DIGITAL AUDIO INNOVATIONS

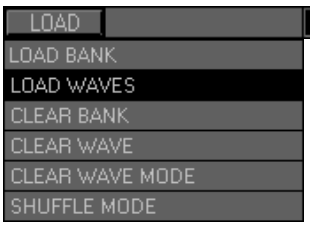
LESSON ONE: HOW TO CREATE A GRAND PIANO USING THE LIBRARY

STEP 1: Loading and Assigning Waves to Keys.

Part 1
Launch the SSPro and click the Function Button BANK (see below).

This activates Zone 2 Level 1, Wave Assigner.

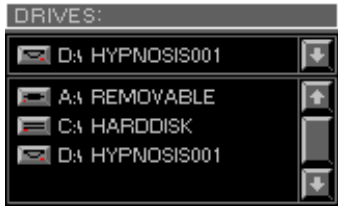
Part 2
Click and hold the LOAD Button, located on the Load\Save Bar (see below).



Select Load Waves to active the Load Waves Window.

.

Part 3
Click on the DRIVES down arrow and select the drive labelled, (D:\HYPNOSIS001 assuming D:\ is the correct drive letter), (see below).

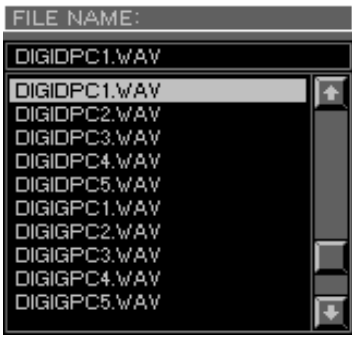


Part 4
Use the DIRECTORIES Window, Scroll Bar and folder click action to locate the following directory, (D:\WAVES\SOUNDS\KEYBOARD\PIANO\ACCOUST).

Click the folders to open, (see left).

Part 5

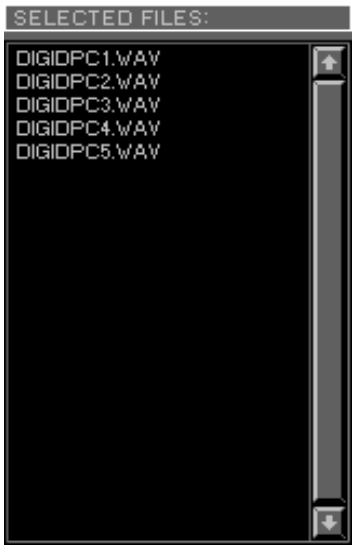
Use the FILE NAME Scroll Bar to locate (DIGIDPC1.WAV), (see below).



Select DIGIDPC1.WAV with a single left mouse click.
Select DIGIDPC5.WAV with a single right click.

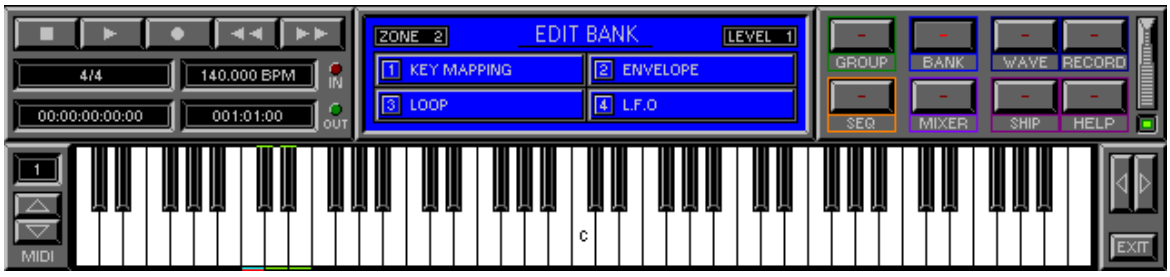
Part 6

Check that the SELECTED FILES List contains all five Waves and click OK or use Quick Key Return, (see below).



