the Type parameter and select “AllData” as the type of file to be loaded.
3. Cursor right to the Directory/File Selection Box and use the jog-dial or cursor to select the file to load.
4. Press **[SF1] EXEC** to load the currently selected file.

How to LOAD ANY ITEM FROM AN “ALLDATA”

- FILE:**
1. Press the **FILE** mode button, then **[F2] LOAD**.
 2. Cursor to the Type parameter and select any individual (not an “ALL”) type of file to be loaded.
 3. Cursor right to the Directory/File Selection Box and use the jog-dial or cursor to select the “AllData” file that contains the individual item you want to load.
 4. Press **[ENTER]** to “open” the AllData file so that the item type is shown in the Directory/File selection box
 5. Press **[SF1] EXEC** to load the currently selected file.