SamplerBox: Midi sampler for instruments and loops

Sample definition parameters

Parameters, per sample set:

Parameter	value	Description
%%velmode	see wav	Sets default for %velmode in this sample set.
%%velolevs	see wav	Sets default for %velolevs in this sample set.
%%pitchbend	0-12	The depth of the pitchbend in semitones. 12 means range is 1 octave up and down and zero disables the pitchwheel/joystick.
%%stopnotes	65-127	The first note of the range of notes used for stopping the loops. See table of notes for starting loops with corresponding note-off's. The keyboard area (area of filling notes) is between 127-%%stopnotes and %%stopnotes. The stopnote range cannot be used for playing other wav's as it is reserved for stopping.
%%mode	see wav	Sets default for %mode in this sample set.
%%release	see wav	Sets default for %release in this sample set.
%%damp	see wav	Sets default for %damp in this sample set.
%%retrigger	see wav	Sets default for %retrigger in this sample set.
%%gain	see wav	Sets default for %gain in this sample set.
%%transpose	see wav	Sets default for %transpose in this sample set.
%%fillnote	see wav	"Y" is default. Sets the default for generating %fillnote in this sample set.
%%notemap	see wav	Sets default for %notemap in this sample set.
%%qnote	see wav	"N" is default. Sets the default for generating %qnote in this sample set.
%%relsample	see wav	"N" is default. Sets default for %relsample in this sample set.
%%xfadeout	see wav	Sets default for %xfadeout in this sample set.
%%xfadein	see wav	Sets default for %xfadein in this sample set.
%%xfadevol	see wav	Sets default for %xfadevol in this sample set.
%%dampnoise	see wav	"N" is default. Sets default for %dampnoise in this sample set.
%%voice	1-127	Gives a description of the voices for the GUI. Example: "%%voice:4=Bass Guitar"

%%backtrack	1-127	Gives a description of the backing tracks for the GUI. Example: "%%backtrack:1=Bass+strings"

Parameters, per wav group

You use these parameters either in the filename (a "pattern") or as parameter after this pattern.

Parameter	value	Usually used in name pattern in form "%parm", but perfectly legal to use after the pattern in form ",%parm="
%notename		Notename followed by octavenumber, so like C1, C2, C3, D#3, F#4, etc. Notenames can be: "C", "C#", "D", "D#", "E", "F", "F#", "G", "G#", "A", "A#", "B". Flats need to be defined as corresponding sharps. When using quarter tones next values are also possible: "Ck", "Cs", "Dk", "Ds", "Ek", "Es", "Fk", "Fs", "Gk", "Gs", "Ak", "As", "Bk", "Bs", where "k" means koron (flat) and "s" means sori (sharp).
%midinote	0-127	60 corresponds with middle C = C4 (original samplerbox uses C5).

Parameter	value	Usually used after the name pattern, in form ",%parm=", but perfectly legal to use in the name pattern as well
%velmode	the way that volume is derived from the velocity (see indepth explanation):	
	sample	volume equals the value in the sample, so it requires multiple samples using the %velocity parameter to get differentation.
	accurate	played velocity influences volume directly. Multiple samples can still be used to differentiate the instruments tone colour at different velocities.
%velolevs	1-127	The number of velocity level ranges used in this sample set (see indepth explanation).
%velocity	1-velolevs	velolevs is default. A velocity sample is used from its value upwards till the next sample. Velocity values below lowest sample will use this lowest one.
%voice	0-127	1 is default. This enables loading different instruments in one sample set, so that switching between them has no delay. Voices can be given a name with the %%voice global parameter. This name will show up in the GUI. Special voice is voice=0, the "effects track". Characteristics are • Sounds in here will override the corresponding notes in all other voices, making it available in all voices. • It cannot be selected as individual voice. • Filling notes is disabled • It will not react on pitch bend or vibrato (so backing tracks and such will keep their timing)
%mode	the way that the box handles note-off and loop markers:	
	keyb	"Normal": end on note-off and use loop markers if any while key is pressed (original samplerbox).
	once	"Playback": play sample from start to end ignoring standard note-off.
	onc2	Like "once" but now pressing same note a second time stops playback (=2nd keypress sends note-off). If the playback stopped because the end was reached,

