# SAMPLELORD 1.5

## User Manual

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KVR MEMBER: **DARKSTAR**

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# Welcome !

## Welcome

Congratulations and thank you for your decision to purchase Samplelord.
Here you will find extensive information about the features and functions of the program.

I hope you will create many great musical ideas with your new VST Instrument!
*Author, Włodzimierz Grabowski*

## About the Versions

There are several versions of this product:

**Samplelord VSTi Plug-in** – this version requires a software host with VST plug-in support. This version is a file with *.dll extension.

**Samplelord Standalone** – this version works as a stand alone application. It needs A MIDI input device and an audio ASIO driver. This version is the file with *.exe extension.

**Samplelord Demo** – allows you to test the software before buying. The Demo Version includes a regular periodic fade in/fade out added to the outputs and the maximum polyphony is 256 voices, other than that it is fully functional and allows you to test all features and functions in the software.

## Versions Comparison

| Version | Max. Polyphony | MIDI Channels | Demo Fade In/Out | Limited Options | Standalone Included |
|---|---|---|---|---|---|
| **Samplelord VST** | **2048** | **16** | **No** | **No** | **No** |
| **Samplelord Standalone** | **2048** | **16** | **No** | **No** | **Yes** |
| **Samplelord Demo** | **256** | **16** | **Yes** | **No** | **Yes** |

## Basic Software Requirements

- Windows XP or Vista operating system,
- VST Host application supporting VSTi plug-ins,
- Acrobat Reader to view documentation.

## Hardware Requirements

- Intel or Athlon processor with SSE instruction support,
- Hard disk with good transfer rate and fast access time for Disk Streaming use,
- Min ~128MB RAM and ~20MB memory on a hard disk for the installation files,
- The Standalone version needs a sound card which supports ASIO or MME drivers. An ASIO driver is recommended to get small latencies.

## Support & Contact

If you have any questions regarding to the software please contact me at info@samplelord.com or info@extranslator.com.

# Introduction

## What is Samplelord?

**Samplelord** Plug-in is a virtual software instrument created for easy and extremely powerful sample playback.

The Plug-in version requires a compatible VST host application such as Nuendo, Cubase, Sonar, Ableton Live, Logic, FL Studio or others etc.

With multi-timbral architecture it can work using 16 MIDI channels simultaneously and it provides 16 stereo outputs at the same time. You can create different settings for each of the 16 simultaneously playable channels of a unit to make a complete multi setup for your playback and sequencing. You can save that multi setup for use of other projects too.

## What is Samplelord Standalone?

**Samplelord Standalone** is a stand alone Windows application. It has the same features as the plug-in version but it requires a sound card supporting ASIO or MME audio driver and a MIDI input device. You do not need any additional software to run this version.

# Installation under Windows

## Software Installation *(Samplelord, Samplelord Bundle)*

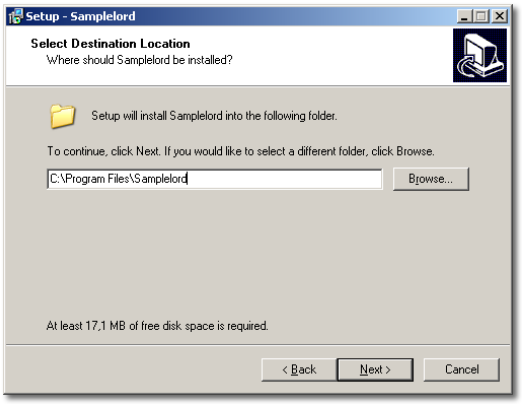
**Login to User's Download and enter your Registration Code:**
www.samplelord.com/register.html

**Download and unpack the setup and the license file into the same folder:**
SAMPLELORD_SETUP.ZIP → SAMPLELORD_SETUP.EXE
SL_*xxx*_LICENSE.ZIP → SAMPLELORD.LIC

**Run the installer from the setup file:**

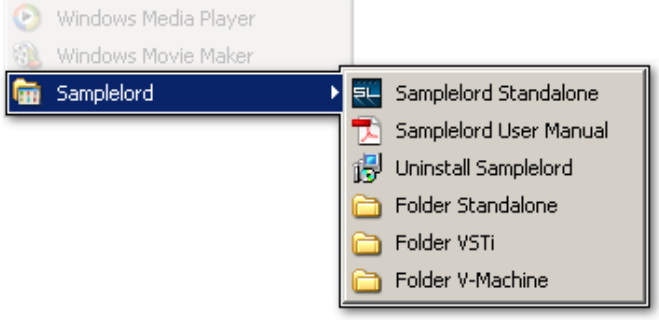
The Installer will ask for a main installation folder. It will install the main files of the application and standalone version into this folder.

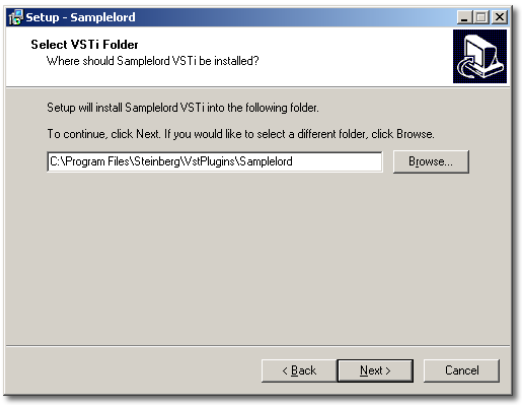
By default this is folder the **C:\Program Files\Samplelord** folder. On **Vista** systems it will install to **C:\Program Files (x86)\Samplelord**.




Then installer will ask for a VSTi folder, by default this is **C:\Program Files\Steinberg\VstPlugins\Samplelord** folder.

The Installer will also create some shortcuts in Start Menu items for quick access to Samplelord's folders:

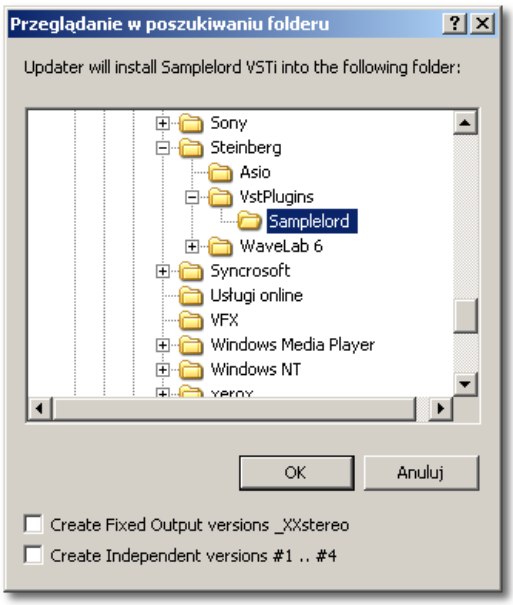


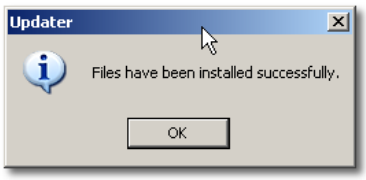



# Updating Samplelord *(Special versions)*

To update the software run the installer SAMPLELORD_SETUP.EXE.

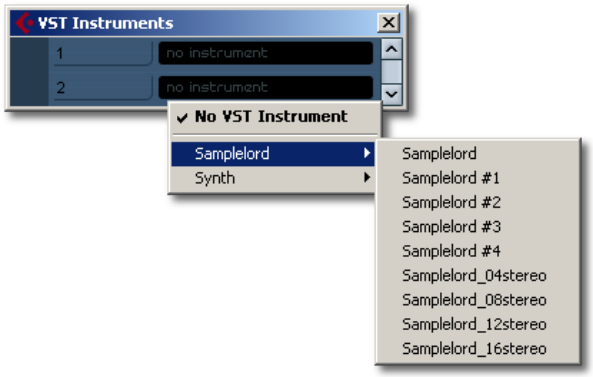
To update the software quickly or to install special versions described below download and run the **SAMPLELORD_UPDATE.EXE** installer. This Updater will install only the runtime and theme files.



**Advanced Users:**
If you want to create Samplelord's sub-versions for special purposes, there are two options to do that. These versions run as completely independent plug-ins and you can install them with SAMPLELORD_UPDATE.EXE.

**Create Fixed Output versions _XXstereo**: when you check this option, it will install additional Samplelord files so-called "Fixed Output" versions, then we will able to use different number of audio outputs in different Samplelord instances. Updater will add 4 files in Samplelord's folder and you will see an additional Samplelord's plug-ins.




- Samplelord_**04**stereo.dll
- Samplelord_**08**stereo.dll
- Samplelord_**12**stereo.dll
- Samplelord_**16**stereo.dll

**Create Independent versions #1 .. #4:** when you check this option, it will install independent instances of Samplelord. Each one has its own different VSTID, so it uses own memory resources . Updater will add 4 files in Samplelord's folder and you will see an additional Samplelord's plug-ins. These versions also can be used to work with independent settings like different number of outputs, different theme and customize settings.

- Samplelord **#1**.dll
- Samplelord **#2**.dll
- Samplelord **#3**.dll
- Samplelord **#4**.dll

*Example:*
*You use Samplelord to trigger drum samples on 4 audio channels with first instance and you use the second instance of Samplelord to play the orchestral sounds on the next 4 audio channels. Thus we save the processing power because we use only 8 audio channels (instead of 32 in case of using the "normal" versions). We use minimum number of audio channels needed for our project, and moreover we can set completely different settings for each instance.*

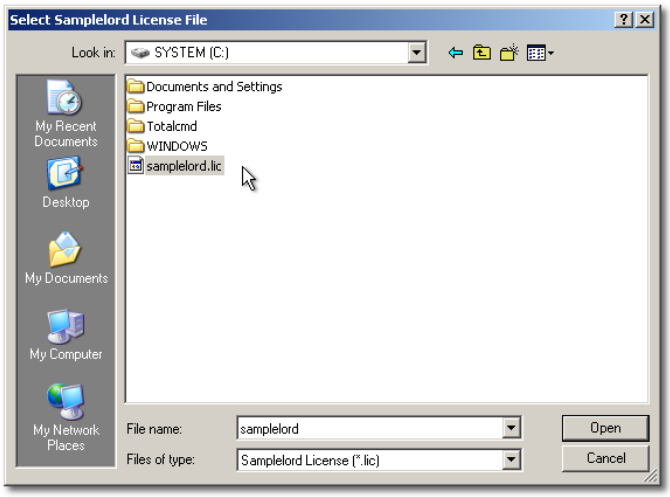
## Uninstalling Samplelord

To uninstall the software use **Uninstall Samplelord** command from Windows' Start Menu:
Windows: **Start Menu → Programs → Samplelord → Uninstall Samplelord**

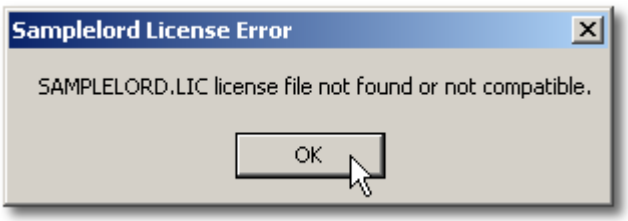
To uninstall software completely delete the SAMPLELORD folder.
Remember to save your files, bundles or samples which could be stored here if you may need them later.

# License File

The first time you run the software it will ask you about the license. This is a SAMPLELORD.LIC file downloaded and unpacked before. Select the license file with an open file dialog.




When software accepts the license you will see the Samplelord interface. If something goes wrong or there was an incompatibility problem with the license's version you will see an error message.



If you place the SAMPLELORD.LIC license file in the same folder as SETUP.EXE before installation the installer will install and copy this file automatically.

# Quick Start (Examples)

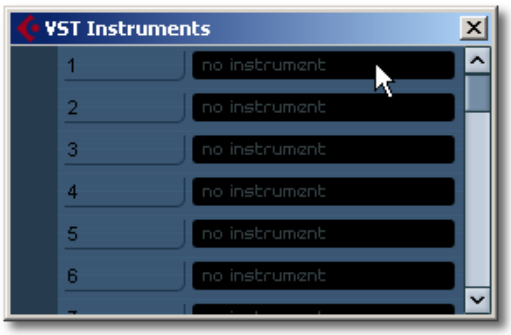
This chapter describes setting up the Samplelord as a VST Instrument in some host software products.

## Cubase Studio 4

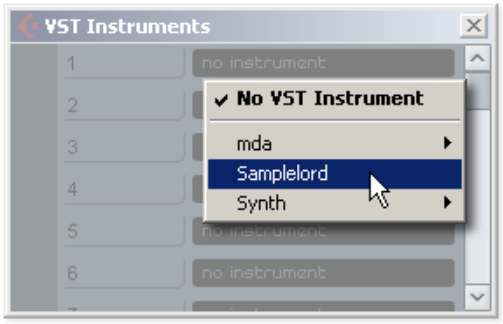
I assume that you have correctly set up Cubase software and your available MIDI and audio hardware.

Proceed as follows to activate Samplelord:

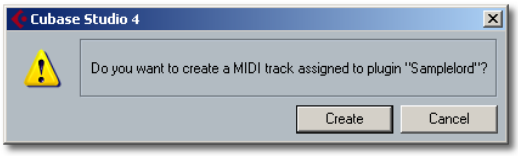
**1.** Open **VST Instruments** Panel or use **[F11]** shortcut:



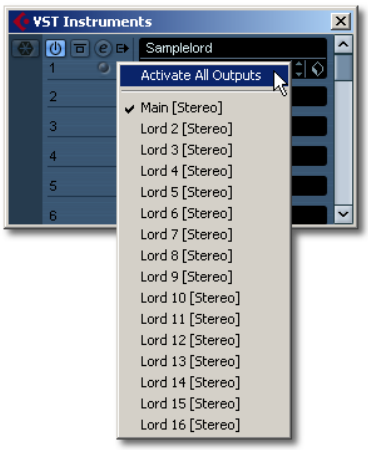

**2.** Choose Samplelord plug-in from a menu:




**3.** Choose **Create** if you want to create a new track automatically and assign the first MIDI channel to Samplelord or choose **Cancel** so you can assign Samplelord to the MIDI track manually:

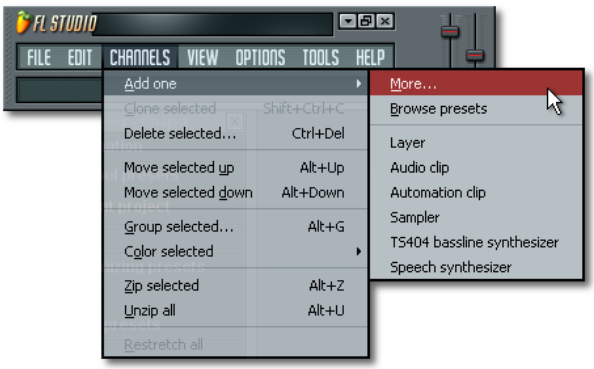



**4.** If you need all 16 audio channels remember to activate **All Audio Outputs** in VST Instruments Window. Otherwise Samplelord will operate on a single main audio output only.

