

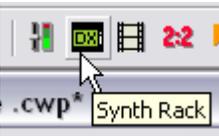
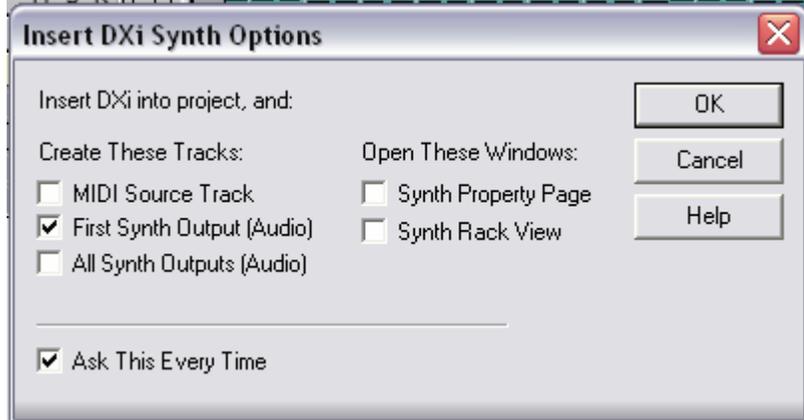
Basic Instruction for VSampler 3.x

Introduction:

This instruction assumes that you have a basic understanding of Sonar. However, no previous experience with VSampler is assumed. Also, this is but one way to use VSampler. Experiment! VSampler is very powerful and has a ton of great features. Good luck!

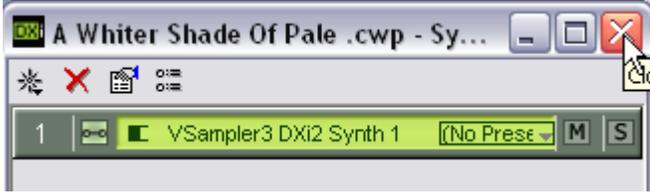
Okay, this instruction is limited to import and setup of SoundFonts using VSampler. Basically, we'll import the SoundFonts into one file and then assign the sound to song. We'll save the imported SoundFonts, so that we can use them over and over again without having to import them each time. We'll also take a look at the various options available.

NOTE: After importing the SoundFonts, drums will be assigned to Bank 128. Leave them on Bank 128; otherwise, they will not function correctly. When assigning the drums to track 10, simply double mouse click on "Bnk" in Sonar. Then, type in the number 127 to quickly assign the drums. Otherwise, you will have to scroll through all the banks to get to 128.

1	First, open any song file. Then, click on DXi to open Synth Rack:	
2	Synth Rack opens. Select "VSampler3 DXi2 Synth" from the list (your list probably will vary from this one):	
3	Check options as indicated and click " OK "	

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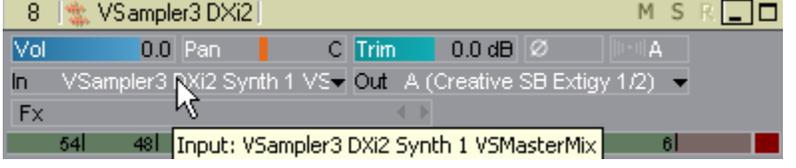
4 Click and close Synth Rack:



5 Click to open the newly added VSampler track (the example is on track 8 – depending upon the song you have open, yours may be on a different track):



6 Double click on “VSampler3 DXi2 Synth” as shown:



7 If VSampler opens in “Small View” as shown, click on “View” and select “Editor View”



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- 8 This is the VSampler Rack (VS) view. This is where you'll add and edit your SoundFonts. First, you must import them. We'll do this in two ways. So, proceed to step 9.