		pressing the key a second time is still required before the sample can be played again!
	loop	Loop markers will be recognized; loop will be stopped by playing 127-midinote, a table of notes to use.
	loo2	Like "loop", but the loop will stop when playing the same note (=2nd keypress sends note-off). If the sample has no loop markers it will stop when exhausted, but pressing the key a second time is still required before the sample can be played again! This mode mimicks Korg-KAOSS and some groove samplers.
	back	"Backtrack": Like "loo2", but when the 2nd keypress is received the sample will play till the end. This means the loop will finish and also the part after the loop marker will be played. A 3rd keypress can stop this "playing to end". If the "%backtrack=" parameter is absent, it defaults to "backtrack=0". If "%backtrack" is present, specifying "%mode" is redundant/unnecessary as the "back" mode will be forced.
%backtrack	0-127	This enables a sample to play in the "back"-mode (see above) • The voice is forced to 0, implicating: available in all tracks, no notefill, no pitch adjustement. • If the value is greater than 0, you can have one sample per backtrack# (first found will be selected) and you can start&stop with the controller defined in the midi mapping and with the optional note in the filename. • Value equal to 0 allows more samples, but you must attach a note to each track as you cannot attach a controller to it. • Backing tracks can be given a name with the %%backtrack global parameter. This name will show up in the GUI.
%mutegroup	1-...	The group of notes of which only the last played will sound. See explanation.
%rnds	1-9	"Random samples": unique number when more wav's are available for a note/velocity, to be played randomly.
%release	0-127	This gives values from 0 to 2 seconds for fading out the volume after a key is released. Default is 30, approximately 0,5 seconds.
%damp	0-127	This gives values from 0 to 2 seconds for fading out the volume when damp(usually pedal) is pressed. Default is 10
%retrigger	What happens when same note is played again:	
	R	Noteoff, fadeout according release time value.
	D	Noteoff, fadeout according damp time value.
	Y	Yes, retrigger is allowed, keep the playing sound
%transpose		Transposal in semitones, -12 means 1 octave down. Default is 0. The script assigns "middle C" (C4) to midi note 60. With this you can for instance normalize presets using C3 or C5 without renaming the WAV-files. Note: original samplerbox uses C5 as middle-C.
%fillnote	Y/N	"Y" is default. This indicates if this sample can be used for generating other/missing notes within the keyboard area.
%notemap		Activate the named note mapping, which causes played keys to play other/retuned notes or switch voices (keyboard split).
%gain		Adapts sample volume before alsamixer by means of a multiplication factor. Default is 1. Possible values: "2", "1.5", "0.25", ".5" etcetera, without quotes ofcourse. With this you can adapt samples to samplerbox input without actually changing the WAV-files.
Using quarter tones (notes between the semitones)		
%qnote	N	No quarter tones
	Y	Same as O. The GUI assumes %qnote=O and C4=60.

	O	Quarter-tones on the odd midi notes
	E	Quarter-tones on the even midi notes
Playing an independent sample(part) at note-off/release and/or damp (see in-depth explanation.):		
%relsample	N	Use a release sample, "N" is default.
	E	The sample is embedded in the same wav (GrandOrgue method).
	S	The sample is a separate wav in the "mirror voice".
	Parameters for mixing the release sample take over:	
%xfadeout	0-127	The release time of the sample when a release sample should be played (so the time the note fades out while the release sample gets in). If only an additional sound is needed (like the harpsichord damper), you can set this variable to the normal release time (for instance 30).
%xfadein	0-127	The time in which the release sample reaches its full volume.
%xfadevol	0-127	The multiplication factor (gain) on the release sample volume.
%damp	0-127	Activate the above also for the damper pedal.
One and only parameter for files with .mid extension (see SMF player / simple internal sequencer explanation).		
%smfseq	1-127	Identify the file for usage by MIDI controls.