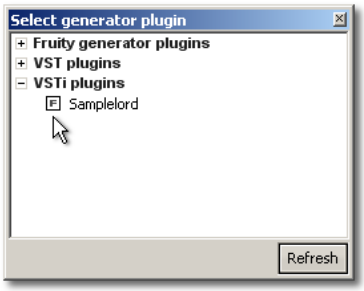


# FL Studio 8

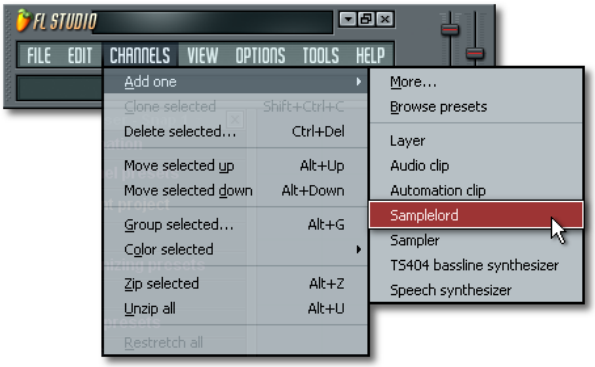
**1.** Open **FL Studio**, select **Channels → Add One → More...** menu command:




**2.** Check Samplelord item on the list; **[F] Icon** will appear:

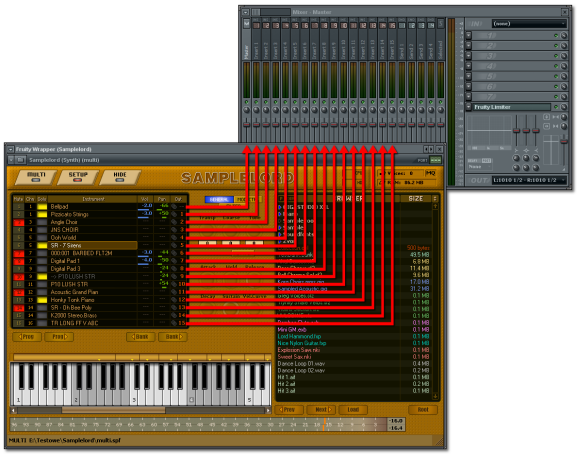



**3.** Create a new channel and select Samplelord from the plug-ins menu:
MENU: **Channels→ Add one → Samplelord**

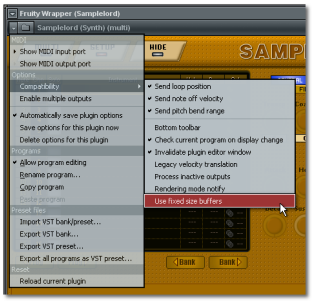



**4.** Check the **Enable multiple outputs** option in FL Studio's plug-in menu if you plan to use all 16 channels:

When the **Enable multiple outputs** option is enabled, each channel is routed to corresponding inserts of FL Studio, then we can apply insert effects and send effects to the individual Samplelord outputs.



Checking **Use fixed size buffers** on the compatibility submenu is not recommended because it produces less accuracy of MIDI timing.

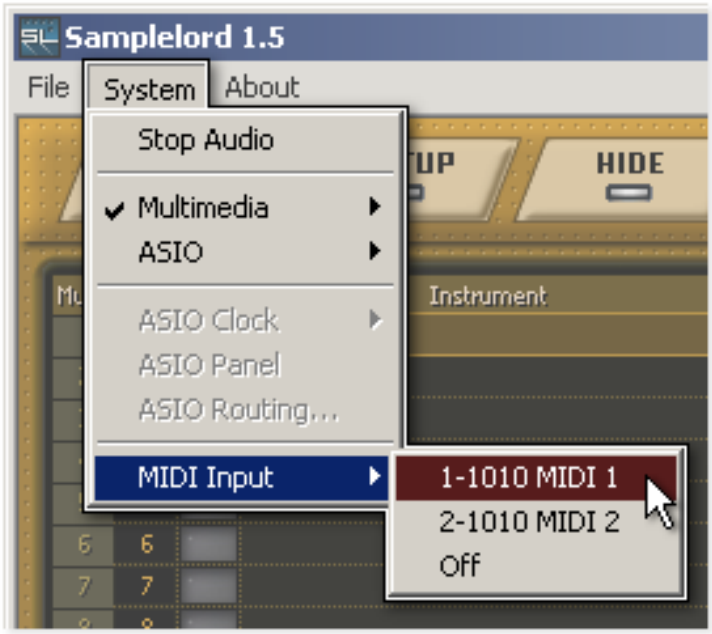


# Standalone Mode

**1.** Run **Samplelord.exe** from a Desktop shortcut or from the Start Menu shortcut.

**2.** Set **ASIO Driver** in the Standalone Application's MENU:
**System → ASIO → Sound Card ASIO Driver Name:**

**3.** Set **MIDI Driver** in the Standalone Application's MENU:
**System → MIDI Input → MIDI Port Name**




**4.** If configuration was accepted, the Application's **Status Bar** will show the CPU load and the, currently selected ASIO and MIDI driver:

# The User Interface

## Instrument Panel

**The Instrument Panel** (on the left-hand side) has 16 Instrument parts shown as 16 separate rows. For each part you can assign a different MIDI input channel or Audio Output or both. You can assign the same MIDI channel to more than one instrument to play these instruments with the same MIDI notes. You can also route each instrument to an independent Audio Output or route some or all parts to common Audio Outputs.

### Mute and Solo

Left Click on **Mute Column** disables a MIDI channel (highlighted state)
Left Click on **Solo Column** activates a MIDI channel for solo audition (highlighted state):
**Mute** is highlighted by a Red button, while **Solo** is represented by a Yellow in the default setup. You can reverse these colors in MENU: **Setup → View → Mute Color: Red/Yellow**.

You can activate **Mute** and **Solo** buttons together so when they are switched together on the same channel **Mute** has priority and it overrides **Solo**.

## MIDI Channel

The MIDI Channel value allows you to assign a different MIDI Channel to a part.
**Left Mouse Click** on this column opens an additional menu with a channel selector.

## Instrument

This area displays the sounds loaded for each part. You can load single patches, audio files, bank or collections here. You can move up or down through the instrument parts using the Cursor **Arrows** and with **Left Mouse Click** you can select a part. **Double Click** on selected part opens a Load Instrument Dialog (see below).

The currently-selected part is highlighted and the format of the text shows what category of instrument is loaded

Empty part

Selected part

Single instrument, this part contains only one program

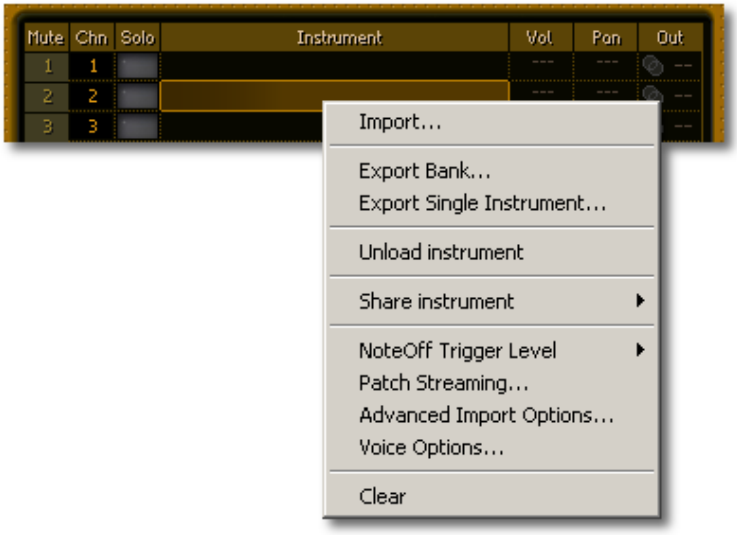
Shared instrument, this part contains a link to another instrument in a project

Bank or Collection, this part contains set of many programs

Bundled instrument, this instrument was saved in the Samplelord Multi Bundle Format to load quickly.

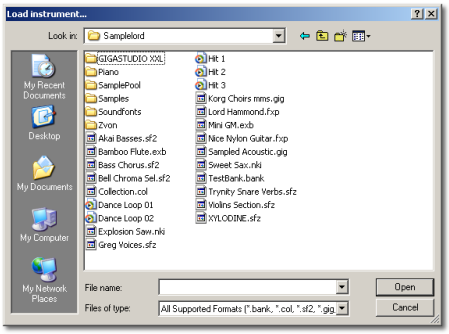
## Instrument's Menu

**Right Mouse Click** on an Instrument part opens an additional menu; here we can do several operations on the instrument.




## Import...

Loads a sound file by selecting it from Windows Open File dialog. We can Load one instrument at a time.




## Export Bank...

You can use this command to export a single instrument from a Bank or Collection as a Samplelord Bank.

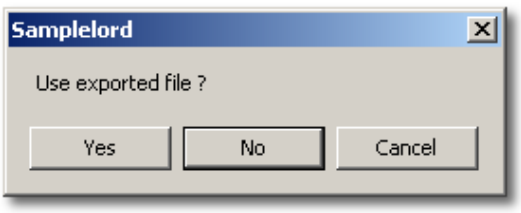
## Export Single Instrument...

Exports the selected instrument as a single Program in Native Samplelord Format.

During Export of Bank or Single Instrument a popup message window will ask what to do with a file:

**Yes** Exports a file and replaces the existing file in a project with the newly created file.

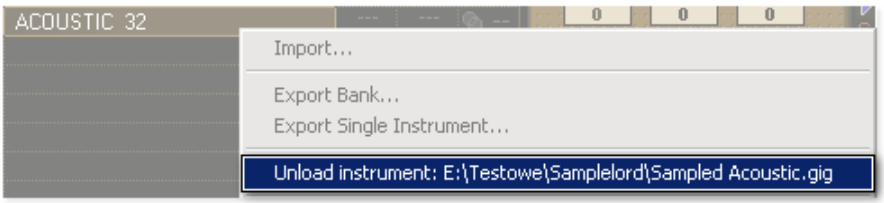
**No** If you just need to export this file for future use or for editing in other software such as Extreme Sample Converter for editing.




**Cancel** Cancels the export operation.

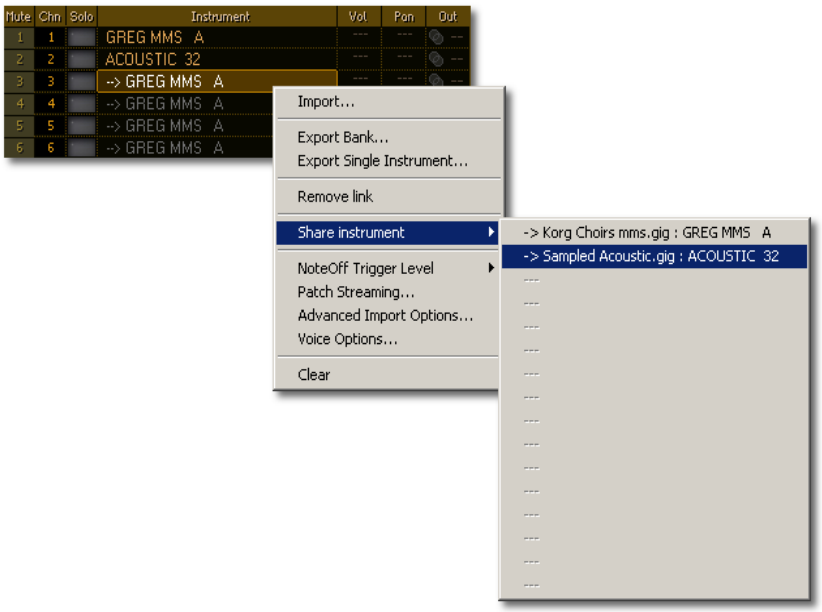
## Unload Instrument

Removes the instrument and any links to this instrument If you have this instrument linked from other parts those parts will be changed to empty. Also this menu displays a path to the currently used file in this part so here you can check exactly which file is in memory.




## Share Instrument

This feature is designed to use the same instrument in multiple parts (with different settings). The Share Instrument's menu contains the list of currently loaded sounds so we can link only to the files that have been loaded already.




## Remove link

Removes a link to instrument that was created with Share Instrument command.

## Note Off Trigger Level

This menu contains settings for the volume level of playback when the sample is triggered by note off.

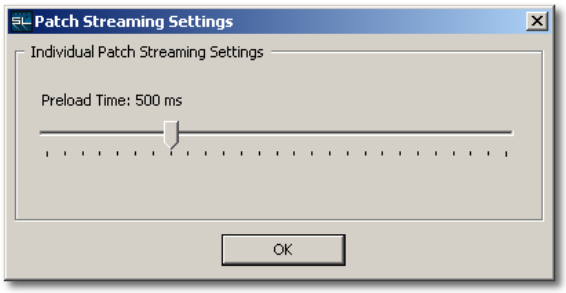
**Amplitude** – is the most advanced method and it gives the best results, it uses real-time audio level monitoring. Note off sample is adjusted to the latest level played by Note On. This method gives very smooth transition between Note On ending and Note Off beginning.

**Env.Decay** – uses the level from decay envelope to trigger Note Off sample.

**As Sample** – plays note off sample with default volume.

## Patch Streaming…

This command opens an additional window **Patch Streaming Settings** where you can set individual preload time of loaded patch.

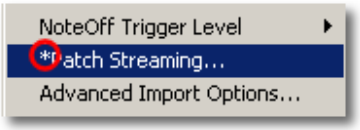



Global Disk Streaming - it uses preload time settings defined globally via MENU: **Setup → Disk Streaming.**

OFF - disables Disk Streaming for this patch completely.

