
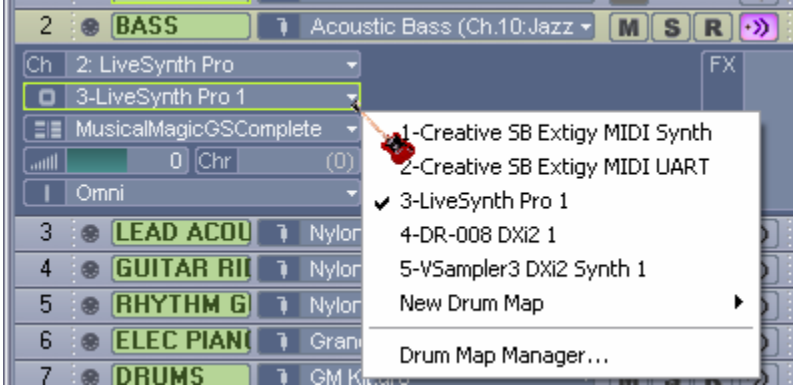
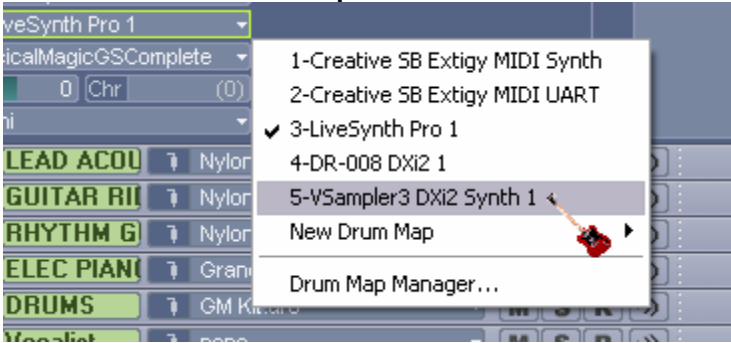


# VSampler 3.x - Assign tracks & effects, delete & move SFs

## Introduction:

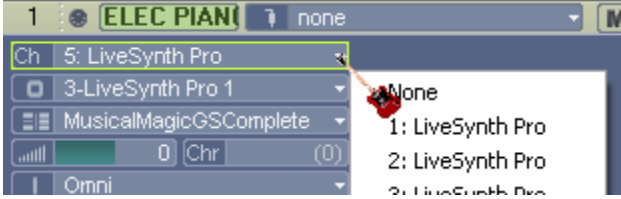
For this instruction it's assumed that you have a basic understanding of Sonar and that you know how to load SoundFonts. Also, there are a variety of ways to accomplish the things covered in this instruction, so you should consult help files and by all means experiment. Have a good look around VSampler. You'll be surprised at what you can learn just by looking and experimenting.

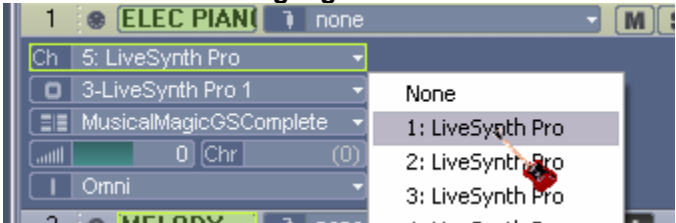
This instruction includes [assigning](#) and configuring tracks in Sonar, [adding effects](#) to DXi's or VST's, and [deleting](#) and [moving](#) previously imported SoundFonts. This instruction works for other sound file types and audio effects, so you are encouraged to experiment with those as well (make and use copies for experimentation).

