

# SamplerTools™



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# SamplerTools™

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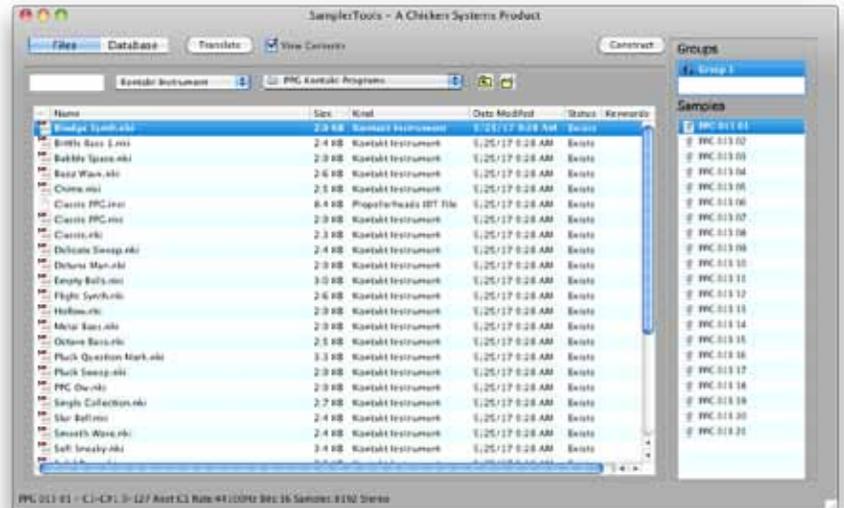
# SamplerTools™

## Introduction

**SamplerTools™** is a bundle of three powerful applications - **Translator**, **Constructor**, and **Instrument Manager**. But it's not only that - it also includes an Integrated Interface, which contains the basics of all three applications in one interface. This document aims to describe the use of the Integrated Interface.

The SamplerTools Integrated Interface, Mac and Windows, can be described in two ways: either Three Concepts (Translation, Construction, and Management), or two Main Areas (the Files List or the Database List) with two sub areas (the Contents Area and Construction Zone, dealing mainly with the Construction concept).

You can also launch into any of the three bundled applications whenever you want the extra power each of them brings to the table. The SamplerTools Integrated Interface is not designed to replace any of the applications, HOWEVER we wouldn't be surprised that your first choice in doing basic translations, simple Bank/Instrument building, or rudimentary Bank/Instrument management would be the Integrated Interface, due to it's simple approach to each of the three concepts.



That is the goal and stated purpose of SamplerTools™ Integrated Interface.

SamplerTools™ attempts to be simple, and thus does not have any CTL/right-click contextual menus. Those are usually used for extended options and that's exactly what SamplerTools™ tries to avoid. Just selecting an item in the list gives you the power you need. Adding and deleting to the lists is done by with the INSERT or DELETE keys on your computer keyboard, or dragging in files from outside the application.

Some notes regarding the documentation:

Since SamplerTools serves MANY different types of files, but yet tries to treat them in a generic manner, in this document we allude to them as these terms (and they do mean the same thing):

**Instruments:** Programs, Patches, Presets

**Groups:** Multisamples, Waveforms, KeyMaps; or any Layer/Element/Oscillator that refers to the items listed beforehand

**Samples:** Well, they are always called Samples

Although the product SamplerTools™ refers to all 3 bundled applications plus the Integrated Interface, in this document when we use the term SamplerTools™, unless specified otherwise, we are referring to the Integrated Interface.

In this document, the term "right-click" also refers to "control-click" on a Mac. Only "right-click" will be used. Similarly, "Preferences" is term for different optional parameters that can be set in the program; on the Mac you will see the word "Preferences", but on Windows you will see "Options". In this document,

Preferences will be used. Graphics are all Mac, but look very similar to the Windows version.

By default SamplerTools™ shows the textual representation of MIDI note 60 as C3. This is the non-US representation. However, if you are more used to seeing C4 as middle C (like GigaStudio or other US models - or even some varied non-US samplers), you can change this in Preferences-General.

If you are a registered owner, you are qualified for free updates for the life of the program. You can download these from your program using the Check for Update feature, or from the Chicken Systems Update Area.

SamplerTools™ is consistently supported by Chicken Systems, with updates appearing frequently.

# Basic Concepts

SamplerTools aims to offer Translation, Construction, and Management in one single and easy to use package.

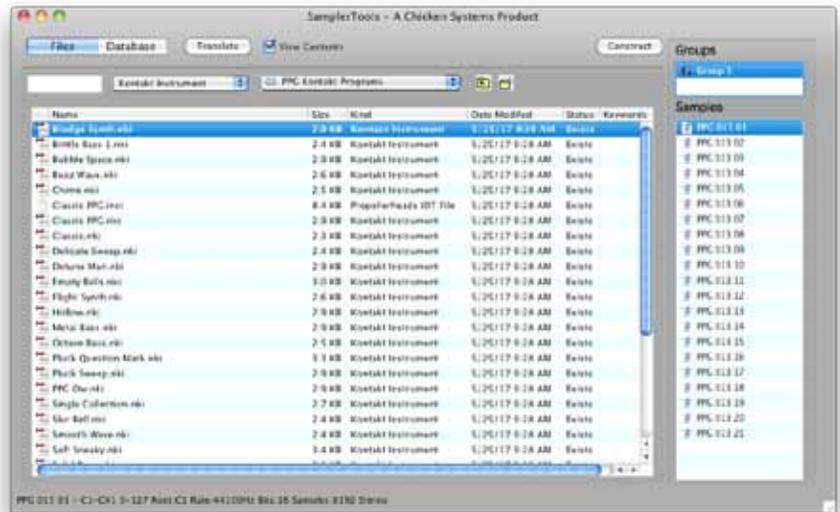
The SamplerTools Integrated Interface offers the three strengths of the bundled applications of SamplerTools - Translation, Construction, and Management. It is organized into two lists: the Files List and the Database List. These are toggled by the button control on the upper left.

## Files List

This shows the contents of a particular folder on your computer. You can translate any or all files on the list, edit (that is, construct) them, and/or manage them.

## Database List

This shows the contents of any "PlayList" (a pre-made, pre-created group of files) that you make. Just like the Files List, you can translate, construct, and/or manage them



All translation and construction operations work off of selecting one or more list items, called an Entry. To translate, click the Translate button on the top of the interface. The other two areas, the Contents Area and the Construction Zone, mainly deal with the Construction concept. To construct (edit an existing Bank or Instrument), make sure the View Contents checkbox is checked, showing the Contents Area, and to enter the full-fledged editing area, click the Construct button to enter the Construction Zone.

