Using SamploMatic5000
Recording, Engineering, and Mixing

The Samplomatic5000 allows you to use your own sounds to make music. To use the Samplomatic5000, you first have to have a sound that you want to use as your basic tone (called a "sample"). This can be a file that you've downloaded or is already on your computer, or it can be a file that you create from a Reaper project.

To create your own sound sample, follow these steps:
1. From any Reaper project file, select the part of the project that you want to use as your tone. This can be a section of a song, or a section of a soloed track.
2. From the File menu, choose "Render".
3. Make sure that the checkbox labeled "Render Time Selection" is checked. This will ensure that just the selected part of the song is exported to a file.
4. Click on the "Browse" button and make sure that your file will be saved in the same folder that you will be using for your new Samplomatic project. (This might be the same project that you are using to create your own sample, or it might be a different project.)
5. Click "Render". This will create a small .WAV file that you can then use in Samplomatic5000.

Once you have created your sample, or if you are using a sample that you downloaded, you can use Samplomatic5000 to "play" your sample using the virtual keyboard. Here's how:
1. Right-click in the track list area and select "Insert Virtual Instrument on New Track".
2. Select the instrument called "VSTi: ReaSamplOmatic5000".
3. Click on the "Browse" button.
4. Navigate to the sound you created or downloaded and click "Open". This will make your sample the tone that Samplomatic5000 uses when you play notes on the keyboard.

From here, you can use the virtual keyboard to "play" your sample just like you would any other instrument. Your sample will change tones as you play different notes, so depending on what kind of a sound it is, you can create many different effects. It can be very cool to use the Samplomatic5000 to play a spoken word – different notes will play that word back at different rates and pitches.