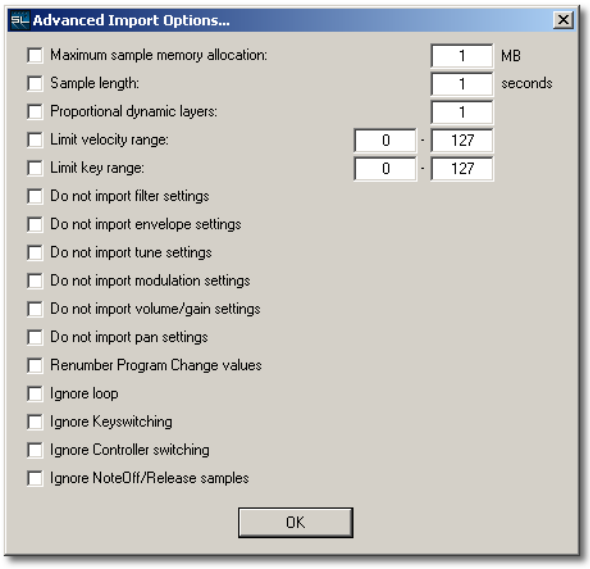
0 ms .. 60 sec. - sets preload time in selected time interval

If you set Patch Streaming an asterisk on this menu will indicate that this option is active:

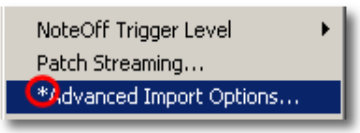



## Advanced Import Options...

Opens a new window with the individual import settings to be used when loading an instrument into a part. The settings are applied to all the samples and patches in a bank.




If you change any option in the Advanced Import Options window an asterisk on this menu item will indicate that this option is active:



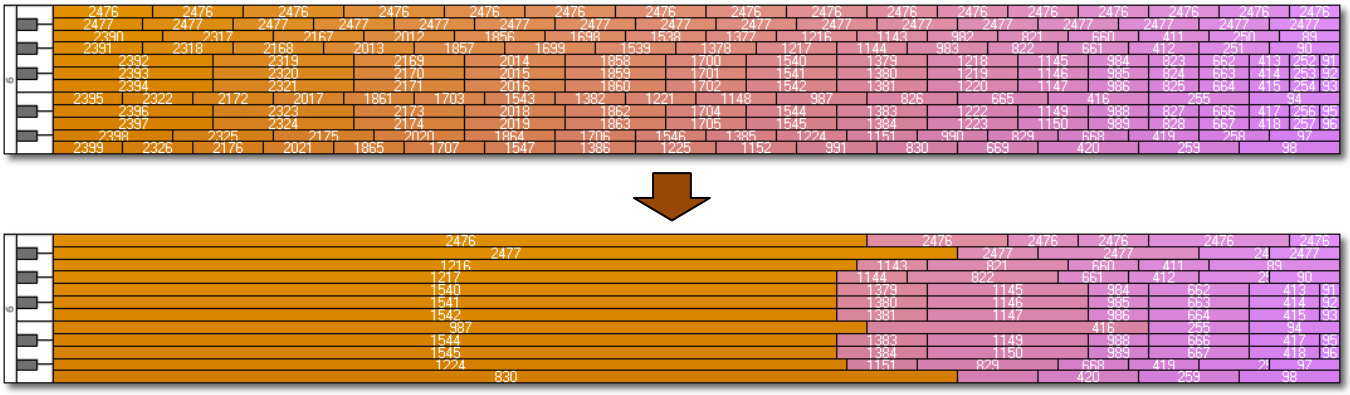

**Maximum sample memory allocation**: defines the maximum amount of [MB] memory to be allocated for the samples. The rest of the samples which did not fit into this size are streamed from disk. With this setting you can balance between memory use and hard disk access for the specified patch.

**Sample length:** trim samples to specified length in [seconds]. For example for long piano samples when you do not need their long decay you can trim it. After the sample is trimmed a small 10ms Fade Out is applied at the end of the sample to eliminate pops. Fade out is applied only to non looped samples.

**Proportional dynamic layers:** this option reduces the number of velocity layers. It divides the velocity

zone map into regular intervals. Sometimes we do not need hundreds of dynamic layers included in the specified key *(especially when we could never play the samples at very low levels)* so we can limit the patch to the specified region. In this way we can save some memory. You can combine this option together with Limit Velocity Range. By default it works in the 0 – 127 velocity range.

Example of using **Proportional dynamic layers** together with **Limit Velocity Range:**
**Proportional dynamic layers:** 10
**Limit Vel Range** 64 – 127



**Limit Velocity Range**: loads only samples within a specified velocity range, samples outside this range are not loaded and unassigned places on the map are filled with existing samples.

**Limit Key Range**: loads only samples in the specified key range, samples outside this range are not loaded.

**Do not import filter settings**: it does not load Filter Resonance and Filter Q settings from the patch.

**Do not import envelope settings**: it does not load amplitude and filter envelope settings AHDSR *(Attack, Hold, Decay, Sustain, Release)*.

**Do not import tune settings**: it does not load Pitch and ScaleTune parameters.

**Do not import modulation settings**: it does not load Mod parameters.

**Do not import volume/gain settings**: it omits Volume and Gain info.

**Do not import pan settings**: it omits Panorama settings.

**Renumber Program Change values**: it changes Program Change numbers corresponding to the patch ID of the bank.

**Ignore loop**: it omits any loop information, so the sample plays back from the beginning to end.

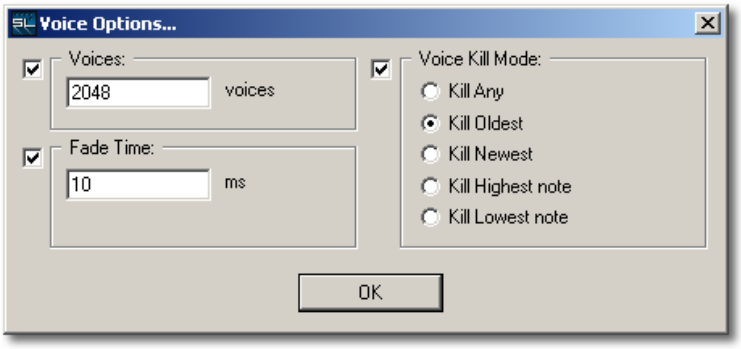
**Ignore Keyswitching**: it omits keyswitching settings.

**Ignore Controller switching**: it omits switching via controllers.

**Ignore NoteOff/Release samples**: it does not load Release Samples used to triggering Note Off samples.

# Voice Options...

Opens the **Voice Options...** dialog for setting voices *(polyphony of instrument)*. These settings **overrides** voice settings inside the internal patch. Here we can create a e.g. a MONO instrument and decide how the recently played notes will be removed before it will make a room for a new sample.
To use any of this option you need to activate it, by default options are disabled.



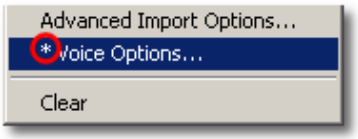

**Voices** – adjusts the maximum number of voices that can be played by an instrument. If a Sample is triggered and the maximum voice count has already been reached Samplelord releases existing voices to make a room for a new voice.

**Fade Time** – adjusts how long a killed voice will fade out before it disappears. The fadeout length is specified in milliseconds.

**Voice Kill Mode** – sets what action Samplelord should take to voices which do not fit in specified **Voices**: limit.

- Kill Any takes first free voice and applies a fade out on it,
- Kill Oldest the oldest, still playing voice is removed,
- Kill Newest the most recently played voice will be fade out,
- Kill Highest Note voice with the highest pitch will be cut off,
- Kill Lowest Note voice with the lowest pitch will be cut off.

If you change something in this window an asterisk (*) is added which inform you about modifications in this window.

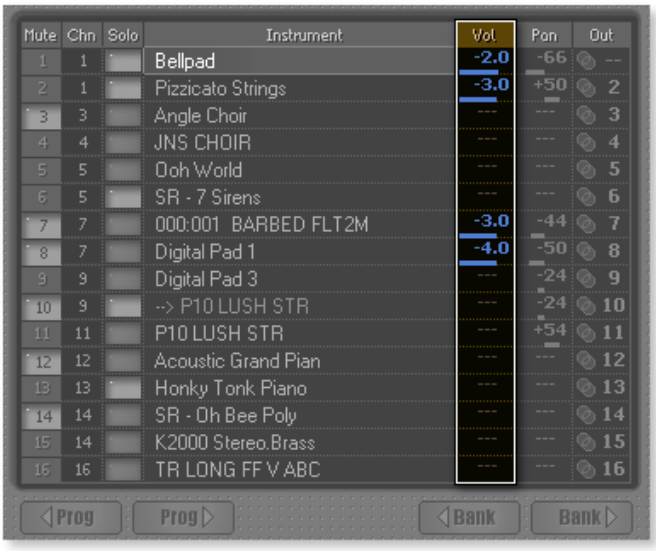



# Clear

Resets settings and edit options of selected part but does not remove the loaded instrument.

## Volume

The volume level *(CC#7)* of each Instrument part's audio output can be adjusted. These adjustments are applied smoothly in real-time on the audio outputs.



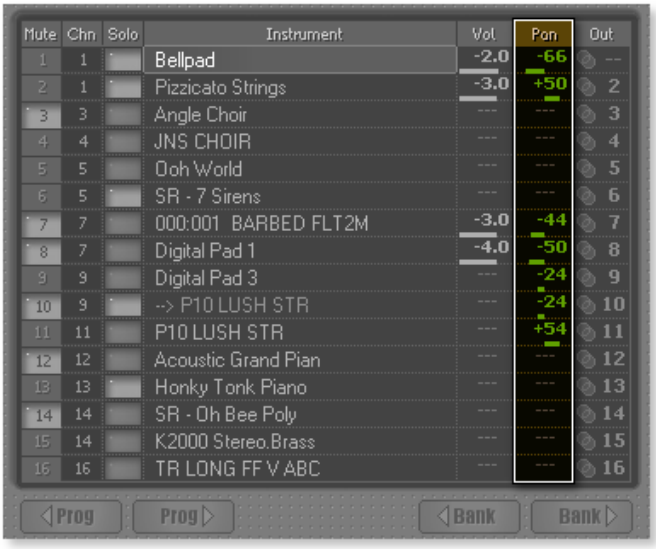

Volume's Cursor:

To change a Volume level click in the **"Vol"** column of the corresponding Instrument part. Drag the mouse vertically to increase or decrease the volume level. Volume Level changes are applied in real-time to the stereo outputs. The Volume Level is set in real [dB] units ranging from -60.0dB .. 0dB .. +12.0dB in 0.1dB steps.

By holding **[CTRL]** key and mouse click you can set volume to the default, 0dB.

## Pan

The pan position *(CC#10)* of each Instrument part's audio output can be adjusted. These adjustments are applied smoothly in real-time on the audio outputs.




Pan's Cursor:

To change a Pan position click on the **"Pan"** column of the corresponding Instrument part. Drag the mouse vertically to increase or decrease pan position by 1% steps. Pan changes are applied in real-time to the stereo outputs. Pan is set in a range of -100 (Left) .. 100 (Right) position in % units

By holding the **[SHIFT]** key during mouse-drag, changes to pan are applied in steps of 0.1% steps.

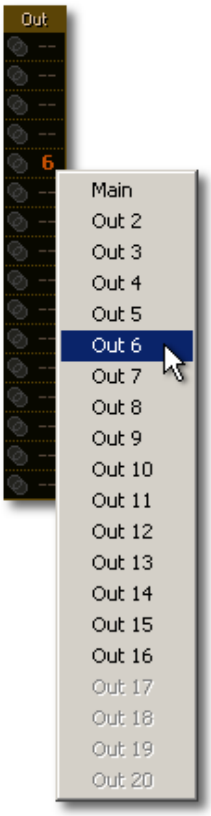
By holding **[CTRL]** key and mouse click we set pan to the center position.

We can adjust the smoothness of these parameters in the Multi menu:
MENU: **Multi → MIDI Ctrl Automation...**

## Out

Outputs are used to route instruments to separate audio channels. It is very useful when you want to apply insert or send effects for individual instruments in the mixer of host software.

Note: SAMPLELORD does not have any built-in effects.




To select an audio output, click in the **"Out"** column of the corresponding Instrument part. You may route more than one instrument to the same audio output channel to send a group of instruments to the same set of effects in your host. It is also possible to route the same instrument to more than one audio output using share mode *(we can share instrument on other channels by using Share Instrument menu command)*.

The number of outputs enabled in this menu depends from the number of configured Stereo Outputs and this can be set in the MENU: **Setup → Stereo Outputs**.

## Buttons

The **Prog** and **Bank** buttons are used to select a Patch from the loaded file. These buttons work only when we load so called "bank" file which includes set of numbered programs inside so we can switch between internal patches.

→ Program Change command, selects previous Program/Patch

→ Program Change command, selects next Program/Patch

→ Bank Select command, switches to the previous bank inside file

→ Bank Select command, switches to the next bank inside file

You can also use **[-]** and **[+]** keys on the keyboard numeric pad to select the previous or next Patch.

Notation:
**000** – the first group of digits indicates the Bank Select number,
**001** – the second group of digits indicates the Program Change number.

These file formats supports a "bank" feature *(that is, a set of numbered programs inside the file)*:

- **SoundFont *.SF2**
- **Giga *.GIG**
- **EmulatorX *.EXB**
- **Native Samplelord's Bank *.BANK**
- **Native Samplelord's Collection *.COL**

Bank Select and Program Change values are sorted according to the bank and then program number. Drum Kits are sorted to the end of list and they usually have a Bank Select value of 128.

# Edit Panel

**The Sound Edit Panel** contains a number of sections to control different groups of parameters. When adjusting the knobs, the default parameter values of the selected instrument are overridden (changed). *(the default parameter values are set when loading an imported instrument)*. Using the commands of the "Multi" menu the Sound Edit parameters can be saved to a separate multi file (*.SPF) or to a bundled multi (*.SBN). When using SAMPLELORD as a plug-in, the parameters will also be saved by the host in its audio project.

To switch between the Edit Panel sections click on one of these three buttons:

Sound Edit parameters are edited by dragging the mouse vertically.

