

SAMPLER ONE

VERSION 2.0

OPERATION MANUAL



Thanks for purchasing Sampler One!

Sampler One is the perfect tool to quickly create high quality sample based instruments, beats or loops based on one single audio file per instance, using **one** velocity zone and **one** loop while having exceptional further sound design options.

It can be used like an early 90s hardware sampler - but with a really fast and enhanced workflow, much better sync options and sonic flexibility, thanks to features like **Drag'n'Drop** sample import, auto pitch detection, **TM-Pro** time-stretch mode, amazing onboard effects and a simple user interface.

Don't expect to create multi-layered realistic acoustic instruments- there are other Kontakt libraries that can do this much better - But if you like the workflow and the cool sound of vintage samplers, you will definitely love Sampler One.

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UPDATING

If you already own the older version of Sampler One (1.0) we recommend to keep this older library together with the new Sampler One 2.0 library.

It is not possible to load the old snapshots into the new 2.0 version, and also DAW projects containing the old 1.0 version will always try to load this nki version.

1 INSTALLATION

Sampler One requires a full version of **Kontakt 6.7+** or **Kontakt 7**. Kontakt Player is **not** supported.

Unzip the downloaded file and copy the "Sampler One 2.0" folder to your favoured disk location. You shouldn't move or rename the files and folders inside this library folder except for the snapshots.

Copy the 'Sampler One' inside the "Snapshots" folder to the following location:

MacOs: **mac HD:/Users/<your username>/Documents/Native Instruments/User Content/Kontakt/Sampler One/**

Windows: **C:\Users\<your username>\Documents\Native Instruments\User Content\ Kontakt\Sampler One**

2 QUICK START

Start by loading some of the **snapshots**, check out different sounds and the main controls: You can adjust the START, END and LOOP points of a sample by moving/dragging their handles, change the PITCH. When in TM-PRO MODE, you can also change the SPEED and FORMANTS of a sample.

Load your own samples with **Drag and Drop** from any location of your operating system.

Finding smooth loop points is really quick and easy: start with SAMPLER MODE and turn XFADE on. Make sure, that your sample has an appropriate length (due to the lack of a visual zoom, samples with a length over 10 seconds might be difficult to loop) and be aware that there is no sample trim function in Sampler One.

You might notice that >LOOP (loop start point) works a little bit different than on most other samplers: When you move >LOOP, the **whole** loop will move, not only the loop start.

Quickly turn on/off the **FX** by clicking on their names. If you need some effects editing, access the FX page by clicking on **EDIT FX** at the right bottom.

