

ReQuest Audio
SWITZERLAND AG

The Beast

Importing Music



Importing your library of CD music is one of the features that separates *The Beast* from its competitors. We believe that some of the most important music you have is the collection you already own. Your library of music is important to us, and we have made it very easy to transfer that music to the storage of *The Beast*. This guide will help you accomplish that goal so you can begin experiencing your music collection quickly.

Media Types Supported By Internal Optical Drive



Digitally mastered PCM tracks generally stored as CDA (CD Audio) file containing WAV PCM data.



Digitally mastered PCM tracks generally stored as WAV or PCM.



Data disc containing files of various formats (e.g. WAV, FLAC, OGG, MP3)



Not supported for direct import from internal optical drive.

Step 1

There is no special configuration required to begin importing CDs as soon as the system is set up. *The Beast* default configuration is to import CDs as WAV files. This format will maintain the most possible fidelity of the CD music as it is the same format the music itself is stored on the CD disc.

Insert the CD disc into the slot on the right side of *The Beast* with the label facing to the **right**.



Bottom Side
Data Side



Top Side
Label Side



Data Side Faces This Way

Label Side Faces This Way

Step 2

The disc is accepted and begins transferring the music from the disc to *The Beast* storage. Depending on the version of software on your system, you may or may not see progress on the screen.

Note: If you are shown the progress of the import, you will not be able to interact with the touchscreen except to cancel the import. You can, however, use any other control mechanism (e.g. iPad, Crestron) to listen to music.

Step 3

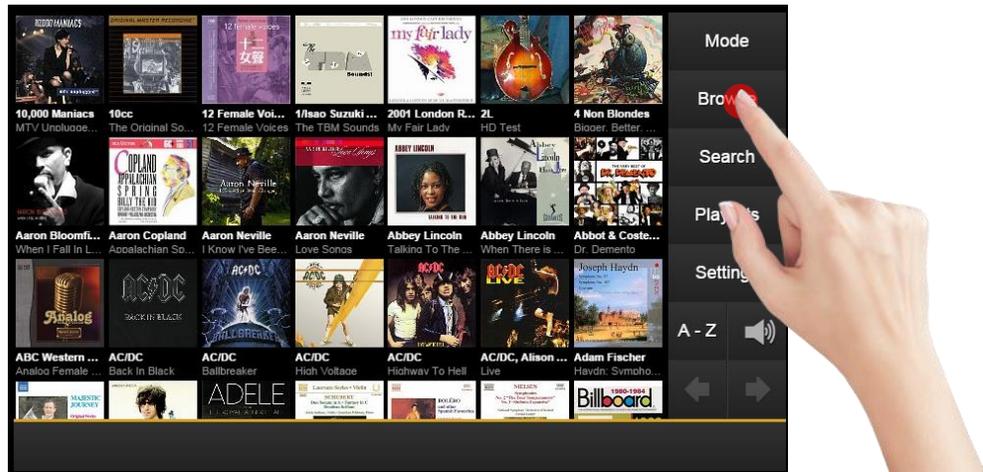
When the transfer is complete, the disc will eject. Cover art and album data, called metadata, will have been retrieved by the system automatically.

Step 4

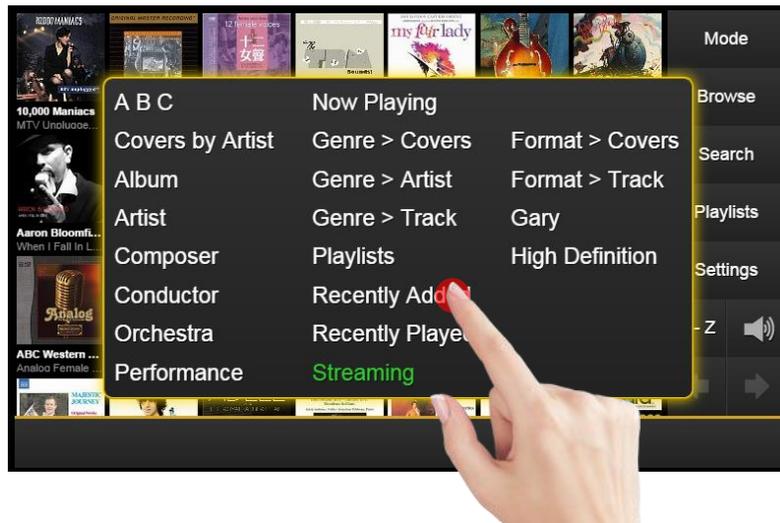
You may continue repeating Steps 1, 2 and 3 until your collection is imported.