Each Entry is in one of 3 states an within SamplerTools:

- Exists:** The Entry actually is defined and EXISTS within an actual file on your computer, whether this is a single file (like a EXS24 .EXS or a Kontakt .NKI), or an Instrument within a Bank file (like a Preset within a SoundFont). It is not touched or edited in any way.
- Edited:** The Entry has same basis within a computer file, but has been edited in some way - some objects (Groups, Instruments, Samples) have been added, deleted, or parameters changed.
- Virtual:** The Entry was created within SamplerTools and has yet to be saved as an actual file on your computer. Of course, the sample files exist somewhere - they have to - but the actual Instrument or Bank definition file has not been written as a file. (An Edited object is different because it started with an actual file and was edited in SamplerTools after your session started.)

To save an edited or created Bank or Instrument, select the Entry and click the Save As... button (same as the Translate button but it is renamed).

For more information on the Translation concept, go the Translation area in this document. For more information on the Construction concept, go the Construction area in this document. For more information on the Management concept, go the Management area in this document.

For more information on the Files List, go the Files List area in this document. For more information on the Database List, go the Database List area in this document. For more information on the Contents Area, go the Contents Area area in this document. For more information on the Construction Zone, go the Construction Zone area in this document.

## How To Make A Hard Thing Easy

SamplerTools™ is a powerful program. However, this power can make a simple operation, such as translating a sound, a difficult process. Shoot, you just want to take these Kontakt files and translate them into EXS24 format! But now you have to read about DeEmphasis Filters, and Naming Conventions, and all these things that you don't want to worry about. Yuuch.

Dealing with musical instrument files is a complicated process by nature. Many times an internal parameter decision can go a number of ways. How do we enable total control for the user, while hiding as much of the process as well?

Please also remember that SamplerTools is engineered to be simpler than any of the bundled applications. Nevertheless, here's a couple things that we feel you should remember, in order to make SamplerTools an Easy Thing:

### **Read the Manual - Refer to the Help file**

We spent an inordinate time making a full length manual for the reason that it helps make a Hard Thing Easy. Use it! It'll help.

We love hearing from our customers, and please do contact us ONCE YOU HAVE tried the resources you already have. This manual is the BEST WAY we know how to communicate the concepts of this program. If you call us, please ask a question based on something you don't understand within the manual. Otherwise, we'll just read the manual to you.

### **The Defaults Are Good for 99% of cases**

Check out the Preferences and Format Preferences dialogs. There are TONS of optional features in SamplerTools™. If you are confused by them, do the simple thing - ignore them. There generally isn't any options in there that are completely mandatory necessary to switch or set to enable things to go well. In 99% of the cases you should be able to stick in a CD, drag it over, go and eat a sandwich, and come back with a bunch of translations. But if you need them, the options are there.

### **Call, E-mail, or Chat if you have questions or problems**

When something goes wrong - and with a Hard Thing that is inevitable - that can make that Hard Thing Hard. So, we make ourselves completely available. You can call us with toll-free technical support. Or e-mail us - we'll respond within 24 hours guaranteed. Even Chat is available from our web site. We think we have the best support in the business - in order to make a hard thing easy.

### **Send Files if there is a problem**

Nothing is better for diagnostics than the actual source file the user is operating on. In Translator™, you can send us any source file you are looking at. Use our Bug Reports web page at [www.chickensys.com/samplertools/bugreports](http://www.chickensys.com/samplertools/bugreports), or see the Sending Files section for more information. We commonly address all issues within 24 hours.

**See - it's an Easy Thing!**

# Main Screen

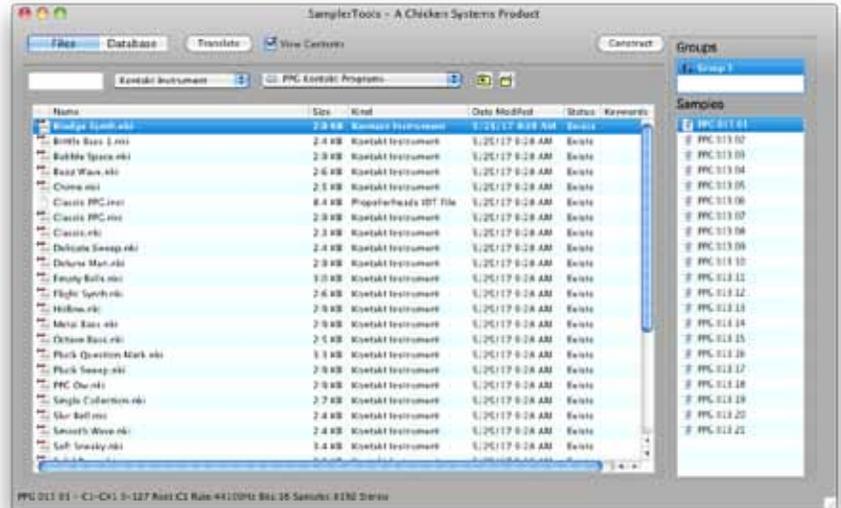
The SamplerTools™ interace contains primarily a main List right in the middle of the interface; it is by far the largest item on the dialog. Above it are two rows:

## Main Toolbar

You can switch between the Files List and the Database List, start a translation with the Translate button, view the Contents with the View Contents check box, or enter the Construction Zone with the Contents button.

## List Toolbar

You can filter the main list contents with the Search box, select the translation format the Destination Format popomenu, naviagate your file system with the current folder popup and the Up and New buttons (when Files List is selected).



## Main List

The main list holds the contents of the Files List or the Database List. Whichever entry you select, that is the jumping off point for translation or construction.

## Contents View

These appear on the right when the View Contents checkbox is checked and ONE entry is selected (the do not show when you have multiple entries selected). If the Entry is a Bank-Type, three lists show - Instruments, Groups, and Samples. If the Entry is a Instrument-Type, two lists show - Groups and Samples.

## Status Bar

This shows the the properties of the Sample selected in the Samples list, or when a translation is occurring, what is the status of that translation.

