

Volkszämler



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Version 1.0

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Forward

Congratulations on choosing Volkszämpler! Volkszämpler is one of the most capable VST instruments available today. Although based on CreamWare's SCOPE DSP technology, the Volkszämpler, unlike our highly regarded STS series of samplers, does not require Pulsar, SCOPE or Luna DSP hardware to operate.

To ensure maximum possible sound quality the Volkszämpler utilizes both mono and stereo samples at resolutions of up to 32 bits at 96 kHz. The sampler is compatible with sample libraries in Akai S1000 and S3000, Soundfont2, WAV and AIFF formats. Samples can be read directly from the CD-ROM drive, or copied to your MacIntosh or PC hard drive for convenient storage and retrieval.

The sampler's extensive programming features include:

- key group velocity switching and crossfading
- full-featured, easy-to-use graphical sample editor to set loop points and perform other detailed operations on individual samples
- versatile modulation matrix
- two envelope generators and LFOs
- resonant filter

By making possible such detailed control over the sound, these features place the Volkszämpler firmly among the most flexible and creative of musical instruments.

Apart from its impressive sonic capabilities, Volkszämpler features a highly intuitive user interface and seamless integration with VST-compatible programs such as Cubase, Logic or Nuendo. The Volkszämpler's only limitations, as compared to CreamWare's DSP-based samplers, are those inherent ones exhibited by any device implemented as a native, CPU-based application.

Your CreamWare team hopes your work with Volkszämpler is both enjoyable and productive!

Integrating Volkszämpler with your sequencer

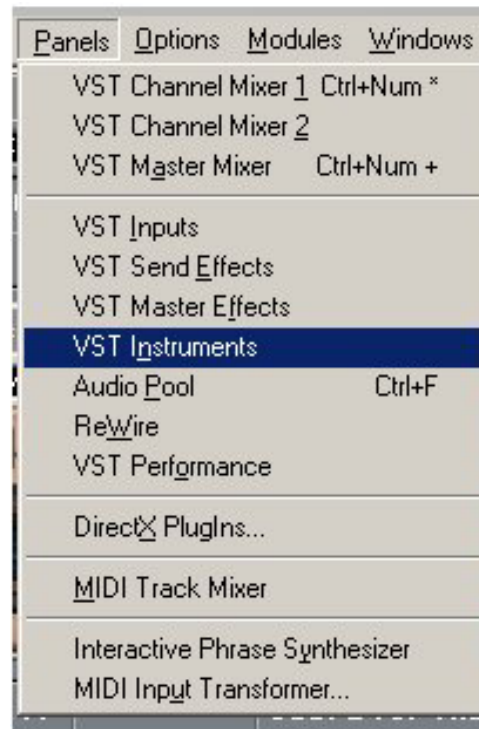
The Volkszämpler is a VST-compatible instrument. This means that it can be included as a virtual instrument in any sequencer environment that supports the VST 2.0 interface (for example, the current versions of Cubase VST, Nuendo, and Logic Audio). We'll use two popular applications, Steinberg's Cubase VST and Emagic's Logic Audio to provide concrete examples.

If you are experienced using VST instruments in your environment you can skip over the following section. Add the Volkszämpler to your environment just as you would any other native VST instrument.

Cubase VST

Choose **VST Instruments** from the **Audio** menu. If there are no VST instruments currently loaded, a rack containing a single panel appears. At the right side of the panel a text window reads No VST Instr. Click the text window to call up a list of available VST instruments. From the list, choose **Volkszämpler**.

If there is no entry for Volkszämpler in the list, something went wrong during the installation. The most likely problem is that the path to the VST Instrument directory was not correctly specified.



After the Volkszämpler loads, a new panel named *Volkszämpler is inserted in the VST instrument rack*.

For more information on the VST instrument rack and associated panels consult the Cubase documentation.

You can repeat the procedure above to load additional instances of the Volkszämpler into subsequent slots in the rack.

Clicking the **EDIT** button calls the Volkszämpler's control panel (to be described in detail later).



Opens the
Control Panel

Presets
selection

Choose **VST Channel Mixer 2** from the **Audio** menu to open a mixer containing channels corresponding to both the mix outputs and the individual outs of the Volkszämpler. In the mixer you can add effects, mix the output signals, and distribute the signals to logical VST outputs.

For information on using the mixer consult the Cubase documentation.



Main Outs

Individual Outs

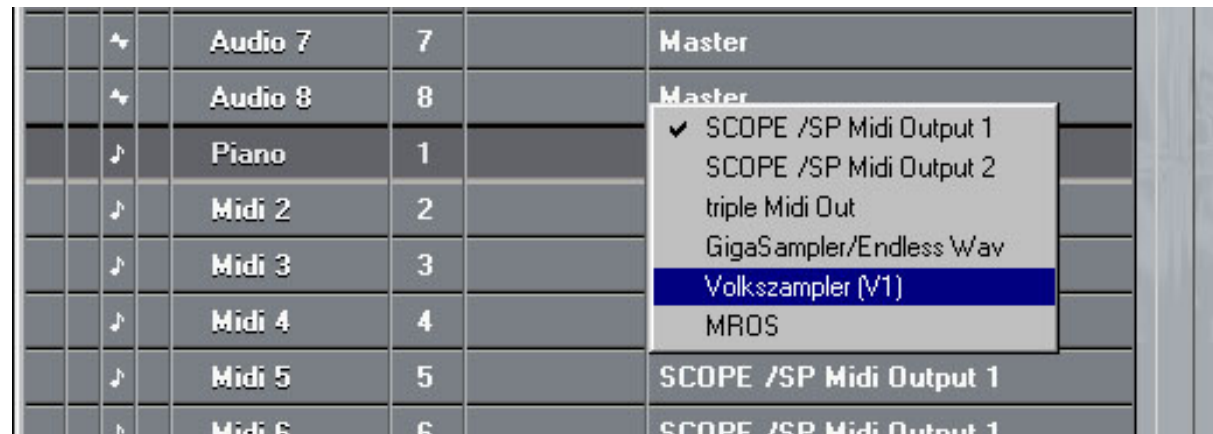
Sample Editor
Outs

In order to use MIDI information recorded on a Cubase track to play the Volkszämpler, first click the **Output** column for the track, and then choose **Volkszämpler** from the list that appears.

If you have loaded Volkszämpler more than once into the VST instrument rack, each instance will be identified with the appended designations (V1), (V2) and so on.

Ensure that the MIDI channel set for the track is the same as the MIDI channel as adjusted for the desired program in the Volkszämpler.

To play the Volkszämpler program from your MIDI keyboard, select the associated MIDI track in the Cubase track list by clicking on it.

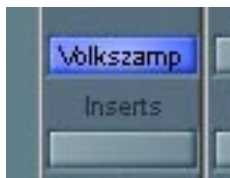


Logic Audio

In Logic Audio, VST instruments are loaded by merging them into the mixer. The Logic mixer contains channel strips for audio instruments in an area to the right of the strips for the audio tracks. Click and hold on the upper slot button (above the Inserts) until a list appears. In the list, choose **Volkszampler Stereo**.

If there is no entry for Volkszampler in the list, something went wrong during the installation. The most likely problem is that the path to the VST Instrument directory was not correctly specified.

When the Volkszampler has finished loading, the button reads **Volkszamp**.



For more information on the instrument channel strips consult the Logic documentation.

You can repeat the procedure above to load additional instances of the Volkszampler into subsequent instrument channel strips in the mixer.

Logic does not recognize the Volkszampler's independent outputs, only the stereo mix outputs.

To call the Volkszampler's control panel, double-click the mixer slot button for the Volkszampler.

To use MIDI data recorded on a track to play the Volkszämpler you must assign the audio instrument you associated with Volkszämpler in the Logic arrange window. Click and hold on the Output field for the track until a list appears. From the list, choose the appropriate audio instrument.

Ensure that the MIDI channel set for the track is the same as the MIDI channel as adjusted for the desired program in the Volkszämpler.

To play the Volkszämpler program from your MIDI keyboard, select the associated MIDI track in the track list by clicking on it.

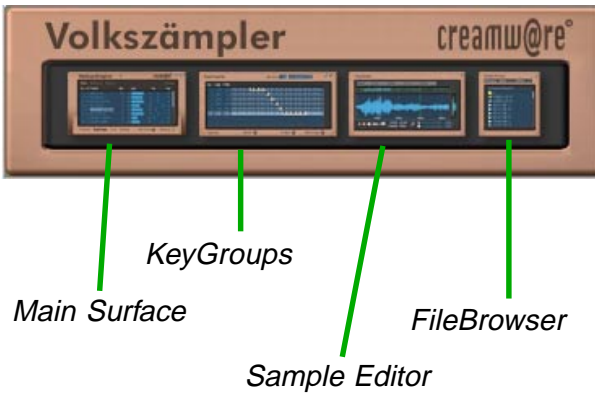


Introduction

In this chapter we'll provide an overview of the control elements and basic operation of the Volkszämpler.

Control Surfaces (Panels)

The Volkszämpler provides a number of independent control surfaces or panels (the two terms will be used interchangeably throughout the manual). You can arrange these freely on the desktop, and in some cases resize them as well. Open and close the various windows from the Toolbar.



Main Panel

Open the main panel by clicking on the corresponding button of the Tool Bar. This is the main Multi-program configuration panel used to administer up to 16 independent programs or instruments. The **Program** drawer provides direct access to the various parameters of the selected program.

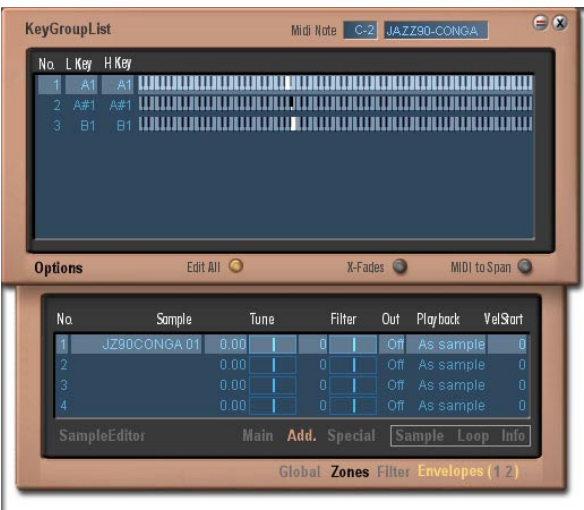


KeyGroup Panel

Click on **KeyGroup** at the bottom of the main panel to open the **KeyGroup** panel.

This is where you assign samples to key groups. Individual key group assignments are created and configured in the **Options** drawer.

Note that the Options drawer also provides access to the sampling section and the Sample Editor.



SampleEditor

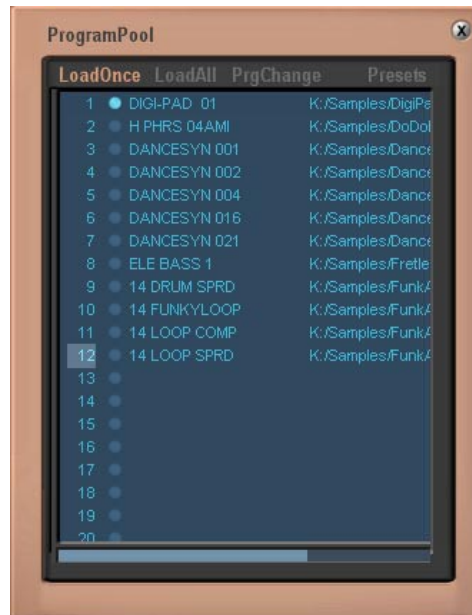
The Sample Editor implements fast, convenient recording and editing at the individual sample level. A sample, or portion of a sample, can be cut, copied, normalized, muted, or extracted. Loop points can be set, cleared, or adjusted. This is also where you record new samples.



ProgramPool

The ProgramPool has several functions. Open the ProgramPool by clicking **Pool** on the main panel.

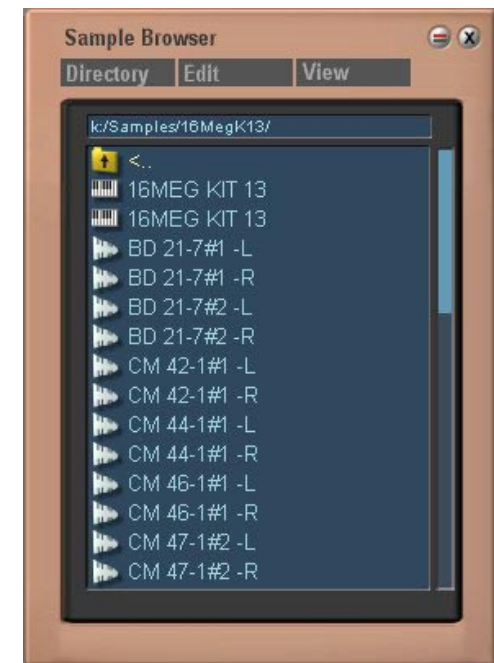
The ProgramPool provides a central location where you can collect together your favorite programs, import Soundfonts, and assign programs to the 127 MIDI program change slots (first 127 programs only).



(Available in the registered version only!)

Sample Browser

Not only does Volkszampler's Sample Browser let you manage the sample and program files on your hard disk, it also displays files, and lets you load them, directly from Akai CDs. This is not possible with Windows Explorer.



Global Window Functions

Each Volkszämpler window contains two buttons in the upper right corner similar to the buttons found in a normal Windows form or window.



On Top

This is an option button which, when selected (the lines shine red), maintains the window **on top** of all other windows so that it is always visible.



Close

This button closes the window.

Connections

The following MIDI and audio connections are available on the Volkszämpler.

MIDI In: Input to connect a MIDI source, such as the Pulsar MIDI Source or the Sequencer Source modules.

RecL/RecR: Inputs for an audio signal to be recorded as a new sample.

OutL/OutR: Stereo output for all programs whose current **Level** is greater than 0. The signal is the stereo sum of all program signals (i.e. a left/right mix).

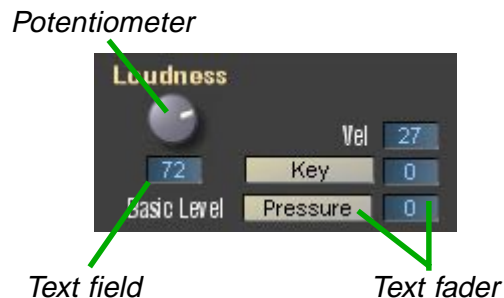
Out1-8: In addition to the stereo mix, 8 independent outputs are also available. Program output can be routed through these to allow for additional processing of individual program output.

SpIL/SpIR: These outputs are used to provide the reference signal when editing samples in the Sample Editor. When the editor's 'Start' button is pressed, the raw sample will play through these outputs without any additional processing.

MonL/MonR: These outputs provide the monitor signal for sample recording.

Settings and Adjustments

There are several ways to adjust the various parameters available to you in the Volkszämpler.



Rotary Controls (Potentiometers)

Click on the control and then, while holding the left mouse button, move the mouse cursor in an 'orbit' around the knob to change the setting. The further away from the knob (i.e. the larger the orbit) the finer the precision. Double click on the knob to set it to a central or neutral position. A second double click will return it to its previous position.

Editable Text Fields

Some settings display their values in an associated editable text field. In this case you can enter the value directly from the computer keyboard. Select the text field with the mouse, and then enter the value using the numerical keypad.

If you enter a value that exceeds the maximum or minimum value, the maximum or minimum respectively will be entered by default. Confirm an entry by hitting <Enter>. If you select an object other than the text field you are editing you will not be able to enter a new value until you select the field again.

Text Fader

For technical reasons, many parameters are adjustable only by using our aptly-named **Text Fader** (a combination of a text field and a fader control). If the value is numeric, it can be entered directly from the keyboard as above. Or, you can click on the fader with the left mouse button and move the mouse either horizontally or vertically to adjust the value as below:

Horizontal motion: Adjusts the value with fine precision

Vertical motion: Makes coarse adjustments to the value

If the Text Fader offers only a selection of textual choices (as in selecting a modulation source, for example) then you must use the fader to select from among the values. A vertical motion is recommended for this type of selection.

Switches

Some options can be switched either on, or off. Click on the switch to change the state from one to the other. A switch is 'on' if it is glowing.



Graphical Displays

Certain parameters feature graphical control interfaces in addition to the conventional controllers such as potentiometers and faders. Such a display serves not only to clarify the settings visually, it can also be used to make adjustments directly from within the display. For example, you can move the nodes on an envelope graph to adjust the envelope's timings and levels. For more information, refer to the sections for the individual displays.



