

Wusik SPX



Wusik SPXe
Editor
.WSPXeBundle
.WSPXe

Wusik SPX
Player
.WSPX

The Editor is here only to edit files. It has an interface oriented for that, not to play files. There's a preview function that works like an internal player, but using the Editor interface instead.

The Player is where you load .WSPX files to be played.

You can add a custom skin data for the Player to use when loading your .WSPX file.

.WSPX File Format

Collection Of Presets + Sounds

- Presets
 - Layers
 - Sound Links
- Sounds
 - Sound Files

Each Preset can have multiple layers, and each layer can have multiple sound links. Each sound link, links, to a sound from the Sounds list.

Each Sound have multiple Sound Files. Each has its own settings.

This way you can reuse sounds in multiple presets.

Importing Sounds

When IMPORTING sound files (WAV,AIFF,OGG,MP3,FLAC) you can name those in the following format for easier key/velocity zone setup.

- MY SAMPLE_000_127_000_127_060.wav
- MY SAMPLE_LLL_HHH_VLL_VHH_KRR.wav
 - LLL: Key Low
 - HHH: Key High
 - VLL: Velocity Low
 - VHH: Velocity High
 - KRR: Key Root

Always keep in a 000 format, so 000 to 127.

When you load a sound file the editor will only save the filename and path location. It won't save any sound data. So keep the original files until you finish up the project. You can save to a BUNDLE format which will save the sound data information along.