## The File List

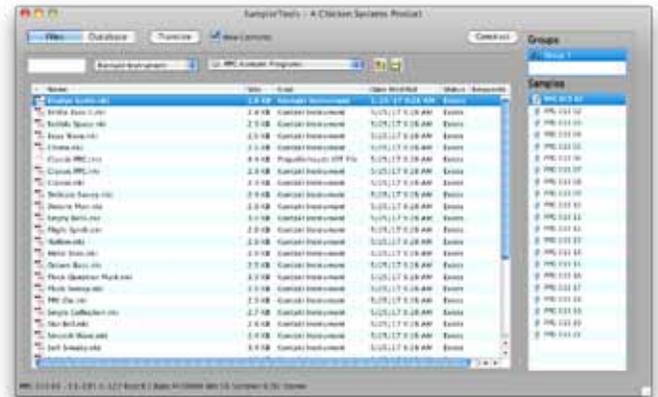
The File List shows the contents of the folder selected above it. You can change which folder you are viewing by operating the PopupMenu on top, or dropping a folder on the PopupMenu.KeyMap Editor

The files listed are naturally filtered by the files SamplerTools supports - meaning you don't see (for example) Word files or Excel spreadsheets. You can further filter the contents by typing in text in the Filter textbox. Leaving the Filter textbox blank shows all acceptable files.

Folders are also listed, and you can drill into a folder by double-clicking on it.

### Status

Each Entry is in one of 3 states an within SamplerTools, as indicated on the main List. These are very important to understand if you are editing your entries.



**Exists:** The Entry actually is defined and EXISTS within an actual file on your computer, whether this is a single file (like a EXS24 .EXS or a Kontakt .NKI), or an Instrument within a Bank file (like a Preset within a SoundFont). It is not touched or edited in any way.

**Edited:** The Entry has same basis within a computer file, but has been edited in some way - some objects (Groups, Instruments, Samples) have been added, deleted, or parameters changed.

**Virtual:** The Entry was created within SamplerTools and has yet to be saved as an actual file on your computer. Of course, the sample files exist somewhere - they have to - but the actual Instrument or Bank definition file has not been written as a file. (An Edited object is different because it started with an actual file and was edited in SamplerTools after your session started.)

### Translating a File

There are several methods: selecting one or more files and click the Translate button above, or double-click on a single file. You can translate a folder by selecting it and clicking the Translate button. The Destination File Type is the one listed in the PopupMenu to the left of the Current Folder PopupMenu. For more information on translating, see the Translating concept page in this document.

### Deleting Entries from a PlayList

Select the Entries in the main list and hit the Delete button on the computer keyboard.

### Viewing the Contents of an Entry

Select the desired Entry while the View Contents checkbox is checked. If it is an Instrument-type, the Groups and Samples lists will be filled on the right. If it is a Bank-type, the Instruments, Groups, and Samples lists will be filled.

### Adding or Deleting the Contents of an Entry (Righthand Lists)

Select the desired Entry and view your Contents on the right. By selecting each individual list, you can use INSERT and DELETE on your computer keyboard to add and delete Instruments (Bank-only), Groups, or Samples to your Entry.

### Editing the Contents of an Entry (Construction Zone)

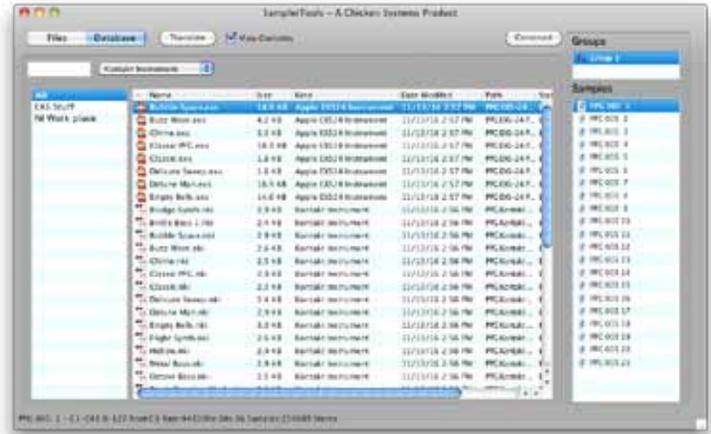
Select the desired Entry and click the Constructor button to open the Construction Zone area. You will see all your Groups and Samples and will be able to do complete editing of the contents of the Entry.

# The Database List

The Database List shows you the contents of the "PlayLists" that you can create in SamplerTools. The PlayList List to the right of the Database List

You select the Database List by selecting the Database button on the top left.

Note: We chose the unfortunate name "PlayList" because of the similar approach used by iTunes, but more importantly we didn't want to call them "Groups" - as Instrument Manager terms them - so not to confuse them with the Groups in the Contents Area.



There is a default "All" PlayList that shows you all the files you have entered into the master Database.

## Creating a PlayList

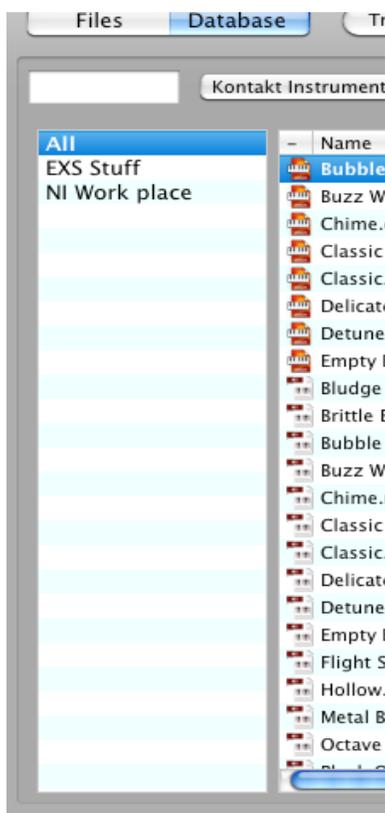
Select any PlayList on the left (to give the list focus) and hit the Insert button on the computer keyboard. You will get a Untitled PlayList ready for you to rename it. Rename it and then start adding to it.

## Deleting a PlayList

Select the PlayList on the left and hit the Delete button on the computer keyboard.

## Adding to a PlayList

Drag any file(s) or folder from the Finder into the main list. This adds the file(s) into the database and adds it to the selected PlayList. (If you drag them while All is selected, only the database is added to.)



You can also drag any Entry(s) from the main list and drop them onto another PlayList. Entries can be associated with multiple PlayLists.

## Deleting Entries from a PlayList

Select the Entries in the main list and hit the Delete button on the computer keyboard.

## Translating a Database Entry

There are several methods: selecting one or more files and click the Translate button above, or double-click on a single file. You can translate a folder by selecting it and clicking the Translate button. The Destination File Type is the one listed in the PopupMenu to the left of the Current Folder PopupMenu. For more information on translating, see the Translating concept page in this document.

## Viewing the Contents of a Database Entry

Select the desired Entry while the View Contents checkbox is checked. If it is an Instrument-type, the Groups and Samples lists will be filled on the right. If it is a Bank-type, the Instruments, Groups, and Samples lists will be filled.