Graphical display: envelope

Lists

Sometimes groups of parameters are organized into lists as in the main panel (multi-program list), the key group list and the zone list. This organization clarifies the relationships among the parameters and also makes for convenient navigation using the keyboard.

1	14.9 SNARE-L	0	127	Track	0	-50
2	14.9 SNARE-R	0	127	Track	0	50
3		0	0	Track	0	0
4		0	0	Track	0	0

Navigating through Lists

You can move the selection cursor to the next parameter on a line by pressing the <Tab> key. At the end of the line, the cursor will jump down to the first parameter on the next line. Move back to the previous parameter by using <Shift+Tab>.

You can also use the four arrow keys to move through the list. The cursor will move in the direction of the arrow. The <Home> key moves the cursor to the respective parameter in the first line, and the <End> key takes you down to the last line (PC).

Adjusting Values in Lists

A parameter in a list is indicated as being selected when it is highlighted (this is the 'selection cursor'). A selected value can be adjusted. There are several different kinds of adjustable parameters.

Parameters with a Numeric Value

Click on the value and hold the (left in PC version) mouse button while moving the mouse vertically (coarse adjustment) or horizontally (fine adjustment).

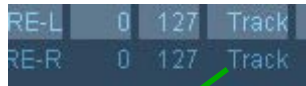
Select the parameter and enter the value directly from the keyboard. Hit <Enter> to confirm. You can continue to adjust the value as long as the parameter remains selected.

RE-L	0	127	Track
RE-R	0	127	Track

numeric value

Parameters with Several Options

Click on the value and change it by moving the mouse cursor vertically while holding down the (left = PC) mouse button.



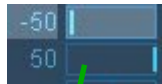
Text option

Parameters Controllable by Faders

Click on the fader and move the mouse cursor vertically (coarse adjustment) or horizontally (fine adjustment) while holding down the mouse button.



Level fader



Fader at middle position

Parameters Defined as Note Values

Click on the value and move the mouse cursor vertically for coarse adjustments or horizontally for fine adjustments while holding down the mouse button.



Note value

You can also use the keyboard to enter values. Type in the note name and octave, or enter the MIDI note number and confirm by hitting <Enter>.

You can also enable **MIDI to Span** on the main panel to permit entry of note values via the MIDI keyboard.

Additional Keyboard Controls

You can use <Page Up> (increase) and <Page Down> (decrease) to adjust selected values (PC version).

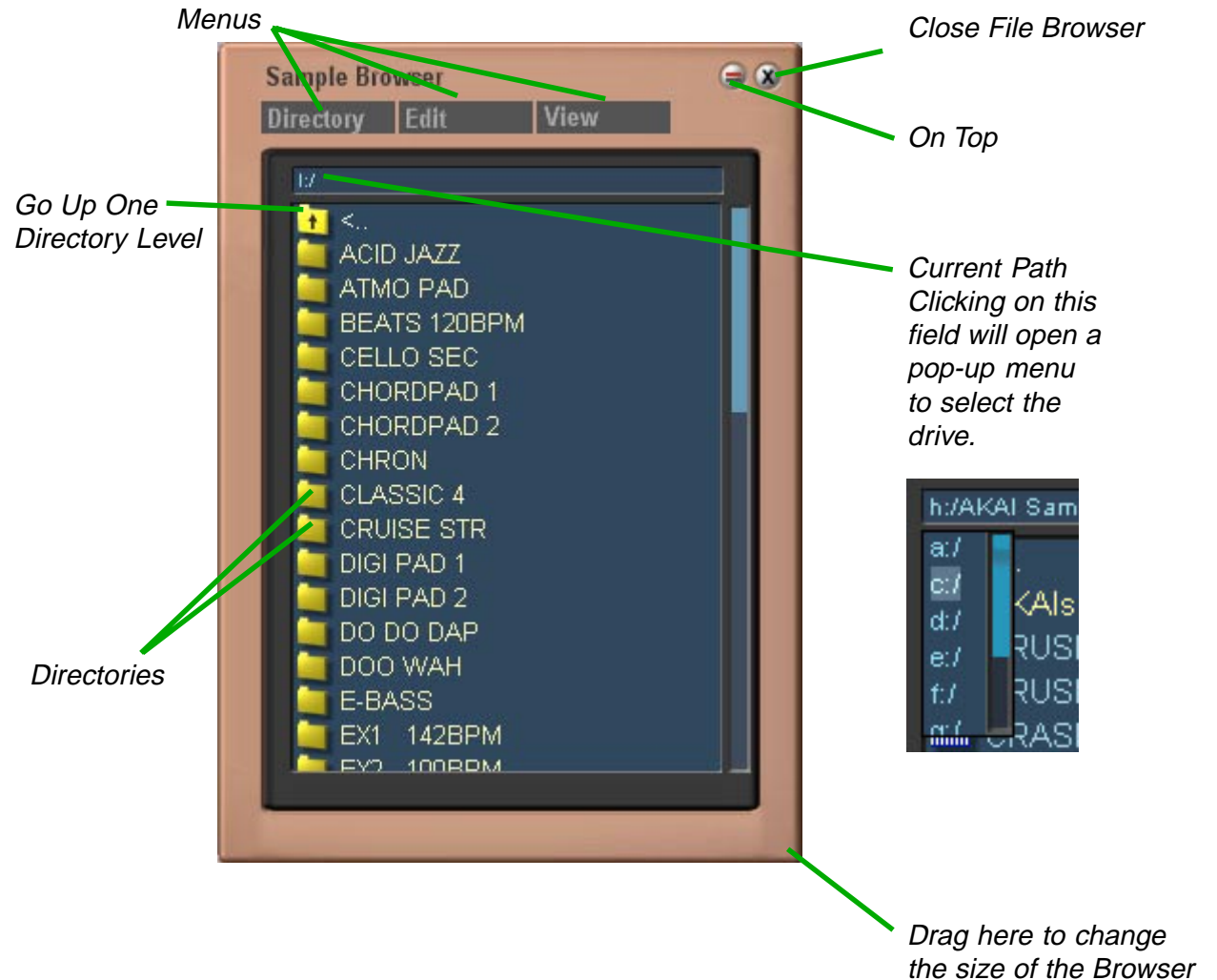
File Browser

The File Browser presents the data structure of your computer. Its functionality is comparable to that of operating system.

To select a drive, click on the line above the File Listing and choose the drive from the drop down list.

Selecting a drive causes the folders and files it contains to be displayed. However, only files which are relevant to the sampler are displayed – i.e., programs and samples.

To load a program, simply drag it from the Browser and drop it onto a slot in the Volkszämpler's Multi window. Samples can be loaded into specific zones in a KeyGroup using the same method. WAV, S and AIF files can be dragged from the Browser and directly into the desired zone.



Directory Menu

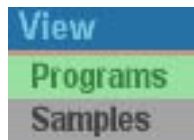


Open this menu by clicking on the **Directory** label. A further click on the desired entry triggers the corresponding action.

New: Creates a new subdirectory (folder).

Up: Switches to the next-higher directory.

View Menu



Open this menu by clicking on the **View** label.

Programs: Makes files which can be loaded by the sampler as programs visible (Akai, STS, Soundfont).

Samples: Makes files which can be loaded by the sampler as samples visible (WAV, S, AIF).

Edit Menu



Open this menu by clicking on the **Edit** label.

Cut: Use **Cut** to extract a selected file. The file is transferred into the clipboard, from which it can be inserted at a different location using **Paste**. The key combination <Ctrl-X>/<Apple + X> (Mac) performs the same function.

Copy: Use **Copy** to copy a selected file into the clipboard, from which it can be copied to a different location using **Paste**. The key combination <Ctrl-C>/<Apple + C> (Mac) performs the same function.

Paste: Inserts a file from the clipboard (placed there using **Cut or Copy**) to a new location. The key combination <Ctrl-V>/<Apple + V> (Mac) performs the same function.

Delete: Deletes a selected file or directory. The <Delete>/<NumLock> (MAC) key performs the same function.

All edit functions can be applied to multiple files and/or directories at once. To do this, simply select all desired files simultaneously – while holding down the <Ctrl> key if they are scattered, or while holding <Shift> to select a contiguous group (Apple key on the Mac).

Copying Samples

You can also use the File Browser to copy files and directories to your hard disk. For example, select a directory on your sample CD and click **Copy** in the Edit menu. Then switch to the desired directory on your hard disk and click **Paste**.

Shortcut Menus

Clicking the right mouse button (Ctrl + mouse click in the Mac) in the background of the File Browser calls up a small shortcut menu with the following options:

Rename (only if a file or directory is selected): Change the name of a file or directory.

Show AKAI Partitions: With AKAI-format CDs, a partition letter is shown in addition to the file name. This option is useful when different AKAI partitions contain files of the same name and must be differentiated.

Clear CD Cache: If two CDs have the same serial number, the CD contents is not refreshed when one CD replaces the other in a drive. This option clears the cache, thus forcing a manual directory refresh.

Hide: Closes the File Browser.



Loading and Saving

Loading Akai 'S' Programs

In the Browser, change to the directory that contains your Akai programs and set the filters so that only these are displayed.

Use drag & drop to move a program (indicated by a keyboard icon) from the File Browser to one of the multi-program slots in the main panel. The program will load and appear as 'selected' in the program list.

The program loads with all its relevant parameter values. This means that Volkszämpler multi parameters for this slot, such as the MIDI Channel, level, and pan, will be set. If, however, you drag a program into a slot that is already

occupied, the slot's current values will be maintained. This allows you to try out various programs without having to readjust multi parameters such as output, level etc. which would be otherwise overwritten.

To load a program such that it does overwrite the current settings, hold the <Ctrl> key while dropping the program into a slot.

Loading Soundfont Files

Use the Browser to change to the directory that contains your Soundfonts, and set the file filters so that only these are displayed.

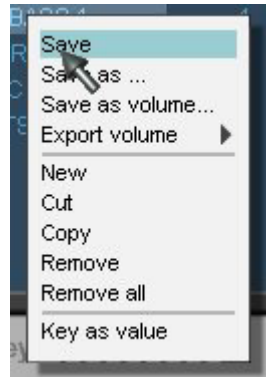
Use drag & drop to pull a program (indicated by a red keyboard icon) from the File Browser to one of the multi-program slots in the main panel. The program will be loaded and appear as selected in the program list.

To access the other Soundfont presets you must use the **Pool** (Available in the registered version only!). Drag the Soundfont first into the pool to list the presets contained therein. Now you can load the other Soundfont presets into the Volkszämpler's multi slots. As above, the value of an occupied slot is not overwritten when you drag a Soundfont into it.

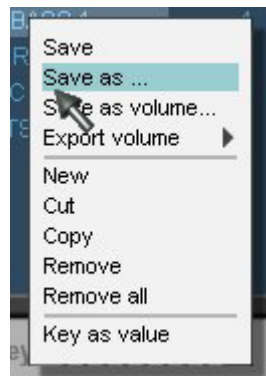
Saving Programs

As you have seen, an Volkszämpler multi-program list contains up to 16 different, individual programs. These are loaded by reference. In other words, loading a new multi list (e.g. by calling a preset or loading a project) will load all programs as they are stored on disk. The multi list knows only the name of the program - multi parameters are stored independently of the program values. It follows, then, that you must store changed programs separately if you want them to be loaded later to reflect the changes. If you don't want to overwrite an existing program, save it under a new name. The reference in the multi list will immediately reflect the new program. This also prevents other multi presets which use a particular program to reflect unwanted changes.

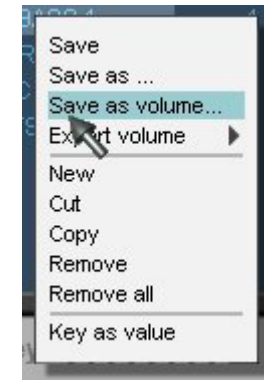
Use the multi-program list's context-sensitive menu (right click on a slot in the multi list) to save a program. The following menu appears:



Save: Select **Save** to store the program as an Volkszämpler program. If the program had been loaded in the Akai format, it will be replaced. If you do not want to replace the Akai program, select **Save as...** and assign a new name to it.



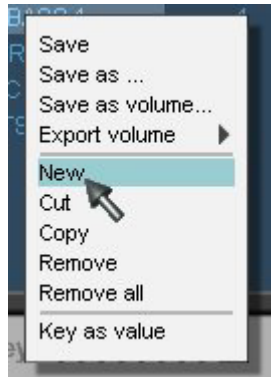
Save as: If you do not want to replace an existing program of the same name, use **Save as...** to store it under a new name or in a different directory.



Save as Volume: Choose **Save as Volume...** to write a program, including its samples, into a specified directory. The references are adjusted accordingly (unlike the Export function).

This means that the reference in the multi-program list now refers to this program and the samples located in the new directory or location. The program and sample data in the original location are unaffected.

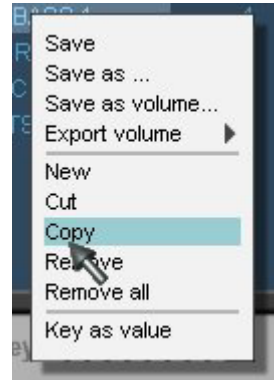
Creating New Programs



Select **New** to initialize a new empty program. This is always the first step when you wish to use particular samples not yet included in an existing program.

You can also use the keyboard to initialize a new program. Select a free slot and press the <Insert> key (PC version).

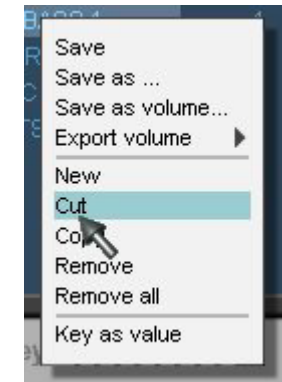
Copying Programs



Sometimes you may want to include the same program twice (once again in a modified form) within a multi list. Right click on the program to call up the context-sensitive menu and select **Copy**. Select the desired slot for the copy, and right click to bring up the menu once more. This time select **Paste '...'**. If you select a slot which already contains a program, the existing program will be replaced.

You can also use the keyboard to copy and paste a program. First select the slot to copy and press <Ctrl+C> (Apple + C, Mac version). Change to the slot into which you want to insert the copy and press <Ctrl+V> (<Apple + V>, Mac).

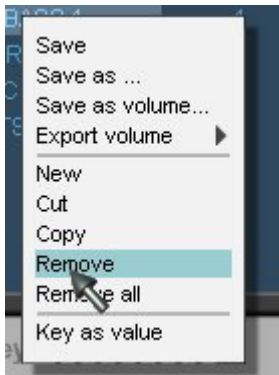
Moving Programs



To move a program from one slot to another, right click on the program to call up the context-sensitive menu and select **Cut**. Select the new destination slot and right click to bring up the menu once more. This time select **Paste '...'**. If you select a slot which already contains a program, the existing program will be replaced.

You can also use the keyboard to cut and paste a program. First select the source slot and press <Ctrl+X> (<Apple + X> on the Mac). Change to the slot into which you want to insert the program and press <Ctrl+V>/<Apple + V> (Mac).

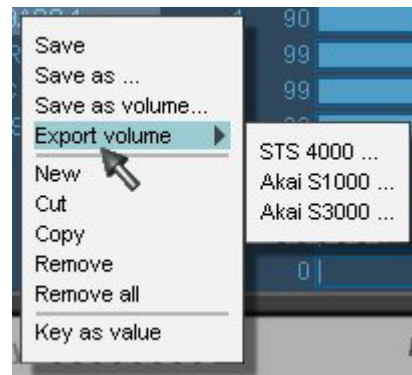
Deleting Programs



To delete a program from the multi list use the **Remove** option in the context-sensitive menu. You can delete all programs at one time from the multi list using the **Remove all** menu option.

You can also use the keyboard to delete a program. Select the program and press the <Delete>/<NumLock> key.

Exporting Volumes



Often a program will contain samples from various locations in your system.

When you export a volume, you must choose from among three export formats - **Volkszämpler**, **AKAI S1000**, and **AKAI S3000**. Access this function by selecting **Export Volume** from a program's context-sensitive menu. A sub menu lets you select the desired export format.

The **Export Volume** feature has been implemented to make it easy to transfer such a program from one system to another without having to organize and transport all the associated directories and media. This feature copies the program and all associated samples into a single directory of your choice. You can then easily copy this to a CD or a removable disk for transfer to another system.

