

nanosampler information

You can use any mono or stereo file up to 20 seconds long.

You can load from the menu or drag & drop from the desktop, Soundbites or Content window, etc.

Samples and Patches can be stored:

- Globally (available to all Users in all Projects)
- Locally (available only to the current user in all Projects)
- Project (contained within the Project folder)

The menu has options to Reveal/Show where presets/samples are stored in the Finder (Mac) or Explorer (PC).

You can assign any key for the original pitch and set tuning + or - 99 cents.

You can tune the Sample + or - 2 octaves from original pitch.

You can set the bend range from 1 to 12 semitones (maximum 12 = 1 octave)

You can Normalize and/or Reverse a Sample in the hamburger menu.

Each Sample has adjustable Start and End points.

Each Sample has adjustable times for linear Fade In & Fade Out.

The Sample can have gain increased up to +6dB or reduced as much as you like.

The main Volume can be increased up to +6dB or reduced as much as you like. Very useful if you are playing more than one note and the total volume would cause clipping/distortion.

There are modules that can be turned on/off for Amplitude Envelope, Filter, Filter Envelope, and LFO.

Settings page shows graphic info for those modules and has some additional settings in some cases.

There are 3 modes: Classic, 1-Shot, Slice

Classic mode:

Can be polyphonic up to 16 voices.

If Trigger is ON sound plays from start to end.

If Gate is ON sound only plays while a key is held down.

Gate also adds a Release setting to both Amplitude and Filter Envelopes.

You can set a loop point with adjustable Start and End points as well as a crossfade amount.

1-Shot mode:

Always monophonic.

There is no Trigger/Gate setting, and it acts similar to Classic Mode with Trigger ON.

Slice mode:

Lets you trigger different parts (Slices) of a sample from different MIDI notes.

Slices can be created automatically with Beat detection, which has a sensitivity setting.

Slices can be created automatically based on 1/64th note up to 16 bars (tempo dependent)

Slices can be created automatically based on a fixed number up to 64 with each slice the same length.

Slices can be created Manually.

No matter how Slices were created, you can delete or add Slices manually.

Double-click to add a slice. Click its stem to drag/move a slice point, or highlight it to delete the slice.

Each Slice can be automatically assigned a MIDI note either chromatically, or on only white or black keys.

MIDI Notes can also be assigned to Slices Randomly, and can automatically re-randomize at regular intervals.

Slices can play in either Trigger or Gate Mode.

Slices can be set to play to the edge of the next Slice, or to the end of the entire Sample.

If Random is on you can set Slices to play in order based on the MIDI note, stopping at the last note.

Stretch Settings:

With Stretch OFF

Classic and 1-Shot Modes will increase the speed of playback as well as pitch as you go up the keyboard, and decrease the speed of playback and pitch as you go down.

With Stretch ON and Length OFF

Samples will play the same original length on every key using one of the two ZTX modes.

With Stretch ON and Length ON

Length can be set to a rhythmic amount from 1/64th note up to 16 bars. Each note will stretch or shrink to that same length on every key. Also directly affected by sequence tempo.