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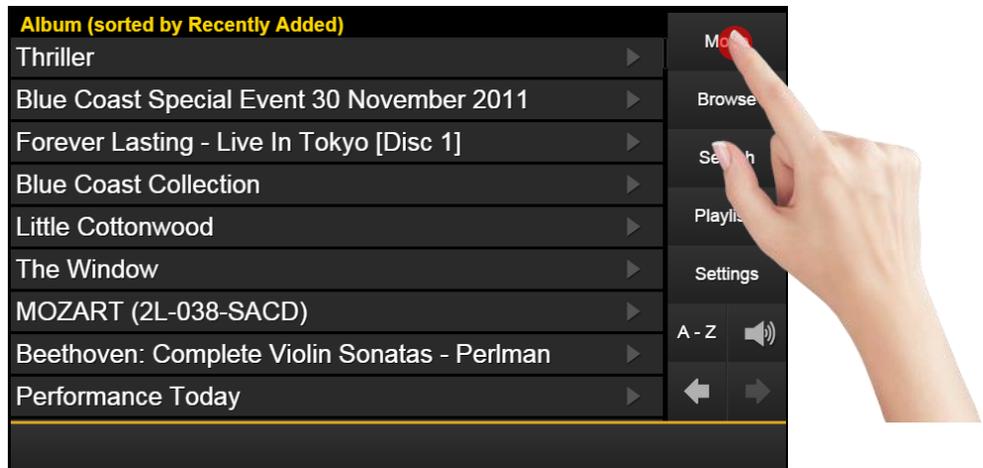
To see the result of the import, from the Home screen, tap on Browse.



Then tap on Recently Added.

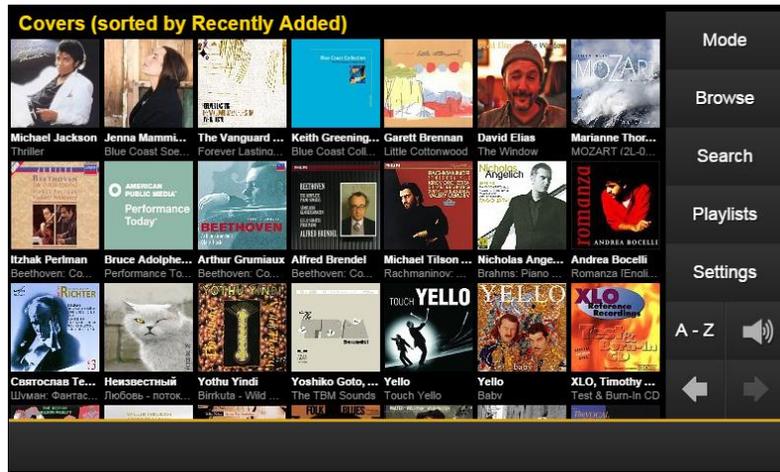


This will show the last albums added. To see the covers of the albums, tap on Mode.



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This will now show you the albums with their artwork.



Note: If the artwork and/or data does not appear, the service that provides disc information may not have a match for your disc. If you wish to apply the cover art and track information yourself, please see the document on [Editing Your Collection](#).

The internal optical drive is not the only method you can use to import media onto *The Beast*. If you already have a collection of music residing on your computer, Mac or Windows, then you can also transfer that music to your new music server and enjoy your entire collection from one location in superior quality. This process involves some knowledge of computers and folders. If you are unable to locate your music files on your computer, then this process will not be familiar to you. We will explore two of the most popular ways to import music from a computer.