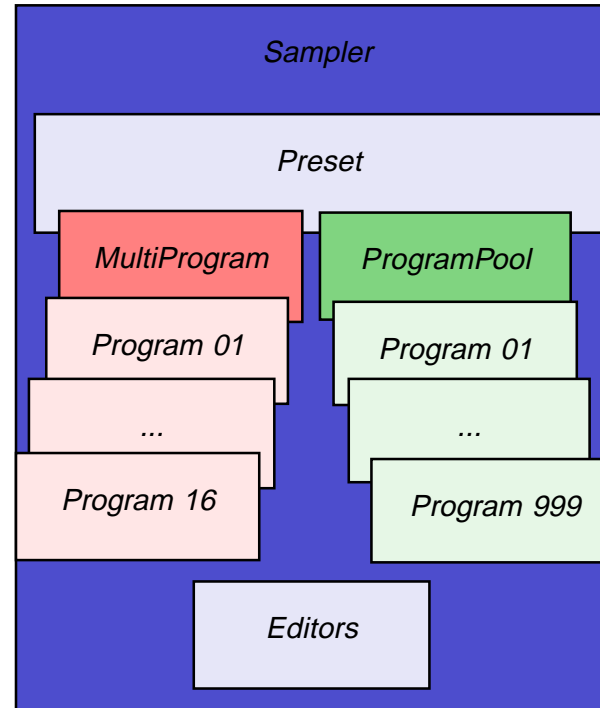
The Structure of the Volkszämpler

The Volkszämpler

At the topmost level is the sampler itself with its various control elements (Main Panel) and the module representation in the Project Window. The functional unit directly below this is the Multi Preset List and, independent of it, a list of up to 999 programs – the Program Pool (Available in the registered version only!).

A Multi list consists of up to 16 loaded programs, all of which are simultaneously active. Each program can respond on one of the 16 available MIDI channels.

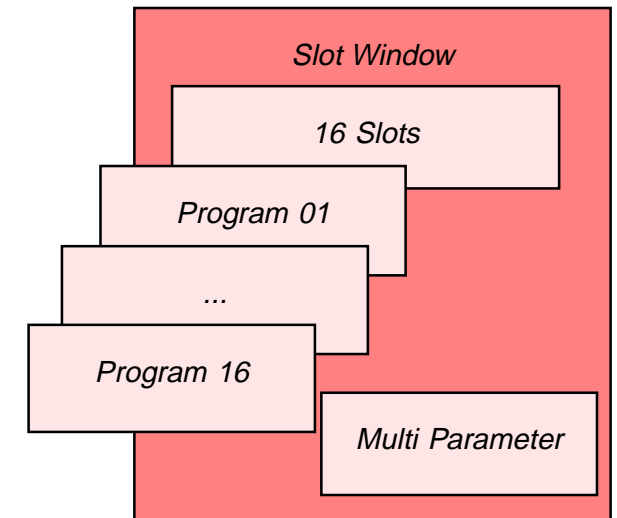
These programs can be loaded manually, or, alternatively, any of the 16 slots can be assigned a program out of the first 128 programs in the Program Pool via MIDI Program Change.



It is rare that a well engineered program uses only a single sample. Usually, in order to reproduce an instrument as accurately as possible (especially with natural instruments) several samples are combined in 'Key Groups'. This is often referred to as 'Multi Sampling'. The samples themselves are referenced from the key groups.

Multi Mode

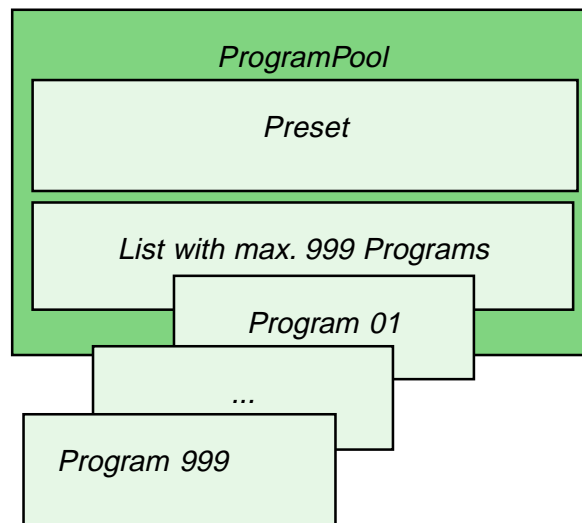
The Multi Program List contains up to sixteen loaded programs and is where the program settings (Main/Additional) are administered. The programs themselves contain similar settings; however, the settings as adjusted in the Multi list override these. Changes in the multi settings do not affect the original settings as saved with the programs. You may, at your option, replace the program settings with those in the multi and save them with the program.



Program Pool

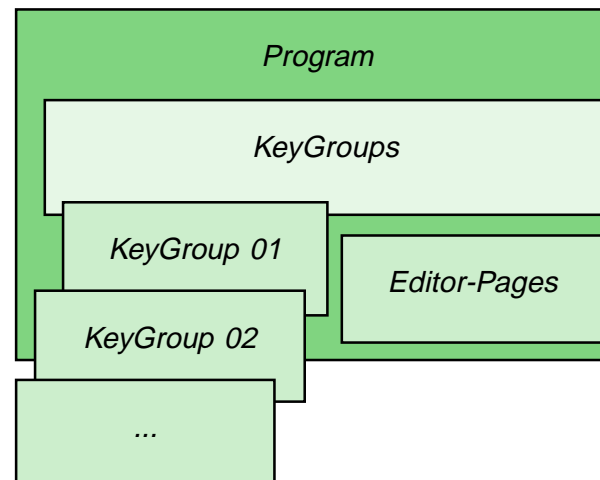
(Available in the registered version only!)

The Program Pool stores references for up to 999 configured programs. Of these, you can use the first 128 with MIDI Program Change to enable automatic program switching from a sequence (programmed) or a keyboard (real time). The Program Pool features its own Preset list, allowing you to store composition-specific or generic (e.g. General MIDI) program pools.



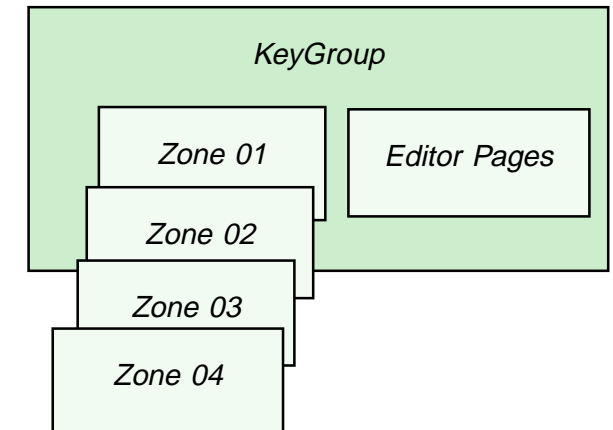
Programs

Each program must contain at least one Key Group. A key group defines the keyboard range over which the sample will play, and can extend from a single key to the entire MIDI range. Key groups are used to help create authentic sounding instrument imitations, or to organize related samples such as drum or percussion sets, or perhaps sound effects. For synth-type sounds a single sample is often spread over the entire keyboard range.



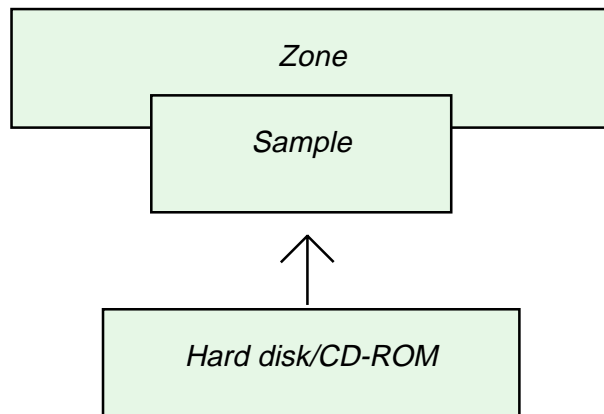
KeyGroups

Each key group stores up to 4 different samples, each in its own 'zone'. The samples per se are not stored - only the play parameters and references to the sample paths are stored with the program. A zone contains such information as the volume, pan and envelope settings with which the sample is played back.



Zones

Each key group contains four Zones, each of which can reference one sample. Here it is possible to override certain sample playback parameters without editing the reference sample directly. Zones are used primarily for two things: to implement velocity-switching and for stereo sample playback. Velocity switching allows for up to four different velocity ranges to be defined, each with its own playback parameters and/or sample. Stereo samples can use zones to separate left and right channels. For example, the left channel of a stereo .wav file could be assigned to zone 1, and the right to zone 2.



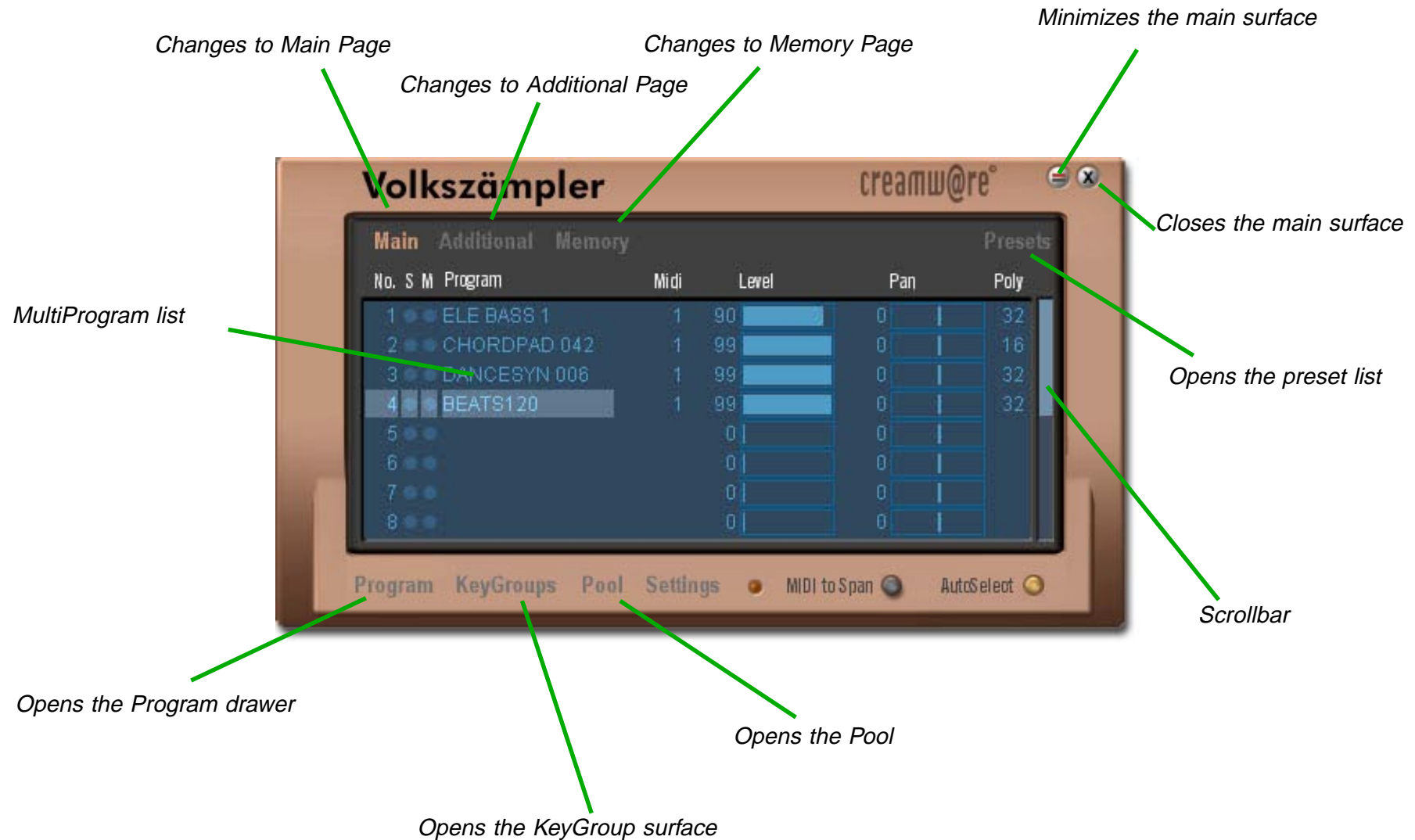
Samples

Samples contain the actual sound information. A sample is digitized audio which resides either on an external drive (which may also be a CD-ROM) or directly on the hard disk inside your computer.

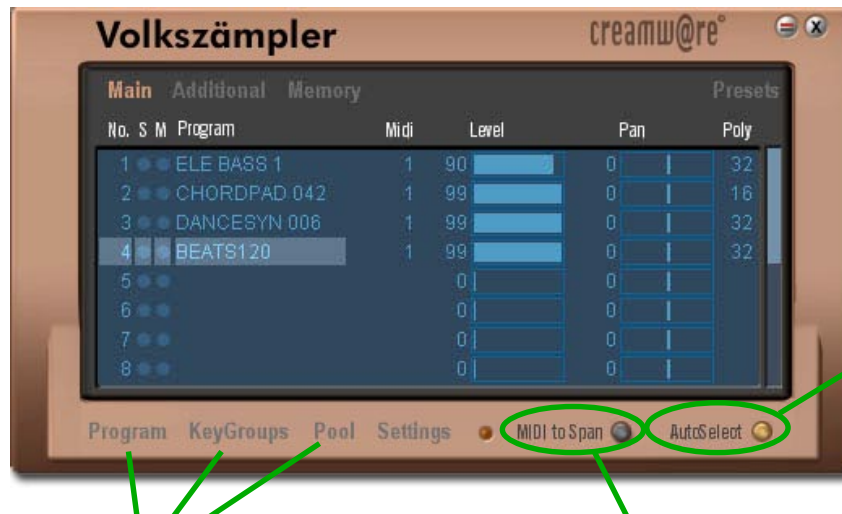
The Volkszämpler understands the following sample formats in addition to its own: WAV files (file extension 'wav'), S files (Akai format, extension .s) and AIF files (extension .aif).

Regardless of the format, a sample is loaded into a zone 'by reference'. This implies that any changes made to the sample itself will affect any program that uses it. You should be very careful, therefore, when making changes (such as 'destructive' editing) to the original sample. The Volkszämpler uses the zone and program information (such as the start inset) during sample playback, without changing the original sample file, so destructive editing of the sample itself is not often necessary.

The Main Panel



This section describes the usage and operation of the Main Panel and its Multi Program List window.



MIDI to Span: Some parameters require a MIDI note value, such as when you are defining a keyboard range. In these cases you can enter the value by striking the appropriate key on a MIDI keyboard. Click on **MIDI to Span** to enable or disable this option. The switch will glow yellow when the option is enabled.

Program: Opens the **Program** drawer. Here you will find additional program-specific parameters.

KeyGroups: Opens the **KeyGroupList** panel containing a list of the key groups for the selected program.

Pool: Opens the **ProgramPool**.

AutoSelect: This option, when enabled, synchronizes the Main Panel, the KeyGroup panel, and the Sample Editor. When you select a program in the multi program list, the associated key group and sample will be automatically updated in their respective panels. You can switch this option off when you are not editing programs in order to speed up the response in the multi program list. Enable or disable this option by clicking on the round **AutoSelect** switch. It will glow yellow when enabled.

MultiProgram List

Main

You can configure up to 16 independent programs in the Multi-Program List. Each program occupies one line, or 'slot', in the list. In addition to the name of the program, each slot contains several other columns of parameters to control sample playback. The complete set of parameters is divided into two sections - **Main** and **Additional**.

No. (1 - 16): Indicates the number of the program.

S (Solo): Click on a program's **Solo** column to mute all other instruments. The soloed program only will remain active.

M (Mute): Click on **Mute** to disable an instrument.

No.	S	M	Program	Midi	Level	Pan
1	●	●	YAMAHA RX-5	1	99	0
2	●	●	ELE BASS 1	1	90	0
3	●	●	NYLON STRING	1	99	0
4	●	●	TR LONG FF V	1	99	0

Detail of the MultiProgram list

Program: Indicates the name of the loaded program. You can change the name; select the program, type in a new name, and confirm by hitting <Enter>. If you've typed in a new name, but change your mind, hit <Esc> to recall the original name.

Midi: Selects this program's MIDI channel. This is the same parameter as the one found in the **Channel** field on the **MIDI** page in the **Program** drawer.

Level: Controls the volume of this program in the stereo mix output. You can adjust the value using either the text field or the associated fader/indicator.

Pan: Controls the left/right pan in the stereo mix. You can adjust the value using either the text field or the associated fader/indicator.

Additional

IOut (individual out): Because of the complex architecture of the Volkszämpler, an explanation of this parameter is required to understand it fully. Note that the value as set here does not necessarily correspond to the individual output with the same number. For one thing, some programs contain stereo samples, which occupy two outputs. And it gets even more complex with drumsets, for example, where each key may be assigned to a particular output via key groups. In general, it is best not to associate the IOut setting too firmly in your mind with the audio outputs on the module.



