ScapesWizard 2 Pro Manual

(with Ghost modulation ;-)

The machine for soundscapes, atmospheres and textures in motion

Note: This is a machine thus it is not to be played like a common synthesizer!

ScapesWizard is a machine for soundscapes with **very different control concept** by triggering different samples assigned to keys via keyboard, or, using Lazy Sequencer to play the sets in sequence, or at random with varying intervals of step lengths. This is a completely reworked and largely enhanced version to its predecessor offering more dedicated and flexible control in general.

There are two different soundengines: Slow Motion Scapes (Main Slot 1&2), OneShots and Loops (FX, Natural, etc.) (Main Slot 3 & 4), Each slot has got a dedicated soundmodifier (color with resonance) plus pan, & delay with two sets of knobsettings for most controls. You got 2 x 24 samples (= 2 x 2 octaves) in direct access via keyboard and 2 sets to assign waves to keys with an optional pitch offset of +/- 12 semitones at each slot plus a further +/- 12 semitones per wave, slot and patch. So this makes 96 samples in straight access with a tuning range of max. +/- 2 octaves. Lazy Sequencer's Ghost Mod will move (morph) between the two sets of Lazy knob settings and this motion is visible on the GUI by respective knobs in motion. Furthermore nearly every knob has got a selectable modsource.

In fact with this machine it is quite important to assemble best matching waves for a project into the wave slots. You can trigger or gate i.e. switch samples with a dedicated tune setting via keyboard (with velocity to contol level) which is ideal for live interaction!

There is kind of keyboard split to trigger a sample of Slot 1 & 2 from C2 to B3 (left side) and Slot 3 & 4 from C4 to B5 (right side). So simply give a key a short push and the resp. sample will play until it's changed by pushing another key in that resp. range; unless you select KeyMode Gate which allows to play a sample as long as a key is held down. Anyway you can play only one sample in each slot at a time. But those four samples played can give already quite a massive sound.

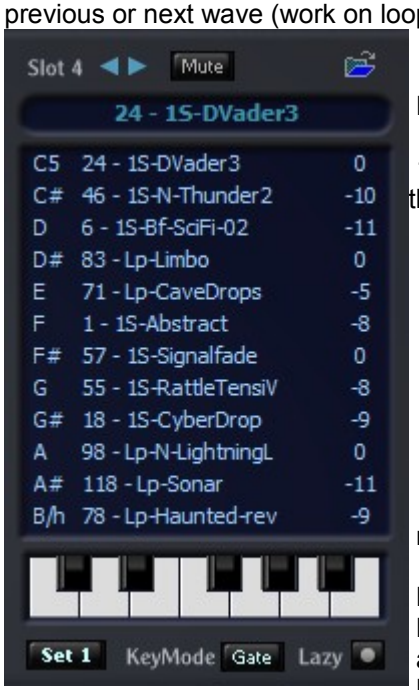
There is also an SF Slot Mode to support sf2 with stereo samples where the resp. modifier sections affect left and right channel.

The Demo version is quite the same except it fades down with some nice (well mostly nice) voiceovers at varying intervals ;-)

The 4 Main Slots

The difference bewteen the two slotgroups is that slot 1 & 2 are suited for looped samples solely while slots 3 & 4 can handle looped and unlooped one shot samples.

All 4 main slots are practically the same so explanation is done with Slot 4 here.
Left is the load icon for loading sf2 files for two slots; Mute button to Mute that slot; arrows to switch to previous or next wave (work on looped samples only)



Display of the current wave played

12 wave slots from C to B/H to assign a wave with optional pitch offset (to the setting of the Pitch knob) in +/- 12 semitones

mini screen keyboard to trigger / gate the resp. slot by mouse

Lower row: Selector for Wave Set 1 or 2
KeyMode selector: Gate (will sound while key down) or Hold needing just a short keypush to trigger sound to play on
Lazy Button for the 12 wave slots

Settings for each main slot

Nearly every knob has got a selectable modsource

Pitch setting (in semitone +/- 12) for each wave is memorized for each main slot and preset. So this setting does provide a general pitch for that wave for this main slot and preset.
Pitch Mod can be set to Off, Half or Full where half will use the positive part of the selected modsource only. This will give more variety to pitchmodulation as it will. e.g. fade in/out the modulation using a triangle wave. While Amount and it's selectable modsource determine the 2nd. Source for pitch mod.