Protected Music

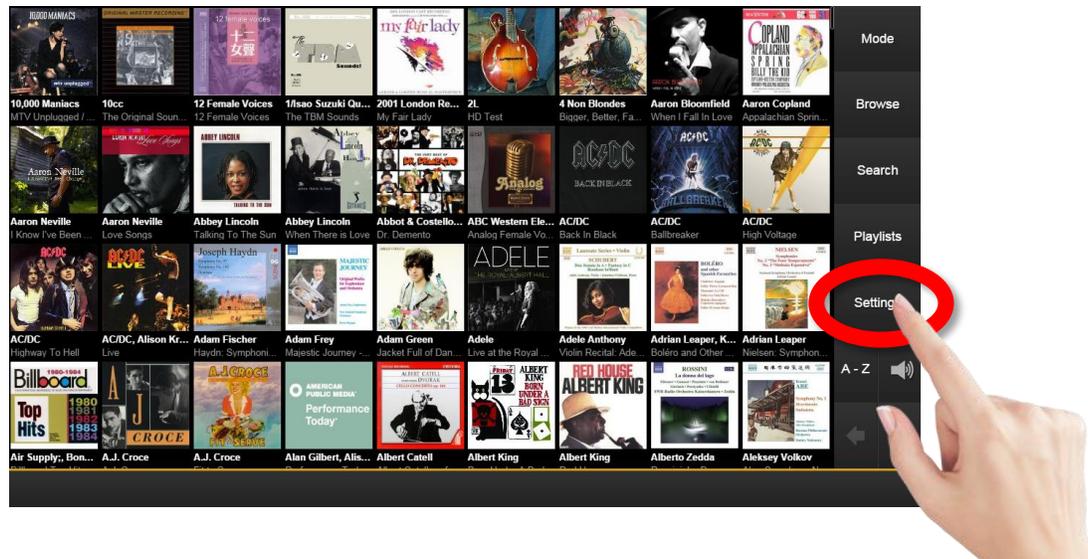


Some recording artists and studios release their albums and titles in a file format that is protected (locked) from being played anywhere except the computer or mobile device it was downloaded to. This is called Digital Rights Management (DRM). Music files which are protected by this technology cannot be played by *The Beast*. If you wish to play these files on your system, you will need to contact the provider of the music files and request open, unprotected files. Apple, for example, will provide you with unprotected versions of music files you previously purchased for a small fee per track. On the other side, Microsoft Zune customers who did not unlock their music prior to the service being discontinued will not be able to use those music files.

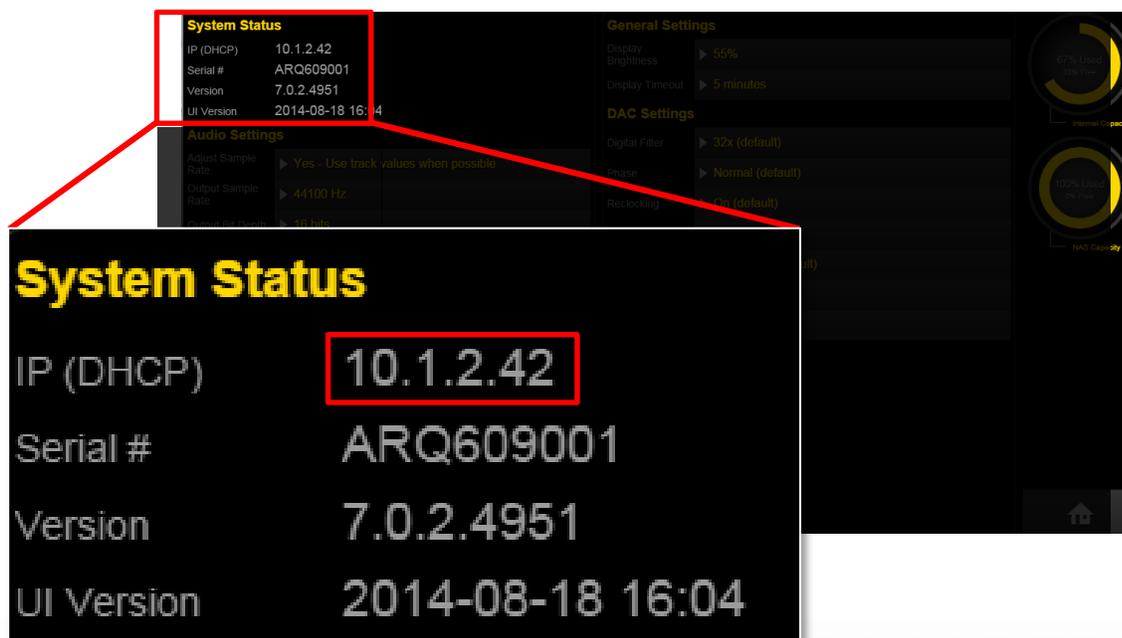
A simple way to add music to the system is via the Web Upload Tool. This tool allows you to quickly add an individual track from any device that has a web browser and Adobe Flash capability. Generally, this is any Windows or Mac computer.