Sample	Tune	Filter	Out	Playback
YK BASS2 F-1	0.00	0	Off	As samp
	0.00	0	Off	As samp
	0.00	0	Off	As samp
	0.00	0	Off	As samp

Individual outs of the zones (samples)

What is IOut then?

Each zone (sample) in a key group is associated with a particular output. This output is assigned in the **Zone** page of the **KeyGroupList** panel's **Options** drawer under **Add. - Out**. This allows you to isolate, for example, a snare drum on its own output, separated from the other drum kit samples.

In this example, the snare is set to Out 1. The snare will play through the first output, as long as the program's IOut is adjusted to Off.

If **IOut** is set to 1, the snare will play through output number 2. Thus the **IOut** setting can be considered to be an offset to which will be added the individual **Out** values. This scheme lets you shift a program's outputs in parallel, all at the same time, by simply changing the offset.

Level: Controls the playback level of the program's individual outputs. Enter values using the fader, the field's 'text-fader' capability, or by entering them directly into the field from the keyboard.

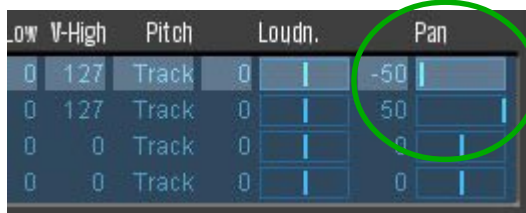
Trans.: Transposes the program's pitch up or down by up to +/-50 semitones. Adjust the value using the textfader, or by entering the value from the keyboard.

L-Key / H-Key: Defines the fixed keyboard range within which the program will respond; e.g. the comfortable or appropriate range of a multi-level split sound setup (this could be the actual range of a real instrument). Enter the values using the textfader field, or directly from the keyboard. When entering the values directly, you can use note names, such as C#4, or MIDI note numbers (i.e. 73). If **MIDI to Span** is enabled, you can also use a MIDI keyboard to enter values.

Priority: Enter the priority weighting for the voice allocation algorithm. When available voices are at a premium, high priority programs will be favoured over lower priority programs. Enter the priority value using the textfader, or directly from the keyboard. The settings here correspond to the setting of the same name in the Program/MIDI page.

Using Individual Outs (an Example)

A stereo sample contains two samples, each occupying one of the first two zones in the key group: zone 1, left channel; zone 2, right channel. The proportion in the L/R mix is determined by the pan settings. **IOut** is set to Off.



Low	V-High	Pitch	Loudn.	Pan
0	127	Track	0	-50
0	127	Track	0	50
0	0	Track	0	0
0	0	Track	0	0

KeyGroup List - Options - Main

To play this program through two individual outputs:

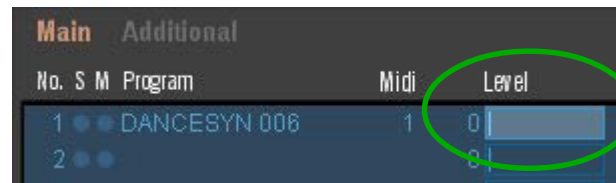
Enable the **Edit All** option on the KeyGroupList panel so that your editing will affect all zones in parallel. Change the **Out** values for zone 1 to output 1, and zone 2 to output 2.



Tune	Filter	Out	Playback	VelStart
0.00	0	1	As sample	0
0.00	0	2	As sample	0
0.00	0	Off	As sample	0
0.00	0	Off	As sample	0

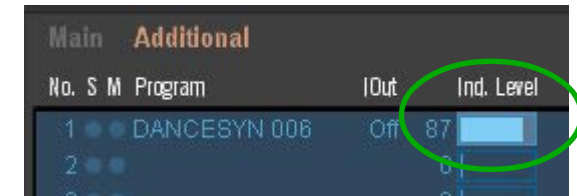
KeyGroup List - Options - Add

The program is now set to produce output at the stereo mix outputs, and also at the individual outputs 1 and 2. To remove the program from the mix outputs, set the **Level** (main panel - **Main**) to 0.



No.	S	M	Program	Midi	Level
1	●	●	DANCESYN 006	1	0
2	●	●			0

Main Panel - Main



No.	S	M	Program	IOut	Ind. Level
1	●	●	DANCESYN 006	Off	87
2	●	●			

Main Panel - Additional

Now you can set the levels for the individual outputs using the **Loudn.** text fader in the zone page (Main).

The **IOut** is set to Off. When this is off, the audio is routed to the outputs as set by the Out values in the key group. If you now set **IOut** to 2, for example, the program will output audio on the number 3 and 4 outputs. The actual outputs are determined by adding the Out values to the IOut value.

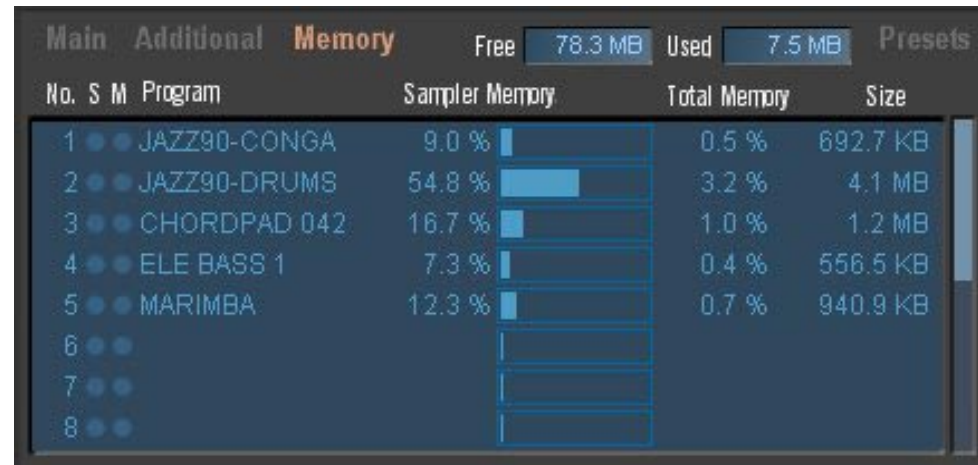
Memory Page

The Memory Page provides technical information regarding the current memory usage. This lets you monitor available and used memory, and helps you maintain an overview of memory usage in large multi programs in which you may want to exchange certain programs to free up additional memory.

Sampler Memory: This value indicates the memory usage of a program relative to the memory usage of all programs. You can quickly see which programs are the memory hogs. The bar at the right serves as a visual aid.

Total Memory: This value shows the memory consumption of a program in relation to the overall physical memory.

Overall memory is, of course, also used by the Sampler software itself and all other applications.



The screenshot shows the 'Memory' tab of a software interface. At the top, it displays 'Free 78.3 MB' and 'Used 7.5 MB'. Below this is a table with columns: 'No.', 'S M Program', 'Sampler Memory', 'Total Memory', and 'Size'. The table lists five programs: JAZZ90-CONGA, JAZZ90-DRUMS, CHORDPAD 042, ELE BASS 1, and MARIMBA. Each row has a blue bar representing the 'Sampler Memory' usage. There are also empty rows 6 through 8.

No.	S M Program	Sampler Memory	Total Memory	Size
1	JAZZ90-CONGA	9.0 %	0.5 %	692.7 KB
2	JAZZ90-DRUMS	54.8 %	3.2 %	4.1 MB
3	CHORDPAD 042	16.7 %	1.0 %	1.2 MB
4	ELE BASS 1	7.3 %	0.4 %	556.5 KB
5	MARIMBA	12.3 %	0.7 %	940.9 KB
6				
7				
8				

Size: Indicates the size of the sample and program data of a program.

Used: The total memory usage of all loaded samples and program data.

Free: The maximum amount of memory remaining for sample use.

Remember that as free memory becomes smaller and approaches zero, the overall system performance will suffer as more data is moved to virtual memory on the hard drive.

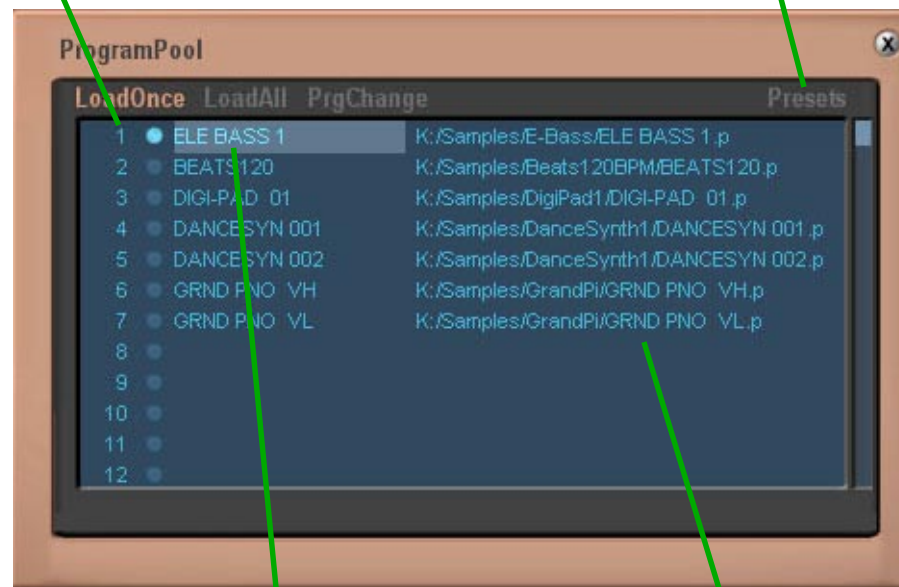
Program Pool (Available in the registered version only!)

The Volkszämpler features a ProgramPool in which you can organize your programs for MIDI program change assignments, or simply to help manage them efficiently. The pool accepts up to 999 programs which can be distributed across various directories and drives throughout your system. Use this feature to create catalogs of instruments, such as all pianos, percussion etc. Organizing your programs this way allows you to quickly audition all your pianos, for example, without having to traverse multiple directories across multiple drives to do it. Since the first 128 positions in the pool list are addressable by MIDI program change, you can organize pools to allow the Volkszämpler quick access to your most important programs via MIDI program change commands.

Click on **Pool** on the main panel to open the Program Pool. You can alter the pool's window size by dragging the bottom or right edges while holding the left mouse button, or you can resize the window in both directions at once by dragging the lower right corner of the window.

Program Change Number

Opens Pool Preset List



Program in Memory

Path Name

Load Once: When enabled, **Load Once** maintains a program in memory after it has been removed from its multi-program slot. This allows programs to be subsequently re-loaded very quickly. This feature is most effective in a system with sufficient memory.

Load All: Enable **Load All** to put all programs in the pool into the PC memory. You should have sufficient RAM to use this feature. This permits the quick loading of programs into the multi-program slots using MIDI Program Change commands - including the first time they are loaded.

If you have not enabled either **Load Once** or **Load All**, only the programs in their respective multi slots are actually loaded into memory. You must therefore allow for the time it takes to load programs from the pool into the multi-program list when using MIDI program change.

When a program is in memory the blue LED next to its name will glow.

PrgChange: To prevent MIDI Program Change commands from unintentionally confusing things in your setup, you have the option of turning it off. Enable **PrgChange** only when needed.

Using the Pool

Adding Links

Drag a program from the File Browser into the pool to add it to the list. The program link will be inserted at the position at which you drop it. If another program exists in that position, it will be replaced.

Moving Links

You can move a program to a new position in the list by dragging it from its old location to a new location (e.g. to change its MIDI program change assignment). If you move a program to a position that is already occupied, the new program will replace the existing one.

You can also change the position of a program link by clicking on its line number and entering the new position numerically from the keyboard. This is helpful when the new position is not currently visible. If a program already exists in the new position, you will be prompted to replace it or not.

Deleting Links

To delete a program link, select it and hit the <Delete> key. To delete all links in the list, right click anywhere in the list to bring up the context-sensitive menu, and select **Clear**.

Changing a Directory Path

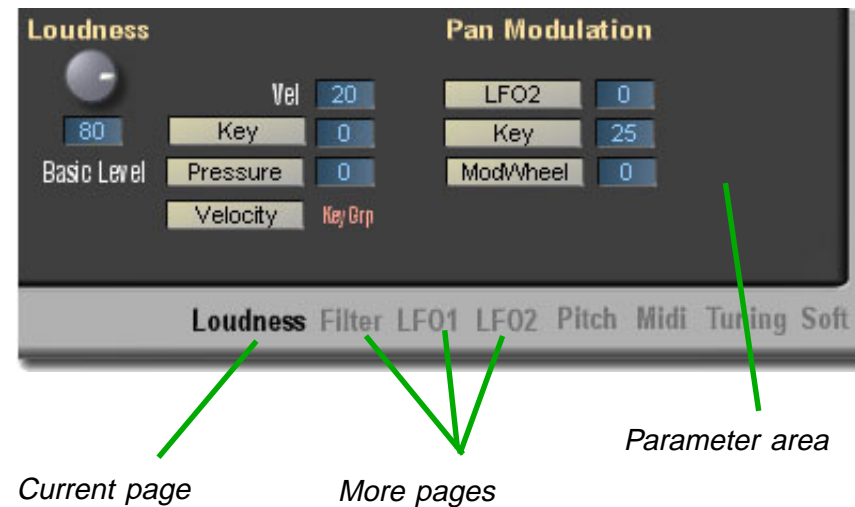
Sometimes a link will no longer function because the original program has been moved to a new location in your system. When this happens, the text '<invalid path>' appears in the Name field. You can 'fix' this manually by selecting the path field and pressing the <F2> function key to enter edit mode.

To move several links together to a common directory, hold the <Shift> key while confirming with <Enter>.

Program Parameters

This chapter describes the settings contained in the various Program pages. These pages are accessed via the Program Drawer by clicking on the corresponding labels (e.g., **Soft** – see diagram at right), which change color from gray to black when the associated page is opened.

First, a few words on the logic of the Volkszämpler modulation interconnections, and the various possibilities this design opens up.



The Modulation Matrix

The Volkszämpler features a flexible routing matrix by which different modulation sources (LFOs, Aftertouch, etc) are routed through various parameter controls. A modulation source is always defined for the entire program, but the intensity can be adjusted by different parameters in different locations. For example, Pan Modulation is a single parameter that applies to the entire program, and can be adjusted only at one point. Pitch modulation, however, can be adjusted per key group.

Modulation sources

No Source: Null - no modulation source.

Modwheel: MIDI modulation wheel.

Bend: MIDI pitchbend wheel.

External: Any other MIDI controller. Set the desired controller number on the MIDI page.

Velocity: MIDI note velocity.

Key: Modulation influenced by MIDI note number.



Modulation Sources

Modulations Intensity

To assign a modulation source, use the textfader function. Move the mouse until the desired source appears in the text field. Release the mouse button to assign the new modulation source.

LFO 1: Low Frequency Oscillator 1.

LFO 2: Low Frequency Oscillator 2.

ENV 1: ADSR envelope.

ENV 2: Multi-stage envelope.

!Modwheel: MIDI modulation wheel. In this case, the value used is the instantaneous value of the wheel when the note is played.

!Bend: MIDI pitchbend wheel. In this case, the value used is the instantaneous value of the wheel when the note is played.

!External: External MIDI controller. In this case, the value used is the instantaneous value of the wheel when the note is played.

Fixed MIDI Modulation

Some MIDI controllers are already assigned internally. They allow the control of some fixed parameters without the need to change any settings.

Ctrl No. Modulation target

7	Volume
10	Panorama
11	Expression
67	Soft pedal
70	CutOff
72	Release
73	Attack

Loudness Page

Basic Level

This parameter controls the loudness of the associated program. It is intended to permit an initial balancing of volume among a set of programs of differing volume levels. Subsequently, the Level parameter (in the Multi-ProgramList) can be applied in order to achieve the desired level mix of the programs in use.

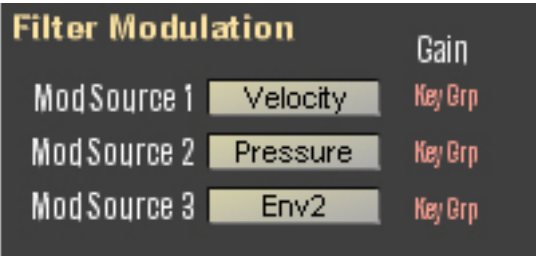
Another important use of the **Basic Level** control is to avoid distortion due to overloading. When several modulation sources and perhaps also a resonant filter are used at the same time, the level of the combined result may become too high and lead to clipping. If this occurs, you can remedy the problem by lowering the Basic Level.



