User Sample Import

This is the ReadMe file for the Sample User Import feature in Soundpaint 1.1.0. The application itself is called the "Editor". It allows you to import your own samples and and lets you generate parts, which you can load into Soundpaint.

Accepted File Types:

The Sample Editor currently only accepts the following file types:

- **48k sample rate**
- **All common audio file formats (wav, aiff, mp3, m4a, flac, ogg)**

Table of Contents

Menus

File Menu

- New/Open/Save Project
  - Project file management
- Generate Part
  - Opens a dialog to export a complete part to a chosen directory. So that it can be read by Soundpaint.
  - During the process a progress window is shown. Once it has finished, it creates a folder with generated files inside.
  - The generated part should automatically appear in User Parts in Soundpaint, when the progress window finishes.

Edit Menu

- Undo/Redo
  - Should work for all operations in the mapping window
- Cut/Copy/Paste
  - Currently only copies a zone and pastes into the same spot

Windows

- Tagging Window (see section tagging window below)
- Mapping Window (see section mapping window below)

Mapping Window

This window represents the map of samples. Its displays a grid of "zones", where each zone represents one sample (no velocities or round robins in this first public version).

Files

- You can drag-and-drop a group of files with the notes (e.g. C#4) in the file names to automatically map them. The following naming convention applies, so that Soundpaint correctly detects the note name: "_". An example: 8DioBeautifulNoisesCalRain_G#2.wav
  - if a zone already exists for the note of a new file being dropped in, that file will be placed in a new zone at the nearest open space on the grid.
- You can also drag WAV files with no note in the name onto the grid:
  - if dropped onto grid background, it will assume the drop mouse position as its base note.
  - if dropped on an existing zone, it will move the zone to the nearest open spot.

Note Stretching

- Drag a zone edge to stretch a zone over multiple notes
- See next section below for all the key-press modifiers that you can use when dragging
- It is not possible to stretch a zone that will overlap another zone
- "Auto Fill Gaps" menu in the "Edit" menu, which will automatically stretch notes according to this algorithm:
  - for all zones with a gap below, stretch one note down
  - for all zones with a gap above, stretch one note above
  - repeat until all gaps are filled
  - **note:** the space at lowest and highest ends are not considered "gaps"

UI/ Editing/ Mouse + Key combination

- Methods for zooming in and out on the grid:
  - Zoom slider at bottom right

- Cmd/ctrl + "-" / "+" keys
- Pinch (trackpad)
- Mouse wheel
- Cmd/Ctrl+2finger-swipe
- When 'clicking' on a zone, the following info is displayed:
  - Base Note
  - File name
- Select zones by:
  - Holding down left mouse and dragging a selection over zones
  - Clicking on individual zones (shift and cmd modifiers work as expected)
  - Ctrl/cmd-A selects all zones
  - Left/right arrow key will select the adjacent zone
  - Shift+left/right arrow key will add the adjacent zone to selection
  - Cmd/ctrl left/right arrow keys will expand the stretch range of the selected zones by one note
  - Opt + cmd/ctrl + left/right arrow keys will contract the stretch range of the selected zones by one note
- Zone dragging:
  - Drag to reposition. overlaps are not allowed. and if you try, the app will beep at you and drop the zone at the nearest available spot.
  - Drag a zone's border to resize the range. Overlaps are not allowed, and the border will only be adjusted to the point where no overlaps happen.
  - Shift/cmd/ctrl/etc key down while dragging a border will change all zones selected.
  - Dragging a zone left and right will move the "base note" of the zone along with it.
  - Opt/alt key down while dragging a zone will hold the base note in place.
  - Base note can be moved without dragging zone by clicking and holding the note display box above the grid or clicking the arrows on its right side.
- Hitting the **'delete'** key will remove the current selection
- Clicking outside of the zones on the grid will turn off the selection

All operations are undoable

Playback

- MIDI input should play as expected
- Virtual keyboard at the bottom of the window will play as expected
  - vertical location on key is mapped to velocity, where lower = louder
- 'Pressing' the spacebar will play a test note of the zone underneath current mouse position
  - note played will be the zone's sampled pitch, NOT any stretched note at the mouse position
  - keeping the spacebar down should allow you to "scrub" through the mapping grid

Tagging Window

- Lets you tag your part. Tags are read by Soundpaint after exporting the part from the "generate parts" menu.
- It is especially important to tag the "instrument" category. Because that is where the part is shown in Soundpaint.
- If no instrument is tagged, the part is going to show up as "unclassified" in Soundpaint.

Global Settings

- At the top of the Mapping window you are going to see Pan and ADSR sliders. These let you change the default part settings. I.e. those are the settings with which the part later loads up in Soundpaint.

- Additionally you find a gain edit box, where you can set the overall part gain. The part gain is baked into the part, when you generate it.

Soundpaint Import/Export

This section talks about **Soundpaint**.

Interaction Soundpaint <-> Editor

When you choose "Generate Part" from the User Sample Editor the part is going to be added to Soundpaint. More specifically it is automatically added to the "Manage Library & Part Directories" menu. You can open that menu from the main hamburger menu. You are going to see the user part directories in there.

Sharing a Program with its Parts

In Soundpaint you have the option to export a program with the parts it is using. That option is available for programs, which **only** are using user parts (as opposed to factory parts of official Soundpaint libraries). That option is going to copy both the program file (.p8x) and the part directories into a folder of your choosing. Therefore the steps to share a program and its parts are the following:

1. From the hamburger menu select "Program Import/Export > Export Program & Parts..." and choose the directory where to save the export.
2. ZIP that directory.
3. Send the ZIP to someone you want to share the program & parts with.

The other person can do the following steps to import both the program and the parts to Soundpaint:

1. Extract the ZIP file.
2. In the "Manage Library & Part Directories" menu add the part directories from the ZIP file. And click on "Full Rescan".
3. From the hamburge menu choose "Program Import/Export > Import User Programs...". A file browser shows up where you can select the programs you want to import.