

STS 2000 P

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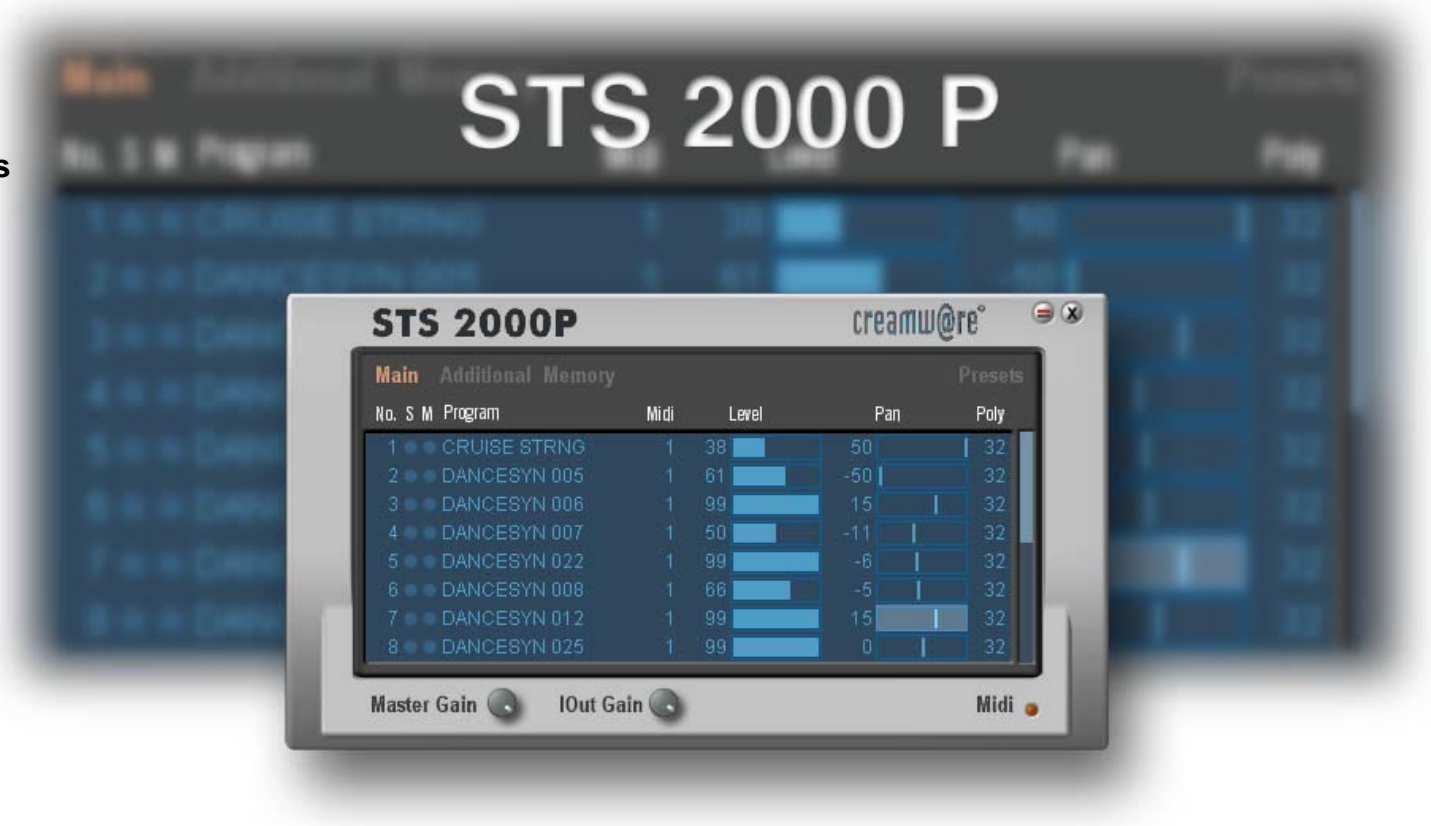