Filter Page

Filter Modulation

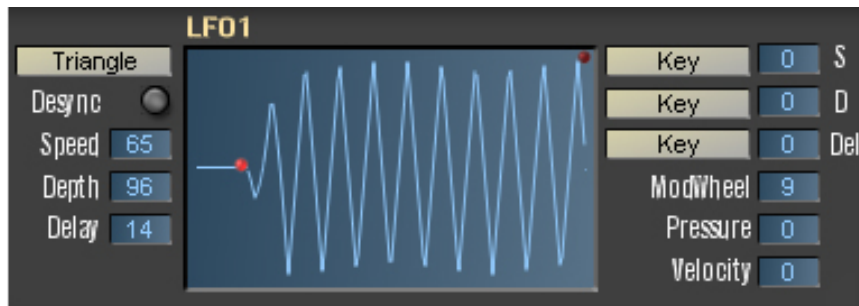
The three freely selectable modulation sources (ModSource 1-3) apply to all key groups in a program. However, the amount of effect for each source can be set separately for each key group (KeyGroupList/Options drawer/**Filter**).



Filter page of the program drawer

LFO 1 Page

The Volkszämpler's LFO 1 serves not only as a modulation source; it, itself, can also be modulated. This opens up some possibilities for very complex modulations.



Waveform: Select the desired modulation waveform (triangle, sawtooth, square or random) in the shaded textfield in the upper left part of the page. Left click on the field, and move the mouse vertically until the name of the desired waveform appears. Then release the mouse button.

Desync: LFO 1 normally modulates each voice synchronously. Enable **Desync** to defeat this, so that each voice is modulated independently.

Speed: Controls the LFO frequency. This value is adjustable from 0..99.

S, D, Del: Speed, Depth, and Delay can each be modulated by a selectable source.

Depth: Controls the amplitude range of the LFOs to a maximum modulation strength of 99 (range = 0..99).

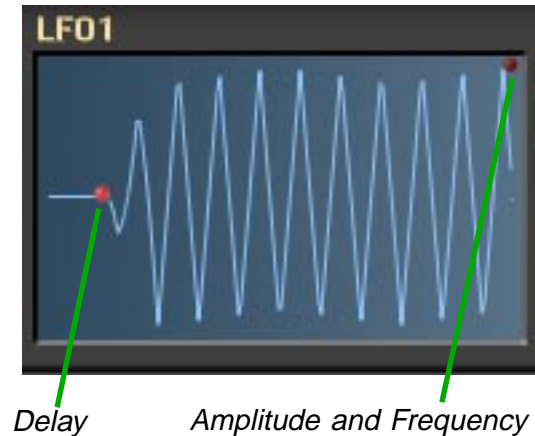
Delay: Sets the length of time from the note-on event until the modulation starts. The modulation effect fades in smoothly.

ModWheel, Pressure, Velocity

Each of these three fixed-assignment modulation sources can be used to further increase the strength (amplitude) of the modulation signal.

Waveform Display

This window displays the LFO's current settings, and provides a graphical interface with which you can edit them.



Delay: Click with the (left = PC) mouse button on the red 'point' on the left and drag it horizontally to adjust the delay parameter.

Amplitude: Click with the (left = PC) mouse button on the red 'point' on the right and drag it vertically to adjust the amplitude.

Frequency: Click on either red 'point' with the right mouse ('Ctrl'+ mouse = Mac) button and move the mouse horizontally to adjust the frequency.

LFO 2 Page

Waveform:

Select the desired modulation waveform (triangle, sawtooth, square or random) in the shaded textfield in the upper left part of the page. Click on the field, and move the mouse vertically until the name of the desired waveform appears. Then release the mouse button.



Retrigger: When **Retrigger** is enabled, each note-on event (key strike on the MIDI keyboard) triggers a new start of the modulation cycle. With retrigger off, the LFO continues uninterrupted when new notes are played.

Speed: Controls the frequency of the LFO. The adjustable range is from 0..99.

Depth: Controls the maximum possible range of the depth of the LFO modulation - adjustable from 0..99.

Delay: Sets the length of time from the note-on event until the modulation starts. The modulation effect fades in smoothly.

Waveform Display

This window displays the LFO's current settings, and provides a graphical interface with which you can edit them. Its usage is identical to the **LFO 1** display (see above).

Pitch Modulation Page

Here you adjust the characteristics of the pitch modulation. All parameters apply to the program overall.

Tune: Controls the overall tuning of the program. The left field is adjustable in semitones (+/- 50) and the right in cents (0..99).

Mode: In **Normal** mode the pitchbend wheel modulates all notes currently in play.

In **Held** mode, only new note-on events will respond to the wheel. Subsequent pitch wheel activity will have no effect until a new note is played.



ModSource: Select one of the selectable modulation sources. The intensity of the pitch modulation is adjusted for each key group in the KeyGroupList panel's Options drawer under **Global**.

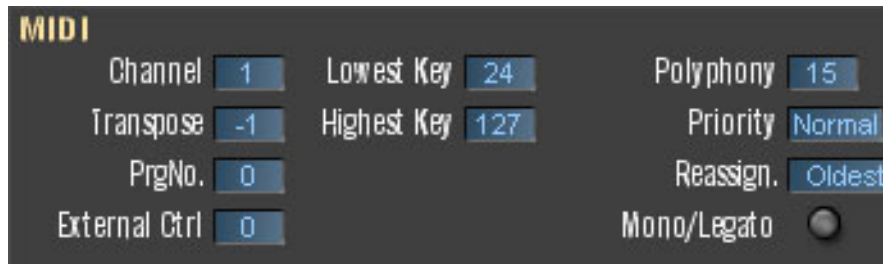
Pressure: You can use MIDI channel Aftertouch values to raise or lower the pitch (range = +/- 12 semitones).

BendWheel Up: Controls the maximum positive pitch deflection when the pitchbend wheel is moved up (range = 0..24 semitones).

BendWheel Down: Controls the maximum negative pitch deflection when the pitchbend wheel is moved down (range = 0..24 semitones).

MIDI Page

These settings apply to the overall program.



Channel: Sets the channel used to address the program. This parameter corresponds to the MIDI Channel setting in the multi-program list.

Transpose: Sets the transpose value by which incoming MIDI notes will be adjusted up or down in pitch (+/- 50 semitones). This parameter corresponds to the Trans. Value in the multi-program list.

PrgNo.: The program number here is a value originating from AKAI programs. For use with the Volkszämpler this value has no real meaning, as program switching is implemented by MIDI Program Change.

External Ctrl: Sets the controller number for this program's external MIDI controller (0..127). This controller can be assigned as a modulation source for the program (the 'external' source).

Lowest Key, Highest Key: The values set here are identical to the corresponding settings in the multi-program list. They define the overall keyboard range for the program.

Polyphony: Sets the maximum number of voices for this program.

Priority: The available priority settings include **Low**, **Normal**, and **High** as well as **Hold**. When a new note is played under a **High** priority program, and all sampler voices are already in use, the **High** priority program will first attempt to

'steal' or recycle a voice which is playing a **Low** priority program. If there are no such voices, it will look for a voice which is playing a **Normal** priority program.

Hold not only indicates higher priority than the other three settings, but also that voices will never be 'stolen' from this category, even by other **Hold** priority programs.

Judicious use of priority settings can produce dramatic improvements in the musical results obtained – for example, by assigning **Low** priority to short, often-repeated sounds such as snare and hi-hat, which can be cut off before they end without producing noticeable 'absences', or High priority to floor toms and ride or crash cymbals, which will sound markedly unnatural if cut off prematurely, or Hold priority to sounds (bass, piano, gongs, speech samples) whose voices should never be stolen.

Reassign: Here you specify an option for which note will be stolen when all notes are already in play. **Oldest** selects the note that has been playing the longest to switch off. **Quietest** selects the note playing at the lowest volume level.

Mono / Legato: This option, when enabled, puts the sampler into 'Mono' mode, in which it behaves similarly to early synthesizers. In this mode, if you strike a new note before releasing an existing one, the pitch will shift to the new note, but the note will not be retriggered.

The effectiveness of this option is limited somewhat by the key group ranges. Depending on the configuration, larger intervals may produce unpleasant results if a key group boundary is crossed in mono mode.

Tuning Page

This page lets you set up differently tempered tunings for the program.

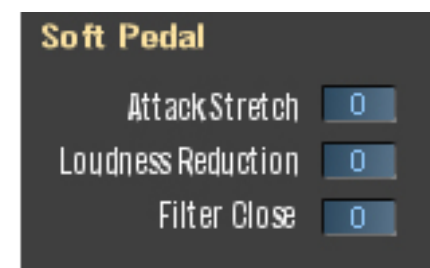
Each semitone step can be detuned by up to +/- 25 cents (hundredths of a semitone). Therefore, adjustments of up to 1/8th tone up or down are possible. Tuning adjustments apply to all octaves.



Shift Root Key: The default root, or tonic key for an alternate tuning is C. As most alternate tunings are key-specific, you will often want to establish a tuning in a key other than C. To shift the tuning from C to C#, click on **Shift Root Key** once. To shift from C to D, click it twice.

Soft Pedal Page

'Soft Pedal' refers specifically to MIDI Controller #67, typically used to 'soften' the sound. This page lets you adjust the precise effect of this controller on a program. The adjustment range in each field is 0-99, where 0 means no effect and 99 means maximum effect.

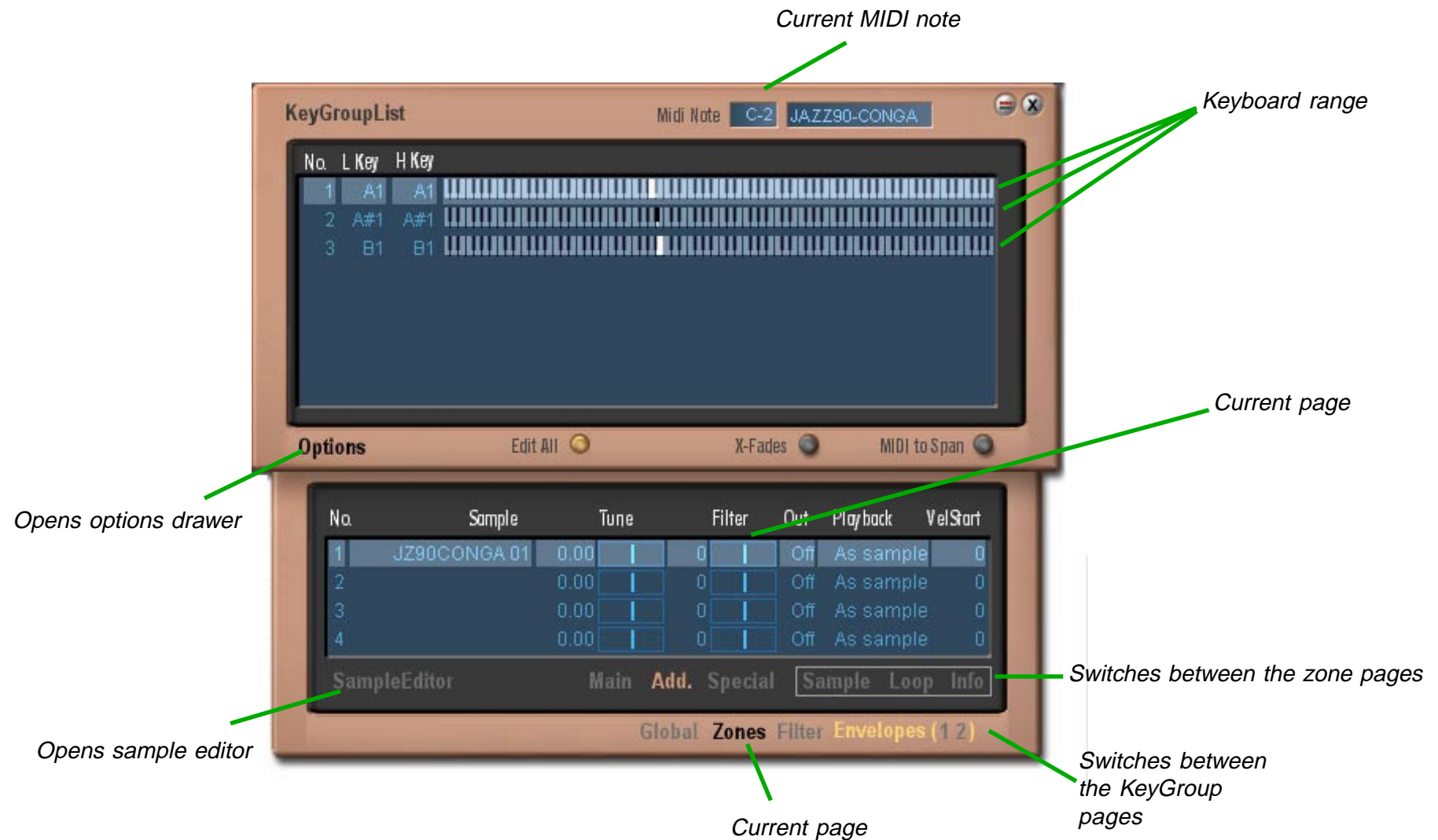


Attack Stretch: The Soft Pedal causes attack times to be extended to a greater or lesser extent (i.e. attacks become slower with higher values).

Loudness Reduction: The Soft Pedal reduces the overall loudness to a greater or lesser extent.

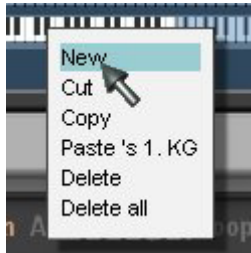
Filter Close: The Soft Pedal lowers the filter cutoff frequency to a greater or lesser extent.

The KeyGroupList Panel



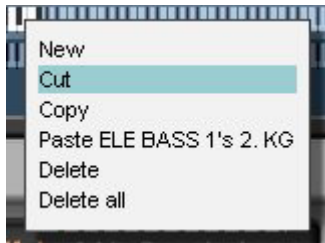
Using the Key Group List

Adding a New Key Group



Select **New** from the context-sensitive KeyGroupList menu (or use the keyboard alternative, <Ctrl+N> or <Apple+N> Mac) to initialize a new key group and add it to the list.

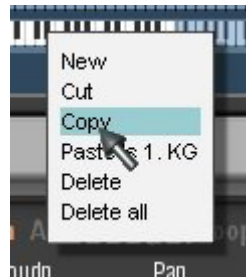
Cutting a Key Group



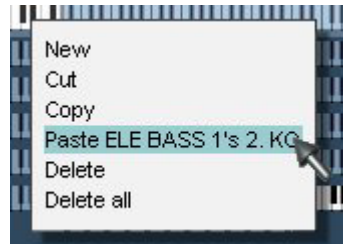
Use the **Cut** entry in the context-sensitive menu (or the keyboard equivalent, <Ctrl+x> /

<Apple+X>) to remove a selected key group from the list. The key group is copied to a buffer, and can be inserted using **Paste** (<Ctrl+V>/Apple+V>) into another location, even to another program.

Copying a Key Group

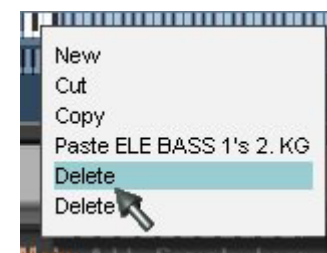


Use the **Copy** entry in the context-sensitive menu (or the keyboard equivalent, <Ctrl+C>/<Apple+C>) to copy a selected key group in the list. The key group is copied to a buffer, and can be inserted using **Paste** (<Ctrl+V>/Apple+V>) into another location, even to another program.



The **Paste** command includes the program name and the keygroup from the clipboard.

Deleting a Key Group



The **Delete** entry in the context-sensitive menu removes the selected key group from the program. You can also use the keyboard's <Delete><NumLock> key.



Delete all deletes all key groups from the program.

The KeyGroupList

The Key Group List displays all of a program's key groups. To help visualize the MIDI assignments, active MIDI ranges are colored green. Each key group is defined by the following three values:

No.: Number of the individual key group.

L Key: **L Key** specifies the lowest note of the key group. To change this value, click and hold the left mouse button on the value and drag the mouse to the right (to raise the note) or to the left (to lower the note). You can also enter the key value directly from the keyboard using either the note number (0..127) or the note name (C0 to G10). Finally, you can use a MIDI keyboard to enter the value if **MIDI to Span** is enabled on the main panel.

H Key: **H Key** sets the corresponding highest note defining the range. Adjust this value as described above for **L Key**.

Additional Control Elements



Edit All: Enable **Edit All** to make the Env1 and Env2 settings in the **Options** drawer apply to all key groups. The individual key group settings will be overwritten.

Likewise, changes made to the Main and Add key zone parameters will be transferred to the respective zone in all key groups. For example, if you change the individual output for a zone 1 sample, all zone 1 samples will be adjusted to this setting.