Color and Resonance will modify the color of the wave and ColMix mixes between colored and direct signal. Each has got a selectable modsource where the modsource at Resonance serves as a switch enabling the Reso mod as long as the modsource is positive (P) or negative (N). This prevents from continouus high resonant shrieks.

Pan sets the delayed signal to opposite direction. Selecting a modsource will set Pan into motion. DlyFbk is Feedback of Delay and Delay Level is obvious.

Button SF Slot Mode (see also Appenix 3 for wiring) for supporting sf2 file with stereo samples: switching to S (=stereo) instead of N (=normal) main slot 1 (or 3) modifiers are for the left channel of both wave slots while main slot 2 (or 4) modifiers are for the right channel. So this gives true stereo for stereo waves in sf2 files with independant control for each channel - so Pan should be set accordingly to left and right. Anyway Mode S should be used only if the SF2 consists of stereo waves as otherwise only slot 1 or 3 controls will be effective on the sound. So you even might use drumloops to be triggered by keys – but don't expect the Lazy Sequencer to switch drumloops tight on the spot in snyc to the host as Scapes Wizard2 and it's the Lazy Sequencer are not build as a tight drummachine.

All knobs (except Pitch and Pan) have two sets of Lazy settings which can be switched by the button above Knob LSet (1 or 2) and can also be determined by the Joy Pad E position:
lower left knob LSet 1 - Slot 1/2, upper left – knob LSet 2 Slot 1/2
lower right knob LSet 1 - Slot 3/4, upper right – knob LSet 2 Slot 3/4
The buttons indicate which set is active also you can use these buttons to assign other MIDI CC effecting the E Joypad. Also there are two Lazy buttons for the knobs = one for each set.
The third Lazy button changes modsources.

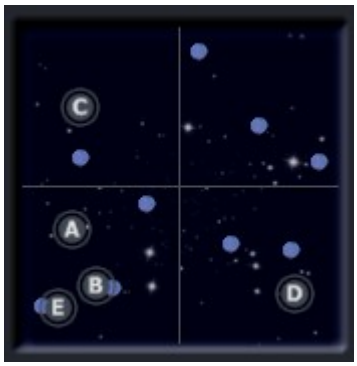
Output and LFOs

Main Slots 1&2 and 3&4 have a dedicated Level setting as well as a Reverb with Size and Depth. Main Out features Bass Enhance & Main Volume.

There are 4 LFO and 1 Sample and Hold (S&H) with selectable waves and adjustable rate. Also there are some 'hidden' LFO which in fact feature mixes of the LFOs and S&H which can be identified by the abbreviations like ML23 (mix LFO 2 & 3) in the selection options.. The motion of these modsources is displayed on the Joypad.

Also there are LFO selections using only half of the LFO wave (labeled -P or -N for positive or negative part) this can be called intermittend modulation as mod will be active e.g. with -P on it's positive part while rest on it's negative part; resp. viceversa with -N labeled sources.

Center section
Joypad and LFO motion display



There are five joystick pads (A to E) allowing control of two paramaters each:
Pad A = X axis = Slot 1 Color, Y axis = Slot 1 Mix
Pad B = X axis = Slot 2 Color, Y axis = Slot 2 Mix
Pad C = X axis = Slot 3 Color, Y axis = Slot 3 Mix
Pad D = X axis = Slot 4 Color, Y axis = Slot 4 Mix

Pad E = morphing between the two Lazy knob sets: Y axis = main slot 1 & 2, X axis = main slot 3 & 4

Lazy Sequencer

The Lazy Sequencer is meant for ***Lazy play*** of the machine in the background. For precision changes of waves and wave set at a given bar or beat in an arrangement please use the MIDI Sequencer in your DAW in setting the resp. MIDI Note (1/16th length is sufficient) and if required a MIDI CC to select the wave set.