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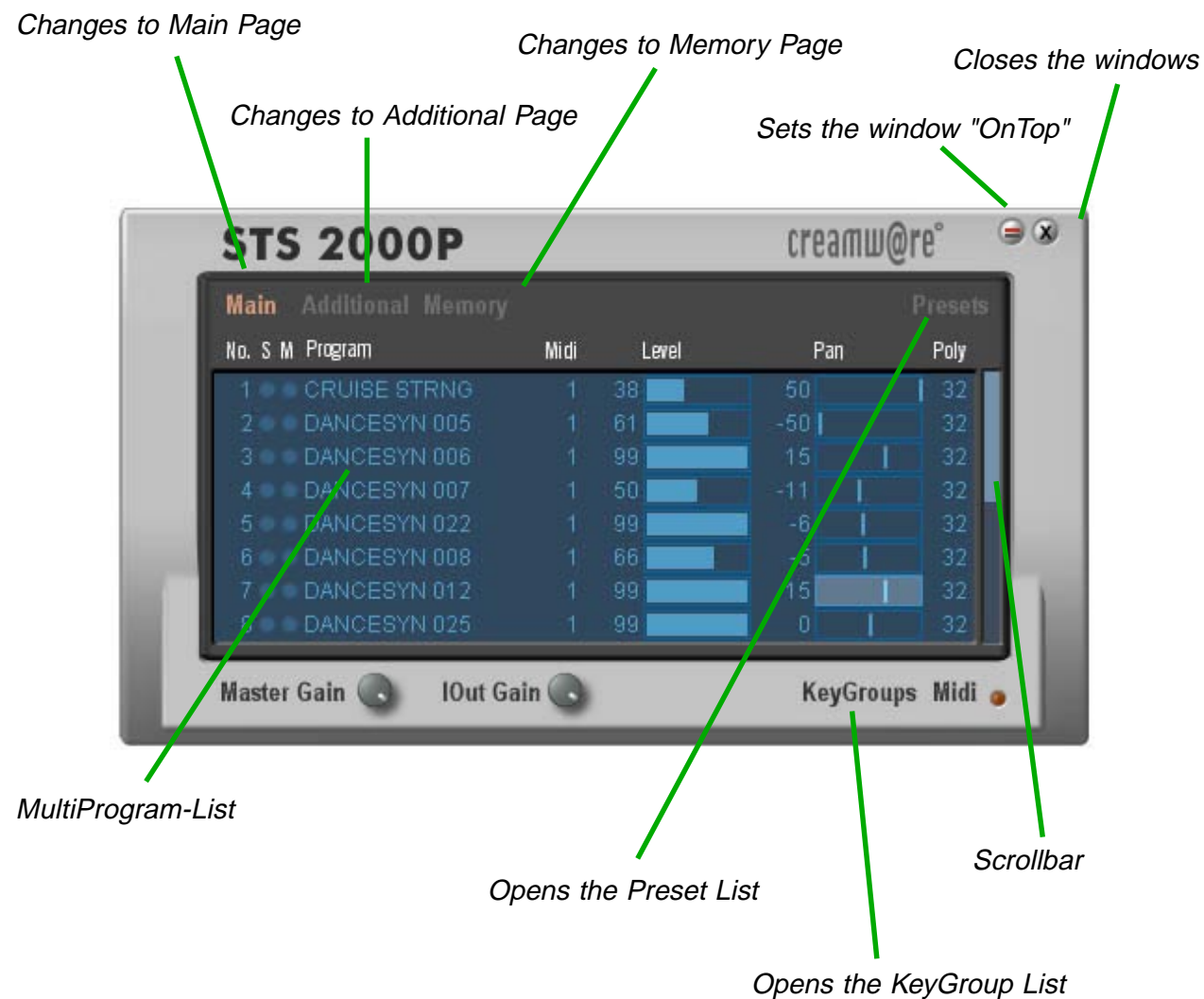
KeyGroup List