## Adding/Deleting Contents of a Database Entry (Righthand Lists)

Select the desired Entry and view your Contents on the right. By selecting each individual list, you can use INSERT and DELETE on your computer keyboard to add and delete Instruments (Bank-only), Groups, or Samples to your Entry.

### **Editing the Contents of a Database Entry (Construction Zone)**

Select the desired Entry and click the Constructor button to open the Construction Zone area. You will see all your Groups and Samples and will be able to do complete editing of the contents of the Entry.

# Contents List

The Contents Area shows on the right-hand side of the Main Screen. It only displays when you check the View Contents checkbox on the top of the Main Screen.

There are either 3 or 2 Lists that show in the Contents Area, depending on what type of file you select. If it's a Bank-type file (such as a SoundFont, GigaStudio .gig file, a Motif file, etc.), 3 lists show up - Instruments, Groups, and Samples. If it's a single Instrument-type file (Kontakt NKI, EXS24, SFZ, etc.), 2 lists show - Groups and Samples.

The Lists are always hierarchical: Instruments always have Groups, and the Groups contain the Samples. If an Instrument format does not have the concept of a Group, one will be shown anyway, and upon resaving such a structure will be ignored.

### Renaming Items

You can rename a Group or an Instrument

### Adding Instruments or Groups

You can rename a Group or an Instrument

### Adding Samples

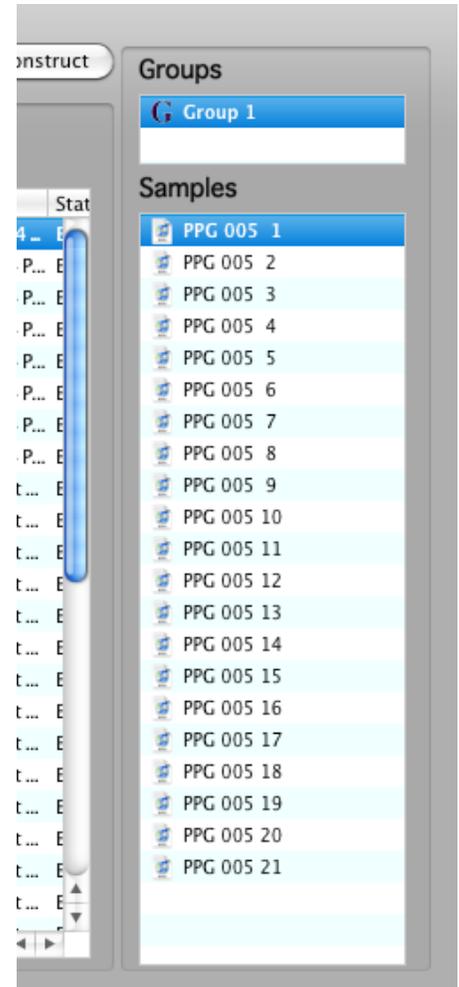
You can rename a Group or an Instrument

### Deleting Instruments, Groups, or Samples

You can rename a Group or an Instrument

### Editing Group and Sample Properties

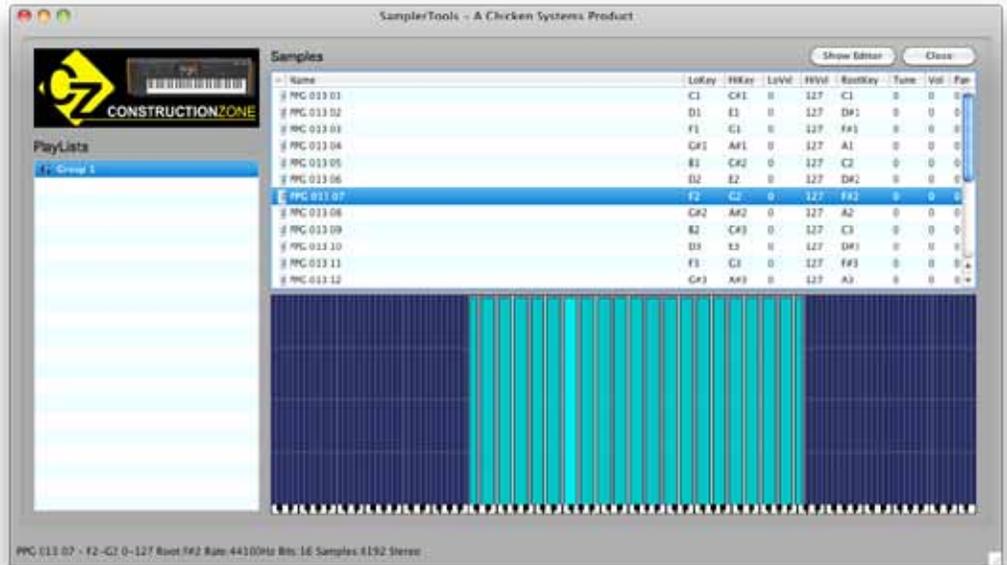
The Contents Area is certainly limited, and this is by design. To fully edit (construct) an Instrument (either as an Instrument in a Bank or just a single file), click the Construct button to the upper left of the Contents Area. This changes the interface into the Construction Zone, where you can fully edit most of the properties of your Groups and Samples.



# Construction Zone

The Construction Zone is the primary area to fully edit an Instrument. There are two Lists - the Group List and the Sample List. There are two Areas you can switch off between - the KeyMap Area and the Editor.

When you enter the Construction Zone, the Groups are listed in the Group List and the Samples are listed in the Sample List. By default, the KeyMap Area shows, where you can view and move the different samples in the selected Group.



### KeyMap Area

The KeyMap Area shows the Samples in the selected Group. You can use your mouse to change the Key Ranges and the Velocity Ranges. You can see the ranges change in the selected Entry.

### Editor

The Editor shows most of the primary parameters of each Sample. Note: In SamplerTools, each Sample has it's own complete parameter set. You can edit any Rn age, or Rule (Keyswitch, Round Robin, Controller Switch) or the basics like RootKey, Volume, Pan, Tuning, or even the envelopes, LFO's, and Modulation Matrix.

To toggle between the KeyMap Area and the Editor, click on the button above the Samples List, which will say whichever Area you want to switch to.

### Editing

You can add or delete any Group, and add or delete any Sample. To delete any Group or Sample, just select the object in question and hit DELETE on your computer keyboard. To add a Group, hit INSERT on your computer keyboard while the focus is on the Groups List. To add Sample(s), drag them from the Finder/ Explorer onto Samples List.

To close the Construction Zone, click Close on the that we put a keyboard display on a Kurzweil document. It shows you what the contents of the current Key

## Concepts - Translation



Chicken System's Translator 6™, a stalwart since 1999, is the predominant conversion software for Instruments. Now up to Version 6, Translator 6 pretty much handle any format you can throw at it.