Part 7

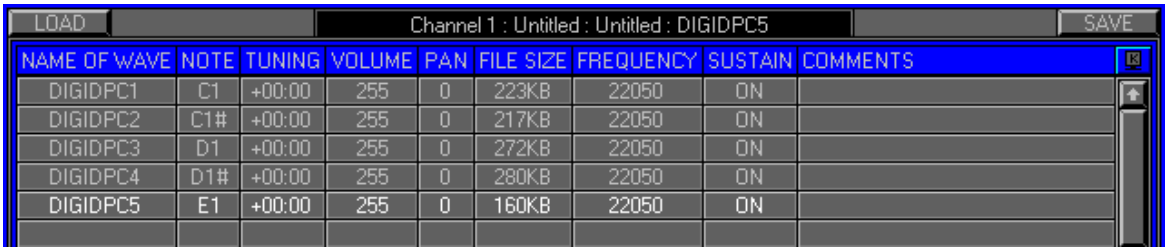
You should now have five waves listed in the WAVE ASSIGNER Window. These Waves should also display which Key they are Assigned to, by illuminating the Keyboard panel Keys with Green LED's, (see below).



The currently selected Key is displayed using a Cyan LED, and the currently selected Wave uses a Red LED, (see Keyboard Keys above).

STEP 2: Re-Assigning the Waves to the correct Keys for their Recorded Pitch.

Part 1
Select DIGIDPC5.WAV from the Wave Assigner List using a left mouse click, or by right clicking on the Keyboard Panel Key (E1).

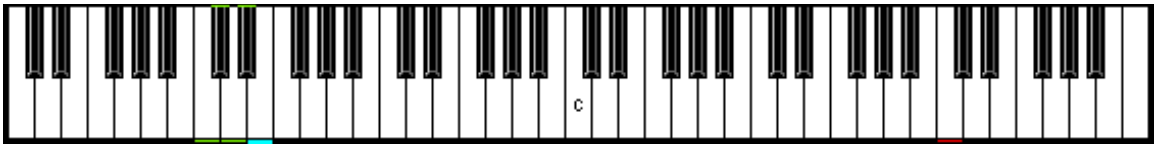


NAME OF WAVE	NOTE	TUNING	VOLUME	PAN	FILE SIZE	FREQUENCY	SUSTAIN	COMMENTS
DIGIDPC1	C1	+00:00	255	0	223KB	22050	ON	
DIGIDPC2	C1#	+00:00	255	0	217KB	22050	ON	
DIGIDPC3	D1	+00:00	255	0	272KB	22050	ON	
DIGIDPC4	D1#	+00:00	255	0	280KB	22050	ON	
DIGIDPC5	E1	+00:00	255	0	160KB	22050	ON	

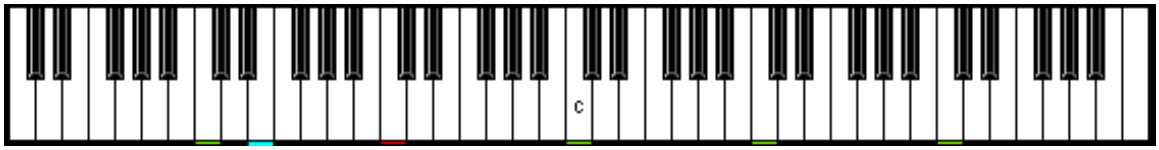
Part 2
Activate Wave Re-Assign Mode by left clicking on the selected Waves NOTE Value. The NOTE Value entry will sink, (see below).

NAME OF WAVE	NOTE	TUNING
DIGIDPC1	C1	+00:00
DIGIDPC2	C1#	+00:00
DIGIDPC3	D1	+00:00
DIGIDPC4	D1#	+00:00
DIGIDPC5	E1	+00:00

Part 3
Now Re-Assign the Wave by right clicking on the Keyboard Panel Key (C5). This will Assign the Wave to Key (C5), (see below).



