

SEGA MASTER SYSTEM II SN76489 SAMPLE PACK

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Overview

I have created a set of samples that have been recorded directly from a PAL Sega Master System II. I have created all of the sounds myself on the hardware (as in, these are not sounds or samples recorded from games or demo programs). The output from the sound chip has been recorded directly.

Samples

The samples cover a total of 11 archetypes for the pulse channels and 4 archetypes for the noise channels. Each pulse channel archetype covers all 83 pitches. Each noise archetype covers 8 notes with different noise profiles. This makes for a total of 945 samples.

These archetype are named as follows, with each individual sample having a three-digit number ID. The lower the number ID, the lower the pitch.

sms2_noise_1
sms2_noise_2
sms2_noise_3
sms2_noise_4
sms2_pulse_AM_1
sms2_pulse_AM_2
sms2_pulse_AM_3
sms2_pulse_FM_1
sms2_pulse_FM_2
sms2_pulse_FM_3
sms2_pulse_bend_1
sms2_pulse_bend_2
sms2_pulse_bend_3
sms2_pulse_long_rel
sms2_pulse_hold_med_rel

The pitched pulse channel samples range from a pitch of MIDI note number A2 (57) to MIDI note number G8 (127). Please be aware that tuning becomes less and less accurate as pitch increases. The four different noise archetypes have four different volume envelope types.

Audio Format

The audio is presented as 16 bit, 44.1KHz mono .wav files. The audio has been normalised and trimmed, but not compressed nor equalised in any fashion. Fade-ins and fade-outs have been added to each file.

Download

The sample pack can be downloaded here:

http://milkcrate.com.au/_other/downloads/sample_sets/little-scale_atari_2600_sample_pack.zip