And just to state the obvious, the purpose of translating file formats is to enable your favorite sampler to load your favorite sounds, as every sampler (basically) loads it's own file format. The technology and the science of loading and interpreting literally hundreds of file formats is beyond the reach of the sampler engine manufacturers. Thus applications like Translator exist.

SamplerTools uses the same conversion engine as Translator, keeping the same quality and accuracy, yet enables translations on simpler and perhaps quicker way. Translate an list Entry by simply selecting one or more Entries and clicking the Translate button, or double-clicking on a single list Entry. This can be in the Database List or the Files List.

You can convert in bulk by selecting one or more Folders in the Files List and clicking the Translate button.

When you initiate a translation, a small dialog appears, asking you for a couple pieces of information:

**Destination Instrument Folder:** This is where any new Instrument files will be written.

**Destination Sample Folder:** This is where any new Sample files will be written, if needed to be written. Some formats either write the sample data within the Instrument file, some require that they be in the same folder (or a sub-folder with a special name) as the Instrument files. In those cases, this area will not appear and simply will say N/A (not applicable) .

**Destination File Type:** This is the new Bank/Instrument format the new file will be written in.

**Same Folder As Source:** Many times you just want the new files to be in the same place as the sources. Checking this insures this happens.

**Always Use These Options:** This POWERFUL selection skips this dialog for every future translation that occurs, making this an extremely handy tool - you don't have to waste your time with this same dialog over-and-over.

Click OK to start the translation; SamplerTools will hum along, converting the file represented in the Entry. When it is done, it will update the List, showing the new files.

The Format Preferences dialog gives you a great amount of options regarding how the source format is handled, and how the destination format is formed and written. Please refer to this so you can get the format you desire, and in the form you want it to be in.

# Concepts - Construction



Chicken System's Constructor™ application is a powerful Instrument-building application. It offer a complete set of forming Instruments and Bank files, with its specialty being the generic processing of items with the ability to load any format and save to any format.

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In SamplerTools; you can create and edit - that is, Construct - Instruments within the Contents Area (for minor additions/deletions) or the Construction Zone (for precise and major edits). For more information on the Contents Area, go the Contents Area area in this document. For more information on the Construction Zone, go the Construction Zone area in this document.

Before we go into the details of Construction, let us explain about the 3 states an Bank/Instrument can be in within SamplerTools.

**Exists:** The Instrument actually is defined and EXISTS within an actual file on your computer, whether this is a single file (like a EXS24 .EXS or a Kontakt .NKI), or an Instrument within a Bank file (like a Prest within a SoundFont). It is not touched or edited in any way.

**Edited:** The Bank/Instrument has same basis within a computer file, but has been edited in some way - some objects (Groups, Instruments, Samples) have been added, deleted, or parameters changed.

**Virtual:** The Instrument was created within SamplerTools and has yet to be saved as an actual file on your computer. Of course, the sample files exist somewhere - they have to - but the actual Instrument or Bank definition file has not been written as a file. (An Edited object is different because it started with an actual file and was edited in SamplerTools after your session started.)

The States of each Entry are listed within the Entry. If any Edited and Virtual entries still exist when you try to quit SamplerTools, a warning dialog will come up and ask you if you want to save these entries.

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## A IMPORTANT yet Careful Warning on Saving Edited Instruments and Banks

SamplerTools uses Chicken Systems technology that has almost 20 years of development in interpreting professional sampler Bank and Instrument formats. In SamplerTools, the way we read in a format (like what you see in the Contents Area), every Sample object that you see is an attempt at the full representation of Sample as it plays within that loaded Instrument. But it is listed in a generic non-format-specific way; that is it is interpreted. That interpretation is often exact or very good, but there are many times where certain pieces of format-specific information is left out.

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So it should be said that if you choose to 1) start with a Instrument (of course within a Bank or as a singular file), 2) then edit it by (for example) adding or deleting samples etc., when you resave it, it may not be EXACTLY what you started with. One area that we know will be problematic is effects - at best they will be kept, at worst they will be completely omitted.

This shouldn't keep you from editing and constructing, though, but you should know the limits and perhaps drawbacks are. We recommend ALWAYS saving to a different file and not overwriting the original.

And, of course, starting from scratch (that is, Virtual), doesn't include these issues.

**Basic Construction Features**

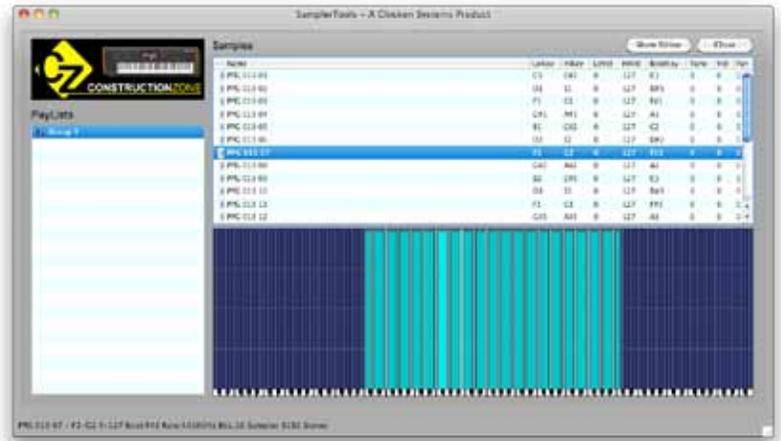
To create your own Bank or Instrument, either from scratch or from a starting point, the most basic point to start is the Contents Area. You can add, rename, and/or delete Groups and Samples (and Instruments if from a Bank) from those lists. That will permit basic edits, but you do so rather blind since you aren't seeing the properties (like KeyRange/Velocity Range, or rules like Keyswitching or Round Robin, or just the fact if the items are layered or not, etc.) which they entail. TO be more precise, and to see the properties of those objects (and see them visually in the KeyMap Editor), click the Construct button to enable the Construction Zone. There, the current selected Instrument will show in it's full glory, and you can edit freely. When you close the Construction Zone, the Contents Area lists will be updated, and you'll have to save your Instrument or Bank to posses the file you want.

**Saving Edited Entries**

When a list Entry is either Edited or Virtual, when you select it on it's own (or with other same-moded entries), the Translate button will change from Translate to Save As... Clicking on that button will allow you to Save As... the Entry or Entries.

**Creating New Banks or Instruments**

Hit INSERT on your computer keyboard when the focus is on the Files List or the Database List, and a new Bank or Instrument will appear in the List marked as Virtual. (You can choose which type is created by the option within the Preferences-General area.) You can then add Instruments (if a Bank) and Samples into Groups, forming entire Instrument(s).