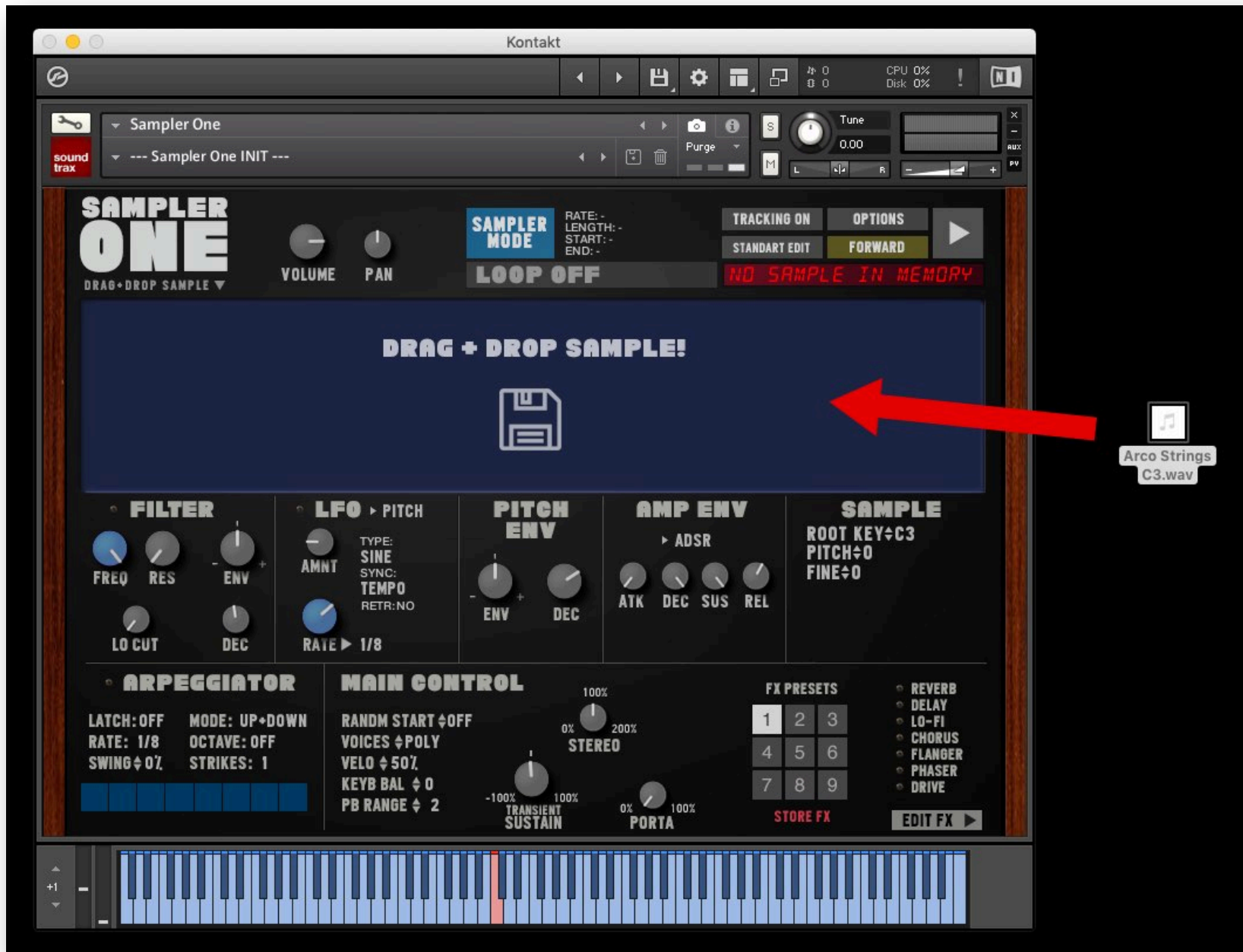
Exporting audio files from a DAW and **re-importing** these into Sampler One works really great. If your file is already chopped precisely (for example to the length of 1 Bar), you can do instant time edits in TM-PRO. Just switch to SYNC TEMPO and dial on the SPEED knob: At 1/1, your sound will play at the original tempo, at 2/1 in half speed and at 1/2 in double speed. Or, in SYNC FREE you can automate the speed and bring it from 100% (original) to 1% (super slow) to create a nice stop effect.

Most parameters (in fact all except for the menus) can be mapped to external **midi controllers** and can be automated in any DAW (just right click on a knob or value edit, choose LEARN MIDI CC# AUTOMATION and move your external controller.)

Save your newly created instrument as a snapshot. All sample and FX settings and the sample path will be saved.

3 DRAG + DROP SAMPLE IMPORT

To import a new sample, simply **drag and drop** the file from any disk location onto the interface. If there is already an audio file in memory, a new drag + drop action will replace the older audio.



Which Audio Formats can be imported?

WAV, AIF, NCW, REX (at all lengths and sampling rates).
Anything from 1KHz to 96 KHz in **MONO** or **STEREO** will work.

It is **not** possible to import **mp3, OGG, FLAC** formats.

Be aware that Kontakt has some problems with certain higher **bit rates**:

64 bit float AIF+WAV wont work at all.

32 bit float AIF files created by some programs (like Cubase) also won't work.

Import a sample via Drag'n'Drop from the desktop into Sampler One

After a successful import, you will see the **waveform** of the sample in the main display, its file name in the **LED display**, along with some basic **info** about the sample rate, sample length and start and end points.

If there are loop points written in the audio file, Sampler One will recognise these and will use these points.

After a successful audio import, you will see the **waveform** of the sample in the main display, its file name in the **LED display**, along with some basic **info** about the sample rate, sample length and start and end points. Loop points that are pre-written in the audio file will be ignored by Sampler One.



By default, the sample will be laid out automatically over the whole key range from C-2 to G8 (with a full velocity range from 0 to 127). The playable audio range is coloured in blue and the detected root key is in red on the Kontakt keyboard.

4 IMPORT OPTIONS

During import Sampler One automatically checks if the audio file contains melodic / tonal elements or if it is a percussive / drum sample. If it finds tonal elements, it will set the **root key** and also adjust the **fine tuning**. If it's a drum sample, it will set its root key to C3 and won't do any fine tuning.

It will also check the overall loudness and will adjust the internal volume (can be turned off too).

Usually pitch detection works really well for most audio files - but there may be also cases where the system doesn't work as expected. Sometimes the tonal detection has difficulties with lower bass frequencies or when there are some melodic bits in percussive samples, the sample might be wrongly detected as a tonal sample.