Foreword

The STS 2000 is a 16-part multitimbral sample player capable of generating up to 64 voices. Its voicing structure features two-pole low-pass filters. Otherwise, its playback architecture is the same as that of the other members of the STS family.

The STS 2000 can load Akai S1000 and S3000 programs as well as SoundFont programs. Via its eight individual outputs, you can route various instruments to separate mixer channels.



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 STS 3000 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.

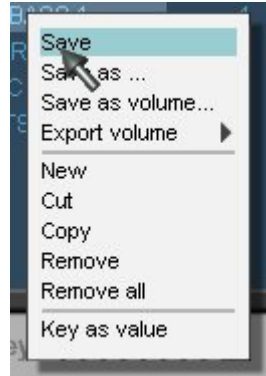
Use drag & drop to pull a program (indicated by a red keyboard icon) from the File Browser to one of the multi-program slots in the main panel. The program will be loaded and appear as selected in the program list.

To access the other Soundfont presets you must use the STS 3000 **Pool**.

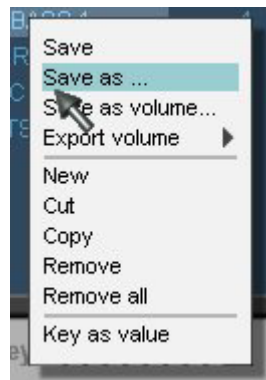
Saving Programs

As you have seen, an STS 2000 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.

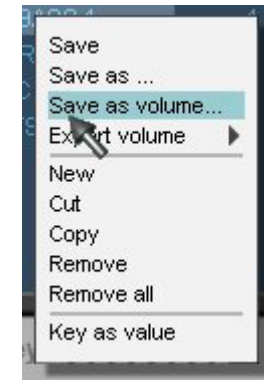
Use the multi-program list's context-sensitive menu (right click on a slot in the multi list) to save a program. The following menu appears:



Save: Select **Save** to store the program as an STS 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.



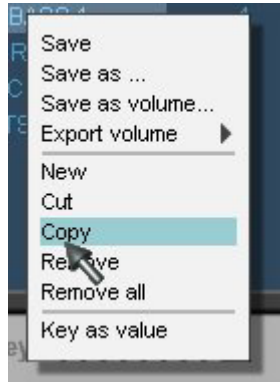
Save as: If you do not want to replace an existing program of the same name, use **Save as...** to store it under a new name or in a different directory.



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.

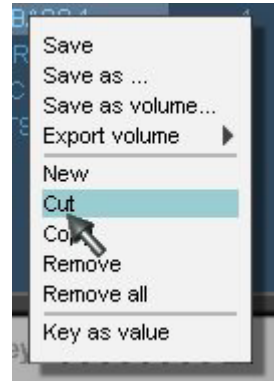
Copying Programs



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>. Change to the slot into which you want to insert the copy and press <Ctrl+V>.

Moving Programs

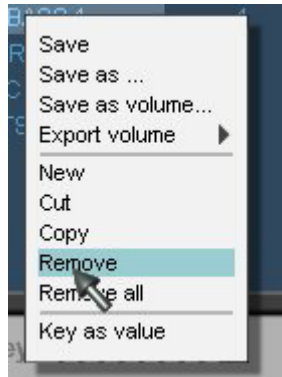


To move a program from one slot to another, right click on the program to call up the context-sensitive menu and select **Cut**. Select the new destination slot and right click to bring up the menu once more.

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>. Change to the slot into which you want to insert the program and press <Ctrl+V>.

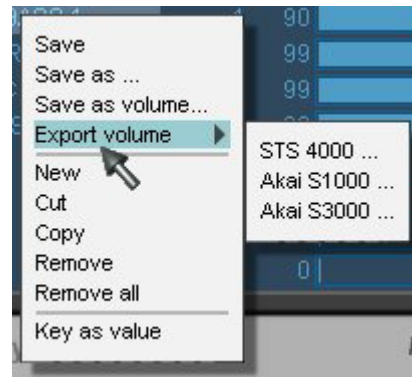
Deleting Programs



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 - **STS**, **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.

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.

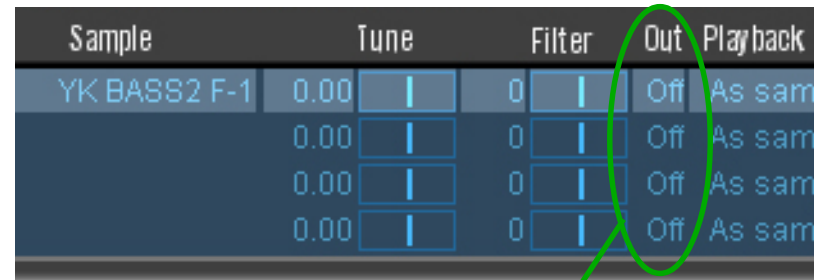
Midi: Selects this program's MIDI channel. This is the same parameter as the one found in the **Channel** field on the **MIDI** page in the **Program** drawer.

