

# The Sample Player



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# Overview

Opens Sample Player preset list



Loaded Program window

Deletes loaded program

Amp envelope offset controls (slide-out drawer)

The **Sample Player** can load and play complete **Akai S1000 programs** from S1000-format CD-ROMs. Via global offsets, it also allows you to modify amp envelope parameters contained within these programs.

(**Sample Player F** is equivalent to the "regular" Sample Player, but additionally allows modification of program filter parameters – and places correspondingly larger demands upon DSP capacity.)

Programs are loaded from an Akai format CD-ROM via drag-and-drop of program (**P**) files from the **File Browser** onto the **Loaded Program** window of the Sample Player. Switch off the **S** button in the File Browser to hide sample files, which cannot be loaded individually into the sample player. This will make the program files easier to find.

The **Remove** button unloads the displayed program from the sampler.

The Sample Players do not provide editing access to individual keygroup or sample parameters. The **Transpose** control affects everything in a program equally.

**Existing amplitude envelope parameters** are extracted from loaded programs and used by the Sample Players. These parameters can additionally be modified via global offsets which shift the corresponding settings in all amp envelopes up or down by the specified amount.

Naturally, if envelope *depth* settings in a program are set to minimum, or if envelope values in the program are set to one extreme or the other (or are not set at all), then modification of envelope settings via global offsets may produce little or no change.



# Additional Sample Layers



Opening this drawer gives you access to three additional windows into which programs can be loaded via drag-and-drop. Thus, up to four programs can be loaded at one time. Each window has its own **Remove** button.

All loaded programs play on the common MIDI channel in simple layered fashion. However, the envelope parameters from the additional programs are *not* used. Instead, the envelope parameters from the primary loaded program are applied to these layers as well (which is why they're called *Additional Sample Layers* rather than *Additional Programs*). The reason for this is as follows:

Akai programmers sometimes make use of the S1000's ability to have multiple programs active on the same MIDI channel by creating sounds whose various components are split into a set of separate programs (some of the sounds in the samples CD which accompanies Pulsar are of this type). These programs are intended to be simultaneously loaded and active in the sampler in order

to reconstruct the complete sound. Often, each of these programs incorporates velocity zone switching or some similar method to cause these programs to mesh smoothly with one another into a single coherent sound, instead of simply playing over one another.

Normally, these programs would all be loaded as a single volume. The purpose of the Additional Sample Layers is to compensate for the current inability of the Pulsar Sample Players to load complete Akai volumes. While the envelope parameters of the programs in the additional layers are substituted by those of the primary layer program, the keyboard mapping and velocity zone switching of the other layers *is* used in these layers. This allows such multiple-program sounds to be played properly by the Sample Players, as long as the envelope settings in all of the programs were more or less similar.

The results of this with randomly-combined programs depend completely upon the existing program keyboard and velocity maps, which are not editable in the Pulsar players. Only if the programs are preconstructed so as *not* to overlap one another on the keyboard will they be individually playable in separate MIDI note number ranges. Also, overloading and distortion is likely with programs combinations in which multiple layers produce sound at the same time. However, you can work around this situation by using more than one Sample Player at a time.

# Sampler Presets

Like other Pulsar devices, the Sample Players offer preset lists accessed via the **Preset** button. A sampler preset includes all front panel settings *and all loaded programs* as well. By using sampler presets, you can save yourself some File Browser work in the future, since the programs are reloaded automatically when you reload a preset. Keep in mind that sampler presets do not *contain* program files – you must have the CD in the drive for this to work.

Refer to the *Projects* chapter for info on using preset lists.

# Connections



Minimized (icon) representation