If you get wrong detection results with certain audio files, simply disable the auto-detection in **OPTIONS**, re-import the sample and tune by ear with **PITCH** and **FINE** after import (just like in the good old days of sampling)!



OPTIONS panel with several Drag'n'Drop import options and KEY RANGE settings

KEY RANGE

Limit the key range of the instrument if you want to stack or combine multiple instances of the SAMPLER ONE (for example for drum kit multis or keyboard split sounds).

In-Range keys are always blue, Out-of-Range keys will have no colour on Kontakt's virtual keyboard.

SAMPLE PATH

It is possible to edit sample paths here. If you want to move a sample to a different disk location, you can type in the new location and save the snapshot. When re-loading the snapshot, Sampler One will look for the audio file at the edited and saved location.

By default, a snapshot will always save the sample path as an **absolute path** (it begins with a "/") - if you want to exchange snapshots with other users or use snapshots on multiple computers, you can change the sample path (in OPTIONS) to **relative** (Relative means the relative location to the location of the "SamplerOne.nki") And don't forget to re-save the snapshot!

Let's assume that your "Sample.wav" is in the "Samples" folder, which is a sub-folder of the "Sampler One" folder on a disk called "Disk":

Then the **absolute** Sample Path would be:

/Volumes/Disk/SamplerOne/Samples/Sample.wav

If you want to change this into a **relative** Sample Path, it must be:

Samples/Sample.wav

5 SIGNAL FLOW

The internal signal flow in detail:

Sample > Volume > Filter/LFO > Lo-Fi > Transient > Drive > Flanger > Phaser > Chorus > Reverb > Delay > Stereo & Panning

Sampler One's effects are all Insert FX. If you pan a sound with added FX to one side of the stereo field, the FX signal will be panned to the same side (and there won't be any FX signal on the other side). This allows more radical sound tweaks compared to an instrument containing send FX.

6 SAMPLE CONTROLS

To change the **START**, **END** and **LOOP** points, drag their respective handles in the **waveform display** horizontally.

MODE SWITCH sets the sample engine to the classic **SAMPLER MODE** or time-stretching **TM PRO MODE**

SAMPLE INFO shows the sampling rate, length and start/ end points of the sample

the **LOOP** switch turns **LOOP** mode on or off.

LOOP INFO shows the current loop start and end point in samples.

XFADE crossfades the loop points (Only available in **SAMPLER MODE**). The loop-**XFADE** length is auto-calculated during import of a new sample and can't be edited.

TRACKING determines if the sample can be played chromatically (**ON**) or at a constant pitch (**OFF**) over the keyboard

OPTIONS sample import options and key range settings

PLAY: click on the ">" button to quickly check the current sample (C3 at a velocity of 64).



The main interface with waveform display and all sample parameters

STANDARD / SINGLE KEY EDIT

if **SINGLE KEY EDIT** is active, some parameters (like Sample Start, Pitch, Pan, Hold ENV and Volume) can be set individually for each key.

The last played key is always the active key and will remember its settings.

FORWARD / REVERSE

changes the play direction - END becomes START and START becomes END. This button doesn't work in real-time.

MAIN CONTROL

RANDM START sets the percentage (0-100%) of the randomisation of the sample start in relation to the whole sample (edited START and END points have no influence)

Note that this parameter is set back to 0 on each new audio import.

VOICES can be set to MONO or POLY.

VELO sets the Velocity -> Volume Sensitivity in percent. 100% = biggest dynamic range, 0% = volume will be full at all velocities.

KEYB BAL Volume Balance (from -10 to +10) of the keyboard (-10 = louder left hand/bass notes, +10 = louder right hand notes)

PB RANGE Pitch Bend Range from 0 to 12 halftones.

STEREO decreases / increases the stereo image of a sample, from 0 (Mono) to 100% (Original) to 200% (Super Wide).

Be careful, higher stereo width settings can create phase incoherences. If in doubt, leave it at 100%.

TRANSIENT SUSTAIN decreases / increases the transient sustain of a sample from -100 to 100 percent. Default: 0

PORTA Portamento or Glide time. At 0% no Porta, at 100% the longest possible Porta time between two notes.

FX BUTTONS on/off controls for Reverb, Delay, Lo-Fi, Chorus, Flanger, Phaser and Drive effects.

click on **EDIT FX** to access the FX panel.

ARPEGGIATOR

click on the LED or the name to turn the ARPEGGIATOR on or off.

The Arp has a fixed amount of 16 velocity sensitive steps which can be edited. The arp works in tempo sync mode only.