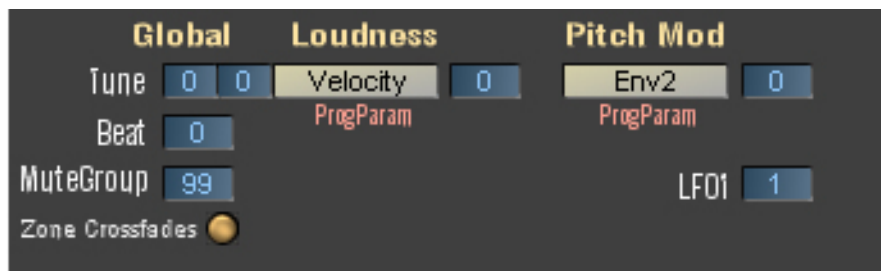
X-Fades: Enable **X-Fades** to blend (mix) samples during the transition from one key group to another within the range where they overlap.

Bear in mind that enabling this option implies a reduction of voices.

KeyGroupList Options

This section describes the various control elements in the **Options** drawer.

The Global Page



Tune: Adjusts the tuning of the key group. The first text field sets the coarse tuning in semitones (+/- 50). The second field sets the fine tuning in cents (0..99).

Beat: This value sets a constant detuning factor. The acoustical 'beats' which result provide a sort of chorus effect - an added richness - to the voice.

MuteGroup: You can assign one of the 255 MuteGroups to each key group. This feature can be used effectively as in the following example: you have a key group with closed hi-hat samples, and another key group with open hi-hat samples. If you assign these to the same MuteGroup then only one can play at a time.

Zone Crossfades: Each of the four zones in a key group is active over a specific note velocity range that can be set freely and independently for each zone. If any of these zones overlap, activation of the **Zone Crossfades** function causes level crossfading between the two samples for note velocities within the overlap region. The result is a gradual transition from one sample to the other (instead of simple layering), similarly to keyboard crossfades. **Zone Crossfades** applies to all key groups in the program.

Bear in mind that enabling this option implies a reduction in voice polyphony, as two voices are required during the transition.

Loudness: The modulation source for volume applies to all key groups. You can adjust the degree of modulation (positive or negative) of the key group's samples in the text field to the right of the source field.

Pitch Mod: As above. The modulation source for pitch applies to all key groups. You can adjust the degree of modulation (positive or negative) of the key group's samples in the text field to the right of the source field.

LFO1: This LFO is reserved specifically for pitch modulation. The intensity of the modulation is independently adjustable for each key group.

The Zones Page

The four zones of the selected key group are represented on this page. Each zone is further subdivided into **Main**, **Add.**, **Sample** and **Loop** pages.

The parameters in the **Main** and **Add.** Pages are sample playback parameters which leave the sample unaltered and produce their effect only during playback. The parameters in the **Sample** and **Loop** pages alter the sample itself, however. Changes you make to parameters here are saved only when the sample is saved, so you must save the sample itself for these changes to be permanent. Since changing the sample affects all programs which use the sample, you may want to save the sample under a new name.

The **Zones** page is the starting point for recording new samples, and integrating existing samples.

Path of the referred sample

Path	E:/Samples/E-Bass/YK BASS2 F-1.s							Main	Add.	Sam
Zone	Sample	V-Low	V-High	Pitch	Loudn.					
1	YK BASS2 F-1	0	127	Track	1					0
2		0	0	Track	0					0
3		0	0	Track	0					0
4		0	0	Track	0					0

Zone Number

Sample Name

Using Zones

Loading Samples

To assign a sample to a zone, drag it from the File Browser to the *sample* field of the appropriate zone. The Volkszämler recognizes samples in the following file formats:

Akai 'S' files

WAV files (8/16 bit, Mono/Stereo)

AIF files (8/16 bit, Mono/Stereo)

Since a zone can contain only monophonic samples it is necessary to load a stereo WAV sample twice, into two zones, so that the channel assignment for one can be set to *left*, and the other to *right*.

Recording New Samples

Right click on one of the zones of a new key group. From the context-sensitive menu select the sample type and format you want to create:

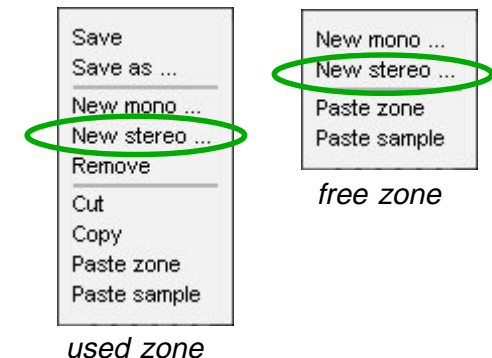
New mono...

Provide the name and path for the new sample. Select the format (WAV, AIF) and confirm by hitting <Enter>. The sample is now ready to be recorded. In the Sample Editor you can select which input channel (right or left) to use for recording.

New Stereo...

Provide a name and path for the new sample. Choose format (WAV, AIF) and confirm with <Enter>. The selected zone is configured for left-channel playback, and the zone beneath for the right channel. The sample is now ready to be recorded. In the Sample Editor, both input channels will be used to record the sample.

Further details for recording new samples are found in the next chapter, **The Sample Editor**.

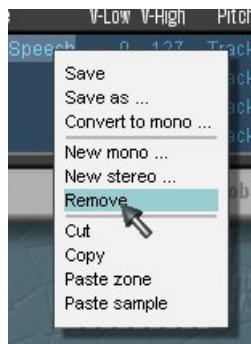


Saving Samples

If you want to make any changes to the Sample or Loop parameters, and you want them to be permanent, you must save the sample. Click on the sample name with the right mouse button and select **Save** from the context-sensitive menu. This option replaces the existing sample with the new sample definition. If you want to keep both versions, select **Save As...** and give the sample a new name. You can also select an alternate format for the sample at this time (WAV, AIF, or S).

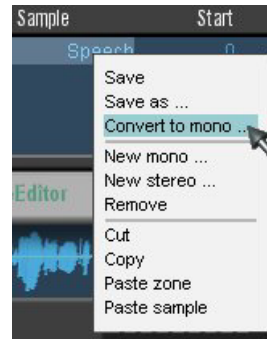
Deleting Samples

Select the sample and strike the <Delete>/<NumLock> key to remove the sample from the zone.



You can also right click on the sample and use Remove from the context-sensitive menu to delete the sample from the zone.

Converting Samples



It is possible to convert one channel of a stereo sample to a mono sample. Right click on the sample and select **Convert to mono ...** from the popup menu. In the dialog that appears provide a name, path and data format for the new sample.



You can also convert two mono sample files into a stereo sample.

Select the first sample and then, while holding the <Shift> key, select the second. Click with the right mouse button on one of the selected samples and choose **Convert to Stereo** from the popup menu. In the dialog, provide the name, path, and data format with which to save the new sample. The loop information used to create the stereo sample is taken from the settings in the first selected sample.

Copying Zones

Select a zone and press <Ctrl+C>/<Apple+C> (or use **Copy** from the context-sensitive popup menu) to copy the zone to an internal buffer. Select the desired destination zone for the new copy, and press <Ctrl+V>/<Apple+V> (or use **Paste zone** from the popup menu to paste all zone parameters - **Paste Sample** copies the sample file reference only).



Pasting to an existing zone replaces the previous settings. You can also copy a zone to another key group or program.

Moving Zones

Select a zone and press <Ctrl+X>/<Apple+X> (context-sensitive menu = **Cut**) to remove the zone settings to a copy buffer. Select the new destination zone and press <Ctrl+V>/<Apple+V>. You can move zones to other key groups or programs if desired.

Main Page

Path K:/Samples/DigiPad1/PAD 01-5 -L.s Main Add. Sample Loop							
Zone	Sample	V-Low	V-High	Pitch	Loudn.	Pan	
1	PAD 01-5 -L	0	127	Track	0	-50	
2	PAD 01-5 -R	0	127	Track	0	50	
3		0	0	Track	0	0	
4		0	0	Track	0	0	

V-Low, V-High: Defines the velocity range in this zone within which the sample will play back. V-Low sets the lowest velocity value, and V-High sets the highest.

Pitch: When this parameter is set to **Track**, the sample is played with a pitch determined by the keyboard position of the note (i.e. the note number). When this value is set to Const, (= constant) the sample always plays with the pitch at which it was originally recorded.

Loudn.: Adjusts the relative volumes (higher or lower) of the samples (range = +/- 50).

Pan: Sets the fixed pan position of the sample (range = +/- 50).

Add. Page

Path K:/Samples/DigiPad1/PAD 01-5 -L.s Main Add. Sample Loop							
Zone	Sample	Tune	Filter	Out	Playback	VelStart	
1	PAD 01-5 -L	0.00	0	Off	As sample	0	
2	PAD 01-5 -R	0.00	0	Off	As sample	0	
3		0.00	0	Off	As sample	0	
4		0.00	0	Off	As sample	0	

Tune: Each sample can be independently tuned within a range of +/- 50 semitones (coarse) and +/- 100 cents (fine).

Edit the values as follows:

... Select the text field and enter the value directly. Note that you cannot enter a decimal point (.).

... Select the text field and, while holding the left mouse button, move the mouse either vertically (coarse adjustment) or horizontally (fine adjustments).

Filter: Enter a value to offset the filter cutoff frequency (range = +/- 50).

Out: Determines whether a sample will be routed through an individual output.

The actual destination output depends on this value, and the value set in the **IOut** parameter in the multi-program list. The **IOut** value is essentially an offset to which this **Out** value is added. Find additional information in the **IOut** parameter description.

Playback: This parameter selects the playback mode for the sample as follows:

As Sample: The sample will play with its own, original settings.

Loop Rel: When the key is struck, the sample plays up to the loop, and the loop is repeated as long as the key is held down. When the key is released, the loop continues until the release phase.

Loop>Rel: When the key is struck, the sample plays up to the loop, and the loop is repeated as long as the key is held down. When the key is released, the loop is exited immediately, and playback continues beyond the loop end point.

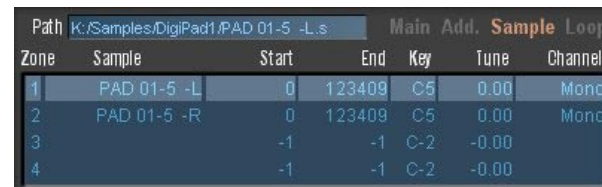
No Loops: The sample plays through to the end while the key is pressed, but the loop is played through only once.

To End: The sample is played from beginning to end, regardless of the key state (in other words, the sample is triggered by the keyboard). Here, too, the loop is played only once.

Vel Start: Adjusts the start offset (positive or negative) of the sample depending on the velocity of the key played. The range is +/- 9999 sample words.

Sample Page

The parameters on this page alter the actual sample material and changes must be saved with the sample if they are to be made permanent. Remember that saving a sample with these changes will affect all programs that use the sample.



Zone	Sample	Start	End	Key	Tune	Channel
1	PAD 01-5 -L	0	123409	C5	0.00	Mono
2	PAD 01-5 -R	0	123409	C5	0.00	Mono
3		-1	-1	C-2	-0.00	
4		-1	-1	C-2	-0.00	

Start/End: Displays and adjusts the sample's start and end insets.

Key: The pitch of the sample without any transposition, or, more accurately, the original pitch as sampled.

Tune: Each sample can be tuned within a range of +/- 50 semitones (coarse) and +/- 100 cents (fine). This parameter specifies the fundamental pitch of the sample itself.

Channel: Permits selection of the left or right channel of a stereo (e.g., WAV format) sample for playback in the selected zone (stereo playback of stereo wave files requires the use of two zones, with each zone set to play one of the channels). For Akai format (.S) sample files, which are always mono, this parameter is set to Mono and is not editable.

Loop Page

The parameters on this page alter the actual sample material and changes must be saved with the sample if they are to be made permanent. Remember that saving a sample with these changes will affect all programs that use the sample.

Path K:/Samples/DigiPad1/PAD 01-5 -L.s Main Add. Sample Loop						
Zone	Sample	Start	End	Fine	Playback	TOff
1	PAD 01-5 -L	77477	123264	0	Loop Rel	0
2	PAD 01-5 -R	77477	123264	0	Loop Rel	0
3		-1	-1	-1		-1
4		-1	-1	-1		-1

Start/End: Identifies and adjusts the start and end insets of the sample's loop region.

Fine: A value in the subsample range used to make very fine adjustments to the loop end inset to achieve perfectly smooth loops.

Playback: Specifies the fundamental playback characteristic of the sample.

Loop Rel: When the key is struck, the sample plays up to the loop, and the loop is repeated as long as the key is held down. When the key is released, the loop continues until the release phase.

Loop>Rel: When the key is struck, the sample plays up to the loop, and the loop is repeated as long as the key is held down. When the key is released, the loop is exited immediately, and

playback continues beyond the loop end point.

No Loops: The sample plays through to the end while the key is pressed, but the loop is played through only once.

To End: The sample is played from beginning to end, regardless of the key state (in other words, the sample is triggered by the keyboard). Here, too, the loop is played only once.

TuneOffset (Loop): Loops are not always perfectly in tune. Use this to adjust the tuning of the loop region (range = 0..127).

Filter Page

Click on **Filter** at the bottom of the KeyGroupList panel's **Options** drawer to display the filter page, which provides access to the filter settings for the selected key group. Three different 12db resonant filters are available: low-pass, band-pass, and high-pass.

Type: Stellen Sie hier die gewünschte Filtercharakteristik ein.

Frequency: Sets the filter cutoff frequency (range: 0-99). The frequencies affected depend on the filter type. The lowpass filter dampens high frequencies, the highpass filter dampens low frequencies, and the band-pass filter dampens both high and low frequencies, allowing those around the center frequency to pass freely.

Resonance: Sets the filter resonance (range: 0..15).



Res. Mod.: The Resonance parameter can be modulated by a freely selectable modulation source. Select the source and adjust the modulation intensity here.

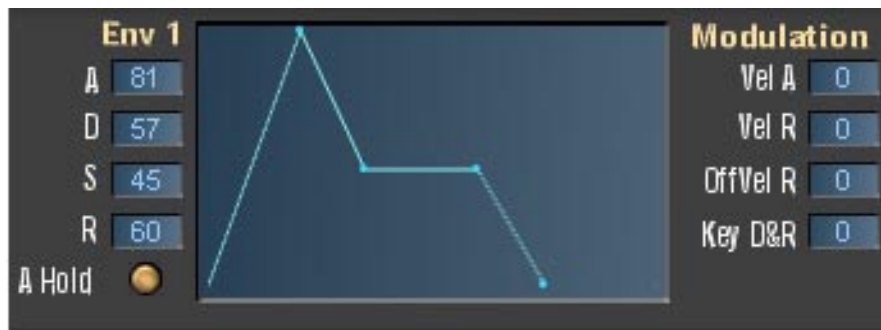
Although the selected source applies to the entire program, you can also adjust the intensity independently by keygroup.

Freq Mod.: The filter cutoff frequencies can be modulated by three freely selectable modulation sources. Select each respective source, and adjust its modulation intensity. Although the selected source applies to the entire program, you can also adjust the intensity independently by keygroup.

KeyFollow: This parameter can be used to cause filter cutoff frequency to track keyboard position (range: +/-50 – a value of +12 represents a generally-useful 'nominal' setting).

Env1 Page

Click on **Env1** at the bottom of the KeyGroupList panel's **Options** drawer to display the Env1 Page, which provides access to the volume envelope settings for the selected key group.



Env1 is an example of the classic ADSR envelope. When a key is struck the Attack phase begins and continues until maximum volume is reached. Then the Decay phase begins, which determines the amount of time taken for the signal to reach its sustain level. The Sustain level is the level which is maintained while the key is pressed. The Release phase begins when the key is released. The Release value determines the time it takes for the signal to fade to 0. If the key is released before the Attack or Decay phases have completed, the envelope skips to the Release phase.

A (Attack): Sets the envelope's attack time (0..99).

D (Decay): Sets the time it takes to fade to the sustain level after the maximum level has been reached.

You can use mouse to drag the 'nodes' in the graphic display to adjust the envelope parameters.

S (Sustain): The volume level to hold (while the key is held) after the attack and decay phases.

R (Release): The time it takes for the note to fade out after the key has been released.

A Hold: Enable **Attack Hold** to hold the maximum level at least until the loop start is reached (if there is a loop, and the key is held). Only then will the Decay phase begin. This is useful, for example, with percussion samples without loops, which have their own, intrinsic, decay characteristics, and do not need an artificial decay.

Vel A: This value determines how much influence the Note-on velocity has over the attack time (range = +/- 50).

Vel R: This value determines how much influence the Note-on velocity has over the release time (range = +/- 50).