Part 4
Apply the technics listed in STEP 2 Parts 1-3, for Waves DIGIDPC2-DIGIDPC4. Make sure that each of these Waves is Assigned to the correct Key.
IE: DIGIDP**C2** = Key **C2** and so on, (see below).



Part 5
After all of the Waves have been Assigned to their correct Keys, select DIGIDPC5 ready for the next STEP.

STEP 3: Looping DIGIDPC5.WAV to create an endless Sustain effect.

Part 1
Activate LOOP MODE 1 by clicking on Option 3 LOOP, in the Keyboard OPTION SCREEN, or by using quick key F3, (see below).

Part 2
Activate AUTO LOOPING by clicking on Option 1 AUTO LOOPING, in the Keyboard OPTION SCREEN, or by using quick key F1, (see below).

Part 3
Adjust the SAMPLES Value to 100, by left clicking and holding the + Button, and right clicking to activate Turbo Mode, (see below).

Part 4
Move the Loop START Pointer by left clicking in the Wave Display Window, and move the END Pointer by right clicking in the Wave Display Window, (see below).

Part 5
Play DIGIDPC5.WAV by left clicking on the Keyboard Panel Key (C5), the Wave will continue to Loop around the Start and End Pointers. Adjust the Loop Pointers as explained in STEP 3 Part 4, until the Looping tail off area sounds smooth.

Part 6
Click the Function Button BANK, (see STEP 1 Part 1) to activate the Wave Assigner, ready for the next STEP and hit the Esc key to terminate audio.

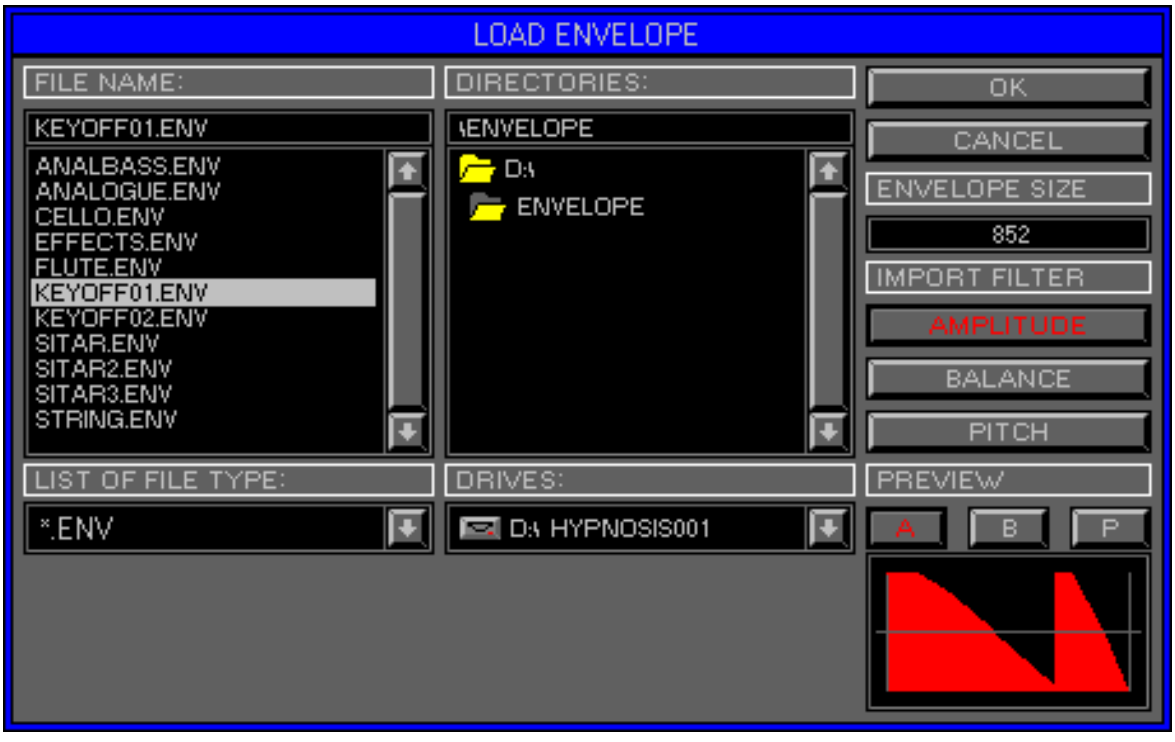
STEP 4: Assigning Amplitude key on\off Envelopes for a natural effect.