Step 1 – Locate the server’s IP address

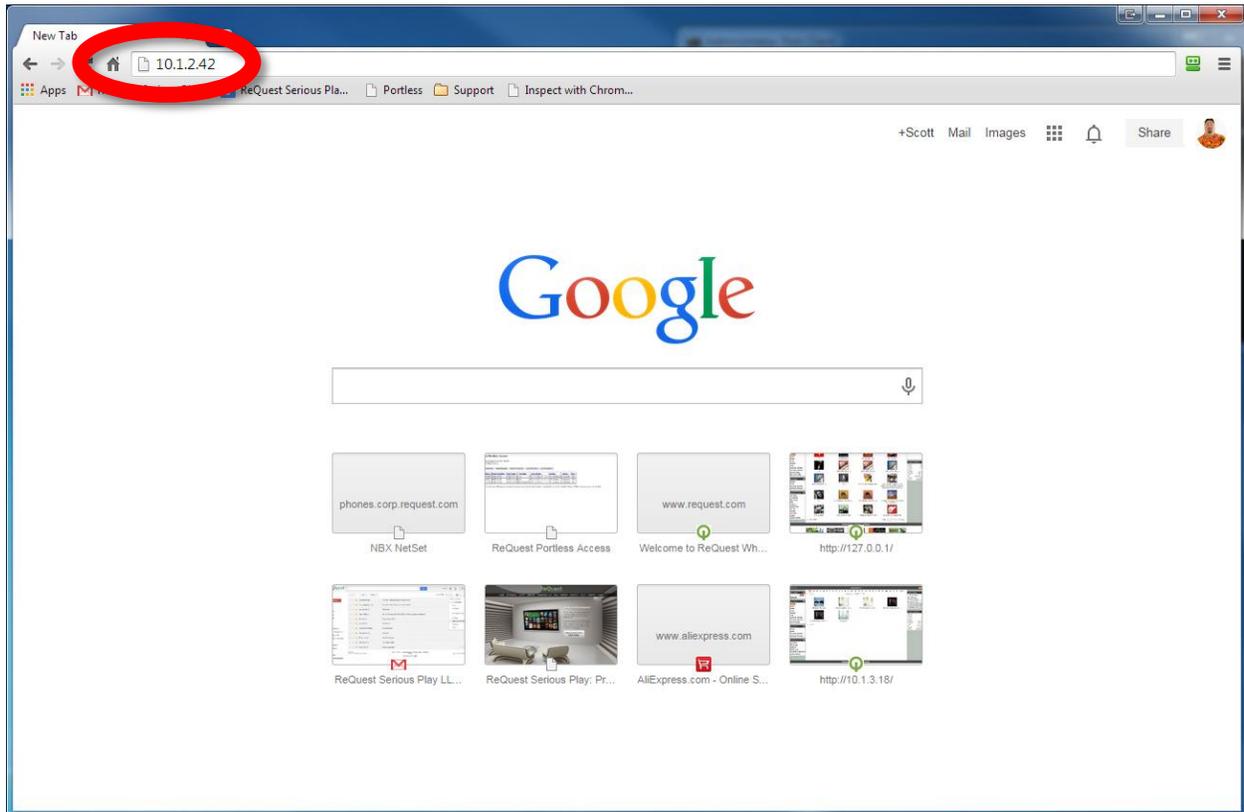
From the onscreen 7” interface, press “Settings”.