7 SAMPLER MODE / TM-PRO MODE

SAMPLER MODE is the classic sample playback mode: Playing higher notes/pitches results in shorter sample lengths and lower notes in longer lengths.

In SAMPLER MODE, the START and LOOP points can be tweaked (and also automated) in **realtime** - without interruptions of the audio engine. If you need to find the right loop points of a sample, it is a good idea to use this first, and then (if needed) switch over to TM-PRO.

To sync a drum loop in SAMPLER MODE to a given DAW tempo:

- Import a drum loop (for example with a length of 1 Bar) into Sampler One
- Create a MIDI event over one bar in your DAW, loop it and hit play
- Adjust the PITCH and the FINE tuning in Sampler One to match the exact tempo of your DAW.

TM-PRO MODE is a time-stretch playback algorithm with advanced sync/tempo options. It keeps the same sample length across all notes. Depending on the material, it can sound great over a range of about an octave - but if the tonal range is too high, TM-PRO will introduce sonic artefacts or it can sound grainy.

Its SYNC can be set to FREE (SPEED range from 1% to 800%) or to TEMPO (SPEED range from 12 Bars to 1/16).

It is also possible to adjust the FORMANTS of the sample (from 25 to 400, default is 100)

SPEED and FORMANT can both be changed and automated in realtime.

To sync a drum loop in TM-PRO MODE to a given DAW tempo:

- Import a drum loop (for example with a the length of 1 Bar at any tempo) into Sampler One
- set SYNC to TEMPO and set the SPEED to 1/1.
- Create a MIDI event over one bar in your DAW, loop it and hit play
- you'll noticed that the loop is already perfectly synced to the tempo of the DAW - no need for further adjustments.

TM-PRO MODE has a polyphonic voice limit of 8 voices.

8 SINGLE KEY EDIT

If SINGLE KEY EDIT is active, the following sample parameters are highlighted in the GUI and can be set individually for each key:

- sample START
- ENV HOLD LENGTH
- PAN
- VOLUME
- PITCH
- FORMANT (TM-Pro Mode only)
- SPEED (TM-Pro Mode only)



Example:

Play a key (C1), release it, then turn PAN to the left - then play the next key (C#1) and turn PAN to the right and change its START point. When you play C1 and then C#1, their panning will be different and the C#1 START will be different too.

The parameters you see are always those of the last played key.

You can switch back and forth between STANDARD EDIT and SINGLE KEY EDIT without losing individual key settings. But when you change one of these parameters while in STANDARD EDIT, any individual key setting will be overwritten and lost.

Please note that instruments with individual settings for each key will only work monophonic! All parameters work globally for the whole NKI, so Kontakt will need a few microseconds between each keystroke to adjust to a changed setting. If, for example, two keys with different sample SPEEDs are played at the same time, Kontakt will play these two samples only at one SPEED setting.

9 FILTER, LFOs, ENVELOPES

FILTER and LFO can be turned on/off by clicking on their respective LED or its label.

The FILTER is a 12dB Low Pass Ladder filter in combination with a 12dB Hi Pass Ladder Filter (labeled LO CUT)

Change the LFO destination (PITCH, FILTER or PAN) by clicking on the current destination and choose a different one from the menu:



Note that FILTER LFO works only when the FILTER is active.

There are two AMP envelopes available, the usual ADSR and plus a HOLD envelope.

Click on ADSR (then choose HOLD) to change the envelope mode.

If HOLD is chosen, the sample just needs a short MIDI note event to be triggered and will be played at the exact HOLD LENGTH (shown in Milliseconds).



10 FX PANEL

click on **EDIT FX** at the bottom right to access the FX edit panel containing a selection of stomp boxes along with the **Reverb** (with two modes: ROOM and HALL) and the Replika **Delay**. The Delay sync can run freely or can be tempo synced - click on TEMPO SYNC to change the sync mode. Click on a LED or a label of any effect to turn it on or off.



The FX edit panel of SAMPLER ONE

FX PRESETS

Nine different FX setups (Reverb, Delay and all stomp boxes) can be saved and recalled in the FX PRESETS panel. To store a setup click on STORE FX and choose a number (1-9). To recall a setup simply click on one of the numbers 1-9.

ALT-click on a number: Load an FX bank (all 9 stored setups) from disk.

ALT-click on STORE FX: Save an FX bank to disk (all 9 setups)

Click on **MAIN** to get back to the main sample control panel.