Basic controls for the Seq are global settings valid for all patches:
Machine Mute is used for Muting the machine but when active starting Play will override mute and play
Play = Start / Stop with instant Reset
Pause / Resume = pauses and continues play
Reset = Reset

Sequencer can be set to On / Off for each Main slot from 1 to 4 via Seq On buttons
Set Adv allows to advance the Wave sets during play for each main Slot if resp. button is lit i.e. On. Needs at least 12 steps to advance after setting to On.

Play has three selections: Seq, Lazy, and LzSet
Seq – plays the waves in order as set in the wave slots
Lazy – plays randomly selected waves
LzSet – plays waves at random but selected only from the active wave set

Step offers three modes for advancing e.g. for main slots 1 & 2:
1:1 - Slot 1, Slot 2, Slot 1 …
2:1 - Slot 1, Slot 1, Slot 2 Slot 1 …
1:2 - Slot 1, Slot 2. Slot 2, Slot 1 …

Len allows to set a max. bar range for a wave setp to be played from 4 to 40;
while Len Var can set a range for the actual random length of each step so there won't be hardly steps of equal legth, but instead there is a variation ranging between about 60 to 100% of selected length in bars.

Ghost Modulation

The buttons below label Ghost Mod enable Ghost modulation within the Lazy Sequencer on the other hand one might use the Man buttons to trigger a Ghost Modulation – this might be handy when Scapes Wizard 2 is driven by a MIDI Sequencer as you can set a MIDI CC (see Appendix for details)

There are more options for Ghost mod:
MoR =Mod Range is a switch between full range morph or lazy morph (new range is set when morph starts between 40 to 100%)
MsL = Mod Source Lazy changes all related mod sources (like pressing the related Lazy Button but here driven by the Lazy Sequencer
KnL = Knob Lazy is switch (On / Off) to generate a new set of lazy data for morph - so in Off mode you can morph between two knobsettings. Man = manual trigger for a Ghost modulation.

One add. remark:
For technical reasons the Lazy sequencers starts at C# = 2nd entry in the wave slots and will advance - if enabled - to next wave set when reaching C# next time.

Some additional hints:
You can load other sf2 files but preferably those containing waves with inharmonic content (i.e. no dedicated pitch) will serve best while instrumentlike (or one cycle like) waves such as saws, sine, organ, strings etc. are not really suited for this machine. Also waves with large parts very much above or below zero (like a big DC offset for a large portion of the wave) won't work well for recording.

Loading different SF2 will require to adopt the settings of the Pitch knob accordingly for each wave.

More free sf2 files also with some esp. done for Scapes Wizard 2 can be accessed via:
Free User content Sf2 files and patches

Westgatesounds have contributed their 1st Anomaly sf2 set as free: **Westgatesounds** (bottom of that page)
Basically all their Anomaly SF2 will work fine with Scapes Wizard 2.

A probably very useful hint:
In order to make your tracks even more unique it might be advisable to use a mix of SF2 files in the different slots. There is already a lot of stuff available (see above) and it might be a good idea to gather / organize waves (in terms of sf2 files = presets) in one's own collections. You might use Kenneth Rundt's Viena as a preset manager to copy sf2 presets to a new sf2 file. This is really a quite simple task but in the end you will benefit from it as your tracks will get a more unique flavour.

What might go unexpected:
1 - Loading an fxp file to 1st patch slot _may_ not work properly – this does not apply when loading an fxb bank file. Therefore it is advisable to load fxp starting from 2nd slot and then move one patch to 1st slot.

2 – Triggering/Gating via onscreen kb at Slot 3 & 4 might not work as expected when Lazy Seq is running – have a look at the LED above Step – the one lit (on) for a slot also indicates onscreen kb is disabled until it is off.