The screen will change to display many of the settings you can configure. For the purpose of this document, we are only interested in the IP address of *The Beast*. This information is located in the upper left corner of the Setting Screen in the System Status area. An IP address is of the format www.xxx.yyy.zzz. In our example, this system is located at 10.1.2.42. Be sure to note what your system’s IP is.

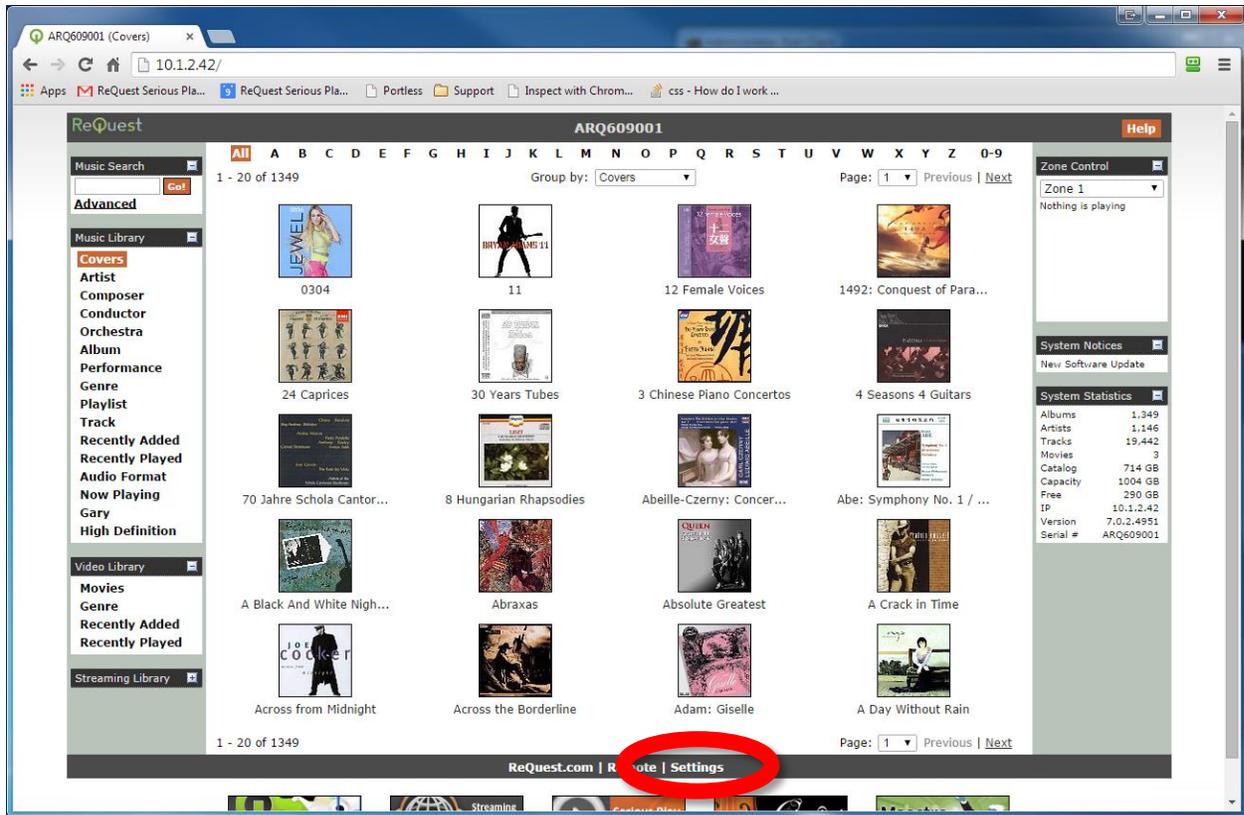


Launch the web browser of your choice (Chrome, Safari, Internet Explorer, Firefox, etc.) and enter the IP address of your system in the URL/search bar. In our example, we are entering **10.1.2.42**.

