SphereEdit v0.9

Preliminary Manual

SphereEdit is a fork of the Synthesis Technology WaveEdit project developed by Andrew Belt. You can see the source code for this project here: https://github.com/AndrewBelt/WaveEdit/ You can download the WaveEdit program for Mac, Windows, or Linux here: http://synthtech.com/waveedit

SphereEdit is particularly suited for use with the Spherical Wavetable Navigator (SWN) module from 4ms Company. The software is in beta.

Please read the WaveEdit manual, which should be located in the same folder as this manual. The WaveEdit manual describes many of the features shared by WaveEdit and SphereEdit. Most features are the same or very similar, but the WaveEdit Online feature has been removed from SphereEdit for now (we hope to have a similar SphereEdit Online repository soon).

Basic Workflow:

Creating a Sphere with SphereEdit

1. Create a new Sphere with the "New Sphere" command in the File menu.
   - *Or, you can load a previously saved Sphere ("Open Sphere" command)*
   - *Or you can load a folder full of .wav files ("Load Waves from Folder…" command)*
   - *Or, you can load individual .wav files into each of the slots (click a slot on the left, then Edit menu > "Open single Wave")*
2. Draw waveforms, use Pencil/Brush/Line tools, insert Digital/Analog/FM/Glitch sounds, apply effects, etc. to create your Sphere. See the WaveEdit manual for details.
3. When you have 27 waveforms that you like, save the Sphere with the "Save Sphere" command in the File menu. This creates a Sphere File, which is a .wav file containing all your waveforms.

Loading the Sphere into the SWN:

4. Open the .wav file you just created using any audio player. Make sure your computer's volume is at 100% maximum.
5. Plug your computer's audio/headphone output jack into the SWN's Waveform In jack.
6. Enter Sphere Recording Mode on the SWN (see SWN User Manual).
7. Play the .wav file on your computer at the same time that you press the flashing red record button on the SWN.
8. After about 2.5 seconds, the SWN will stop recording. Turn the SWN's Browse knob to verify it sounds right. If you didn't press play and record at the same time, you can try again until you get the timing right.
9. Save the Sphere on the SWN if you like it, using the Preset knob (see SWN User Manual).

Basic terminology

Sphere: A Sphere is a wavetable, also known as a "Bank". A Sphere has 27 waveforms in it, arranged in a 3x3x3 matrix. The Spherical Wavetable Navigator module (SWN) uses Spheres as its wavetables.

Sphere File: A Sphere File is .wav file that contains the 27 waveforms of a Sphere in a format that can be easily loaded to a SWN module. Sphere files live on your computer and can be opened, edited, and saved by the SphereEdit program. If you're curious about the details of the Sphere File format, go ahead and open up a Sphere File using an audio editor program — you'll see it's simply a .wav file containing each of the waveforms repeated 8 times.

File Menu

New Sphere: Create a blank slate of 27 waveforms.
Open Sphere…: Open a Sphere file that you've previously saved.
Save Sphere: Saves your latest changes to the currently open Sphere file.
Save Sphere As…: Let's you save the current Sphere as a new file. waveforms into a new .wav file that's suitable for recording to a SWN.
Save Waves to Folder…: Saves the current Sphere as 27 separate .wav files into a folder. The files will be named 00.wav, 01.wav, 02.wav, etc…
Load Waves from Folder…: Loads 27 .wav files from a folder, and creates a new sphere using these waveforms. The .wav files must be named 00.wav, 01.wav, 02.wav, etc… They also must each be 512 samples long and 16-bit/44.1kHz/mono.