FAQ for silly questions:
Q: I loaded my mega piano sf2 file into slots for osc 1 & 2 but I can't really play the piano, why is that so?
A: Are you sure you did understand the concept of this machine? Please read again from the beginning of this manual.

Credits and further info
The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock. This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Oli Larkin et al.

Patches were kindly done by Dimitri Schkoda (DS), Paule Amca, Bob O'Donnell (BM) and Ed Ten Eyck (Edt)

Thank you, guys!

VSTI by H. G. Fortune:
More VSTI: http://www.hgf-synthesizer.de
H. G. Fortune
G. Hager
Almaweg 49
53347 Alfter
0228/5344207
Germany
email: fortune@flomo-art.de
www.hgf-synthesizer.de

official support forum on kvr: http://www.kvraudio.com/forum/viewforum.php?f=149

HGFortune Synthesizer on facebook (feel free to use I like ;-):
HGFortuneSynthesizer

Open group for users, fans, friends and supporters: on www.facebook.com
This is not a technical support forum but is for news, communication among users e.g. sharing ideas, images, videos and music.

Thanks to all who have helped and do support my work!

Appendix 1

List samples for Slot 1 & 2

000 A-Bf1-Atlantis	032 A-SnH-KS-Raid	064 B-ScapeDreaming1	096 C-ForgottenShores
001 A-Bf1-Lemuria	033 A-SnH-OB-SciFi	065 B-ScapeDreaming3	097 C-GoldenCity
002 A-Bf1-Mu Clashed	034 A-TronCity	066 B-ScareBirds	098 C-HiddenTemple
003 A-Bf-Belling	035 A-TronHorror	067 B-ShiftingSpace	099 C-HighSpirit
004 A-Bf-CaveExplorer	036 A-TronLight	068 B-SlowSwirlyBlips	100 C-In Secrecy
005 A-Bf-ClashingMetal	037 A-TronMars	069 B-Some WeirdTalk-r	101 C-LeftBehind
006 A-Bf-ClashingSteel	038 A-TronMonster	070 B-Somewhere in Java	102 C-Legend of Mu
007 A-Bf-ComplexityX4	039 A-TronNebula	071 B-Space is Cold	103 C-Lost Temple
008 A-Bf-DriftingThru	040 A-VZ-Buzzy	072 B-SpaceClangs	104 C-LostCulture
009 A-Bf-Geblubber	041 B-Along the Bell	073 B-SpaceLift 2	105 C-LostDreams
010 A-Bf-HeavyRotor	042 B-BellyDancing	074 B-Sparkling Spaces	106 C-LostWorlds
011 A-Bf-Hell Machine	043 B-DeepAbyss	075 B-SubtleMotions	107 C-MagicForest
012 A-Bf-Icy Desert	044 B-Distant Space	076 B-Subway	108 C-Mourning
013 A-Bf-Leprechauns	045 B-ExoSphere	077 B-Tantaloid	109 C-MultiMorph
014 A-Bf-Radioscan	046 B-Farsighted	078 B-Tension Henge	110 C-MysticCavern
015 A-Bf-SlowMotion1	047 B-Fifth Sphere	079 B-Vx-Motion	111 C-Romantica
016 A-Bf-SlowMotion2	048 B-Fifties SciFi	080 B-WaterPhonic	112 C-SnH-Blipps
017 A-Bf-SnH-Entropy	049 B-In Motion	081 B-What Albtraum	113 C-SpaceBirds
018 A-Bf-SnH-Fields	050 B-In Surreal5	082 C-Balinesque	114 C-StraightBright
019 A-Bf-SnH-Slow	051 B-Intrusion	083 C-BeautyScape	115 C-StraightAltSciFi
020 A-Bf-SpaceBandp	052 B-Jumpy Aliens	084 C-Choiresque1	116 C-Tangent 3
021 A-Bf-SpaceCritters	053 B-Jumpy Bandpass	085 C-Chord2	117 C-Transgression
022 A-Bf-SpaceGeese	054 B-Ligetica	086 C-Chordal	118 C-Trapped Below
023 A-Bf-SpaceWars	055 B-LowMoon	087 C-ChOrkestra	119 C-Unbeliever
024 A-Bf-Stickhousen	056 B-MoonHorror	088 C-City of Hope	120 C-Underneath
025 A-Bf-StingingPad	057 B-Multi Belling	089 C-DeepCave	121 C-UnderWater
026 A-Bf-TimeTunnel	058 B-Mystery Cave	090 C-DeepSpace11	122 C-Underworld
027 A-Bf-To the Core	059 B-NirwanaFlow	091 C-Demon Love	123 C-Vertex
028 A-Bf-Wormholedrift	060 B-Not Bubbles	092 C-DoubleMorph	124 C-Whisper
029 A-KS-Wobbles	061 B-MirageMotion	093 C-Dreamcity	125 C-WhitePad
030 A-SnH-KS-Bandps	062 B-Rumpelstilzchen	094 C-Drifting Along	126 C-XtraOrchst
031 A-SnH-KS-Lovely	063 B-ScannedMotion	095 C-ForgottenCity	127 Z-Mute-Silence