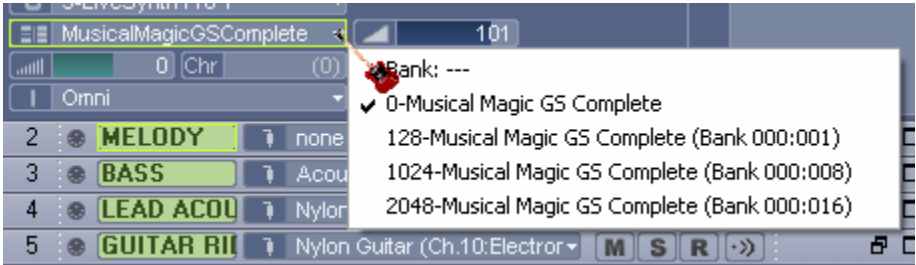
| Assign VSampler to tracks: |   |
|----------------------------|---|
| 1                          | Open a song containing an instance of VSampler _or_ add an instance now.  |
| 2                          | Click the minimize (or maximize if you prefer) strip icon to open a track:<br>       |
| 3                          | Click the track's output icon to see the available DXi/VST assignment choices:<br>  |
| 4                          | Move the cursor to "VSampler..." and click to select and assign it to the track:<br> |

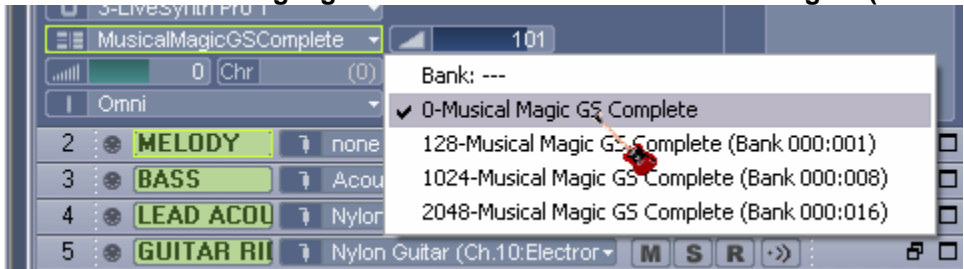
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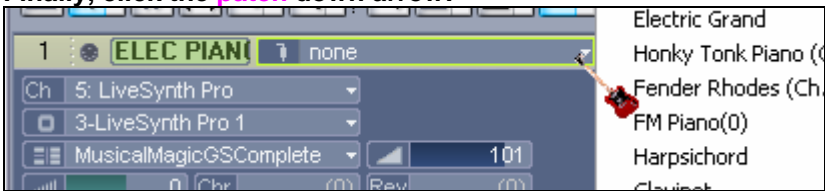
- 5 Next, click the **channel** down arrow icon:

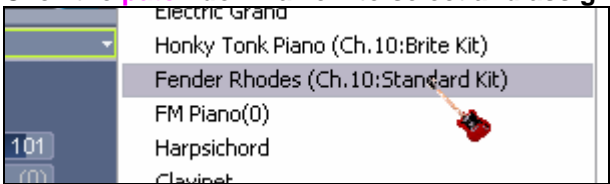

- 6 Move the cursor to highlight a **channel** and click to select and assign it:


- 7 Now it's time to click the **bank** down arrow:


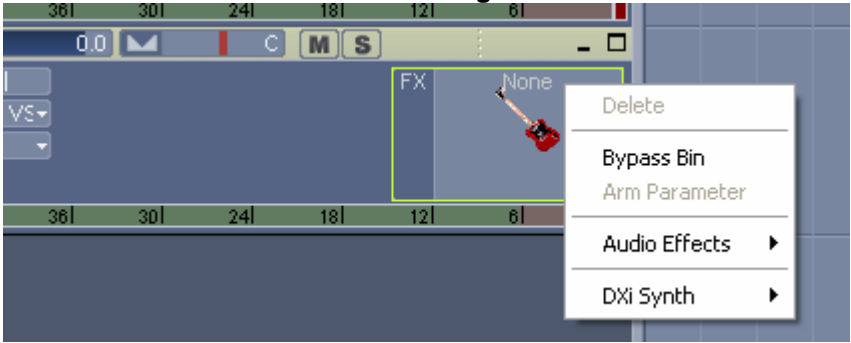
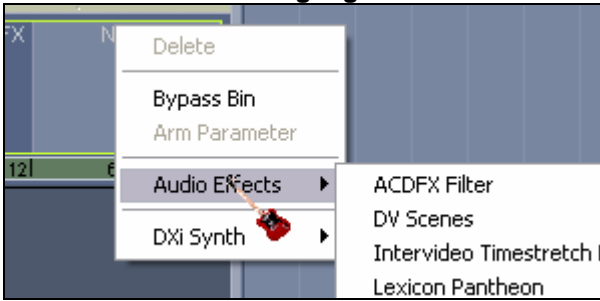
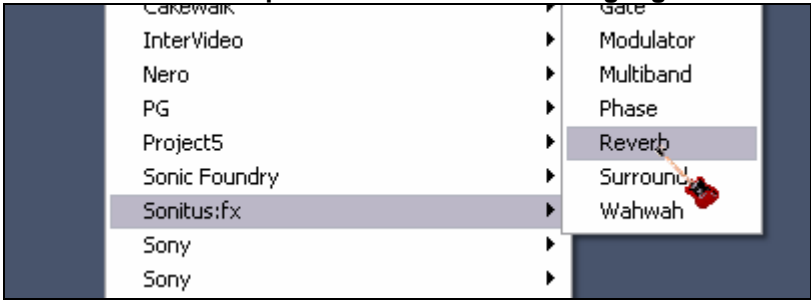