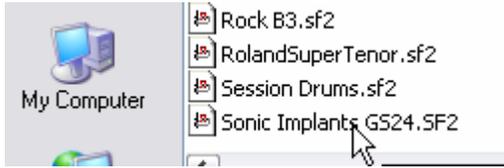


- 9 The easiest way to get started is to first load an existing SoundFont bank. **Click** on the “Open Library” icon (we’ll use this icon for other purposes later):

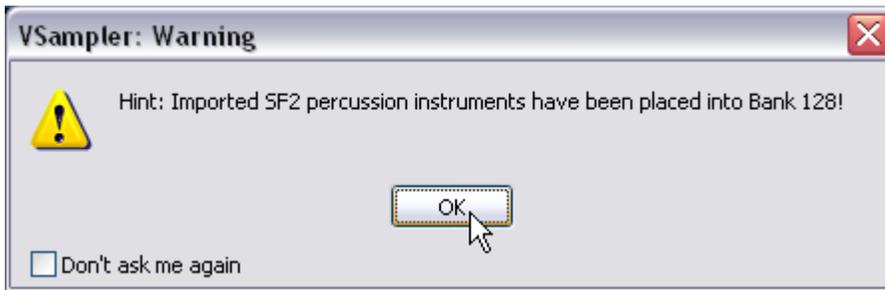


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10 Navigate to the location of your SoundFont bank and double click select one:



11 The SoundFonts will be imported. If you have drum kits in the bank, you'll receive this notice informing you that they have been placed into Bank 128. Leave them there. **Click "OK"**



12 After the import completes, you'll see the SoundFonts listed. To scroll to any other SoundFonts click the "blue" scrollbars below and to the right of the bank screen (cursor is on the lower one):



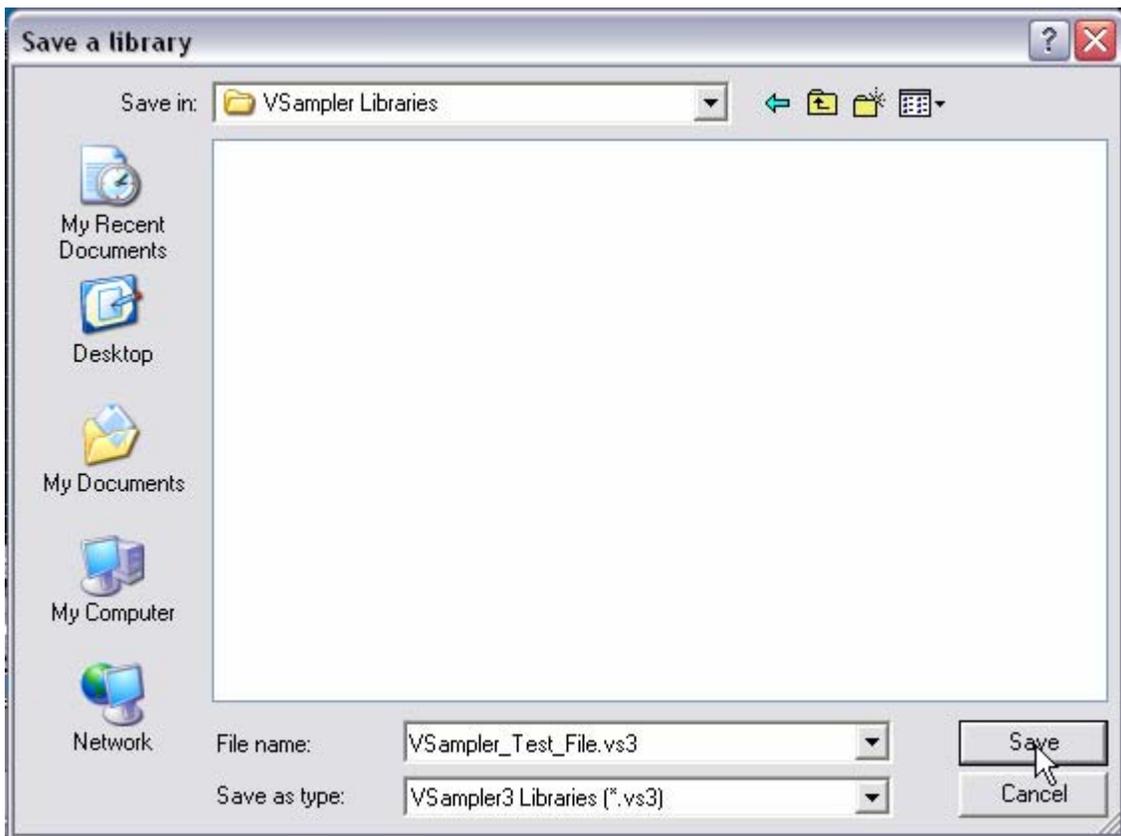
Now, if all you're planning to do is use these SoundFonts, you're basically finished. All you'd have to do is save the file. However, there's much more that can be done. Next, we'll take a look at a few of the things that can be done. First, let's save what we've done so far.