List samples for Slot 3 & 4

000 1S-Abstract	032 1S-HarpGliss-r	064 1S-Zisch	096 Lp-N-Jungle
001 1S-Artefacts	033 1S-HiWobble	065 Lp-AlienLife	097 Lp-N-LightningL
002 1S-Bell	034 1S-Knatterpeng34	066 Lp-AlienPlanet	098 Lp-N-NoizWatery
003 1S-Bell-Gliss	035 1S-Knatterpeng42	067 Lp-AlienSpectr	099 Lp-NoiseFume
004 1S-Bf-SciFi-01	036 1S-Mysteries2	068 Lp-Aliens-r	100 Lp-NoiseOne
005 1S-Bf-SciFi-02	037 1S-N-BigRoar	069 Lp-AlienTalk	101 Lp-NoizTube
006 1S-Bf-SciFi-03	038 1S-N-Bird of Prey	070 Lp-CaveDrops	102 Lp-N-RainyDay
007 1S-Bf-SciFi-04	039 1S-N-Bird08	071 Lp-ChordedNze	103 Lp-N-SomeWind
008 1S-Bf-SciFi-05	040 1S-N-Bird14a	072 Lp-Clocks-rev	104 Lp-N-StormWind
009 1S-Bf-TreckyCom1	041 1S-N-Bird14b	073 Lp-ClockTickin	105 Lp-N-The Sea 2
010 1S-Bf-TronBounce	042 1S-N-Birdie	074 Lp-Demons-r	106 Lp-N-VX-Storm
011 1S-Bf-VCSBubbles1	043 1S-N-CicadaRattle	075 Lp-Forlorn	107 Lp-N-Water-Birds
012 1S-BlowBang04	044 1S-N-Owl	076 Lp-Ghoulzone	108 Lp-N-Wateryshore
013 1S-Coming	045 1S-N-Thunder2	077 Lp-Haunted-rev	109 Lp-N-WindyWaves
014 1S-ConvBounce1	046 1S-N-Thunder3	078 Lp-Inferno	110 Lp-N-Woodland
015 1S-CreepyDoor	047 1S-N-ThunderBig	079 Lp-InsideTube	111 Lp-OuterPad
016 1S-Crystalline	048 1S-N-WaterDrop	080 Lp-InvWarpoon	112 Lp-PlanetWave
017 1S-CyberDrop	049 1S-N-Werewolf	081 Lp-Labyrinth4	113 Lp-SamUnhold
018 1S-Cymb1Cresc	050 1S-N-Wolves	082 Lp-Limbo	114 Lp-Scrapyard
019 1S-Cymb-Backw	051 1S-Piano-glis	083 Lp-Limbodrift	115 Lp-ShiftnThru
020 1S-Danger!	052 1S-PitchDown	084 Lp-LostInSpace	116 Lp-SnH-Blipps
021 1S-Darkgliss	053 1S-Plutom1	085 Lp-Mad-Vox	117 Lp-Sonar
022 1S-DarkMetal	054 1S-RattleTensiV	086 Lp-ManyBells	118 Lp-SpaceJunk
023 1S-DVader3	055 1S-Schmeisser38	087 Lp-N-Birdsong	119 Lp-Spookie!
024 1S-DVader4b	056 1S-Signalfade	088 LP-N-Brook	120 Lp-StarAmbi
025 1S-Falling	057 1S-Sitar-rev	089 Lp-N-Chicadas	121 Lp-Stressfactor
026 1S-FromDeep	058 1S-Sonar	090 Lp-N-Donnerwetter	122 Lp-The Hammer
027 1S-GlassBounce	059 1S-StrangeBell	091 Lp-N-DropsInCave	123 Lp-TSnH-Blipps
028 1S-GlissSparkly	060 1S-Up and Away	092 Lp-N-Florida	124 Lp-Tunnellizer
029 1S-Gong2	061 1S-VX-Spacing	093 Lp-N-Flowater	125 Lp-Unclocked
030 1S-Gong3	062 1S-WobbleUp	094 Lp-N-Gevoegel2	126 Lp-UnNatural-r
031 1S-GongBig	063 1S-WoobleShot	095 Lp-N-InTheWoods	127 Z-Mute