- 8 Move the cursor to highlight a **bank** and click to select and assign it (for drums use "128..."):


- 9 Finally, click the **patch** down arrow:

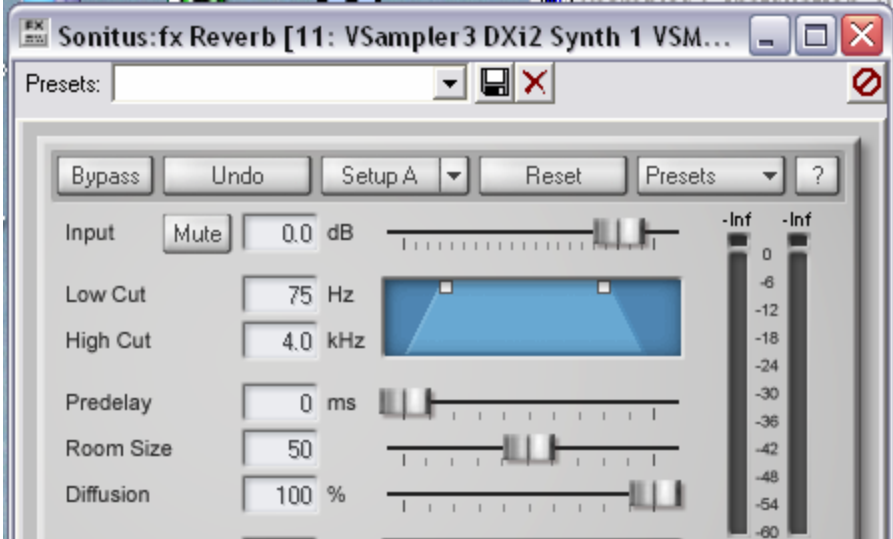
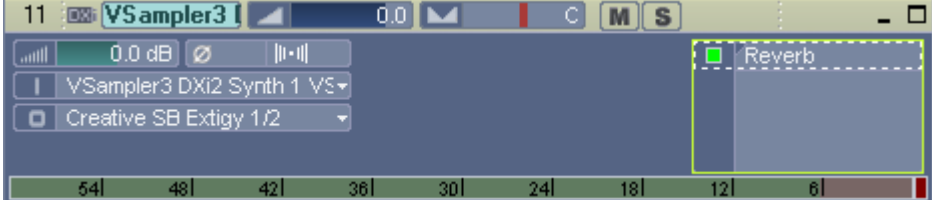

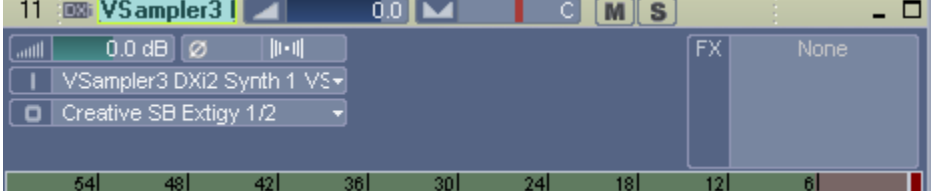

- 10 Click the **patch** down arrow to select and assign a patch (save the file):