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 STS 3000, 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	<input type="checkbox"/>	Off	As samp
	0.00	<input type="checkbox"/>	Off	As samp
	0.00	<input type="checkbox"/>	Off	As samp
	0.00	<input type="checkbox"/>	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.

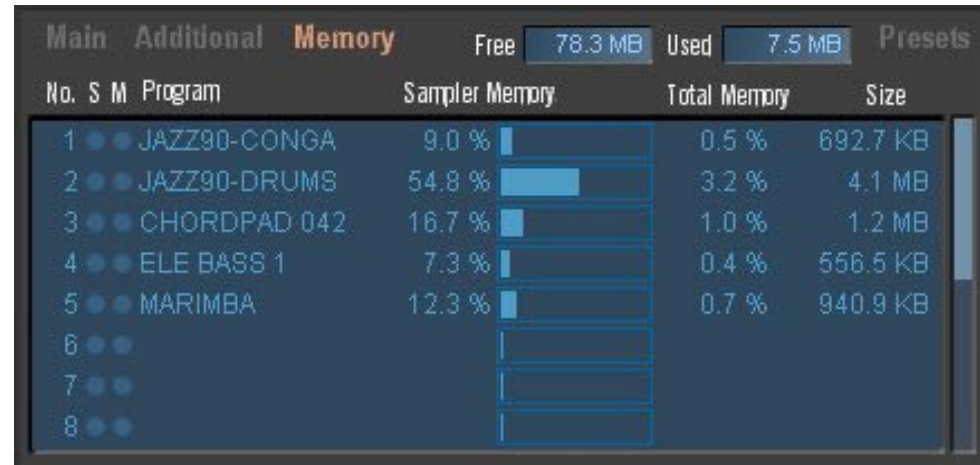
Memory Page

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 with their respective memory usage percentages and sizes. A vertical bar on the right side of the table indicates the relative memory usage of each program.

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.

KeyGroup List

Open the KeyGroup List in order to make changes to assignments to the individual outputs.

No.: Indicates the KeyGroup number.

Zone: Each KeyGroup can contain up to four zones. Each zone corresponds to an individual single sample.

IOut: Here you can set the individual output via which a zone is to be played. "Off" indicates that the zone is to be played only via the stereo outputs.

The IOut setting is not an absolute assignment to an individual output, but rather an offset which operates relative to other settings, as explained below.

If IOut is set to *Off* for a particular zone on the Additional Page and also in the KeyGroup List, no signal is sent to an individual output. If the program's IOut setting is now set to 1, then all such zones will be set to IOut 1 and sent to individual output 1.

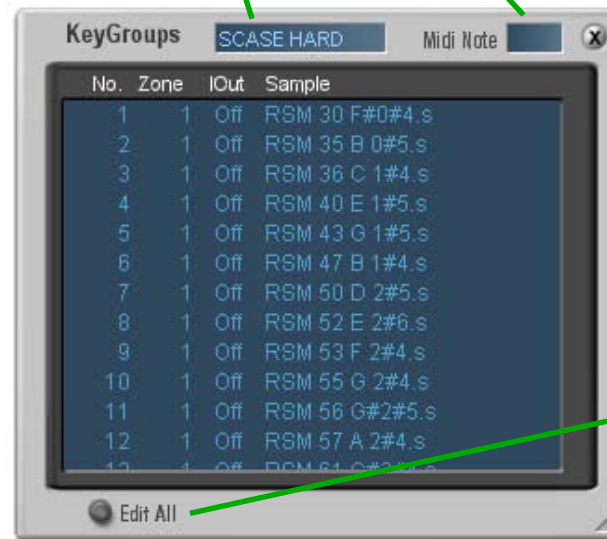
Programs created around stereo samples normally define two zones for each KeyGroup. Typically, in these

programs, pan position for each Zone 1 sample is set full left, for each Zone 2 sample full right. If the program is properly organized, then IOut is set to *Off* for all Zone 1 samples and to 1 for all Zone 2 samples. If IOut for the *program* is now set to 1, all *Off* zones are sent to individual output 1, and all 1 zones to individual output 2. The KeyGroup List always displays the *resulting* value and thus indicates the actual output being used for each sample.

Sample.: Indicates the name of the sample being played via a zone.

Indicates the selected program

Shows the last-played MIDI note



Activate Edit All when you wish to modify a value in all zones simultaneously.

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