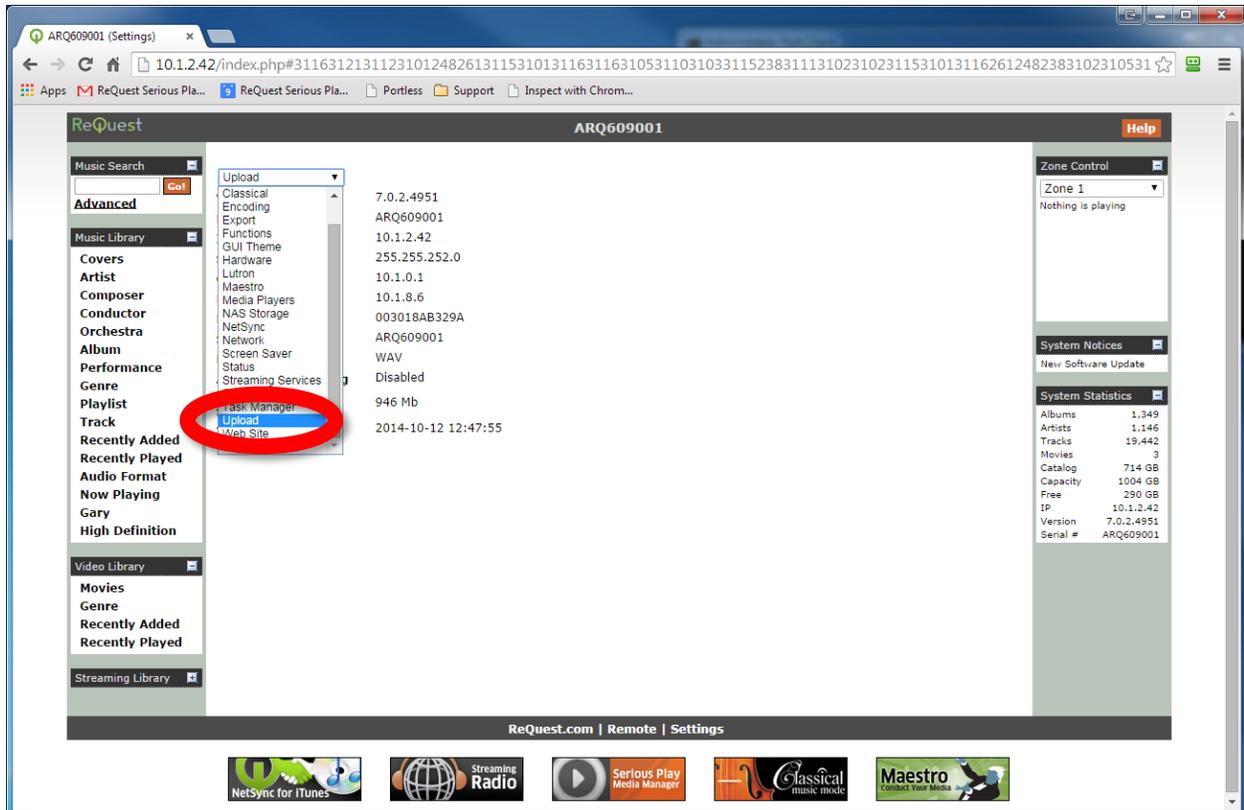


You will now see the main home screen of the server. You can do a great many things here with your system, but for this exercise, we are only interested in the Upload tool. Click on the Settings link at the bottom of the page.

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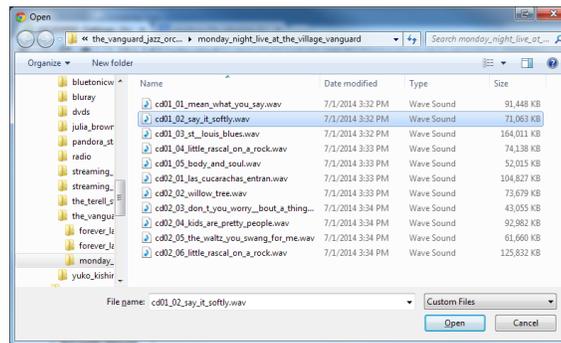
From the pull-down list, select Upload.



When the screen refreshes, you should see a message similar to this:



You may now click on the link “Click To Upload Files”. This will invoke your computer’s file selection window. You can locate the music files you wish to upload to the system. You can select multiple files for uploading as long as they reside in the same folder.