Part 1
Select key C3 with a right mouse click.

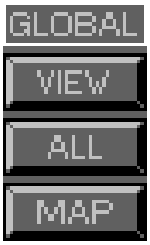
Part 2
Activate Envelope by clicking on Option 2 ENVELOPE, in the Keyboard OPTION SCREEN, or by using quick key F2, (see below).

Part 3
Click and hold the LOAD button, select LOAD ENVELOPE.

Part 4
Using the same technics as in STEP 1, Parts 3 and 4, locate the directory on the CDROM called ENVELOPE, and select the file called KEYOFF01.ENV. It is worth noting that only the AMPLITUDE switch illuminates in the IMPORT FILTER section of the Load Envelope Window, this is because it only contains an Amplitude Envelope. If you would like to Preview the Shape, simple click the PREVIEW A switch. To Load the Envelope click OK or hit Return.



Part 5
Click the GLOBAL ALL switch to copy the Loaded Envelope to all the waves in the bank (see below), and click OPTION 3 KEEP AND EXIT or F3 to return to the Wave Assigner for the next STEP.



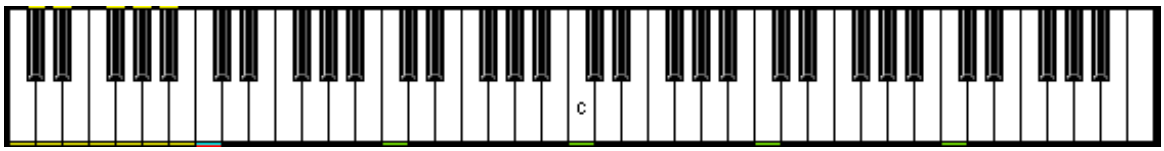
STEP 5: Generating a full keyboard map by creating Ghost Waves with the Key Mapper.

Part 1
Select key C1 with a right mouse click.

Part 2
Activate Key Mapping by clicking on Option 1 KEY MAPPING, in the Keyboard OPTION SCREEN, or by using quick key F1, (see below).

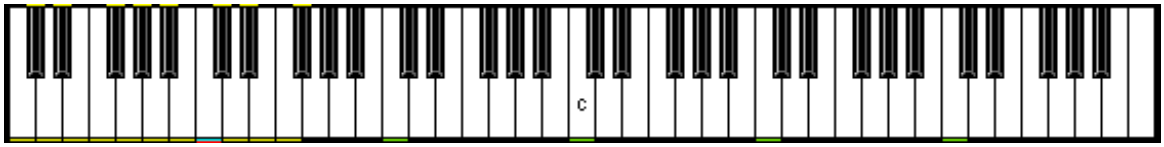
Part 3
Click on the WAVE POSITIONS, LOWEST KEY switch (see below) to activate the Lower Ghost Wave maker.

Part 4
Select Key C0 with the right mouse to create Ghost Waves from C1 down to C0, Ghost Waves will be displayed with yellow LED's (see below).



Part 5
Click on the WAVE POSITIONS, HIGHEST KEY switch (see below) to activate the Upper Ghost Wave maker.

Part 6
Select Key F1# with the right mouse to create Ghost Waves from C1 up to F1#, Ghost Waves will be displayed with yellow LED's (see below).



Part 7
Click on the WAVE POSITIONS, NORMAL KEY switch (see below) to activate the select new Key for Mapping function.

Part 8
Select Key C2 with the right mouse to select a new Wave for Key Mapping.