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| Adding effects to DXis/VSTs |   |
|-----------------------------|---|
| 1                           | VSampler should already be open, if not open a song containing VSampler now   |
| 2                           | <p>Click the VSampler track minimize strip icon to open the track (if it's not already open):</p>  <p>The screenshot shows a VSampler track in a DAW. The track name is 'VSampler3'. Below the track name, there are several parameters: '0.0 dB', 'VS', 'VSampler3 DXi2 Synth 1 VS', and 'Creative SB Extigy 1/2'. On the right side of the track, there is a 'Minimize Strip' icon (a small square with a minus sign) which is highlighted with a red mouse cursor. A tooltip labeled 'Minimize Strip' is visible next to the icon.</p> |
| 3                           | <p>Move the mouse to the FX area and right click:</p>  <p>The screenshot shows the FX area of the VSampler track. The text 'FX None' is visible. A red mouse cursor is right-clicking on the 'None' text. A context menu is open, showing the following options: 'Delete', 'Bypass Bin', 'Arm Parameter', 'Audio Effects', and 'DXi Synth'. The 'Audio Effects' and 'DXi Synth' options have right-pointing arrows next to them.</p>   |
| 4                           | <p>Move the cursor and highlight "Audio Effects" and a submenu appears:</p>  <p>The screenshot shows the context menu from the previous step. The 'Audio Effects' option is highlighted with a red mouse cursor. A submenu is now open, showing the following options: 'ACDFX Filter', 'DV Scenes', 'Intervideo Timestretch', and 'Lexicon Pantheon'. The 'DXi Synth' option is also visible in the main menu.</p>   |
| 5                           | <p>Move the cursor to open a sub-submenu and highlight an audio effect to select and add it:</p>  <p>The screenshot shows the submenu from the previous step. The 'Reverb' option is highlighted with a red mouse cursor. A sub-submenu is now open, showing the following options: 'Gate', 'Modulator', 'Multiband', 'Phase', 'Reverb', 'Surround', and 'Wahwah'. The 'Reverb' option is highlighted.</p>  |


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|                                |   |
|--------------------------------|---|
| 6                              | <p>Adjust the parameters or select a preset that you like and click the “X” to close the effect:</p>    |
| 7                              | <p>The effect is now listed in the FX section. To add more effects just follow steps 3 thru 6:</p>   |
| 8                              | <p>If you're happy with the changes, save the file.</p>   |
| <p><b>Deleting effects</b></p> |   |
| 1                              | <p>To remove an effect, move the cursor over the specific effect and right click:</p>  <p><b>NOTE:</b> You must right click over an effect, the specific effect; otherwise, the delete function is not available.</p> |
| 2                              | <p>Click “Delete” and the effect is removed (note the other submenu choices):</p>   |
| 3                              | <p>Add other effects and remember to save the file when finished.<b>NOTE:</b></p>   |

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**Moving Patches in VSampler**


- 1 Double click "VSampler..." in the VSampler audio track:**

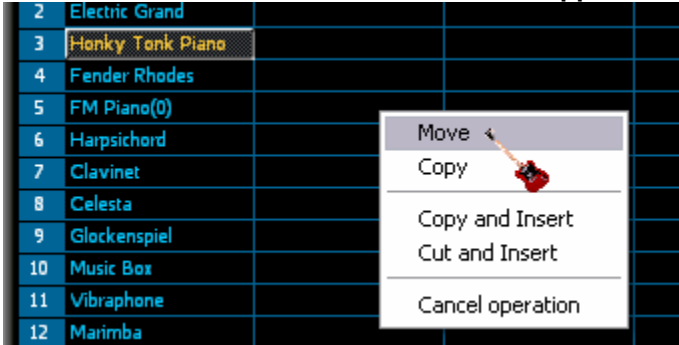

- 2 Click a patch to load it:**




| P | Bank 1            | Bank 2 | Bank 3 |
|---|-------------------|--------|--------|
| 0 | Grand Piano       |        |        |
| 1 | Bright Grand Pian |        |        |
| 2 | Electric Grand    |        |        |
| 3 | Honky Tank Piano  |        |        |
| 4 | Fender Rhodes     |        |        |