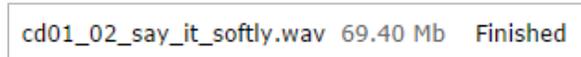


Windows File Selection

When you click OK or Open after selecting your files, the file(s) will be uploaded to the system and processed.



As each track is completed, it will be marked with “Finished” or “Failed” if there was a problem.



Possible failure messages include:

- Track already present on system
- Unsupported format
- Damaged music file
- Protected file
- Insufficient storage capacity

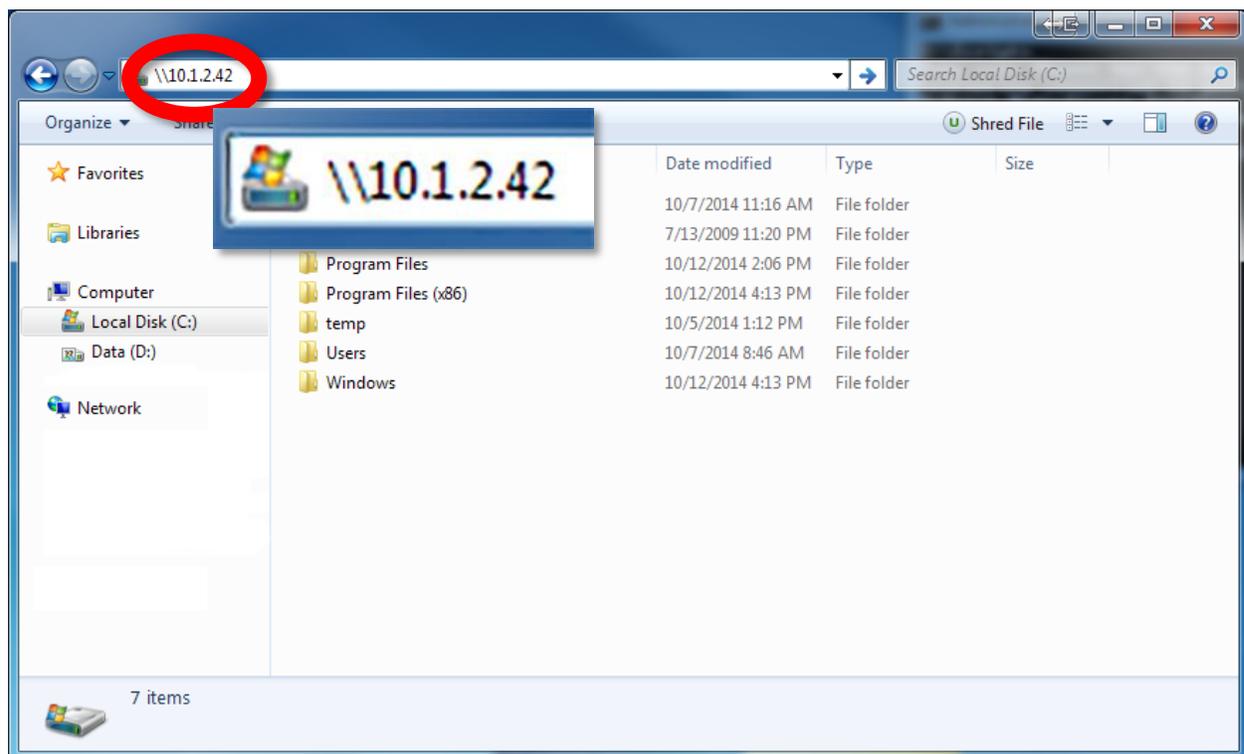
Your music is now available to be played by the system. You can find the media you just uploaded in the Music Library under Recently Added.

Uploading a few songs at a time with the web upload tool is good for quick and easy adding of media from remote locations. When you need to add hundreds or thousands of files to your system, you can place them directly onto the music server. The files will be processed into the system the same way as the web upload tool, only you can upload entire folders full of other folders.