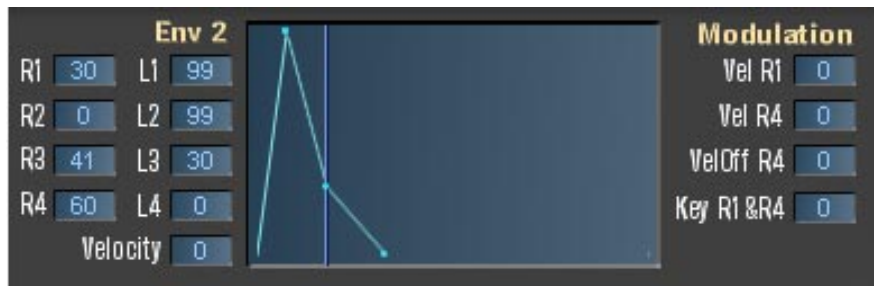
For **Vel A** and **Vel R**, positive values shorten the times, and negative values lengthen them.

OffVel R: This value determines how much influence the Note-off velocity has over the release time (range = +/- 50). In this case, a positive value lengthens the release time, and a negative value shortens it.

Key D&R: Determines how much influence keyboard position (note number) has over the decay and release times. A positive value will lengthen the both envelope times as the pitch rises. Negative values, however, correspond to the way instruments behave in real-life.

Env2 Page

Click on **Env2** in the Options drawer to bring up this page. This envelope is used most often to control the filter. It is similar to Env1, but it has an extra node (R2/L2) before the Sustain point (R3/L3), and the settings (especially attack and initial decay) are more flexible. The settings, including the release point, are independent of Env1.



R1..R4: These are **Rate** settings which control the time it takes to proceed from one stage of the envelope to the next.

L1..L4: These values represent the target levels for each envelope stage.

Velocity: Adjusts the degree to which the Note-on Velocity modulates the overall envelope level (range = +/- 50).

Vel A: Sets the amount of effect which note-on velocity has upon the attack time (range: -50 .. +50).

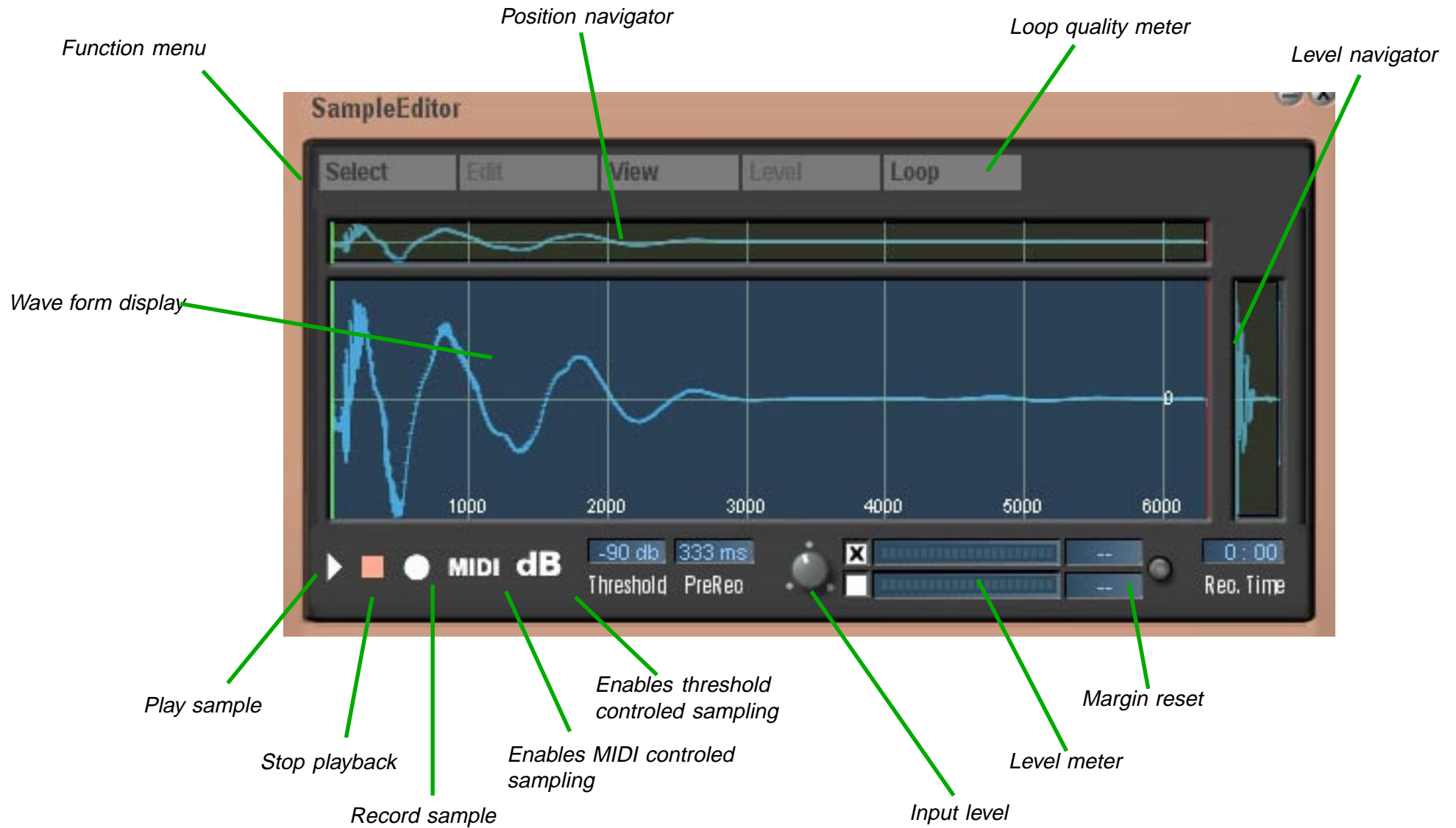
Vel R: Sets the amount of effect which note-on velocity has upon the release time (range: -50 .. +50).

For **Vel A** and **Vel R**, positive values shorten the times, and negative values lengthen them.

OffVel R: Sets the amount of effect which note-off velocity has upon the release time (range: -50 .. +50). At positive settings, higher velocities increase this time, while at negative settings, higher velocities decrease it.

Key D&R: Sets the amount of effect which keyboard position has upon both the decay AND the release time (range: -50 .. +50). At positive settings, keys higher up the keyboard increase these times, while at negative settings, keys higher up the keyboard decrease them (negative settings thus correspond to the behavior of 'natural' instruments).

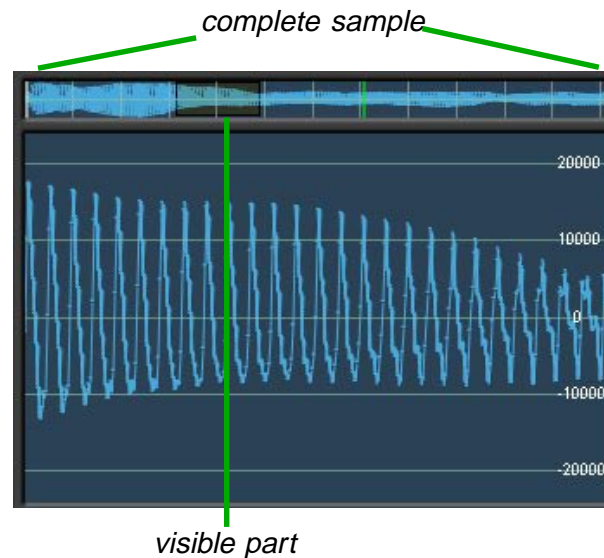
The Sample Editor



This chapter describes the operation and functionality of the Sample Editor. To open the Sample Editor, first open the **Zones** page from the **Options** drawer of the KeyGroupList panel. Next, click on **SampleEditor** in the lower left corner of the Zones page. The Sample Editor serves not only to define and edit samples, it is also where new samples are recorded.

The Waveform Window

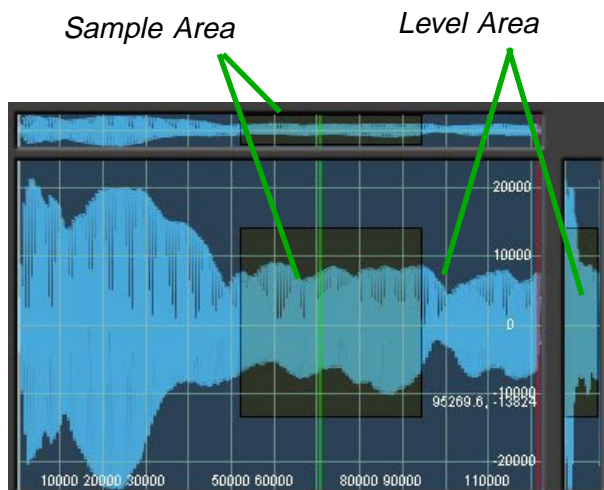
The nature of the waveform display in the window depends on whether the sample is mono or stereo. With stereo samples, the display is subdivided into an upper and lower area. It can also be again subdivided into right and left sections to aid in loop editing. In this case, the left area displays the sample up to the loop end inset, and the right part displays the portion of the sample after the loop start inset. If the sample is in stereo, the window can be divided into quarters. In all sections of the window, the techniques for moving, zooming and selecting are identical.



Zooming in the Waveform Window

Zooming (Time Scale)

Press and hold the right mouse button (<Ctrl>+mouse button, Mac) while dragging the mouse cursor over the time range you want to zoom in on. As you drag the mouse, the range will be identified as a darkly colored area within a rectangular frame. When you release the mouse button, the wave shape will be redrawn at the new zoom level. You can also identify the zoom range in the narrow position navigator above the work area.



before releasing the mouse button

Return to the full view by doubleclicking (with the left mouse button) in either the main window or the position navigator.

Zooming (Time and Level)

To select both time and amplitude ranges to zoom in on, select a rectangular area with the right mouse button while holding down the <Shift> key. When you release the button, the waveform will be redrawn at the new zoom range with respect to both time and amplitude.

You can also zoom with regard to level directly in the Level Navigator.

To return to the full overview, doubleclick in the main waveform window.

Stepwise Zooming

Use the <+> and <-> keys on the computer keyboard to zoom in or out respectively (through fixed zoom levels).

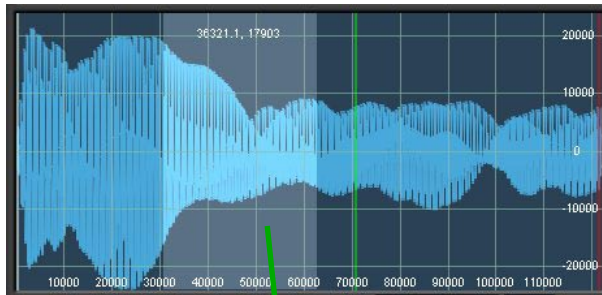
Scrolling through the Sample

If you are zoomed in on a sample you can move (scroll) through the sample by pressing the <Space> bar and shifting the view with the (left = PC) mouse button. Release the <Space> bar as soon as it begins to scroll to increase responsiveness.

You can also use the Navigators to scroll through zoomed sample. See the section **The Navigators**.

Selection

To operate on a specific portion of a sample it is necessary to first select it. To do this, use the mouse with the left button pressed to delineate a selection area. The area will be highlighted when selected.



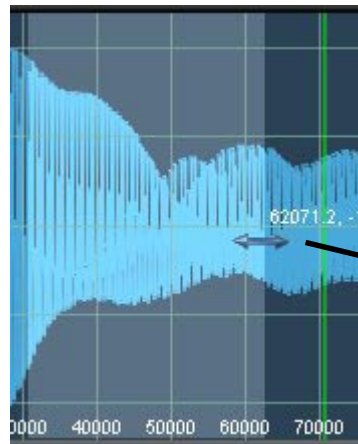
Selected Area

Doubleclicking on a selected area will zoom in on it to fit the window.

You can also use the **Select** menu to automatically select the entire sample, **Select All**, or to select the loop range, **Select Loop**. The **Select All** entry has a keyboard equivalent, `<Ctrl+A>/<Apple+A>`.

Adjusting the Selection

Once the selection is made, you can still adjust it. As you move the mouse cursor towards a selection boundary, the shape will change to a double-arrow indicating that you can now drag the boundary with the mouse button.



selection can be modified

Canceling the Selection

At any time you can cancel the current selection by striking the `<Esc>` key. The previous selection is also canceled when you set a new range.

Copy/Move Selection Contents

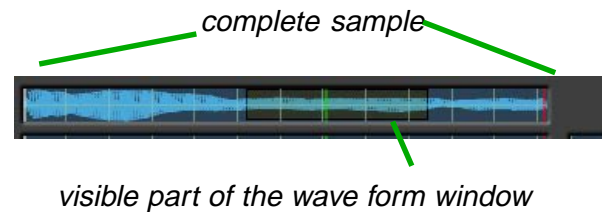
The contents of the selected range can be copied or moved to another location in the sample, or into a sample in another key group zone using the **Edit** menu **Cut**, **Copy**, **Paste** entries.

You can also use the following keyboard equivalents:

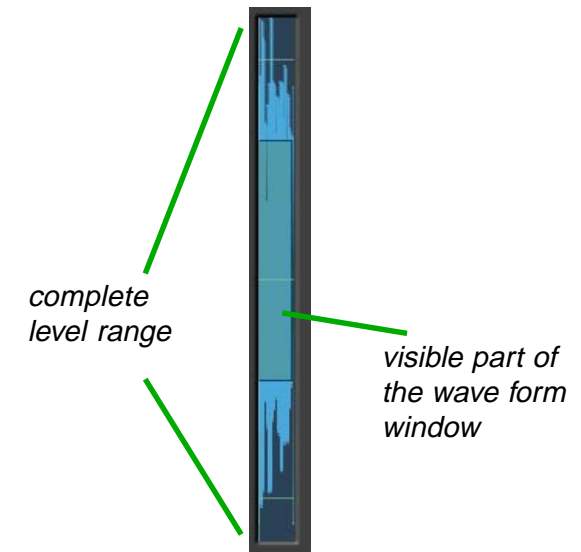
`<Ctrl+X>/<Apple+X>` **Cut**
`<Ctrl+C>/<Apple+C>` **Copy**
`<Ctrl+V>/<Apple+V>` **Paste**

The Navigators

Two 'Navigators' help make it easy to move throughout a sample when a selection area occupies the entire display window (i.e. when you are zoomed in). There is one Navigator above the main display area (time navigation), and another to the right (level navigation). Both Navigators maintain a view of the entire sample at all times. The area that appears in the main display is identified in the Navigators as a marked block. Use the mouse (left button) to shift the marked block to different portions of the sample.



The Navigators can also be used to control the zoom levels. Adjust the right or left boundaries (or the upper and lower edges in the Level Navigator) of the marked block to register the new block in the main waveform display.



The Level Navigator behaves similarly to the Time Navigator, but the time scale is highly compressed. Use this to control the amplitude zoom level, and to register a vertical portion of the waveform for display in the main window. Adjust the marked block to specify the view range.

The Editor Menus

The Editor's menu system is enabled when you click on one of the menu headings. When enabled, you can move through the various menus without again clicking the mouse. The currently selected entry is shown in blue. When you click on the desired entry, the menu closes.

'Option' entries that do not link to an action are toggled on and off with repeated mouse clicks.

If an action or option is not available it is 'grayed-out'. For example, the menu entries **Edit** and **Level** will not be available unless a range is selected within the sample (or the whole sample is selected).

Menu: Select

All: Click on **All** to select the entire sample. For example, you would most likely use this when normalizing.



You can also use the <Ctrl+A> key combination to select the entire sample.

Loop: Click on the **Loop** entry to mark the sample's Loop range as selected. This option could be used, for example, to produce a sample that contains only the loop range.

The Loop range can also be selected by using the keyboard equivalent <Ctrl+L>/<Apple+L>.

Menu: Edit

Cut: Use **Cut** to remove the selected range and place it in a copy buffer. You can use **Paste** to insert the cut range into another location.



Copy: **Copy** places the selected range in a temporary buffer so you can later **Paste** it in another location. It does not remove the range from the sample.

Paste: Inserts the contents placed in the copy buffer by the last **Cut** or **Copy** operation. The contents will be inserted at the right edge of the current selection area.

A copied sample range can be pasted into another sample in another zone. It can also be pasted into another program.

Delete: Removes the selection range from the sample. The portion of the sample preceding the range is shifted forward.

Extract: Isolates the selected range by removing everything that precedes and follows it. This is similar to a graphic 'crop' function. Use this to extract, for example, a single instrument from a drum loop sample.

Reverse: Reverses the play direction of the selected range.