**NOTE:** The progress meter lights up green & shows progress from left to right during load
- There two options at this point. Left click and drag or right click select from a menu.*
- 3 Since the patch is already selected with a left click, drag it to a new location:**


- 4 Release the left mouse button and a menu appears. Highlight Move:**

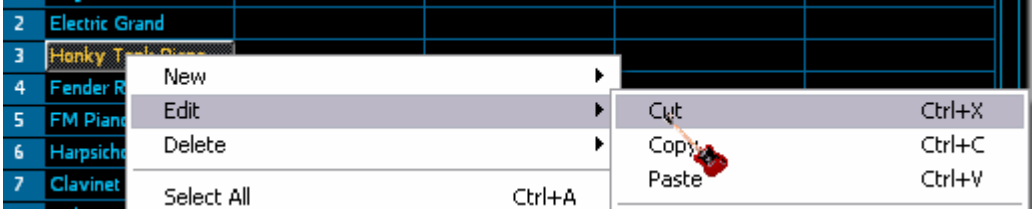
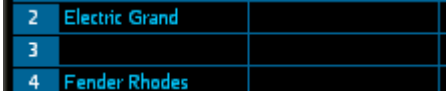
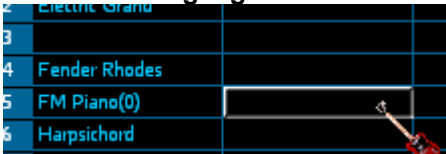
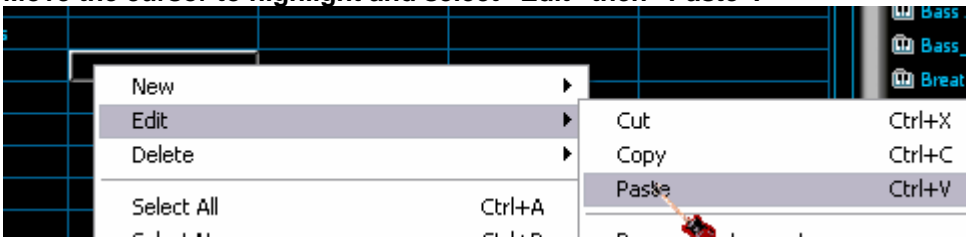
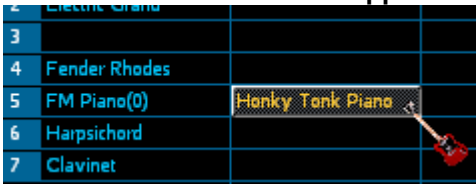


**NOTE:** Notice the choices available. We're going to move the soundfont, however, you could copy it. This is handy if you want to adjust parameters for a different sound, etc.
- 5 The soundfont is now in the new location:**



|   |                |                  |  |
|---|----------------|------------------|--|
| 2 | Electric Grand |                  |  |
| 3 |                |                  |  |
| 4 | Fender Rhodes  |                  |  |
| 5 | FM Piano(0)    | Honky Tank Piano |  |
| 6 | Harpisichord   |                  |  |

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|   |  |
|---|--|
| <i>Moving using the right click method:</i> |  |
| 3a  | <p><b>Right click on a soundfont and highlight “Edit” then “Cut”:</b></p>    |
| 4a  | <p><b>Click cut and the soundfont is removed (this make take a little time depending upon the speed of your computer):</b></p>    |
| 5a  | <p><b>Left click to highlight a new location for the previously cut soundfont:</b></p>    |
| 6a  | <p><b>Move the cursor to highlight and select “Edit” then “Paste”:</b></p>  <p><b>NOTE:</b> Notice the shortcut keys available, so that next time you don’t need to use the menus. I’m showing you how to do it this way, so that you can see the other available menu options.</p> |
| 7a  | <p><b>The soundfont now should appear in the new location:</b></p>    |
| <b>Recommendations:</b>                     |  |
| 1   | Always maintain a set of original files copies and use extra or backup copies to make changes.   |
| 2   | Be careful making changes, since some changes are global and affect multiple songs.  |
| 3   | Save often and learn how to make good use of “Save As.”  |
| 4   | Read instruction, review the help files and by all means, experiment, experiment & experiment.   |