

How to Load Samples for Solaris

Instead of completely updating the original User Guide, I have decided to produce this addendum. The process to load samples has changed from the original User Guide, and this hopes to clarify the process.

Home Page 3

Samples are loaded using a special object in the Solaris world, call the Sample Pool. These are files stored in your Samples folder that contain information regarding the set of samples that will be loaded, plus their size, root key and key ranges, and loop information. It's best that the samples are in .raw format, as the metadata in .wav files (which you can also use) might have a slight 'click' in the sound, since the Solaris will play all of the data in the .wav file.

Go to the Home button, then page over to Page 3 (see below).

The parameter to select a Sample Pool is called 'SmpPool'. The default value is None, but when you turn the middle lower knob, you will start seeing the Pool names and numbers appear as you turn. When you find the one you want, you then press the Enter button to load the file. If you want the current Preset to save this Sample Pool with the Preset, you will need to use the Store button, pressing it 3 times to do a complete overwrite of the Preset.



There is a parameter on the System page 1, called LoadSamp. If this is set ON, it means any Preset that has a Sample Pool stored in it (from the Home page 3) will automatically load the samples. Because the loading of large Sample Pools can take some time depending on the size of the samples, this function was provided to be able to turn it OFF, but normally you want to hear the Preset as intended, and need the samples to be automatically loaded.

(Remember that you need to store all of the System and MIDI settings by using the Save parameter on the upper rightmost position in System page 1.)

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