There is an additional Mute/Silence wave in each sf2 file just in case you might need it.

The SF2 file for Slot 1 & 2 contains 3 groups:
A - 41 fresh samples from some hardware synths (e.g. Waldorf Blofeld, Novation KS 4)
B - 41 samples kept from prior ScapesWizard
C - 46 new or reworked samples from my sample library
The SF2 file for Slot 3 & 4 contains 2 groups
65 Oneshot samples
63 Looped samples
incl. several nature sounds marked -N-
More free sf2 files also with some esp. done for Scapes Wizard 2 can be accessed via:
Free User content Sf2 files and patches

Appendix 2
MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127 so for switches Off / On 0-63 = off, 64-127 = on; three stage switches resp. 0-42, 43-83, 84-127; etc.)

Main Vol	= 7		= 34	Slot 3 Mute	= 70	Slot1 Set	= 102
Bass Enhance	= 8		= 35	Slot 3 Wave	= 71	Slot2 Set	= 103
	= 9		= 36	Slot 3 Pitch	= 72	Slot3 Set	= 104
	= 10		= 37	Slot 3 Pit.Amt.	= 73	Slot4 Set	= 105
	= 11		= 39	Slot 3 Color	= 74		= 106
	= 12	Slot 1 Mute	= 40	Slot 3 Reso.	= 75		= 107
Slot1/2 Morph	= 13	Slot 1 Wave	= 41	Slot 3 ColMix	= 76		= 108
Slot3/4 Morph	= 14	Slot 1 Pitch	= 42	Slot 3 Pan	= 77		= 109
Slot1/2 Level	= 15	Slot 1 Pit.Amt.	= 43	Slot 3 Feedbk	= 78		= 110
Slot1/2 Size	= 16	Slot 1 Color	= 44	Slot 3 DelayLvl	= 79		= 111
Slot1/2 Depth	= 17	Slot 1 Reso.	= 45	Slot 4 Mute	= 80		= 112
Slot3/4 Level	= 18	Slot 1 ColMix	= 46	Slot 4 Wave	= 81		= 113
Slot3/4 Size	= 19	Slot 1 Pan	= 47	Slot 4 Pitch	= 82		= 114
Slot3/4 Depth	= 20	Slot 1 Feedbk	= 48	Slot 4 Pit.Amt.	= 83		= 115
Machine Mute	= 21	Slot 1 DelayLvl	= 49	Slot 4 Color	= 84		= 116
Slot1/2 LenOffs	= 22	Slot 2 Mute	= 50	Slot 4 Reso.	= 85		= 117
Slot3/4 LenOffs	= 23	Slot 2 Wave	= 51	Slot 4 ColMix	= 86		= 118
GhostSlot1/2-on	= 24	Slot 2 Pitch	= 52	Slot 4 Pan	= 87		= 119
GhostSlot1/2-Ms	= 25	Slot 2 Pit.Amt.	= 53	Slot 4 Feedbk	= 88		
GhostSlot1/2-Kn	= 26	Slot 2 Color	= 54	Slot 4 DelayLvl	= 89		
GhostSlot1/2-Ro	= 27	Slot 2 Reso.	= 55		= 90		
GhostSlot1/2-Mn	= 28	Slot 2 ColMix	= 56	LFO 1 Rate	= 91		
GhostSlot3/4-on	= 29	Slot 2 Pan	= 57	LFO 2 Rate	= 92		
GhostSlot3/4-Ms	= 30	Slot 2 Feedbk	= 58	LFO 3 Rate	= 93		
GhostSlot3/4-Kn	= 31	Slot 2 DelayLvl	= 59	LFO 4 Rate	= 94		
GhostSlot3/4-Ro	= 32		= 60	SnH Rate	= 95		
GhostSlot3/4-Mn	= 33		= 61				
			= 62				
			= 63				
		n.a./avoid *	38, 64-69				