**Left Mouse Click** + **Mouse Up or Down** on a knob changes a parameter's value.

**By holding the [SHIFT] key the** changes are done in smaller steps.

**By holding the [CTRL] key** + **Left Mouse Click** on a knob activates or deactivates a changes. For three dials Transp, Coarse, Tune deactivation restores a sound parameter to its default value.

Parameter is not changed and shows the default parameter value via semi-transparency.

Parameter is active and changed, thus overriding the Sound Preset's default parameter value:

Parameter is being edited:

The **Transp** knob has additional increment/decrement modes:
**Left Mouse Click** shifts down by 1
**Right Mouse Click** shifts up by 1

## "General" section

**Transp:** (MIDI Transpose) transposes incoming MIDI notes in semitones, range: -60 .. 60 semitones. It also visually shifts zones in the instrument preview *(above the Virtual Keyboard)*.

**Coarse:** transposes an instrument by pitching audio, range: -12 .. + 12 semitones.

**Tune:** fine tunes the samples, range: -50 .. +50 cents.

**No pitch:** disables all default and imported instrument tunings that is sample coarse, sample tune, instrument coarse, instrument tune, zone coarse and zone tune.

**Attack:** overrides instrument's default Amplitude Envelope attack time, range: 0 .. 50 seconds.

**Hold:** overrides instrument's default Amplitude EG Hold time: range: 0 .. 50 seconds.

**Release:** overrides instrument's default Amplitude EG Release time, range: 0 .. 50 seconds.

**Decay:** overrides instrument's default Amplitude EG Decay time, range: 0 .. 50 seconds.

**Sustain:** overrides instrument's default Amplitude EG Sustain level in real [dB] units, range: -96 dB .. +0 dB.

**Vel. Curve:** sets instrument's Amplitude EG Velocity Curve smoothly, in range: 0.0 .. 6.0
(0) means constant velocity, (1) means linear curve (2) means an exponential curve (default setting)

## "Filter" section

**Cutoff:** overrides instrument's Filter Cutoff Frequency in real [Hz] units, range: 50 Hz .. 20000 Hz. default

**Q:** overrides instrument's default Filter Resonance in real [dB] units, range: +0 dB .. +20 dB.

**No Filter:** this switch disables the Filter, Filter Envelope Generator settings and Filter Velocity settings.

**Attack**: overrides instrument's default Filter EG Attack time, range: 0 .. 50 seconds.

**Hold:** overrides instrument's default Filter EG Hold time, range: 0 .. 50 seconds.

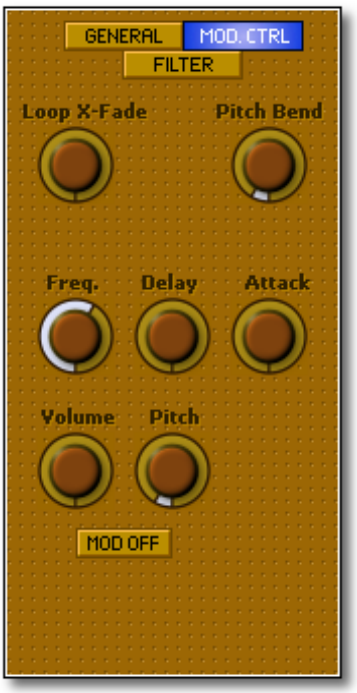
**Release:** overrides instrument's default Filter EG Release time, range: 0 .. 50 seconds.

**Depth:** overrides instrument's default Filter EG Depth, range: -100% .. +100%. Value '0' and center position of this knob means that Filter Envelope Generator is not used.

**Velocity:** sets a Filter EG Velocity Curve, range: 0.0 .. 1.0; this is used to change the Filter Cutoff Frequency with Note Velocity.

**Vel. Start:** sets a Filter Envelope Generator Velocity Start Point; when pressing a note, its Velocity changes the Filter Frequency. A value '0' means that the curve is working over the full velocity range of 0 .. 127.

## "Mod. Ctrl" section




**Loop X-Fade** - softens the transition between the end and the beginning of the loop, range: 0 .. 2000 [samples]. This option works globally on all samples of the currently selected instrument.

**Pitch Bend:** sets a Pitch Bend range from 0 to 24 semitones.
Value '2' semitones is the default value.

**Freq.:** sets a modulation frequency (vibrato/tremolo speed) in real units, range: 0.001 Hz .. 50.0 Hz.

**Delay:** sets a modulation delay, range: 0 .. 50 seconds.

**Attack:** sets a modulation attack, range: 0 .. 50 seconds.

**Volume:** sets a volume range control (tremolo) using the modulation wheel (CC#1) in real [dB] units, range: 0 dB .. +12 dB.

**Pitch:** sets a pitch range control (vibrato) using the modulation wheel (CC#1), range: 0 cents .. +1200 cents.

**Mod Off:** is a three-state button, when **MOD OFF** is highlighted it does not respond to External Modulation Controller (CC#1 - often the Mod Wheel on your keyboard), when **LFO** is highlighted it activates an internal vibrato mode instead of Modulation.

Some patches have controller switching inside based on the Modulation Controller value. In this situation we have to turn off Modulation because we can't control modulation and use controller switching at the same time. Samplelord's sets MOD OFF automatically when it finds modulation controller switch inside the patch.

# Browser Panel

The **Browser** is used to view, open and drag sound files into the instrument parts. It has a tree structure based on the file structure on your hard disk. You can browse through one disk partition at a time, but there are shortcuts to switch between different disk partitions on a hard disk. Only files supported by Samplelord are shown in this window. There are different colors used for each file format for easy navigation through different formats.

Icons used in the Browser are:

folder

opened folder

selected folder

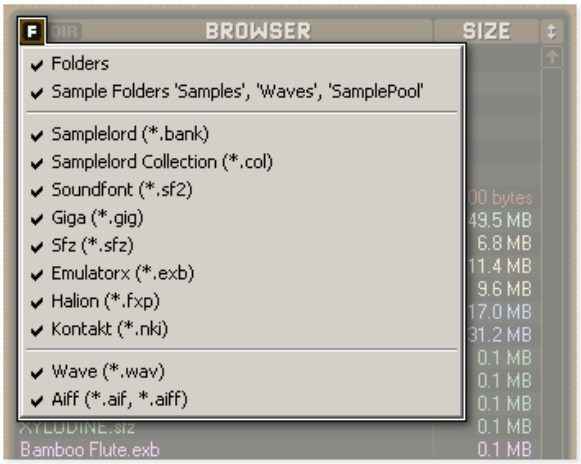
opened selected folder

empty folder

program inside selected bank

## Filter “F”

The **Filter** menu can be used to customize view of files and folders in browser.

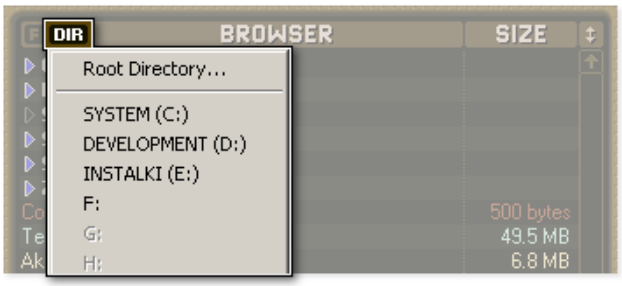


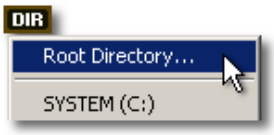

To filter some file types which you do not want to be shown in a browser click on the icon and from menu deselect a folder or file type.

A highlighted state of the **F** icon means that you have made some changes here:

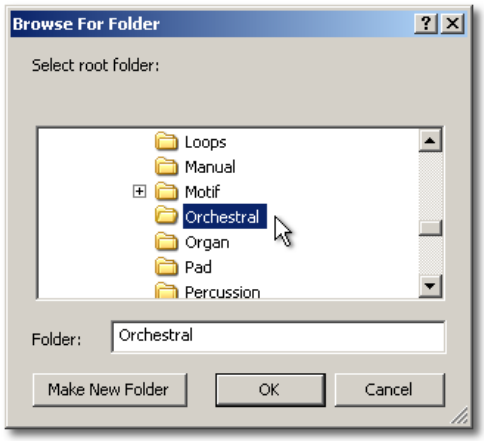
## Directory “DIR”

By clicking on **DIR** icon an additional menu appears. Here you can select a particular hard disk's partition or folder for browsing.




Clicking on menu **"Root Directory..."** a new dialog window appears and here you can select a particular folder for browsing.



Samplelord uses a temporary snapshot to store the directory tree, so that every time you select an instrument it switches the Browser to the patch's location for easy file finding. These snapshots work only for the program session during which you loaded the patch.

## Navigatione

There are several shortcuts available in the Browser window which will help you navigate through folders, banks and programs.

To navigate click somewhere on the **Browser** panel to select it and it will highlight the currently selected

folder. We can also switch to this panel from the Instrument panel by pressing the **[Tab]** key.

Some keys may be dependent on the host capabilities and some keys may be not available inside Samplelord's window because the host application may use the same key (shortcut) for its own purposes.

The **[Tab]** key switches between the Instrument and Browser panels. If this key conflicts with a host's Tab key you can disable it in the Setup menu: **Setup → Key Commands → Tab → Off**

Finally you can disable all key commands and release these keys for the host.
MENU: **Setup → Key Commands → Off**

**[Home]** key sets cursor to the top item

**[End]** key sets cursor to the bottom item

**[Left]** arrow key collapses a folder or closes a bank when a bank is selected.

**[Up]** arrow key selects the previous item.

**[Down]** arrow key selects the next item.

**[Right]** arrow key expands a folder or opens a bank to access to its programs.

**[+]** key on the keyboard numeric pad selects then next entry and loads the file or program to the currently selected instrument part in the Instrument Panel. Holding **[+]** key will move quickly through items. When you release the key, it loads the file or program into the currently selected Instrument part.

**[-]** key on the keyboard numeric pad selects the previous item and loads the file or program to the currently selected Instrument part. Holding **[-]** key will move quickly through items. When you release this key it loads the file or program into the currently selected Instrument part.

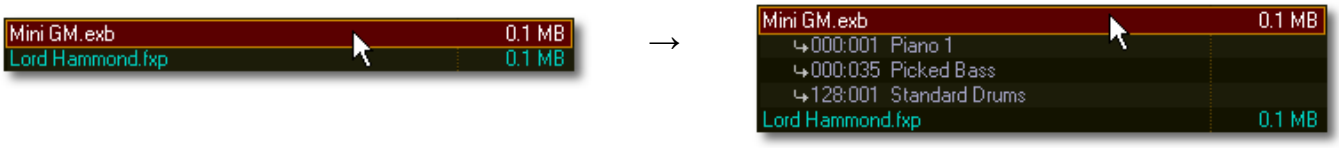
**[Page Up]** scrolls view to the previous page.

**[Page Down]** scrolls view to the next page.

**[Enter]** key loads currently selected bank or patch. But when using the plug-in version this key may be reserved for host use so using this key is dependent from the host possibilities. If this key conflicts with a host's Enter key you can disable this key in Samplelord by checking this option in the Setup menu:
MENU: **Setup → Key Commands → Enter → Off**

To open a folder click on the name of folder, to close folder click on its name again:

If you want to view bank's content click on the name of bank, to close a bank click on its name again:



To load a bank or patch quickly you can use **Double Mouse Click** on the selected bank or patch.

## Drag & Drop

You can also use a **Drag & Drop** method to move the selected bank or patch from the Browser to the instrument part. A Drag operation is marked with a special icon.

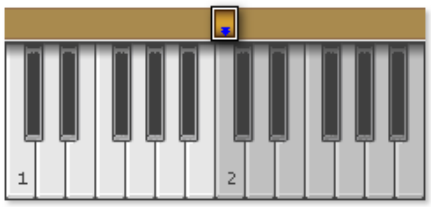
When you drag a file onto the first part, then it automatically creates links so the same file will be shared by all 16 parts. Thus you can load one GM sound bank containing a set of programs and operate it as a Multi-timbral instrument allowing playing through all 16 channels.

## Quick Mapping

Samplelord provides a quick method for building a sound set from existing audio files (in ***.WAV** or ***.AIFF** format). To do this use **Drag & Drop** method to drag the audio file from the browser and drop onto selected key on the virtual keyboard.

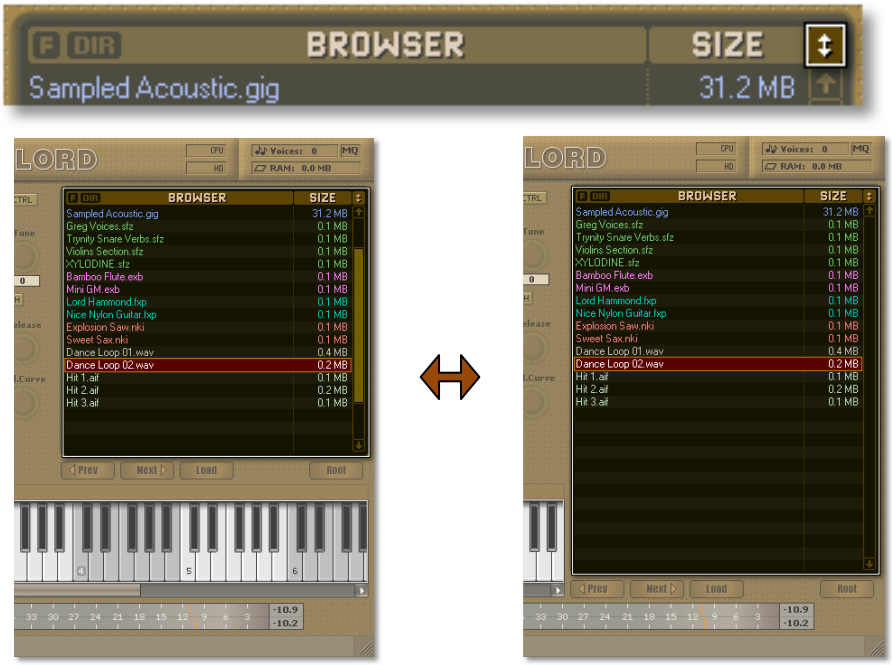
You can add more audio files to the same key and create dynamic sounds which responds to the velocity. When you add two audio samples they will split velocity range twice. When we add three samples on a key a three velocity splits will be created. Velocity regions are created in a regular length.
Each new velocity region is started at low point of a key and existing samples are moved into high part of key.