Important Note for iTunes Users – If you are transferring files from an Apple iTunes library, you should **NOT** use this method. The iTunes library folders do not match the music server's hierarchy, which means that any untagged files (e.g. WAV) from iTunes will have no metadata associated with it. The music server will then attempt to use the folder names as artist and album – which will be incorrect given the iTunes folder structure. The music may be stored in an Apple format which may also include DRM protected music. Those files will be discarded by the music server and not appear on the user interfaces. For both of these concerns, you can install NetSync for iTunes 2 on your Windows or Mac. NetSync for iTunes 2 will examine the library in iTunes and convert any unprotected files to an appropriate format matching the quality of the original file.

The direct import for the music server is similar to a shared folder on the network. To access the direct import to the music server, you only need to know the IP address of the server.

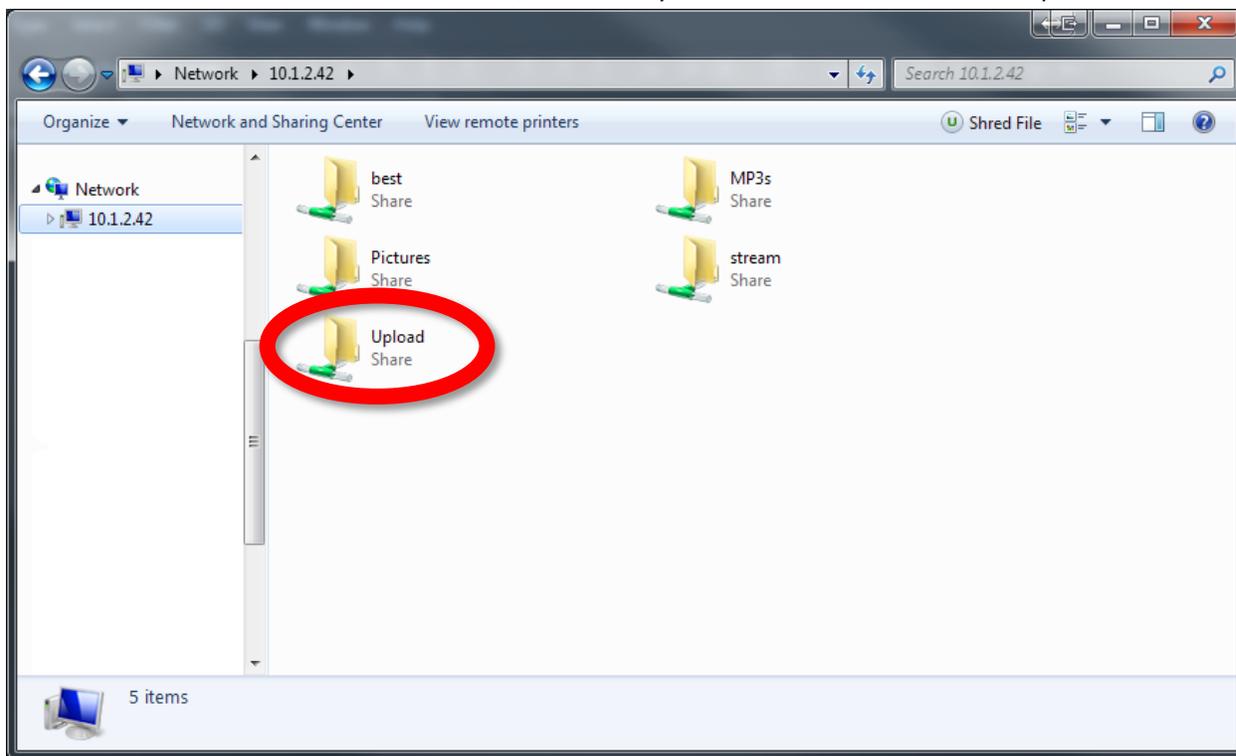
On Windows, from any file Explorer window, in the address bar, enter the IP address of the music server with two backslashes in front.



On MacOS, in the Finder, choose Go > "Connect to Server." Enter the IP address of the music server with smb:// in front.



You will now see several folders. For this exercise, we are only interested in the one named Upload.



You can now drag-and-drop files from anywhere your computer can reach. Place the files in the Upload folder. The music server will automatically begin processing the files into the system. You may open the Upload folder to look at its contents. When the files are processed, they are removed from the Upload folder.