You might use MIDI Learn or Edit via right click with mouse on most of control items (knob, button, selector etc.) to change these assignments. Note: esp. in this VSTI CC 104 to 119 are fixed (not to be changed)

*** n.a./avoid refers to CC# 38, 64 to 69, 96 to 101 as these are often used for system related MIDI messages by MIDI keyboards/devices**

Note: In order to Restore the factory CC assignment this there is a single patch:
ScapesWizard2 - MIDI CC-Reset.fxp

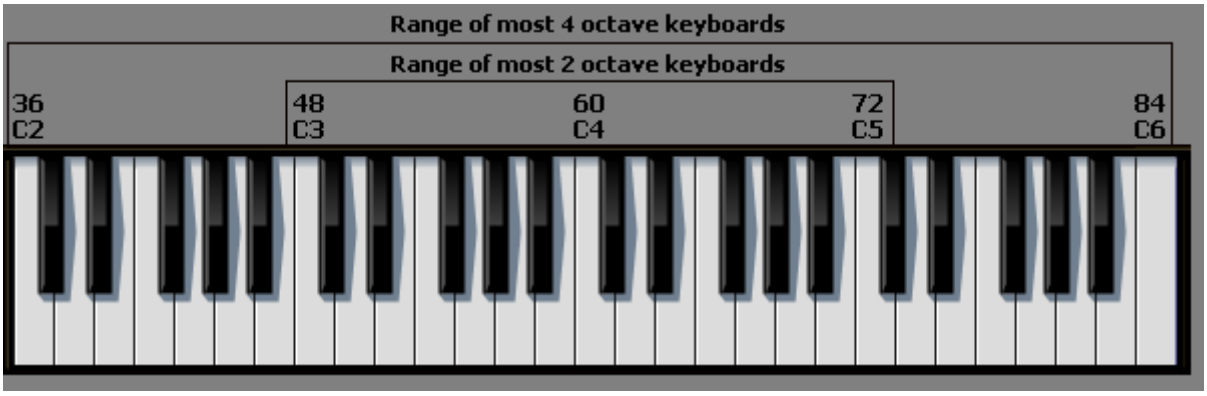
Loading this last into a bank before saving will reinstall the factory MIDI CC assignment. But it is crucial that patch is loaded directly into the bank and not via a preset manager's 2nd window like in MINIHost as this won't transfer these CC assignments in all cases! I don't know why but it is so.

Appendix 3

Wiring for Sf Slot Modes N(ormal) and S(tereo)

Appendix 4

This illustration should give you an idea where on a MIDI keyboard the ranges are located:



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