Part 9
Click on the WAVE POSITIONS, LOWEST KEY switch to activate the Lower Ghost Wave maker. Right select Key G1 to create Waves from C2 down to G1.

Part 10
Click on the WAVE POSITIONS, HIGHEST KEY switch to activate the Upper Ghost Wave maker. Right select Key F2# to create Waves from C2 up to F2#.

Part 11
Click on the WAVE POSITIONS, NORMAL KEY switch, and select Key C3.

Part 12
Click on the WAVE POSITIONS, LOWEST KEY switch, and select Key G2 to create Waves from C3 down to G2.

Part 13
Click on the WAVE POSITIONS, HIGHEST KEY switch, and select Key F3# to create Waves from C3 up to F3#.

Part 14
Click on the WAVE POSITIONS, NORMAL KEY switch, and select Key C4.

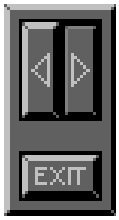
Part 15
Click on the WAVE POSITIONS, LOWEST KEY switch, and select Key G3 to create Waves from C4 down to G3.

Part 16
Click on the WAVE POSITIONS, HIGHEST KEY switch, and select Key F4# to create Waves from C4 up to F4#.

Part 17
Click on the WAVE POSITIONS, NORMAL KEY switch, and select Key C5.

Part 18
Click on the WAVE POSITIONS, LOWEST KEY switch, and select Key G4 to create Waves from C5 down to G4.

Part 19
Click on the WAVE POSITIONS, HIGHEST KEY switch, then scroll the Keyboard up one octave using the right Octave switch (see below).



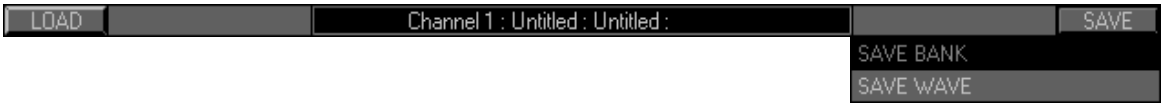
Part 20
Right click select Key C6 to complete the Key Mapping, and scroll the Keyboard back to the default position using the left Octave switch.

Part 21
Click OPTION 3 KEEP AND EXIT or use F3, to return to the Wave Assigner.

Remember: After activating any of the WAVE POSITION switches you must complete the function or click the Active switch to terminate.

STEP 6: Saving the newly created Bank (Instrument).

Part 1
Click and hold the SAVE switch and select SAVE BANK (see below).



Part 2
Change Drive and Directory to your favoured location using the same procedure as listed in STEP 1 Parts 2 to 4.

Part 3
Select your preferred file type BNK or BKW, BNK is probably the best option as the Waves will always be available on the CDROM or requested if the CDROM is not in the CDROM Drive when Loading.

Part 4
Click in the FILE NAME Window to activate Text Insertion Mode for Bank Naming. Enter the new name using the physical QWERTY keyboard, or the on screen keyboard if active from the PREFERENCE Settings. Hit Return or click Return to exit the Text Insertion Mode. Hit Return or Click OK to Save the Bank.

RESULT: You have now created a full Grand Piano and Saved it for future use, this Piano was originally generated by Professor Digi Dimensionizer, using Grand piano samples and FM\PCM manipulation through a GEM S3. All 5 Waves were passed through a Lexicon Reverb and Recorded into the SSPro using a standard SB16 analogue input at 22Khz. GRAND01 and 02 are two more examples of the use of these waves, and can be found on the CDROM under the Acoustic Piano section. The Piano's are all Velocity Sensitive and Release dynamic due to the Key On\Off Envelopes, that allow the Waves to tail through the reverb longer when held than released. One of the great powers of the SSPro is the amount of memory you can access, so when Recording your own acoustic Waves for creating Instrument Maps, try Recording more than you need and Looping the tail off area's, for passing through the unlimited Envelopes.

Remember: If you have any problems with this lesson, please do not hesitate to contact support, there will always be some one who is more than willing to help.