

BakTrak - MP3 & WAV File & Song Name Chart

Micro SD Card (FAT32)

For the best performance the memory card should be a fully compliant SPI mode SDHC Micro SD card formatted to a FAT32 file system. Cards from 4GB upwards are normally formatted for a FAT32 file system but not all guarantee SPI mode compliance, so its best to check.

File Names

The MP3 & WAV files that you want to select with BakTrak must be located in the ROOT directory (not in folders). BakTrak can read any MP3 & WAV (correct format) file but you must name it using the correct 5 digit number for the first five characters in the filename, then ending with the normal ".mp3" or "WAV" file extension.

Song Names

You can also add in the song names to make it easier to sort out your music (ie nnnnn x...x .mp3, where "nnnnn" is the track number from 00001 to 00048 and "x...x" is the song name, the file name length limit is 65 characters, including the file number and the .mp3 file extension. The "Mode & Track" switches allow for 4 different banks of 12 tracks, that means you can select up to 48 MP3 tracks and play them in any one of the three modes "Play", "Loop" or "BakTrak".

Correct file names:

00001.mp3 = track 1
 00002.MP3 = track 2
 00029wontgetfooledagain with spaces.mp3 = track 29
 00027_all_right_now.Mp3 = track 27

Problem File names:

1.mp3 - not enough zeros
 0001.mp3 - not enough zeros
 prob00001.mp3 - track number not first
 Rebel Yell.mp3 - no track number

Mode Switch	Track Switch	Track File No	Song Name
P1(Play) or L1(Loop) or B1(BakTrak)	1	00001.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	2	00002.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	3	00003.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	4	00004.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	5	00005.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	6	00006.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	7	00007.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	8	00008.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	9	00009.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	10	00010.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	11	00011.mp3	
P1(Play) or L1(Loop) or B1(BakTrak)	12	00012.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	1	00013.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	2	00014.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	3	00015.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	4	00016.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	5	00017.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	6	00018.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	7	00019.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	8	00020.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	9	00021.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	10	00022.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	11	00023.mp3	
P2(Play) or L2(Loop) or B2(BakTrak)	12	00024.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	1	00025.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	2	00026.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	3	00027.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	4	00028.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	5	00029.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	6	00030.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	7	00031.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	8	00032.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	9	00033.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	10	00034.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	11	00035.mp3	
P3(Play) or L3(Loop) or B3(BakTrak)	12	00036.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	1	00037.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	2	00038.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	3	00039.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	4	00040.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	5	00041.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	6	00042.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	7	00043.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	8	00044.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	9	00045.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	10	00046.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	11	00047.mp3	
P4(Play) or L4(Loop) or B4(BakTrak)	12	00048.mp3	