A zone display above the keyboard gives information how many samples have been assigned to the same root key.



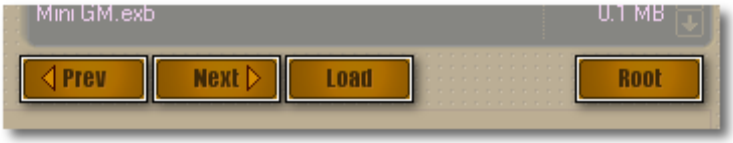

## Customize

By clicking on the arrow icon on the menu bar of the Browser you can select either of the two available layouts of the Browser: large *(next to keyboard)* and small (*above the keyboard)*.




## Buttons

The **Browser** contains a set of buttons for easy access to some functions.



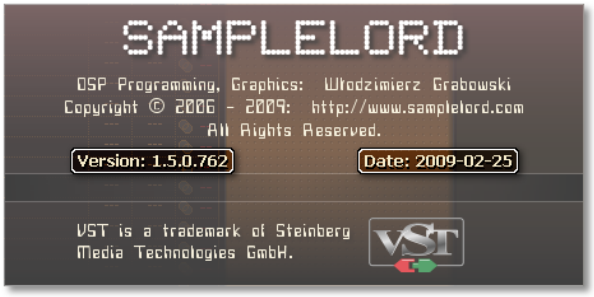

**Prev** – loads the previous patch or bank from the Browser.
**Next** – loads the next patch or bank from the Browser.
**Load** – loads the currently selected patch or bank.
**Root** – opens a directory browser to view a particular folder or partition on a hard disk.

## Tool Bar

The **Tool Bar** has buttons for accessing the menus and it shows some additional information.

**Multi** – opens the Multi menu
**Setup** – opens the Setup menu
**Hide** – hides/shows the graphical panel GUI.

**Samplelord** – is the title of the application, clicking on the title invokes detailed information about the software, it also displays the registration status of the product.




**CPU** and **HD** panels – show information about CPU load and Disk Streaming Usage. You can hide this panel in menu settings: MENU: **Setup → View → Cpu Meter**.

**Voices** – this counter shows information about polyphony of currently played voices *(not notes as one note can trigger many voices at once)*. It also depends on the patch's construction. We can reset the number of currently played voices at any moment using **Left Mouse Click** on Voices pane.
This is a so-called **PANIC** button.

**RAM** – gives information about the memory used by loaded samples. We can switch between **MB** *(megabytes)* or **(B)** *(bytes)* units by **Left Mouse Click**.

The same pane is also used to display a progress of file operations such as file import, export, open or save.

**MQ** – gives information about current quality of resampling. It is a three state button. **Left Mouse Click** switches to next mode while **Right Mouse Click** switches to the previous mode. All changes are applied in real-time so it switches Samplelord's engine internally and you don't have to close the application or plug-in.

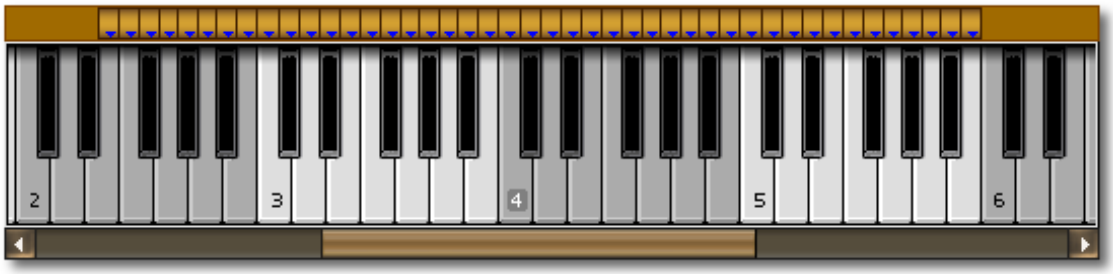
**N** – means a normal resampling quality (draft); this can causes aliasing problems on a pitched or pitch-bended samples.

**MQ** – doesn't produces aliasing on pitched sounds and it is perfect for real-time use, this is the default setting.

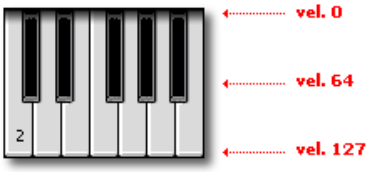
**HQ** – offers a quality better than MQ but uses at least twice as much CPU power, suitable for offline audio mixdown or audio bounce.

# Keyboard

The **Keyboard** has been provided in Samplelord for quick note audition. To hear any sound, an instrument must be selected and not muted with “Mute” button. You can hide the keyboard in menu settings: MENU: **Setup → View → Keyboard**




**Left Mouse Click** on a key triggers a Note ON, mouse release triggers a Note OFF. You can click at different positions on a key to audition sound at different velocities.

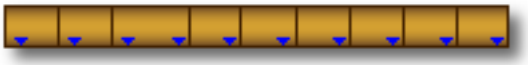



**Right Mouse Click** triggers only Note ON in a sustained mode, to stop sustained note click on the played key again.

Auditioned notes are marked with blue keys:

Sometimes you can see green keys on the keyboard. These keys indicate a key switch region. **Keyswitching** is a technique to create a several sound variations. By selecting a green key we switch between the sound variations. Technically we switch a sample mapping for each key.

Above the keyboard you will see a sample map for the selected patch:



The sample map icons are:

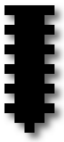
mono sample, plays one audio channel

stereo sample, contains two interleaved channels Left and Right

stereo linked sample, this sample is built from mono Left and Right samples

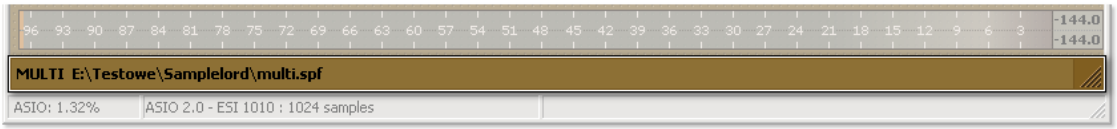
unknown sample, means there was a problem with importing of this sample

When multiple zones are located in the same region *(key or velocity layering)* then its root keys may be arranged in a one column.



# Status Bar

Samplelord includes a status bar at the bottom of its GUI. It contains information about the multi or the triggered sample.




When the Instrument Panel is active then it displays the file path to saved/opened Multi setup.

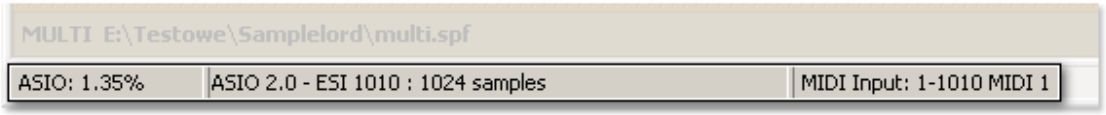
When the Browser Panel is active it displays the path information about the selected element in the browser.

When we click on a keyboard to audition a note it shows information about the sample.

The bottom right corner of the status bar includes a "size handle"; by clicking and holding that handle you can resize a plug-in's GUI.

More details about window resizing are in the Resize chapter.

**Status Bar of Standalone Version**

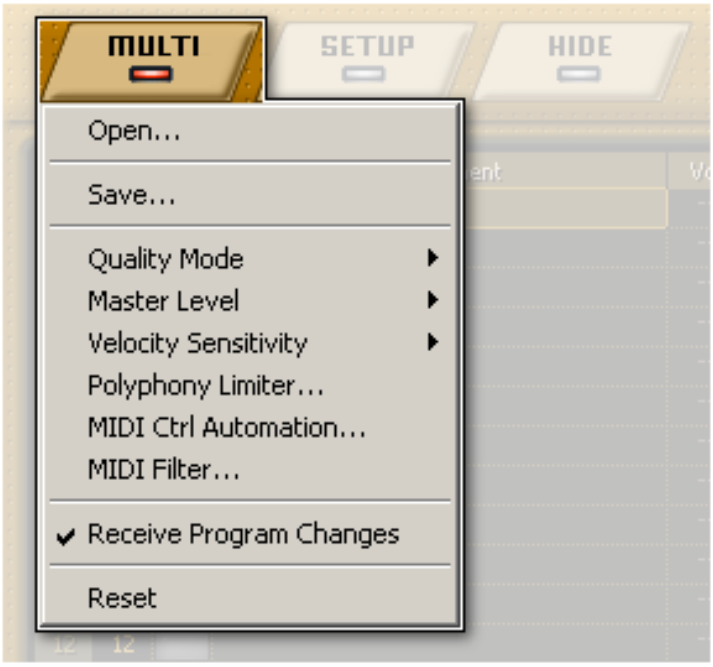



An additional Status bar in the stand-alone version shows a CPU meter, audio ASIO driver's or MME driver's buffer size, and active MIDI Input port.

# Menus

## The Multi menu

The **Multi** menu contains options that may used differently in every Samplelord session.




### Open...

Opens a Samplelord multi or Samplelord bundle file. To open a bundle choose Bundle *.SBN file format extension.

### Save...

Saves a Samplelord multi setup or a Samplelord bundled multi setup.

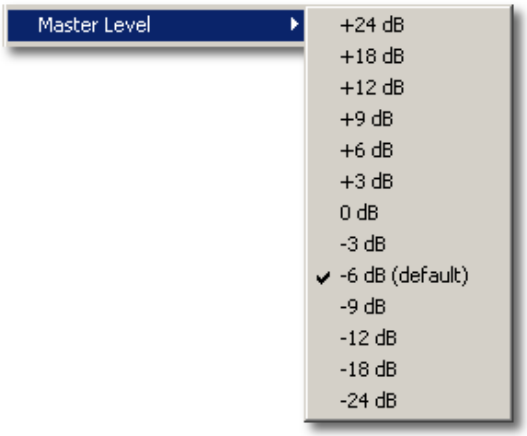
### Quality Mode

This menu switches between three types of resampling. This option is the same as the MQ icon on the Tool Bar.

Normal Quality **(N)** – gives the best performance
Medium Quality **(MQ)** – optimal very good performance and very good sound quality
High Quality mode **(HQ)** – high quality but high CPU Usage, good for audio mixdown.

## Master Level

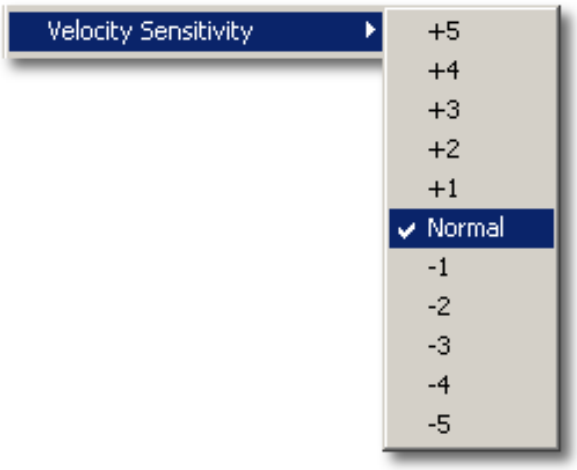
This menu sets the global Master Volume Level. The Default recommended setting is -6.0 dB. Samplelord does not use any limiters on its outputs, so be careful when working with a high master level in the standalone version of Samplelord, as its outputs are routed directly to the sound card.




## Velocity Sensitivity

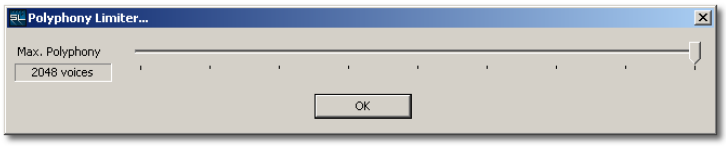
Defines how Samplelord responds to velocity of notes. Positive values +1 .. +5 cause the low-velocity notes to play more loudly and vice versa.

Normal is the default sensitivity.




## Polyphony Limiter...

Opens a window where you can set the maximum playable voices for all instruments in a multi. Values from 1 .. 2048 are possible.

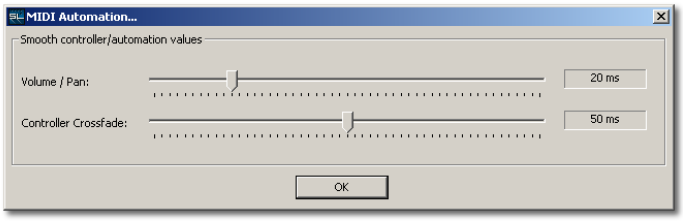



To change the maximum number of voices by +1 or -1 click on the slider and use **Left Arrow** and **Right Arrow** keys. You can use this option to create a **"monophonic"** style of play, but it will work on all loaded instruments.

## MIDI Ctrl Automation...

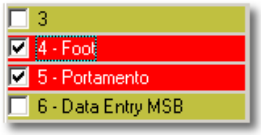
Used to create smooth transitions between MIDI controller changes. It is important especially when you use bigger ASIO latency buffers.

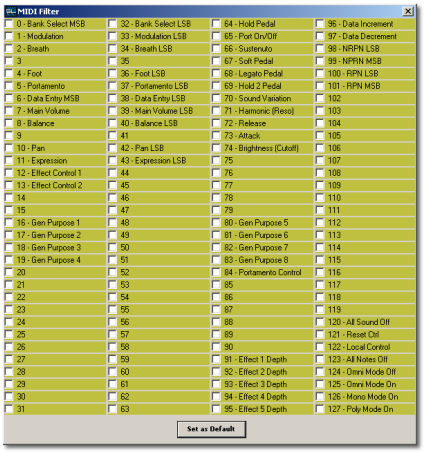
The Default settings are 20 ms for Volume/Pan and 50 ms for other MIDI controllers.



# MIDI Filter...

This window opens a MIDI Filter... window where you can filter some incoming MIDI messages. If you want to disable responding for some MIDI controller message click on its checkbox. It is highlighted as red.




If you would like to create a default setup which will be loaded every time you will start Samplelord click **Set as Default** button.

To close this window click on the icon.

# Receive Program Changes

This option activates or deactivates Samplelord's response to incoming Program Change *(PC)* and Bank Select *(CC#0, CC#32)* MIDI messages.