For complete information on editing Banks and Instrument within the Contents Area, go the Contents Area area in this document. For complete information on though and precise editing of Instruments, go the Construction Zone area in this document.



## Menus - File



### New

Creates a new Entry in the Files or Database lists. This is a empty Instrument wher you can plug in new samples into it and program it.

### Open Recent

A list of previously selected files.

### Save

Saves the current edited or New Entry.

### Quit/Exit

Quits the whole mess.

## Menus - View



### Files

Switches the mainscreen to the Files List view.

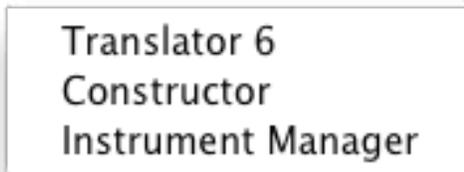
### Database

Switches the mainscreen to the Database List view.

### Construction Zone

Switches the mainscreen to the Construction Zone view.

## Menus - Apps



This is the area where you can launch the larger more powerful applications in the SamplerTools™ bundle.

### Translator 6

Launches the Translator 6 application.

### Constructor

Launches the Constructor application.

### Instrument Manager

Launches the Instrument Manager application.

# Menus - Help

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SamplerTools Home Page	
Check For Updates	⌘F7
Online Documentation	
Support	▶
About SamplerTools	

### Contents

Displays the Help File; that is the manual. Hey, READ IT!!! =)

### Troubleshooting

Goes to the Troubleshooting page in the Manual.

### Bug Reports

Goes online to the Chicken Systems SamplerTools Bug Report page. You can fill out the form there and submit any applicable files, to report any issues SamplerTools has.

### Sending Files

Displays the Help File section about sending files

within Bug Reports.

### SamplerTools Home Page

Goes online to the Chicken System's SamplerTools Home page.

### Check For Updates

Contacts the Chicken Systems Update Server online and checks if there is a update for your current running version of SamplerTools.

### Online Documentation

Goes online to a online version of the Help File. Usually the same thing as the Help File.

### Support - Forum

Goes online and takes you to the SamplerZone SamplerTools forum. You can get questions answered here, as well as meet up with the most amazing people you'll ever want to meet.

### Support - Online Chat

Opens a online Chat window, where you can chat with a Chicken Systems engineer during business hours and sometimes outside of business hours.

### Support - Email

Allows you to directly send an email to Chicken Systems. All emails are replied to within 24-48 hours.

### Support - Movies

Goes to the SamplerTools Product Video site for a full range of product videos and instruction.

### About SamplerTools™

Shows the SamplerTools™ Splash Screen, which shows you your registration information and the current version number you are using.

## What It Doesn't Do

We never though we'd write a page describing what one of our applications DOESN'T DO, but since SamplerTools™ aim is to present the basics of each bundled application into one Integrated Interface, it becomes necessary to inform you what SamplerTools doesn't do, so you aren't expecting it to do certain things.

SamplerTools tries to do the Ordinary. If you want to do something a little out of the Ordinary, launch one of the Master Applications and do it there -that's what they are there for.

We understand that drawing the line between Ordinary and Out-of-the-Ordinary is different for different people. If there's anything you deem as Ordinary, let us know and we are open to extending the capability fo SamplerTools to include such things - however, we draw a line at circumventing the roles of the Master Applications. And that shouldn't be difficult, as all of the Master Apps are easy to use as well as powerful in and of themselves.

One more thing: These lists are not complete, but they do include the major omissions.

### Translation

SamplerTools does NOT support these features that appear within Translator:

- Reading or writing Proprietary Disks (Akai, Roland, etc.)
- Translating into multiple destination FileTypes when converting in Bulk
- Copying Samples (redundant) when converting in Bulk
- Filter Lists by File Type

### Construction

SamplerTools does NOT support these features that appear within Constructor:

- User-defined Documents (Bank and Instrument)
- Sample Database
- Reading or writing Proprietary Disks (Akai, Roland, etc.)
- Allow changing of properties within a list

### Management

SamplerTools does NOT support these features that appear within Instrument Manager :

- Bulk Renaming of Objects
- Moving Instrumens between Bank files
- Support for Proprietary Disks (Akai, Roland, etc.)
- Support for management of Sample files and Objects
- Sample Editing features

# Preferences

The Preferences dialog is viewed by clicking on (Windows) Tools-Preferences top menu, or (Mac) App Menu-Preferences.

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## General Tab

### Prepare Audition Format

This is the format that is written when preparing a KeyMap for auditioning.

### New Import Format

This is the format that is composed when importing anything or creating a new Kurzweil Document.

### Parameter Tolerance

When importing into Kurzweil format, there may be structural limitations where if you wanted to ensure all parameters were converted perfectly, you'd end up with multiple Programs/Presets being created, perhaps in more of a mess than you prefer. Setting Parameter Tolerance to a higher percentage gives some grace to these parameters so the conversion will be a little exact but you'll wind up with a cleaner organization that will be more usable to you.

### Use Custom Editor for Sample Edits

This is the app that you'll use for editing samples within the Kurzweil Document. Good sample editors are SoundForge (Mac/Windows), Peak (Mac), DSP Quattro (Mac), Audacity (Mac/ Windows), Adobe Audition (Mac/Windows) and more.

### Color Keyboard with selected KeyMap Ranges

Usually this is set to be on. This colors the onscreen Keyboard with the ranges of the Samples within the currently selected KeyMap.

### Autoload KeyMaps when selected

Checking this has the Kurzweil Player load KeyMaps as they are selected, allowing you to audition them via MIDI.

### Middle C displays as...

On some samplers/keyboards, middle C is defined as C4 (usually U.S.) while others it is C3. All Kurzweils show it as C3, and by default this is what is shown throughout the program through any Note Number (i.e. A#5, E1, etc.) However, you may feel comfortable seeing it as C4. This control sets the display of Note Numbers program-wide.

### Check For Updates

Unchecking this turns off SamplerTools checking for updates automatically when starting up.

## Colors Tab

**Might as well make your Wave Display look great, right?** These are the options you have on what your Wave Display looks like.

---

## Import Tab

### Import Mapping Type

When adding samples to a KeyMap, this option allows you to select and operate many different informational mechanisms to map the samples where you want them to go.

**Chromatic:** This simply puts each sample on single notes, from lowest to highest. You also have the option of selecting all keys, only white keys, or only black keys.