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- 13 Click "File" on the menu and select "Save" (or press Ctrl+S on the keyboard):



- 14 The "Save a library" dialog box opens. Navigate to a location where you'd like to save your VSampler libraries – perhaps create a new directory called VSampler Libraries). Enter a file name or use the default name and **click** "Save:"

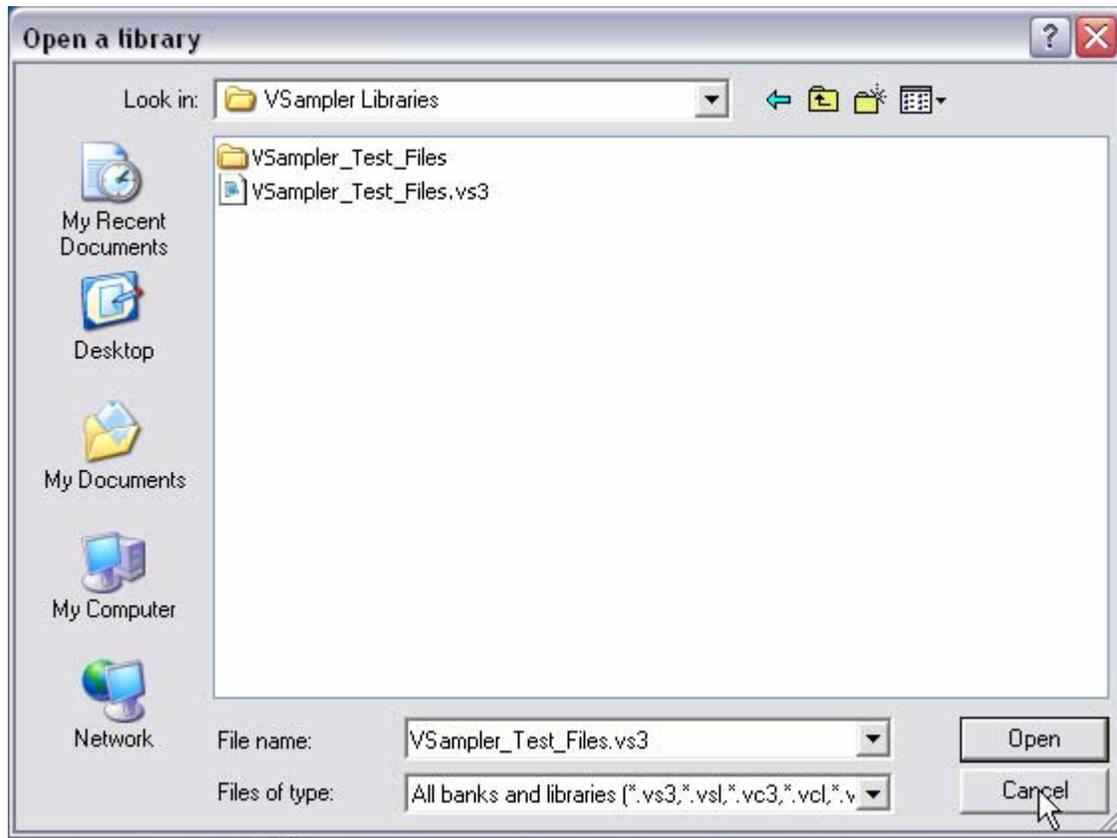


- 15 VSampler will take a moment to save all the files to a new directory that is has created and will also create a ".vs3" file for opening this library. **Click** the open icon again to see what you're created:



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- 16 You may have to navigate to the folder you're created, but this is what you should see (since the file should still be open, **click** "Cancel" to continue – otherwise, you would click "Open" to work with the file):



- 17 Okay. That's the basic process. Let's try adding a single additional SoundFont to the file. First, **place** the cursor on an open field in one of the banks:

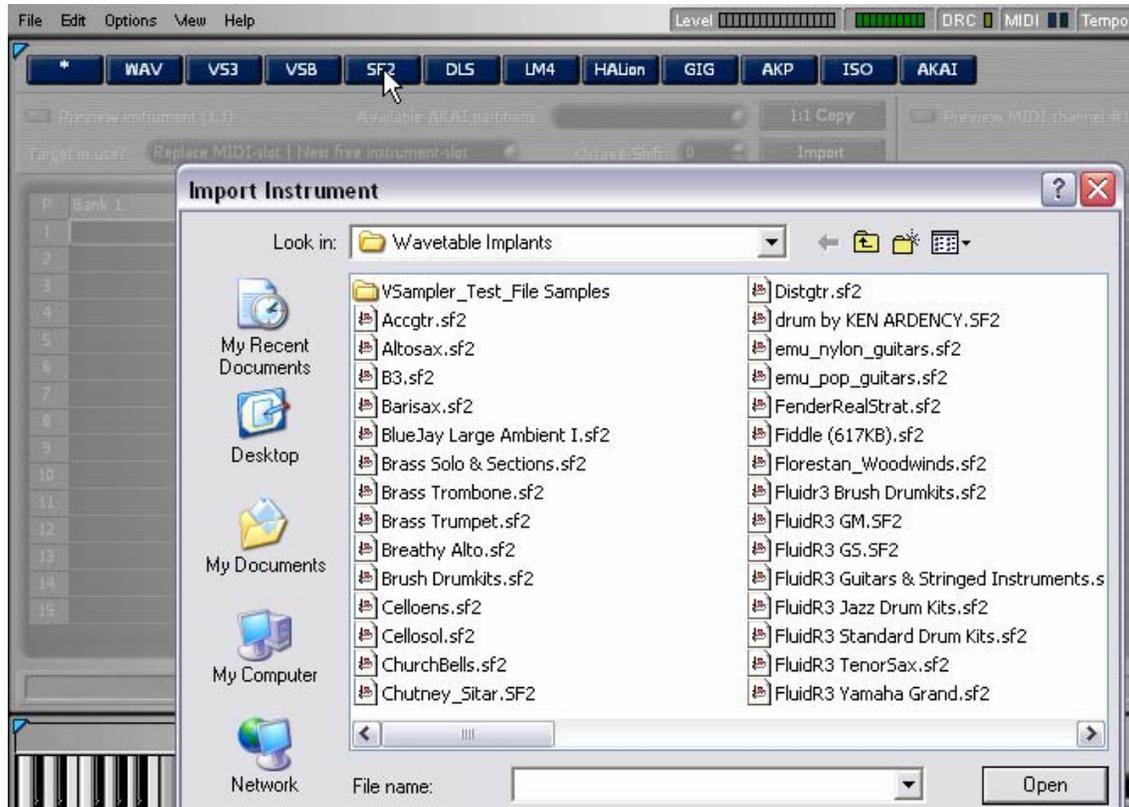


- 18 To the right side of VS located and **click** on "Import"



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- 19 Once the “Import” screen opens, navigate to your SoundFont directory. Double click to select one of the individual SoundFonts (actually, you can select an entire bank, but let’s keep it simple for now):



- 20 You'll now see the SoundFont loaded into the import bank. This SoundFont is comprised of multiplied acoustic guitar sounds. All of them can be individually loaded. Notice that the “Target in use?” shows “Replace MIDI-slot | Next free instrument-slot.” Since we’ve already placed the cursor on an open slot in VS, this won’t matter. However, it does keep you from over-writing previous SoundFonts, if you forget to use an open slot.

First **click** on the first SoundFont (in this case “Acoustic Guitar”) which will load it into memory. The **double click** it:

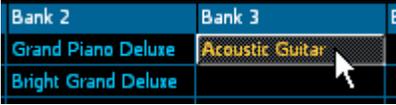
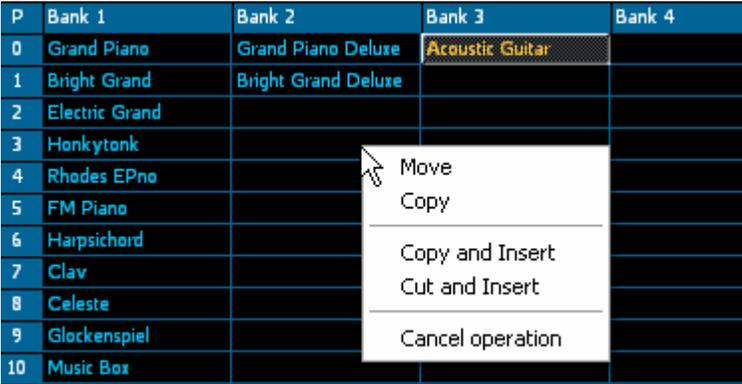
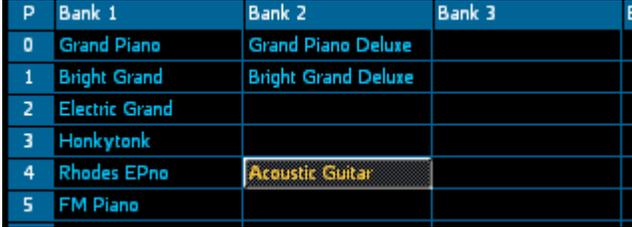
NOTE: What will actually happen is that the SoundFont will be loaded into the slot back on the VS screen.



- 21 **Click** the “VS” icon to the right to see the newly added SoundFont:

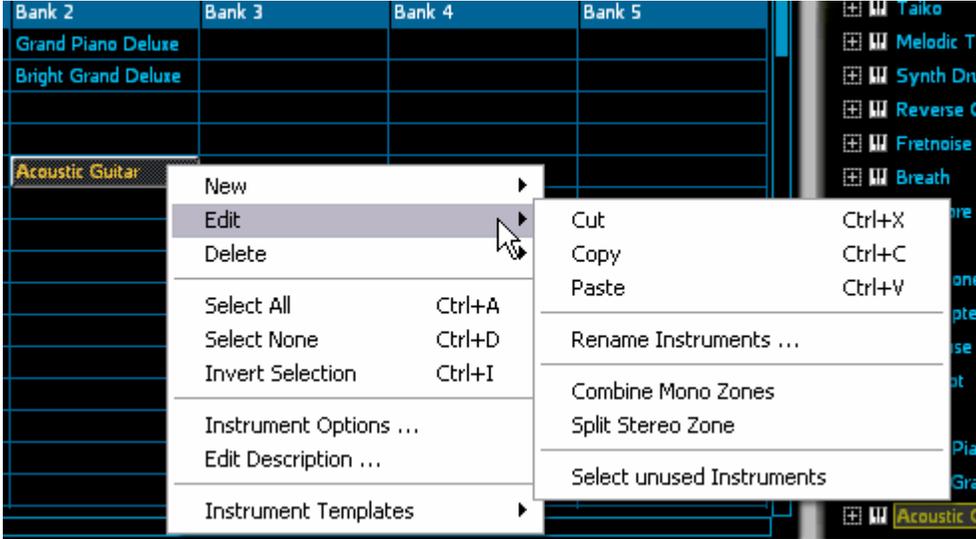
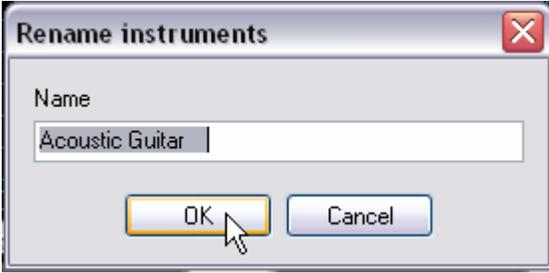