# Reset

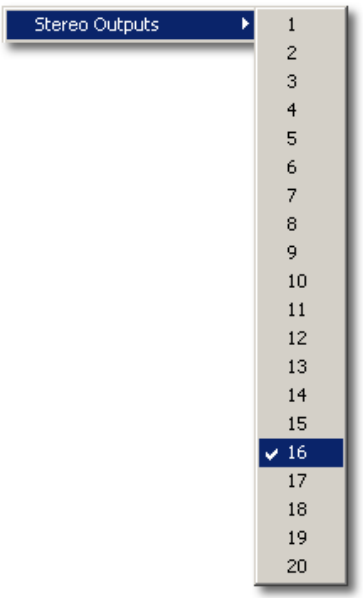
This option clears the project settings and unloads all instruments from memory. You can use this option when creating a **New Multi Setup**.

# The Setup menu

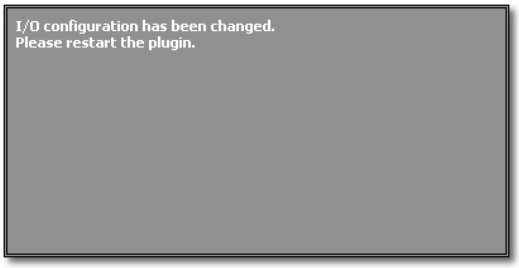
The **Setup** menu contains global plug-in settings. These settings are common for all Samplelord's instances and sessions and they are stored in the **samplelord.ini** configuration file.

## Stereo Outputs

Sets available audio outputs visible in a VST host . One audio output contains two mono audio channels for the left and right channel, creating a stereo channel.




After changing this setting you will need to restart the plug-in because audio outputs are configured during plug-in initialization. This means that you will have to remove plug-in in your host and add it again.



If you don’t want to lose your current multi setup during plug-in restart save your multi setup first and open it via Multi Open/Save operations.

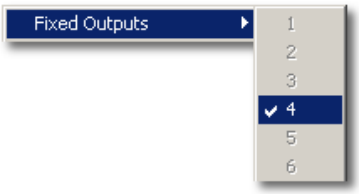
**Fixed outputs** *(Advanced Feature)***:**

There is a hidden feature which allows you to define other number of outputs for different instances of plug-in. To do this find Samplelord's folder on your disk, duplicate the samplelord.dll file and rename it according to these rules.

SAMPLELORD.DLL → SAMPLELORD_**XX**STEREO.DLL

XX is a number of stereo outputs which you want to define for this plug-in file.

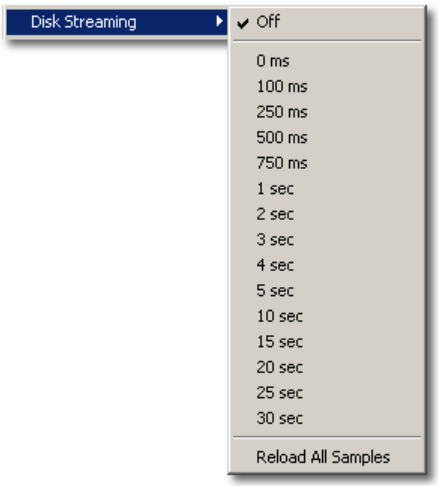
SAMPLELORD_08STEREO.DLL means that this instance of the plug-in will have only 8 stereo outputs and you cannot change it.




Stereo Outputs menu item will change name to **Fixed Outputs** and you will see only one value available; this means that this setting has been configured properly. More about the special versions of Samplelord in Updating Samplelord *(Special versions)*

These **Fixed Output** versions will use their own .ini configuration files to store their settings. You can duplicate the samplelord.ini file and rename it (samplelord_08stereo.ini in this example) or let Samplelord create a new configuration file for you.

## Disk Streaming



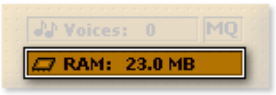

Disk Streaming is a technique for playing back samples without loading these samples entirely into RAM memory. Disk Streaming reduces the time needed to load the sample initially, but consumes some extra CPU processing power and as a result the number of maximum voices played with using disk streaming is lower. Disk Streaming performance depends a lot on software and hardware configuration. Disk Streaming requires a hard disk with a high transfer bandwidth with short access times.

This option sets a preload time of a sample after which it will be streamed from a hard disk.

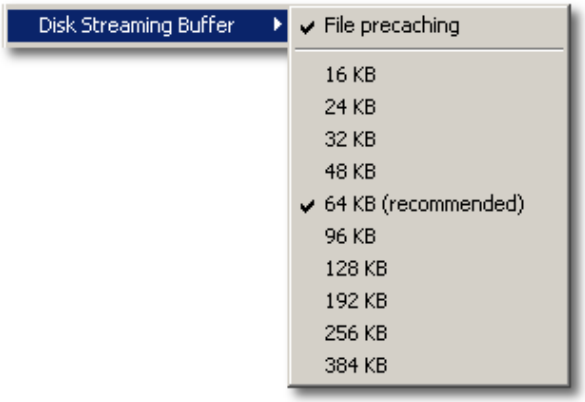
*For a 5 second sample length: a 1 second setting means that the software will load the first second of a sample then after it reaches this point the rest of audio data will be streamed from a hard disk.*

**OFF** – turns of Disk Streaming.
**0 ms** – streaming from disk will be started immediately.
**100 ms .. 30 sec** – sets a preload buffer length.
**Reload All Samples** – stops any played samples and reloads samples with new preload buffer.

Each time the preload buffer size is changed, the currently loaded samples are reloaded and the amount of memory occupied by the samples is updated.



## Disk Streaming Buffer

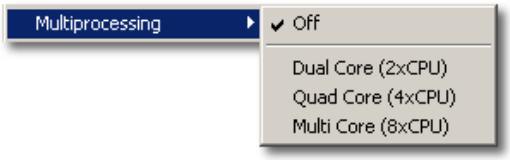



This option sets the amount of audio data that disk streaming will read directly from a hard disk. The Default 64KB option is sufficient for most configurations.

**File precaching:** This option enables Window's file caching; after which files will be streamed from a hard disk. It takes some time but it offers stable data streaming without dropouts.

When a file is cached you will see an additional progress bar.

## Multiprocessing




This option is reserved for systems with multiple cores or multiple CPUs onboard. It increases Samplelord's power, so you get more voices for playback and less CPU load with multiprocessing enabled.

## Theme

This option changes the color theme used for the Samplelord GUI.

It is based on a single bitmap file so if you are familiar with a graphic editor such as Paint, Photoshop or Corel you can change and design your own shape and colors for specific elements. As an example, the default Goldenrod theme is located in **Goldenrod.bmp** file in Samplelord's folder.

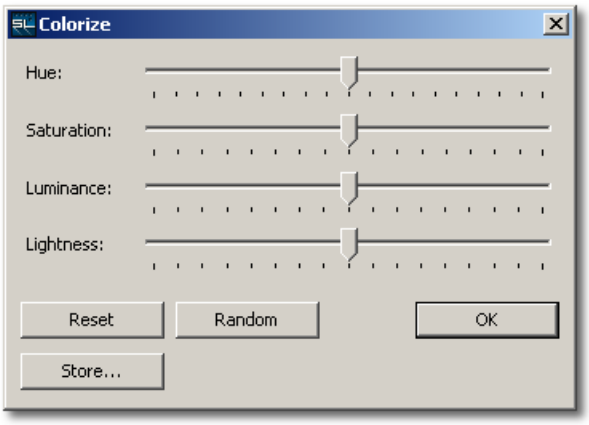
The advantages of using Theme is that the plug-in or application starts very quickly without a noticeable delay in compared to the Colorize function which performs various graphical operations before it builds a GUI.

# Colorize

Allows you to change the general GUI color. The Colorize options are processed for the GUI only during plug-in load or standalone start-up and it does not affect CPU load during normal work. The only disadvantage of this function is that it takes some noticeable delay *(about few seconds)* before it will display a GUI because it needs (re)calculate new bitmaps.

If you have an idea for some interesting color of the GUI which could be added to the Theme for quick loading please contact me by e-mail.

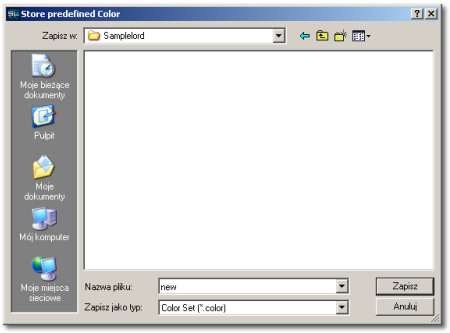
There are five predefined Color values: default, steel blue, green, semi gray and olive. You can create your own custom color of GUI by invoking a **Custom…** command from this menu.




Four parameters control different color parameters. To change the hue, color saturation, luminance or lightness drag its slider to some position and drop at desired value.

**Reset** – sets the slider values to default positions.
**Random** – sets the color parameters randomly.

**Store…** – allows you to save colorize option to a file and adds it to the Colorize menu for quick access. A new dialog window appears to save your colorize options.. This setting is stored in the same folder as Samplelord. During the next plug-in load or standalone start-up it scans its folder and if it finds *.color files it will add them into Colorize menu.



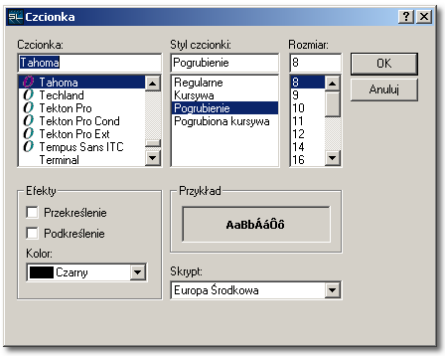

**OK** – applies the changes.

# Font

This menu allows you to change a font used for the Instrument and Browser panels:

**Dir...** – modifies the font used for Directory (Folder) in Browser Panel.
**File...** – modifies the font used for File in Browser Panel.
**Instr...** – modifies the font used for Patch Name in Instrument Panel.

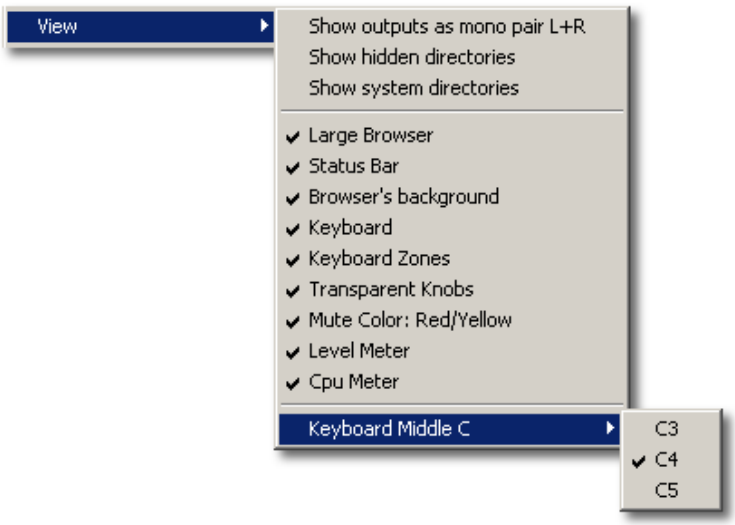
Choosing a command invokes additional font dialog window. Here you can change a font style. Note that the font colors are defined in the theme bitmap file.



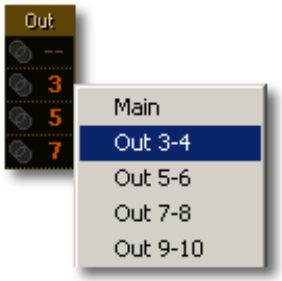

**Reset** – resets the font settings to the default Tahoma font style

# View

Customizes view of plug-in by switching on/off visible elements.



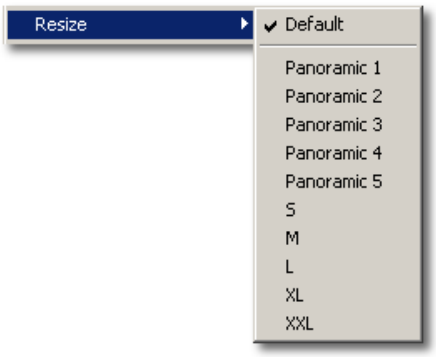

**Show outputs as mono pair L+R** sets display output's name in Out column and in Out Menu.




| | |
|---|---|
| **Show hidden directories** | shows hidden folders in Samplelord's Browser. |
| **Show system directories** | enables visibility of system folders in Samplelord's Browser. |
| **Large Browser** | switches between two browser's layout. More in Browser Panel → Customize chapter. |
| **Status Bar** | turns on/off plug-in's status bar. |
| **Browser's background** | turns on/off line's highlighting. |
| **Keyboard** | turns on/off keyboard visibility. |
| **Keyboard Zones** | turns on/off zone display. |
| **Transparent Knobs** | turns on/off knob transparency. |
| **Mute Color Red/Yellow** | switches colors for mute and solo buttons. |
| **Level Meter** | turns on/off audio peak monitor. |
| **CPU Meter** | turns on/off CPU and HD monitor. |
| **Keyboard Middle C** | sets key numbers on keyboard. |

## Resize

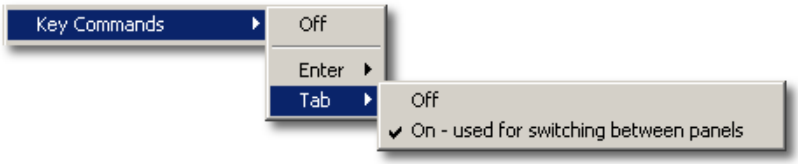
This option changes plug-in's overall width and height. You can choose from different predefined settings. If you would like to create a custom size use the handle located at the end of the Status Bar.




Not all hosts support resizing of plug-in window on the fly, so working of this option is dependent on the host capabilities. In this case we need to resize a plug-in by moving the Size handle, then close and open GUI again. Finally you can restart the plug-in, reload audio project of host or reload the host.

## Key Commands

Enables or disables shortcuts.