**Embedded Root/INST:** Pays attention to RootKey or INST chunk information embedded in the incoming files. An INST chunk contains LoKey, HiKey, LoVel, and HiVel information, but is relatively rare in sample files.

**Velocity:** Instead of mapping on adjacent keys, it will map on a single key, into adjacent velocity ranges.

**Name Pattern:** Looks into the File Name and tried to detect the pattern listed in the text box below.

### Use Key Range

This is the keyrange limits placed on imported samples. This means all samples placed will not exist outside these limits. If this is not checked, they are assumed as 0-127.

### Use Velocity Range

This is the velocity range limits placed on imported samples. This means all samples placed will not exist outside these limits. If this is not checked, they are assumed as 0-127.

### Spread

This determines the default spread between LoKey and HiKey the sample will receive.

---

## Export Tab

### Destination Sample Type

SamplerTools allows you to export the samples in the Kurzweil Document out into single samples; this option selects the type. They can be WAVE, AIFF, CAF, or Akai SND files.

### Create Folder for KeyMaps

If this is checked, SamplerTools will organize the samples per KeyMap and put them into folders named after the KeyMaps. Otherwise, the samples in the Kurzweil Document will just be written flat.

**Write "Inst" chunk into sample files** Although this is not used often in musical circles, a WAVE or AIFF file can hold keyrange/velocity range info for a sample. When checked, SamplerTools will write this chunk into the sample. There is no effect the sound of the sample, but preserves it if it will be used again in the same context.

### Write SFZ file for every KeyMap

This can be handy if you want to observe the layout of each KeyMap, or perhaps if you want to import it into another sampler.

### Export Text

This controls the listing option in SamplerTools. You can export a formatted list of the contents of a Kurzweil Document for organizational purposes.

### Delimiter

This controls the way the linefeeds are written for separated textual lines.

## **Include Bank - Slot Numbers**

A Bank - Slot number is formatted like this: USER1:D14; checking this puts it into the document.

## **Exclude Blank Programs**

Sometimes the User banks have a lot of Programs or Setups with INIT has it's name and they don't include anything in them. This option eliminates them from the list.

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## **Data Processing Tab**

SamplerTools can import WAVE/AIFF files that have not been beat detected (that is, the transients have not been calculated) and SamplerTools will detect those transients and import them just like Recycle/ACID/AppleLoops.

But, let's talk about what a "slice file" (a Recycle file, ACID file, or AppleLoop) is.

### **What Is A Slice File**

A WAVE or AIFF file is simply a piece of audio data. And any "slice file", such as a Recycle file, ACID file, AppleLoop, or Stylus RMX file, are just pieces of audio data as well.

The only difference between a regular sample file and a slice file is that a slice file has markers written in a information chunk in the file. These markers are placed strategically where transients (sharp sounds) in the file start, so a player that reads slice files knows where the slices are. This is how a Slice File can be played back at various tempos: the player plays back a slice at the position the tempo dictates. At faster tempos, the slices fade out to make way for the next slice; at slower tempos, there is a gap between the slices. (However, some players artificially add sample data to "plug the holes". Also, good Slice Files are originally recorded at the slowest tempo reasonably allowed, so they never have to be played back at a slower tempo than their "unity tempo".)

To create a Slice File, one has to "slice" the audio into slices of energy ("beats") so the playback engine plays it back in a way that makes rhythmic sense. This requires a beat detector.

Slice editors, most notably Recycle, but also ACID itself and the AppleLoop Utility that Apple provides, have beat detection. They do 2 things: They beat-detect a sound file, plus they can play the slice files back at different tempos. They do this with the assistance of the detected markers. Once you have what you want, then you save into a slice file, where the audio stays constant but the markers are written in the file. So when a slice player reads the file, the slices are the secret to it's capability to play them back at any tempo.

### **SamplerTools's Beat Detection**

SamplerTools has a Beat Detector, giving you the ability to import WAVE/AIFF files just like Slice Files.

It is vitally important to pay attention to these Beat Detector preferences. The defaults work for most clear and simple beats, but they definitely will not work with everything. You will need to experiment with these on a case-by-case basis, but keep trying, there usually is a solution to any rhythmic piece of data. Here is the explanation of the Beat Detector's parameters:

**Type:** The Beat Detector uses two passes through the audio to detect beats. The first pass does the best detection it can, then the second pass "checks" the results.

**Threshold:** This is like the Sensitivity control on Recycle and other slice editors. Higher values produce less detection, lower values produce more detection.

**Silence:** This is terms of samples. This is the MINIMUM amount of samples that need to exist between markers. If you are getting lots of "double beats", raise this value.

**Tempo:** You can bypass the whole detection thing and just put slice points at beat values, regardless of whether a burst of energy exists at that point.

## Audio/MIDI Tab

### Audio Driver Types

These are the Sound Driver types on your system. Selecting one shows the Audio Outputs and Audio Inputs in the lists to the right.

### Audio Outputs

These are the outputs on your system for the selected Audio Driver Type. Selecting one selects the audio output for your app.

### Audio Inputs

These are the inputs on your system for the selected Audio Driver Type. Selecting one selects the audio input for your app.

### Audio Properties

Shows the Properties of the Output or Input that is selected on the left.

### MIDI In/Out Drivers

Allows you to select the current MIDI In or Out drivers that will drive the MC Player.

### Enable MIDI

Enables MIDI communication.

### Enable MIDI Velocity

When unchecked, all MIDI notes coming in will be Velocity=127 in value.

## Troubleshooting

Your **SamplerTools™** program should be rock-solid and give you no problems. However, there is always stuff that can go wrong.

You can start from scratch as far as Preferences go by trashing your preferences. You can do that by:

### Mac

Go to:

**/Users/[you]/Library/Preferences**, delete **com.chickensys.kurzweilcreator.plist**

### Windows

Go into the Registry and delete the

**HKEY\_CURRENTUSER/Software/Chicken Systems, Inc/SamplerTools** key.

### Mac and Windows

Press SHIFT when starting the program.

These techniques only trash your working preferences; they do not trash your auth codes etc. For all other queries, please contact **Chicken Systems Technical Support** at the contact points listed under Contacting Technical Support in this document.

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## FAQ

There is a SamplerTools™ FAQ up on the Chicken Systems Web site:

[www.chickensys.com/support/software/samplertools/faq](http://www.chickensys.com/support/software/samplertools/faq)

We revise this as needed, based on common questions previously asked about SamplerTools™.

It is extremely **LIKELY** that your question is answered here! Please do not contact us until you have read completely through this resource. It probably will answer your question.

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# Bug Reports

SamplerTools™ should not crash or show errors, but reality insists that all programs do at some point, since it deals with many undocumented formats and files created from many sources, SamplerTools™ can be especially vulnerable.

