

Sample presets file structure

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Pad structure [192]:

[illegible]

ENB – enable pad. 0 – none, 135 – enable.

COL – color pad. 0 – pink, 1 – red, 2 – orange, 3 – yellow, 4 – green, 5 – aqua, 6 – blue, 7 – purple. 0xFF – none.

TYPE – type pad. 0 – sample, 1 – sequencer.

Q – quantize. 0 – none, 1 – enable.

S – sync only BPM sample to master track.

TRIG – trigger. 0 – one shot, 1 – loop.

BPM – original sample's BPM. (BPM*10).

G – GAIN in -dB. (-dB*10).

ST – start position in audio frames (3 bytes).

AL - total long track in audio frames (4 bytes). (IS NOT LONG DATA IN FILE. IT IS DATA IN SDRAM)

Waveform data: MSB bit – color, 4 LSB bits – amplitude.

Sequencer: byte==0 – none, byte==1 – start sample. Number of squares byte==0 (1 square). byte==3 (4 square (max)).

Preset structure [1584]:

Max. 64 presets.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|----|------------------------------|------|-----|------|---|---|---|---|---|---|----|----|----|----|----|----|
| 0 | ENB | ICON | RAT | RCOL | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 16 | Preset name. Max 32 symbols. | | | | | | | | | | | | | | | |
| 32 | | | | | | | | | | | | | | | | |
| 48 | | | | | | | | | | | | | | | | |
| | PAD 0[192] | | | | | | | | | | | | | | | |

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|--------|-----------------|
| | PRESET 5[1584] |
| 9552 | PRESET 6[1584] |
| 11136 | PRESET 7[1584] |
| 12720 | PRESET 8[1584] |
| 14304 | PRESET 9[1584] |
| 15888 | PRESET 10[1584] |
| 48+ | PRESET N[1584] |
| N*1584 | |

TPRS – total presets.

FL0- FL7 – fast loading of a preset via a pad. 0xFF – none preset.

BPM – internal bpm for work without synchronization signal.

BL – backlight level.

CPR – current preset number for auto start. 0...63. 0xFF-not auto loading