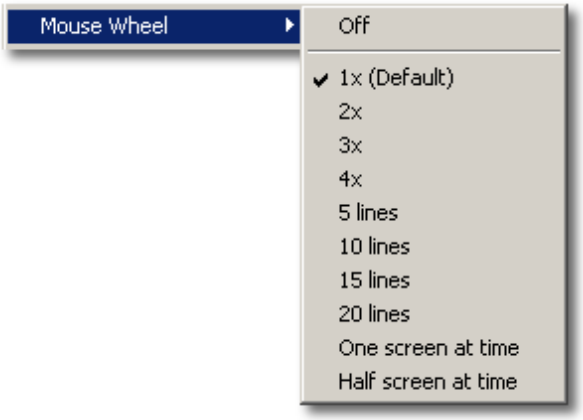



**Off** disables shortcuts.
**Enter** enables or disables use of the Enter key inside Samplelord.
**Tab** enables or disables use of the Tab key inside Samplelord.

## Mouse Wheel

Sets the amount of window scroll in a Browser Panel when using the mouse wheel.

**Off** – disables mouse wheel action.



## Mouse Capture Method

This option defines method of mouse wheel detection. Because Mouse Wheel usage is an undocumented feature of VST and there is no official support for it, so developers must use other techniques to take control over mouse wheel events.

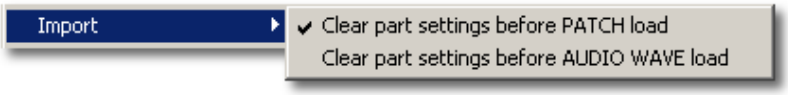
**Autodetect** automatically enables a mouse wheel mode *(selects available VST Mode or Windows Mode)*. This is the default and recommended setting.

**Windows Mode** to use mouse wheel you have to make a click on plug-in's panel first.

**VST Mode** uses an undocumented mouse wheel VST opcode.. Host application must provide support for this opcode.

## Import

This option defines what to do with the current edit settings when a new patch / audio file is loaded.



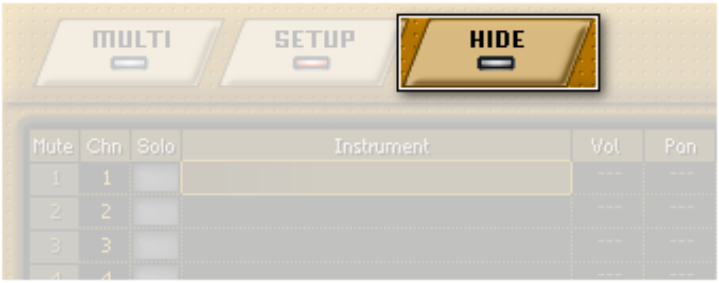

**Clear part settings before PATCH load** – resets current parameters of instrument before new instrument load.
**Clear part settings before AUDIO WAVE load** – resets current parameters of instrument before new audio file load.

## Reset

Resets all global settings to default. You can do the same by deleting the **samplelord.ini** configuration file in Samplelord's folder.

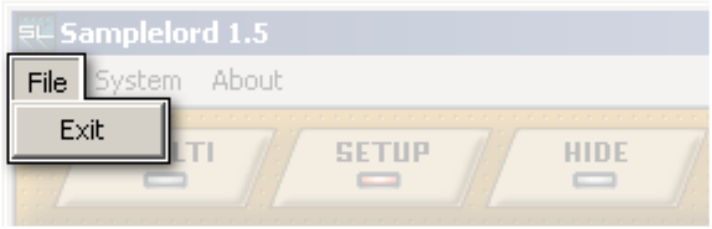
## Hide

**Hide** – clicking on this button hides plug-in's GUI so it saves its graphics resources and reduces CPU load caused by graphics operations.



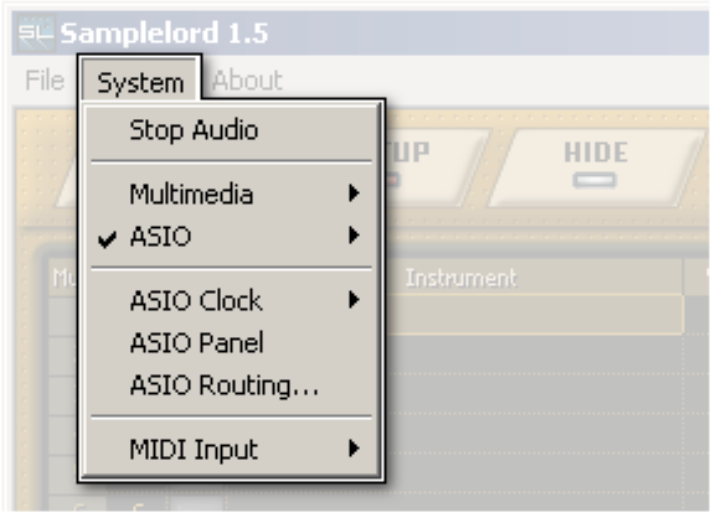
To show GUI click on panel.

## The File menu *(only in the Standalone version)*




**Exit** quits the standalone version.

# The System menu *(only in the Standalone version)*




## Stop Audio
Stops the ASIO or MME driver.

## Multimedia
Selects a MME driver. The Status bar shows a CPU meter and its buffer size used for audio processing.

## ASIO
Selects an ASIO driver. The Status bar shows a ASIO CPU meter and its buffer size used for audio processing in other words a buffer latency.

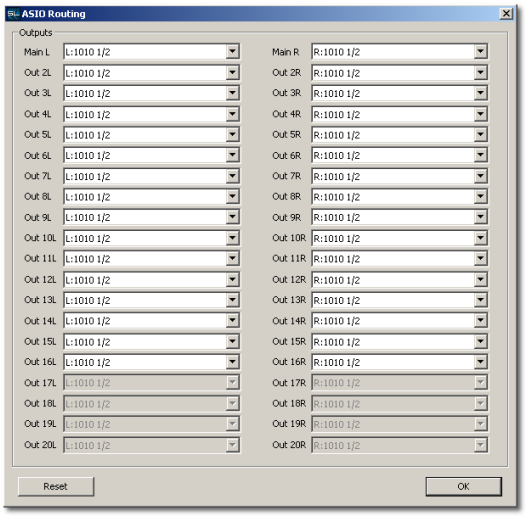
## ASIO Clock
This option changes a sample rate in ASIO mode and it is available when ASIO driver is selected.

## ASIO Panel
This command opens a panel for the ASIO driver, where you can change a latency buffer. Some sound cards do not offer the possibility of latency change “on the fly”. In this case you will need to close the Samplelord.exe or stop ASIO with **Stop Audio** command, and open the sound card's settings configuration file. (Please see your sound card's User Guide for details.)

This option is only available when an ASIO driver is selected.

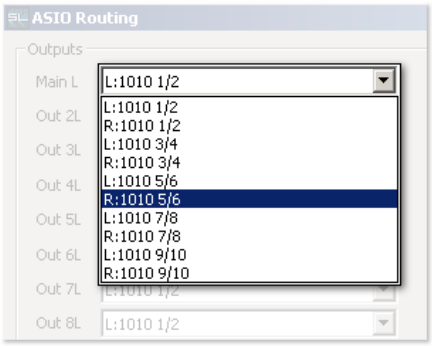
## ASIO Routing...

This option opens an additional dialog when you can assign Samplelord outputs to your sound card outputs. This option is only available when an ASIO driver is selected. The number of active channels depends on the number of stereo outputs set in Stereo Outputs menu.




By default the first left/right ASIO channels are assigned as Samplelord outputs.

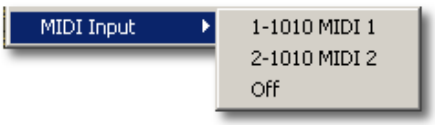
To change sound card's output click on the output's name and choose audio driver from the list.



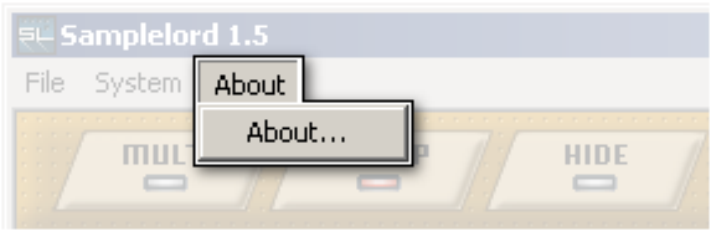

**Reset** button sets default routing.
**OK** button accepts changes and closes window.

## MIDI Input

This command selects a MIDI input port used to connect external MIDI equipment with Samplelord software. After port selection its status is shown on the Status Bar and it confirms that the MIDI input port is active and ready. To switch off MIDI input, choose the **Off** option.




## The About menu *(only in the Standalone version)*




**About...** Displays about dialog. Please see the **Tool Bar** section

# Key Commands

## Global shortcuts

| | |
|---|---|
| **[Tab]** | switches between the Instrument and Browser Panels. |

## Instrument Panel shortcuts

| | |
|---|---|
| **[Up]** | moves cursor up *(selects previous part)*. |
| **[Down]** | moves cursor down *(selects next part)*. |
| **[+]** | selects next Patch a Bank or Collection. |
| **[-]** | selects next Patch in a Bank or Collection. |
| **[Del]** | removes instrument from a part |
| **Shift + [Del]** | removes instrument from a part and resets edit settings to default |
| **Ctrl + [Del]** | resets only instrument edit settings to default |

## Browser Panel shortcuts

| | |
|---|---|
| **[Home]** | sets cursor to the top item. |
| **[End]** | sets cursor to the bottom item. |
| **[Left]** | collapses a folder or closes a bank when a bank is selected. |
| **[Right]** | expands a folder or opens a bank to access to its programs. |
| **[Up]** | selects the previous item. |
| **[Down]** | selects the next item. |
| **[+]** | loads the next file or patch. Holding **[+]** key will move quickly through items. When you release the key, it loads the file or program into the currently selected Instrument part. |
| **[-]** | loads the previous file or patch. Holding **[-]** key will move quickly through items. When you release the key it loads the file or program into the currently selected Instrument part. |
| **[Page Up]** | scrolls the view to the previous page. |
| **[Page Down]** | scrolls the view to the next page. |
| **[Enter]** | loads the currently selected file or patch. |

# General MIDI

General MIDI or GM is a standardized specification for music synthesizers that respond to MIDI messages. It allows sending the notes and other control messages between two instruments hardware or software instruments.

## MIDI Implementation

Samplelord responds to these MIDI messages, unless you change this in the MIDI Filter... window where you can disable responding to selected incoming MIDI messages.

**Note ON**
**Note OFF**
**Control Change:**

- CC #0 Bank Select MSB
- CC #1 Modulation (wheel)
- CC #6 Data Entry MSB
- CC #7 Volume
- CC #10 Pan
- CC #11 Expression
- CC #32 Bank Select LSB
- CC #38 Data Entry LSB
- CC #64 Sustain Pedal
- CC #69 Hold 2 Pedal
- CC #71 Filter Resonance (Harmonic)
- CC #72 EG Release
- CC #73 EG Attack
- CC #74 Filter Cutoff (Brightness)
- CC #120 All Sound Off
- CC #121 All Controllers Off
- CC #123 All Notes Off

**Program Change**
**Pitch Bend** *(by default Pitch Bend works within a range of 2 semitones; you can alter this range with Pitch Bend dial on Mod.Ctrl edit page)*

One important option is **Receive Program Changes** located in Multi menu.

When this Receive Program Changes option is active Samplelord selects the Patch automatically (from a Bank or Collection) after it receives Bank Select *(CC#0, CC#32) and* Program Change *(PC)* messages. When this option is unchecked responding to Program Change and Bank Select will be disabled.

Note: When a Bank Select message is received, the value is stored until a Program Change is received; the stored Bank Select is then used to switch to the specified patch in the new bank. For this reason, Bank Select must be sent before a Program Change, when you desire changing to a patch in a different bank. (Of course, if you simply wish to change to another patch in the same bank, there is no need to send a Bank Select first.)

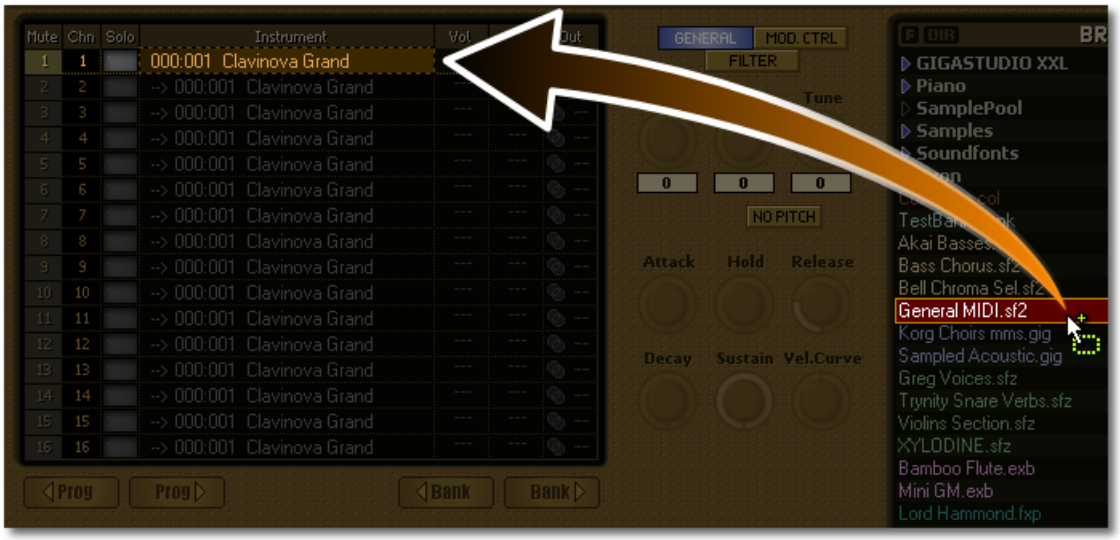
Samplelord displays the Bank and Patch numbers in its own format [**xxx**]:[**yyy**]
**xxx** – means a bank number,
**yyy** – means a patch number.
**Program Change *(PC)*** is translated by Samplelord into a Patch number .
**Bank Select LSB *(CC#32)*** is translated by Samplelord into a Bank number.
**Bank Select MSB *(CC#0)*** is translated by Samplelord as a scaling of the bank number by 128 to give access to banks behind the 0..127 range.

## MIDI Automation

SAMPLELORD can be automated by using MIDI Control Change (CC) messages which make the Samplelord respond as a typical hardware musical instrument. The list of supported MIDI messages is described in the MIDI Implementation chapter.