If you have a problem with a translation, or receive an error within SamplerTools™ concerning a file, the BEST way to communicate that is to file a Bug Report and send us any applicable files, with a brief description of what the problem is.

To use the Bug Reports system, go to Help-Bug Reports in the program. It connects you to our Bug Reports website, has a form you fill out that gets the information we need from you, and permits you to send us the source file directly from that page.

**We recommend you to use Bug Reports the page first.** We do invite you to email us or call us with a problem, but most of the time we just direct people to the Bug Reports web site to document the information in writing and for them to send us the file. Constructor has many users across the globe, and it is not possible to track all our users particular questions and issues through personal correspondence.

Once you establish an issue with the Bug Reports web site, you will get an email back with a link to your issue that you can consistently check on. We try to address and close issues within 24-48 hours.

**BUT, THE IMPORTANT THING IS TO ENABLE US TO EXACTLY REPLICATE YOUR ISSUE ON OUR END! THIS IS WHY WE NEED THE SOURCE FILE IN ALL CASES. PLEASE REMEMBER THIS!**

**Bug Reports Page:** [www.chickensys.com/samplertools/bugreports](http://www.chickensys.com/samplertools/bugreports)  
**Email:** [support@chickensys.com](mailto:support@chickensys.com)  
**FTP:** [ftp.chickensys.com](ftp://ftp.chickensys.com)  
 (please make sure file names DO NOT have spaces in them!)  
 User: incoming@samplertools.com  
 Pass: filesend123

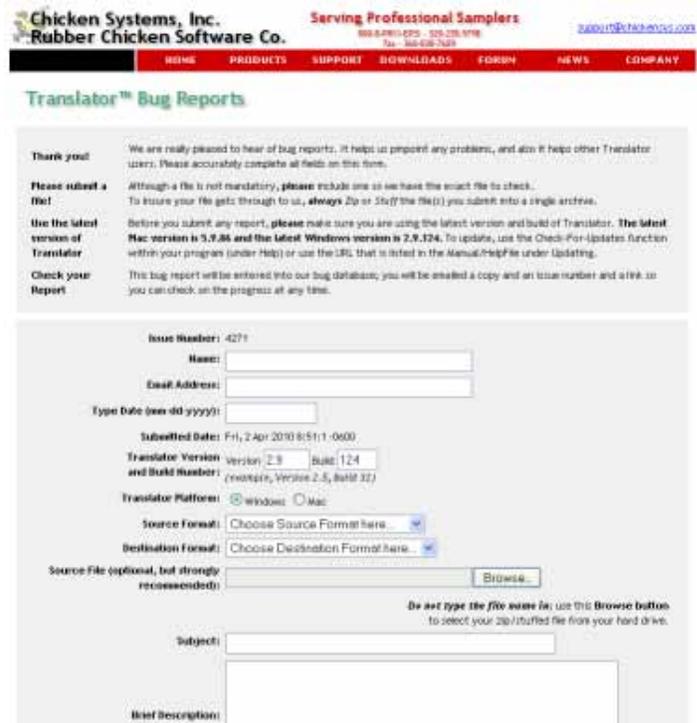
Bug Reports or FTP should handle any files you'd want to send us. In case you have problems with either or both, try these free file-sending services. Please include the link to the file as part of the Bug Report.

**DropBox:** [www.dropbox.com](http://www.dropbox.com)  
**WeTransfer:** [www.wetransfer.com](http://www.wetransfer.com)  
**TransferBigFiles:** [www.transferbigfiles.com](http://www.transferbigfiles.com)

### Additional Notes

Again, we make a special effort to analyze files and comment or fix the problem with 24 business hours through our Bug Reports page listed above.

Regarding larger files: they are easier to FTP than to e-mail, although our systems can handle either method of any size without problem. The Bug Reports web site can handle any size. Any email limitation is usually on your end. If you FTP a file, make sure that the filename DOES NOT have spaces in it. This is a natural limitation of the Internet and FTP servers in general. Please give us a brief complete explanation. We try to answer all emails within 24 hours. Please be patient if the answer does not arrive immediately.



## Contacting Technical Support

Chicken Systems Technical Support can be reached in many ways: **Phone, Email, Chat**, or via our SamplerZone.com **Forum**. Please give us a brief complete explanation of the problem. With Email and Forum questions, we try to respond within 24 hours, Please be patient if the answer does not arrive immediately.

You may Phone or Chat with us also if, after reading and looking at the documentation, you are stumped. Our usual office hours are 8am-6pm Monday-Friday. We are often in the office on weekends and holidays on an infrequent basis.

- Phone:** 800-877-6377 United States, 320-235-9798 elsewhere.  
Please do not mind the crabby technical support engineers.
- Email:** [support@chickensys.com](mailto:support@chickensys.com)
- Chat:** [www.chickensys.com](http://www.chickensys.com), use the Chat link on the bottom
- Forum:** [www.samplerzone.com/forums/samplertools](http://www.samplerzone.com/forums/samplertools)

# Updating

We update SamplerTools™ as needed, for bug fixes, improvements, and additions to the library.

SamplerTools™ automatically checks if there is a update available when you start it up. (If desired, you can turn this checking off in Preferences.) You can also check for updates by selecting Check for Updates under the Help menu. (This only works, of course, if you are connected to the Internet on that computer.)

If your SamplerTools™ computer is not connected to the Internet, or for some reason you can't run SamplerTools™, you can check for updates at:

[www.chickensys.com/samplertools/userupdates](http://www.chickensys.com/samplertools/userupdates)

You can check what is your SamplerTools™ version number by checking the About Box (under Help in Windows and under the App Menu on Mac), or by checking Get Info [Mac] or Properties [Windows].

If there is an update available for you, you can download it and then move it to your program's computer (if from a different computer). Run the updater and your program should be updated.

# Contact Us

**Chicken Systems, Inc.**

4024 Williford Way  
Spring Hill, TN 37174-6221  
United States

- Phone:** 800-877-6377 United States, 320-235-9798 elsewhere.
- Email:** [support@chickensys.com](mailto:support@chickensys.com)
- Chat:** [www.chickensys.com](http://www.chickensys.com), use the Chat link on the bottom of the page
- Forum:** [www.samplerzone.com/forums/samplertools](http://www.samplerzone.com/forums/samplertools)

# Credits

Developing software is at the core a one-man process, but making it good requires a team.

**SamplerTools™** really benefitted from good teamwork and solid commitment to quality software.

**Garth Hjelte:** Project Lead

**Jeff Godbloch:** Programming and Technical Writer

**Roger Weingarten:** Programming

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