

DOWNLOADING SAMPLES & SOUND PROGRAMS

Samples & Sound Programs are organized in family of instrument (*i.e. Acoustic Pianos, Vintage Keys etc*) and new folders and Samples will be added periodically; each Sample family contains one folder for each Sample & Sound Program, where you can find:

- Sample** set to be loaded on **Spectre** (*wpc or other formats*)
- Program** sys file, as a suggested setting (*for Sledge's controls*) to be loaded with **Sound Mapper**;
- Audio Demo**, that will allow you to listen to the Sample before downloading;

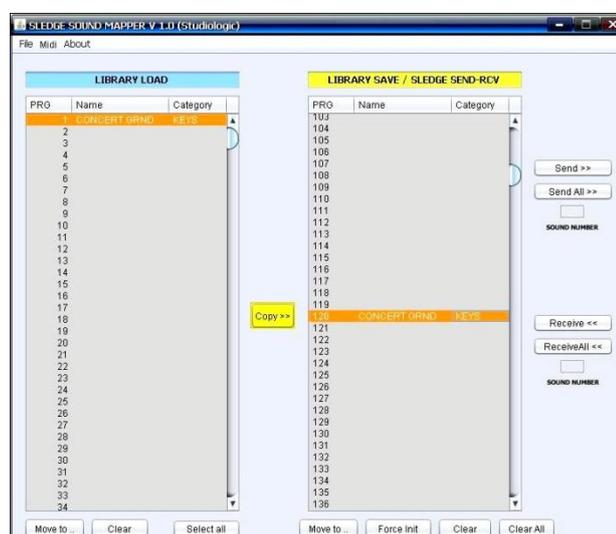
Spectre allows to tune and distribute samples on the keyboard; these functions are allowed for non-protected formats only (listed in the manual) and not for protected files. **Samples** published on our site will (mostly) be in a protected format, but they can be moved to any position and customize the library; once transmitted to **Sledge**, you can add OSC/, Effects, Filter & Envelope controls and all available parameters.

Spectre will always reprogram **the whole flash memory**; we suggest to save your initial Sample set (Spectre) and programs (Sound Mapper) considering the initial position of each sound. If you substitute a sample (a Piano sound) with another one (a Bass) all program will be modified accordingly with the new one and this could be an advantage: a better Piano sample would improve all programs using that sample at once.

SUGGESTED PROCEDURE

Listen to the Demo files (*as a preview*) and select the sample (*or samples*) you want to transmit to Sledge, with **Spectre** (please refer to the related manual). Once you've transmitted one or more samples to Sledge, you can also transmit the suggested program/s for each sample, following the following steps

- On **Sound Mapper**, **Load** the suggested Program for the sample you have transmitted to Sledge
- Copy** and then **Move** it to an empty location (of your Sledge's programs setup)
- Select and Send** the new Programs to Sledge (that can be further edited on the instrument)



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The above **procedure** (*in three steps*) is suggested, since the position of a **Sample** (*in your instrument's list*) and all related **Program** are fully programmable and there is not a common or factory standard to follow, neither we want to limit your freedom to customize your Sledge with samples, programs and sounds;

Once you've transmitted **Samples and Sound Programs**, you might find that (*due to their different position on your instrument's memory*) they could not match each other; in this case you can simply select a Program and then set the correct sample, within your instrument's list, by rotating the **OSC 1 WAVETABLE** control, when both Wavetable and Pulse led are lighted, that will scroll all available samples in the same order as they were in **Spectre** before the transmission to **Sledge**

O	S	C	1	S	A	M	P	L	E	P	R	G
C	o	n	c	e	r	t	G	r	a	n	d	

Once you like the Sample set and their Program settings, we suggest to **Store** each new sound in a new position (*if the Sample is a new one*) or in the same position (*if you are changing a sample with a similar/better one of the same category and family of instruments*).

If you save your **Spectre** Sample setting and your **Sound Mapper** Programs, you will always have your custom setting as a starting point and backup, when you will load new Samples or update your Programs.

In other words (*we repeat this important concept*) please remind that our suggested Programs are normally set at position 001 and Samples could be in a different positions, consequently you probably have to "match" the Sample with the related suggested Program.

You can also use a Program for a sound (*i.e. Grand Piano*) for other similar ones (*i.e. another Piano sample*) since it could be a good starting point if you found a good setting; you can start with it, change the Sample, Store it on another position, edit the parameters, rename it etcetera.

Our **INFO** mailbox will always be ready to answer to your questions and our Site will be updated timely, with new information, suggestions, Samples and Sound Programs.