Remember that any moving, copying, deleting etc. that you do to a sample must be saved with the sample to become permanent. To save a sample, right click on its name in the zone and select **Save** from the context-sensitive menu. If you do not want to replace the original sample (and you may not!) use **Save as...** instead. This allows you to save the sample under a different name. This is important if other programs use the sample as well, as they too will be affected if the sample is changed.

Menu: View

Splitter: The **Splitter** lets you view two different portions of the sample with independent control over each view.

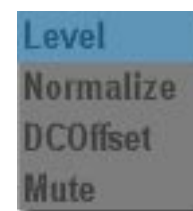


Link Range: When **LinkRange** is enabled, the zoom factors in the two splitter views will be linked, guaranteeing that they are the same in each one. This is useful when tailoring perfect loops.

Coordinate: Switches the display of the editor coordinates on or off. When the option is enabled, two coordinates are actively displayed as the mouse moves. The first corresponds to the position in the sample, and the second to the value of the sample word at that position.

Menu: Level

Normalize: Use **Normalize** to raise the sample (or a sample range) to its maximum possible level. It works by looking for the highest amplitude and determining the difference between it and maximum amplitude (0db). Then the entire sample (or range) is scaled to fit.



DCOffset: Offsets the sample data within the selected region as required to eliminate any 'net' DC level from the sample (most often resulting from faulty sampling electronics). Typically applied to an entire sample. DC offsets in samples can produce a number of undesirable effects, including reduced dynamic range, difficulty in looping, popping sounds and, in extreme cases, amplifier stress and speaker damage. Such offsets cannot be reliably detected via visual inspection of a sample in the editor.

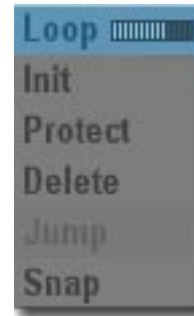
The only DC components which you can see are the 'dangerous' ones. When a serious DC component is present, the sample will appear to be displaced vertically above or below the zero (middle) line.

Select the entire sample and choose **DCOffset** to remove the DC component from the sample.

Mute: Use the mute function when you want to silence a selected region.

Menu: Loop

Init: Creates a loop that initially includes the entire sample. The left boundary (loop begin) is indicated by a green vertical line, and the right (loop end) with a red one.



Protect: Enable **Protect** to ensure that the loop points won't accidentally be shifted.

Delete: Removes the loop points.

Jump: When the split display is in use, this function updates the display in both edit windows to clearly show the transition from loop end to loop start: the loop end is displayed at far right in the left window, with the loop start shown directly 'after' it at far left in the right window. This function is typically used after zooming in on one loop point, to quickly bring the other loop point into view in the other edit window.

Snap: When this option is activated, edits to the loop end point cause it to jump directly to points which are good matches for the currently selected loop start point – i.e., points which match both the level and the slope of the loop start point. This prevents snapping or pops at the loop boundary.

This function is intended to be an aid. Don't rely on it to find the perfect loop for you automatically.

Sampling Controls

Sampling controls, including controls for monitoring of signal sources and recorded samples, are located at the bottom of the Sample Editor window.



Play: Plays the currently loaded sample. The sample will play in its 'raw' form (without sonic treatment from filters etc.) through the Volkszämpler's **Smpl** output. The level meters indicate the play level.

If you enable the loop function and play the sample, the loop portion will be continuously repeated. Use this to make adjustments to the loop in real time. While the sample is playing in the editor, no other samples or key groups can be played.

Stop: Click on this icon to stop sample playback or recording.

Record: Click on this button to begin recording a sample. After you have recorded a sample you will be given the option of overwriting the previous sample or not. Sample recording can be triggered two ways - by MIDI Note-on, or by threshold triggering.

MIDI: Click on the MIDI button to initiate recording when the next MIDI Note-on event is received.

dB: Click on the dB button for recording to start as soon as the input level exceeds a specified threshold value.

Threshold: The value in this text field, expressed in dB, is the value which the input signal must exceed in order for dB recording to start (above).

PreRec: Some signals, such as a snare drum, begin with a sudden impulse and it can be difficult to capture them completely during threshold recording. Often a portion of their attack phase is lost. To solve this problem you can use the **Pre Record** feature to add some extra time in front of the specified record start. This pre-record buffer can be adjusted to up to 333 ms. The recording into the buffer and the sample itself are engineered in such a way that, in effect, recording started slightly earlier than specified by the various parameters.

Input Gain Control: You can adjust the input level to a value sufficiently high to record with the best possible quality. At the furthest left, the potentiometer produces no amplification of the input signal. In the middle position, the level is increased by about 8dB. The maximum gain (full right) is 12 dB.

Level Meters: The level meters display the input or output levels depending on whether you are in record or play. The upper LED chain indicates left channel signal levels, and the lower one displays the right channel.

Channel Selection: When recording a mono sample you must decide which channel to use for recording. Click on the upper selector to use the left channel, or the lower one to use the right.

Margin Display/Reset Button: The margin readout displays the highest level reached thus far. The value changes only when a higher level is detected, or when you operate the reset switch. The margin display helps you quickly determine how much headroom you have available so you can set an appropriate input gain level.

Rec Time: The current time of the recording in progress, or the total length of the sample (minutes:seconds).

Sampling

The sampling capabilities of the Volkszämpler provide you with all the tools necessary to capture sounds and organize them into effective keyboard programs such as you find in commercial packages. This chapter leads you step-by-step through the process of acquiring and preparing sounds, and engineering them into useful, playable, keyboard programs.

Preparations

To route signals to the Volkszämpler's sample inputs you must first load the VZ Recording Effect module as an insert into the channel (also Group, master, etc.) that carries the sample signal. The connection to the Volkszämpler is established automatically.

The monitor outputs, **MonL** and **MonR**, provide the record signal after the Volkszämpler's input gain stage, so you hear exactly what you record.

The **SpIL** and **SpIR** outputs provide a 'pure' sample playback signal, unprocessed by any of the Volkszämpler's signal processing stages.

After loading the **VZ Recording Modul** a few steps remain before beginning to record.

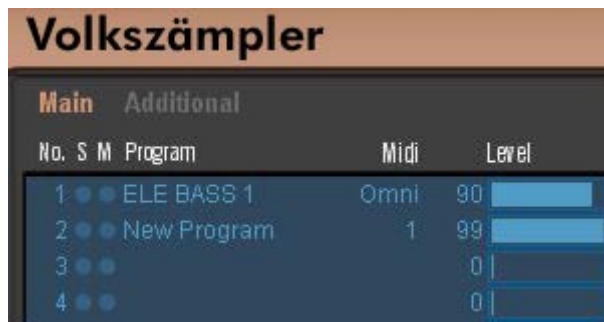
A sample requires a zone, which requires a key group, which, in turn, requires a program. Therefore we begin by creating a new program.

Creating a Program

In the main panel, right click (<Ctrl>+mouse click) on an available slot in the multi-program list and select **New** from the context-sensitive menu.

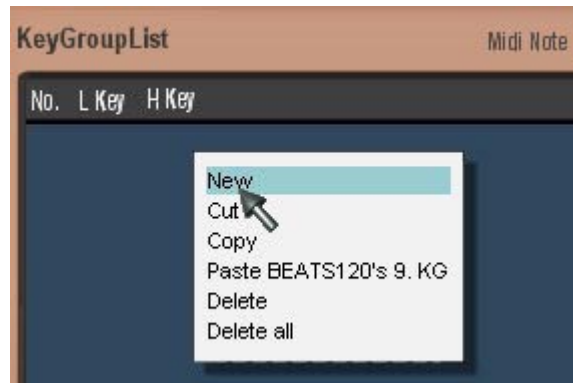


A new program is loaded and the various parameters are initialized to meaningful default settings.

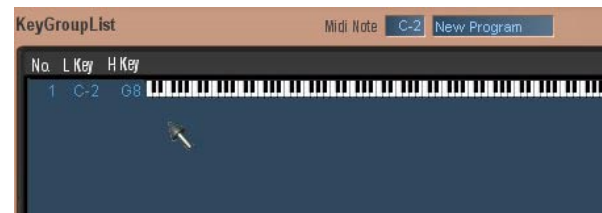


Creating a Key Group

Select the new program, if it is not selected already, and open the **KeyGroup panel**. Right click in the KeyGroupList window and select **New** from the pop up menu.



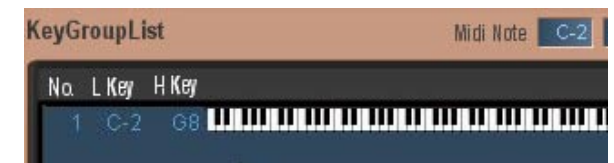
A new key group is added and the entire keyboard range is assigned to it.



You can, if you want, assign a new range within which the new sample will play back.

Specifying the Key Group's Keyboard Range

To establish the key group's play range adjust the **L Key** (lowest playable note) and **H Key** (highest playable note) values. To do this, click with the left mouse button on the field, and while holding it down, move the mouse vertically (coarse adjustment) or horizontally (fine adjustment) until the desired value is displayed. Then release the mouse button.



You can also enter note values into these fields from an attached MIDI keyboard. Enable the **MIDI to Span** option on the main panel to use this feature.

Select the **L Key** field with the mouse and play the note on the MIDI keyboard corresponding to the lowest note in the range. The note will be registered in the field. Now select the **H Key** field and play the highest note. The playable range is now defined.

Creating a Zone

The next step is to initialize a zone to receive the newly recorded sample. Open the KeyGroup panel's **Option** drawer and select the Zones page.

Right click on Zone 1 and select either **New Mono** or **New Stereo** depending on which type of sample you want to record. For this example, select New Mono.



In the file selector dialog that appears choose the directory in which to store the sample, and give the sample a file name.

Now you're ready to record the sample. Open the **SampleEditor** (click on 'SampleEditor' in the lower left corner of the Options drawer).

Recording

Recording can be initiated several ways.

Manual Recording



Click with the (left=PC) mouse button on the **Record** button to start recording.

MIDI Controlled Recording



Click with the (left=PC) mouse button on the **MIDI** button. Recording will begin when the next MIDI Note-on event is received (i.e. a key is pressed on the attached MIDI keyboard). This method can be particularly useful when you are creating samples from synthesizer sounds.

Threshold Recording

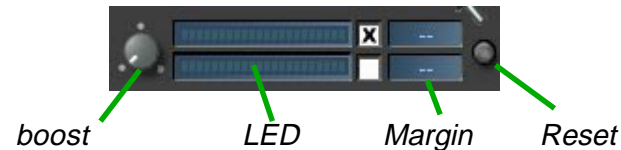


To start recording when the input signal reaches a specified audio threshold level click on the **dB** button. Recording will begin as soon as the signal reaches or exceeds the level set in the **Threshold** field.

When recording is started either by MIDI control or level control, you can use the **PreRec** feature. This controls how much of the signal will be included in the sample before the technical record start point. Use this feature to avoid missing important attacks, especially when sampling percussive instruments.

Adjusting the Input Signal

The Volkszämpler provides an input gain amplifier to boost the incoming signal up to 12 dB.



The level meters, in the form of LED chains, give you a rough idea of the appropriateness of the input level. For more precise control, use the information in the **Margin** display. The margin should approach, but not reach, 0dB. If the margin reads 0dB, adjust the input level down a little, and reset the margin display (small button to the right). Continue monitoring the margin and making adjustments to the input level until 0dB is rarely reached (if at all).

When recording a mono sample you can use the small option box to the right of each LED chain to choose which channel to use for recording.

Terminating the Recording

To stop recording, click on the Stop button.



Confirm whether you would like to save the recording, or if you want to try again.

The Volkszämpler uses the computer's hard disk to record and save samples. A disk can accommodate very large WAV files - much larger than you could actually use in a sample program. Just how large a sample can be in your system depends on many factors, and so cannot be quantified accurately. Note that the Volkszämpler, your operating system, and all other applications running on your computer must share system memory. What you have available is what is left after taking all this into account.

Your First Sampler Program

Sample Editing

It is rare that a sample recording is perfect to begin with. After recording you will most likely need to optimize the sample by editing out unnecessary parts, normalizing, etc.

For example, there is often some unnecessary empty space at the beginning of the sample. To eliminate it, select the empty area and use the **Delete** function from the menu (or by using <Ctrl+X>/<Apple+X>).

If there is only a small amount of empty space at the beginning of the sample, you can simply shift the sample's start inset. To the far left in the editor window you will find a moveable white line. This indicates the start inset of the sample - the point at which play begins when the sample is triggered. If you now click on **Play**, playback begins immediately at the new start inset.

In order to make precise edits, it is a good idea to increase the zoom level to provide a tighter view of the work area.

It's a good idea to select a starting time for the sample that is at a point where the sample word value is as close to zero as possible (zero crossing point). This will prevent any possible clicks or pops when the sample starts. Use the co-ordinate cursor to help find an appropriate position and value.

Level values within +/- 300 of 0 are close enough that no clicks should manifest themselves in the sample playback. Listen to the sample in the editor and vary the start inset until you are happy with the result.

After trimming the beginning of the sample, go to the end and do the same thing, using the same criteria.

If your sample contains a loop, you may also want to delete some unnecessary portions of the signal that lie behind it (after you have firmly established the loop).

Level Optimization

All samples should be saved at the maximum possible volume level. You can later specify the sample's actual playback level in its zone (Main).

Before using the **Normalize** (Menu: Level) function to maximize the level it is a good idea to first remove any possible DC components using the **DCOffset** (Menu: Level) function. Then proceed with the normalization.

For these operations select the entire sample. Do this using either <Ctrl+A>/<Apple+A> or the **Select All** menu function (Menu: Select).

Loops

Looping plays through a range of the sample repeatedly to provide the main 'body' of the instrument. The technique was introduced primarily to save precious memory in the early days, but it is useful also in adding the ability to control the duration of the sound. Looping makes use of the phenomenon that the characteristic sound of an instrument is defined during the initial attack - when the sound changes rapidly. Thereafter the sound 'settles down' to a more steady state (i.e. when the performer continues to blow). It is during this steady period that a loop can be used effectively.

The loop points and length depend greatly on the sonic material. A bass sample, for example, has a short attack phase after which the sound changes little as the amplitude decreases.

If a sample contains slow, continuous modulation such as vibrato, this must be taken into account when looping. Otherwise the looped portion of the sample may sound sterile and lifeless (too short a loop that does not include the vibrato) or rhythmically clumsy (when the rhythm of the modulation was not taken into account).

Setting a Loop

Editing a loop is quite easy thanks to the graphic display, and the editors auxiliary functions.

When a sample is first recorded, no loop is defined.

If you want to include a loop in the sample (not all samples have them) then select **Init** from the Loop menu. A loop is created that starts at the beginning of the sample, and ends at the sample end.

Drag the loop start marker (green line) to a meaningful position. This should be after the attack phase, and at a zero crossing point.

Move the loop end marker (red line) to a position that appears appropriate (there are visual 'clues', due to modulation, that suggest a likely position).

Zoom in on the sample to fine tune the positioning of the loop's end point.

The **Snap** function in the **Loop** menu is useful here. It ensures that the end point will be located at a relatively meaningful position.

The Volkszämpler provides a visual aid to help evaluate the loop alignment. Enable the **Splitter** option in the **View** menu and then select **Jump** in the **Loop** menu. The loop start and end points are now displayed such that it is easy to see their relationship to one another. The loop end point is shown on the left side, and the start point is shown contiguous to it on the right side.

A zero crossing is not the only useful loop boundary. Any positions which create a continuous waveform shape are appropriate.

In the editor, click on **Play** to hear the result. The sample will play from the beginning, but will jump back to the loop start from the loop end repeatedly. This will continue until you press the **Stop** button.

Support

There are four ways to reach our support department:

In the USA and Canada:

*email: support@creamware.com
Fax: (604) 435-9937
Phone: (604) 435-5158
Mail: CreamWare US Inc.
6879 Russel Avenue
Burnaby, B.C.
V5J 4R8
Canada*

All other countries:

*email: support@creamware.de
Fax: (++49) 22 41 - 59 58 57
Phone: (++49) 2241 - 59 58-12
Mail: CreamWare Datentechnik
GmbH
Support
Wilhelm-Ostwald-Strasse 0/K1
53721 Siegburg, Germany*

But for now – enough hints about possible problems. As an experienced computer user, you are no doubt well aware that neither software nor hardware which is one-hundred percent perfect exists. We at CreamWare strive continually to improve our products, and we welcome your criticism and suggestions.

Having said that – we hope (and expect) that you won't encounter problems with

the Volkszähler, and we wish you all the best in working creatively with the Volkszähler!!!

Sincerely,
Your CreamWare team!

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