## Automatic Bank Load

When you load a bank into the first instrument part it is automatically linked on other channels, so it is available on all 16 MIDI channels and ready to play in multi timbral mode



# Supported File Formats

## Native Samplelord Bank *.BANK

This is an internal open/save format. It stores all data used by Samplelord to play samples.
Native format gives the best performance for patch/bank load.

This format consists of one bank file *.BANK which contain patch definitions and all parameters needed to defines a sound playback or one or more sample files *.SMPL which hold the sample content.

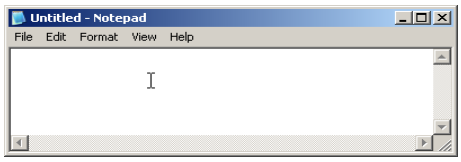
## Native Samplelord Collection *.COL

A Collection file is a set of file paths with Program and Bank Number assignment for each file. It is based on the Windows text file format so you can create and edit it using Notepad.

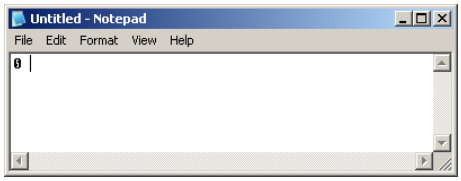
### Creating & Using Collections

Example: We have three files *(piano.sf2, bass.gig, drums.nki)* located in *C:\Samples* folder and we would like to create a collection file *dance.col*.

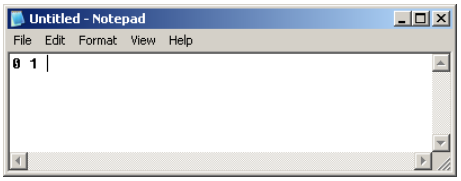
**1.** Run **Notepad** application: **Start Menu → Programs → Accessories → Notepad** or type notepad in Window's command line **Run...**



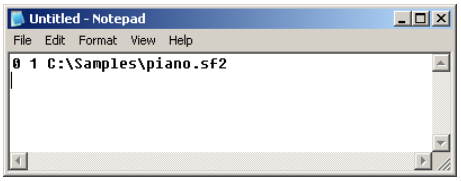

**2.** Add a Bank number in the range 0..999 and type **[Space]** as a delimiter.



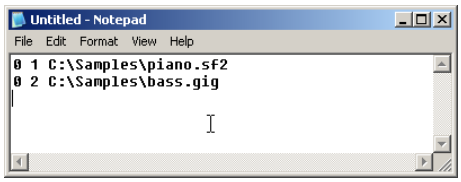

**3.** Add a Program number in the range 1..128 and add **[Space]**.



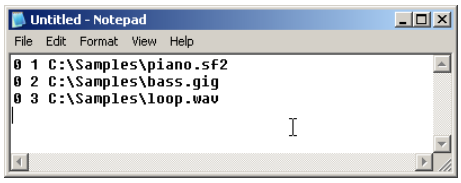

**4.** And as the latest entry in a line add a path to the file, e.g. *C:\Samples\piano.sf2* and type **[Enter]** to create a new line for the next entry.



**5.** Add entries for the 2nd file *bass.gig*:

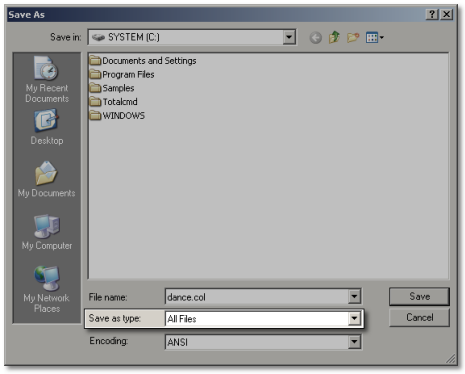



**6.** Add entries for the 3rd file *loop.wav*:



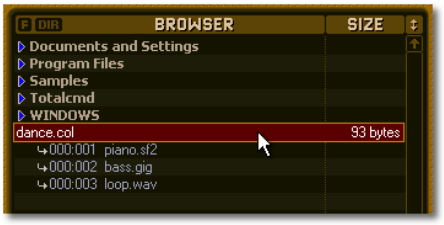

**7.** Repeat steps 2,3,4 to add more files.

**8.** Use from menu **File → Save As…** to save the collection, choose **All Files** as the file type give the name of the file and add .col extension to the name.




A Samplelord Collection File must have a ***.COL** extension in other case Samplelord will not be able to see this file in the Browser, as *.txt extensions are not recognized. Remember to choose **All Files** from **Save as type** listbox and add .col extension to the name of file.

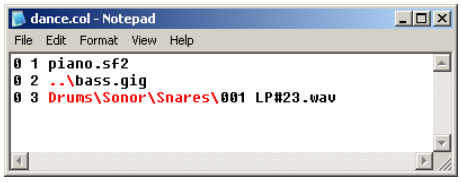
**9.** Open the collection in the Samplelord Browser by clicking on the file - it lists its content. If the file didn't show up refresh the folder by closing and opening it. You will see a structure similar to the one we have created. Now you can drag this file into a part and use it or you can export it as a Native Samplelord Bank for future use.



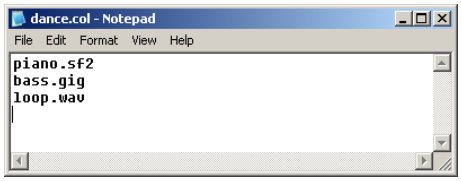

In our example, when Samplelord receive Program Change #1 through its MIDI Input it will select *piano.sf2*. When Program Change #2 is received it will select *bass.gig* as the active patch etc.

When a file in a Collection contains a list of patches inside it those patches will be incrementally renumbered starting from the defined Bank and Patch number in a collection. So that file's own bank and patch numbers are not used.

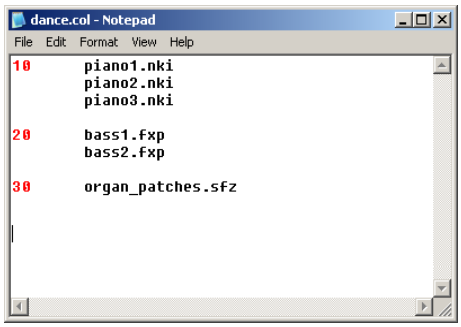
You can use **Relative Paths** instead of giving full paths which simplify editing. Just create a collection file in the same folder as the added files or use double dots to define a parent folder \..\



It is possible to use only file paths or filenames without Bank and Program definitions, so Samplelord will renumber all patches automatically. To start a new renumbering from the certain patch please define Bank and Program Number for this patch before its path or filename and next patches will be renumbered incrementally.



When we are going to create a small list of patches no more than 128 entries, we can use only Program numbers to simplify the task and Samplelord will renumber subsequent patches from given number.



## Sfz *.SFZ

Full support except for compressed OGG files which currently cannot be played internally by SAMPLELORD. Compressed OGG samples can be reconverted to non-compressed format using Extreme Sample Converter.

## SoundFont *.SF2

SoundFont 2.0, 2.1 (including 16-bit samples) are fully supported.
SoundFont 2.4 (with 24-bit support) is not supported yet.

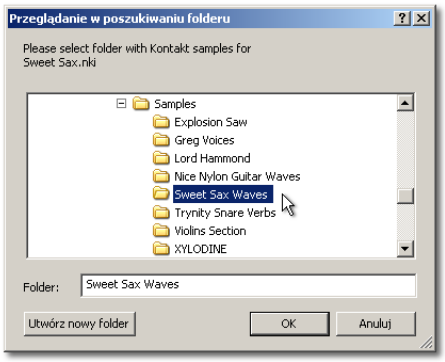
## GigaStudio *.GIG

Full GIGA Support including import of accelerated samples in all bit depth resolutions. When we load accelerated gig samples for the first time they are written to a temporary ***giga_cache*** folder on disk to provide the best disk streaming performance.

## Kontakt *.NKI

Kontakt's NKI 1.x and 2.x files are fully supported including WAVE or AIFF samples.
Compressed files, monolith files or Kompakt files are not supported.
Multi NKM files are currently not supported, they can be imported and converted using Extreme Sample Converter.

If Samplelord cannot find the samples referenced by the Kontakt Patch, then you will see an additional window which allows you to find these samples manually by browsing to a folder.




After you click OK Samplelord will search for the samples automatically inside that folder and its subfolders.

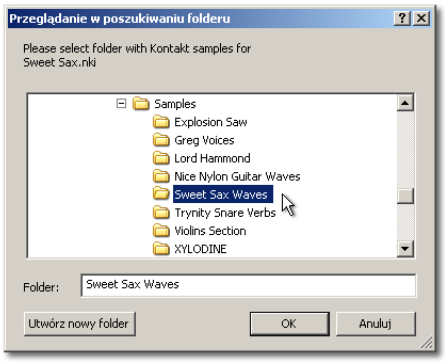
You can stop this searching by pressing **[ESC]** key.

If some samples were still not found the best way to work around, this problem is to place the Kontakt patch file and all the samples in the same common folder.

## Halion *.FXP

Halion's 1.x, 2.x, 3.x files are fully supported including WAVE and AIFF samples. Loading HALion 3 files requires the Steinberg Dongle.
Monolith sample banks (HSB) and others derivative Halion files are not supported.
FXB Halion bank files (multi) are currently not supported, you can use Extreme Sample Converter to convert FXB into Samplelord's bank format. (Comment: it would be great if ESC could convert HALion .fxb and Kontakt .nkm files to Samplelord Collection files ☺ )

If Samplelord cannot find the samples referenced by the HALion Patch, then you will see an additional window which allows you to find these samples manually by browsing to a folder.




After you click OK Samplelord will search for the samples automatically inside that folder and its subfolders.

You can stop this searching by pressing **[ESC]** key.

If some samples were still not found the best way to work around, this problem is to place the patch file and all the samples in the same common folder.

## EmulatorX *.EXB

EmulatorX banks are fully supported except for monolith sample banks (e.g. factory sample banks).
ProteusX banks are also can be imported except for monolith factory sample banks.

## Audio Files *.WAV *.AIFF

WAVE and AIFF samples are fully supported except for compressed and multi-channel audio files. Multi-channel audio files are not yet supported. There are no restrictions on Disk Streaming but sample can't exceed 2GB file size (that is a Windows limitation).

8-bit WAVE, AIFF audio samples are loaded directly into memory due to their relatively small size.

## Others...

Other files (e.g. AKAI, E-MU CDs) can be converted into a supported format using the Extreme Sample Converter application http://www.extranslator.com which is sold separately or as a bundle offer.

# Multi & Bundle Setup

Samplelord supports 2 file formats for saving its context - Multis (.SPF files) and Bundles (.SBN files).

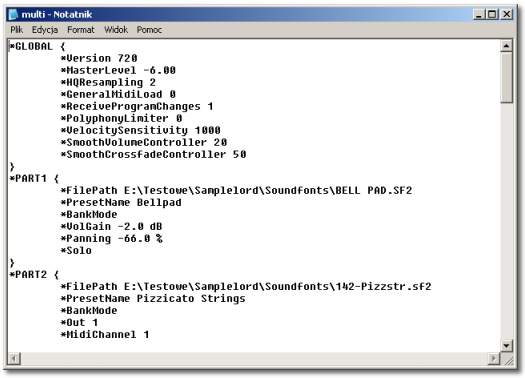
The Multi (*.SPF) file keeps the file path and settings for each instrument part together with some of the main options. The Bundle (*.SBN) file has the same concept as multi file but it uses exported files in native Samplelord Bank format, so they load quickly. You can always go back to a Multi setup before the files were “bundled”.

## Multi *.SPF

When Samplelord is working in plug-in mode in hosts such as Cubase, Sonar, FL Studio etc. multi settings can be stored within the host's project so you do not need to save the Multi setup of Samplelord separately, however the feature allows you to save the Multi for future use, for use in other projects, for transferring settings from one Samplelord session to another, or finally, for archive purposes.

All commands regarding to multi operations are presented in the menu Multi.

If for some reason you would like to re-edit a Multi file *(for example to correct file paths or change other settings)* you can simply do it by loading the .SPF file into a text editor such as Notepad or WordPad. Remember to select **All Files** as a file type list box in Open Dialog Window to see all files.




The Multi file contains set of different codes arranged in groups:
*GLOBAL parameters for the common settings
*PART01 .. *PART16 parameters for each of the 16 instrument parts.

To create a Multi, select a Save … command from menu:
MENU: Multi → Save …
Browse to the folder where you want to save the Multi, enter a name for the multi, click Save

To create a New Multi, unload all Instruments and settings, select a Reset command from menu:
MENU: **Multi → Reset**

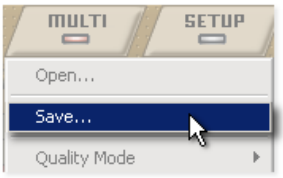
# Bundle *.SBN

The advantages of using the **Bundle** format:

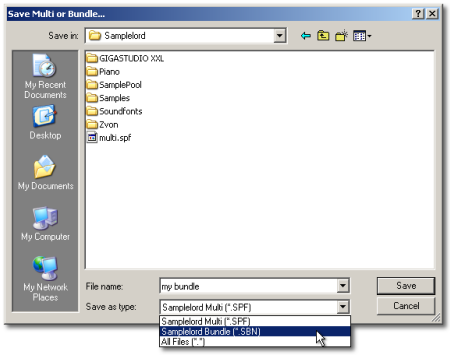
- quicker loading,
- transferring to another project,
- archiving,

To create a **bundle** use these steps:

**1.** Choose the command from MENU: **Multi → Save...** A new dialog window will appear.

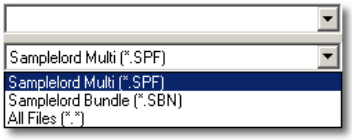



**2.** Enter your filename and select **Samplelord Bundle (*.SBN)** file format. Click **Save.**




**3.** Bundling will be started and a **[B]**undle icon will be shown for each part when it has been bundled.

**4.** Remember to save your audio project inside your host if you would like to store the bundle setup.

For each loaded part this process creates 2 separate files one for patch info (a Samplelord **.BANK** file) and the second for sample content (a Samplelord **.SMPL** file). When the sample content is bigger than 1GB then it is divided into smaller 1GB files to fit more easily on DVD or USB Stick.

If you would like to go back to the multi format and reload project with the original sound files and patches *(if they still exists and they were not deleted)* save project as multi with MENU command: **Multi → Save...** and choose **Samplelord Multi (*.SPF)** as a type of file.