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- 22** You should see the SoundFont in the previously selected position. If the SoundFont has brack “[Acoustic Guitar]” around it, that means that you didn’t double click the file to load it. The brackets indicate that the position is ready and waiting for the Acoustic Guitar SoundFont. So, if this happens, just go back to the Import View and double click again.
- 
- | P | Bank 1 | Bank 2 | Bank 3 | Bank 4 |
|---|--------------|---------------------|-------------------|--------|
| 0 | Grand Piano | Grand Piano Deluxe | [Acoustic Guitar] | |
| 1 | Bright Grand | Bright Grand Deluxe | | |
- You can repeat this process for as many SoundFonts as you’d like. You can literally add every SoundFont that you own to the available banks. What’s even better is that you can add, delete, edit or move the SoundFonts. Let’s take a quick look (make sure to save the file periodically).
- 23** Let’s move one of the SoundFonts. First, place the cursor on one of the SoundFonts (it will load quickly):
- 
- | Bank 2 | Bank 3 |
|---------------------|-------------------|
| Grand Piano Deluxe | [Acoustic Guitar] |
| Bright Grand Deluxe | |
- After it finishes loading, **click** and **drag** the file to the new location. A dialogue box will appear. Select “Move”
- 
- | P | Bank 1 | Bank 2 | Bank 3 | Bank 4 |
|----|----------------|---------------------|-------------------|--------|
| 0 | Grand Piano | Grand Piano Deluxe | [Acoustic Guitar] | |
| 1 | Bright Grand | Bright Grand Deluxe | | |
| 2 | Electric Grand | | | |
| 3 | Honkytonk | | | |
| 4 | Rhodes EPno | | | |
| 5 | FM Piano | | | |
| 6 | Harpichord | | | |
| 7 | Clav | | | |
| 8 | Celeste | | | |
| 9 | Glockenspiel | | | |
| 10 | Music Box | | | |
- Your SoundFont now will appear at the new location.
- You can move the SoundFonts around as much as you’d like. Move them to where you’d like them and where they make sense to you. For example, you may want to leave your basic ones set up on Bank 1.
- 
- | P | Bank 1 | Bank 2 | Bank 3 | Bank 4 |
|---|----------------|---------------------|--------|--------|
| 0 | Grand Piano | Grand Piano Deluxe | | |
| 1 | Bright Grand | Bright Grand Deluxe | | |
| 2 | Electric Grand | | | |
| 3 | Honkytonk | | | |
| 4 | Rhodes EPno | | | |
| 5 | FM Piano | | | |
- 26** If you haven’t already, make sure to **save** your new configuration.

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Editing

1	<p>Right click on any SoundFont and you'll get a complete choice of option. Experiment with them on your own. We'll just rename the SoundFont we added (don't worry you can change it back, so make sure you remember the name):</p>  <p>The screenshot shows the VSampler interface with a grid of banks (Bank 2 to Bank 5) and a list of instruments on the right. The 'Acoustic Guitar' instrument is selected, and a context menu is open over it. The menu options include: New, Edit, Delete, Select All (Ctrl+A), Select None (Ctrl+D), Invert Selection (Ctrl+I), Instrument Options..., Edit Description..., and Instrument Templates. A sub-menu is also visible, containing: Cut (Ctrl+X), Copy (Ctrl+C), Paste (Ctrl+V), Rename Instruments..., Combine Mono Zones, Split Stereo Zone, and Select unused Instruments.</p>
2	<p>Select "Rename Instruments ..."</p>
3	<p>You can use whatever name you'd like, but make sure they make sense to you. Click "OK" to accept the change:</p>  <p>The screenshot shows a dialog box titled 'Rename instruments'. It has a text input field containing 'Acoustic Guitar'. Below the input field are two buttons: 'OK' and 'Cancel'. A mouse cursor is pointing at the 'OK' button.</p>
4	<p>Once you've made all of the necessary changes, make sure to save the file.</p>

Experiment by moving things around, replacing files with other files, etc. One of the things I've done is create a really great list of sounds on Bank 1. That is, I've deleted a basic sound, such as "Muted" guitar with a really cool "Palm Muted Guitar" sound from a different set of SoundFonts. In this way you can build the best of the best SoundFonts that always will be available to you from one location.

And speaking of location, make sure that you always keep the location of the library files relative to the Sonar program. That is, if you do all your editing on your desktop and move the files to your laptop, make sure that the location of the VSampler libraries (and associated files) are located in the same place as on the desktop. You'll know if you've done this wrong almost immediately. When you open your songs, none of the sounds will load (well, this is one of the reasons that might happen).

Now, let's take a brief look at some of the other possibilities.

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Adding Effects & Other Stuff

- 1 From the VS view, **select** one of the instruments and **click** “FX”



- 2 The FX screen appears. Select “Effect 1” and “VS: Reverb” will appear. Click “Edit” if you like to change any settings (NOTE: If all selections are grayed out, you haven’t selected an instrument).



- 3 To change the “Present” click the little ball icon and scroll through the list. Click a different present to experiment with the different sounds. Or, go back to edit and create your own.

Well, there’s much, much more that you can do. Hopefully, this tutorial has at least helped you get started.

Don’t forget to save!

Later... Hal Lowe