11 SNAPSHOTS

Sampler One's sound library is organised with snapshots: A snapshot will save all patch parameters and also the path of the imported audio file. They can even be put into folders and sub folders - but these must be created manually in your operating system. Snapshots won't save MIDI controller mappings - if you want to save these, you will have to save the NKI (save as "Patch only").



loading a new snapshot

It is highly recommended to save and organise your own sounds as snapshots too - there is no need to save every newly created Sampler One patch in a DAW (everything is saved with the DAW project itself), but if you want to use your own patches or instruments in another project too, you should save them as snapshots.

It is also a good idea to keep all your own (import-) audio files organised in one folder - for example in a dedicated sample folder inside the SamplerOne folder.

When you need to move a sample (used in a snapshot) to a different disk location, you can edit the sample path of a snapshot in **OPTIONS** and save the snapshot again with the new sample path.

Please note that snapshots created with Sampler One 1.0 cannot be loaded into Sampler One 2.0.

12 KOMPLETE KONTROL

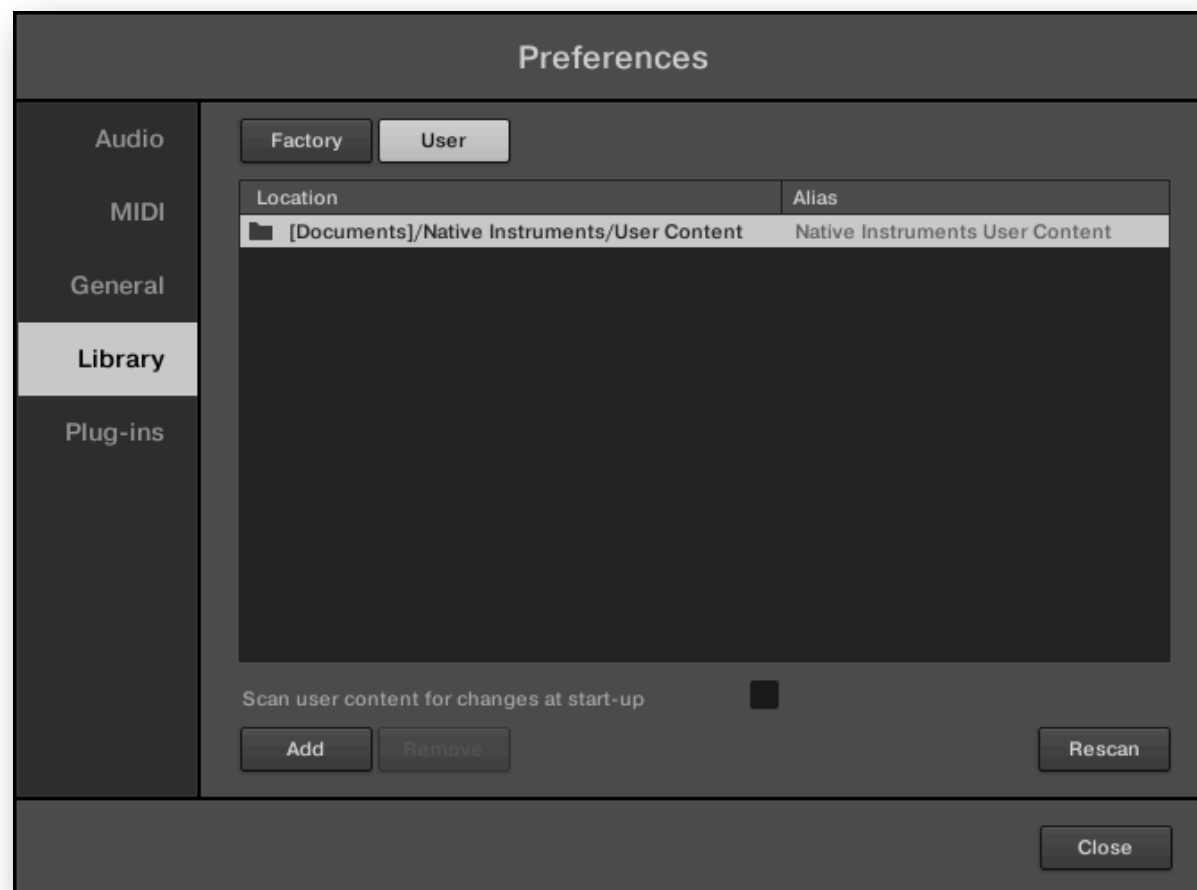
If you intend to use Sampler One in NI's Komplete Kontrol, please follow these steps:

1. Make sure the Sampler One **snapshots** are installed at the right disk location in the NI User Content folder (see Chapter 1)

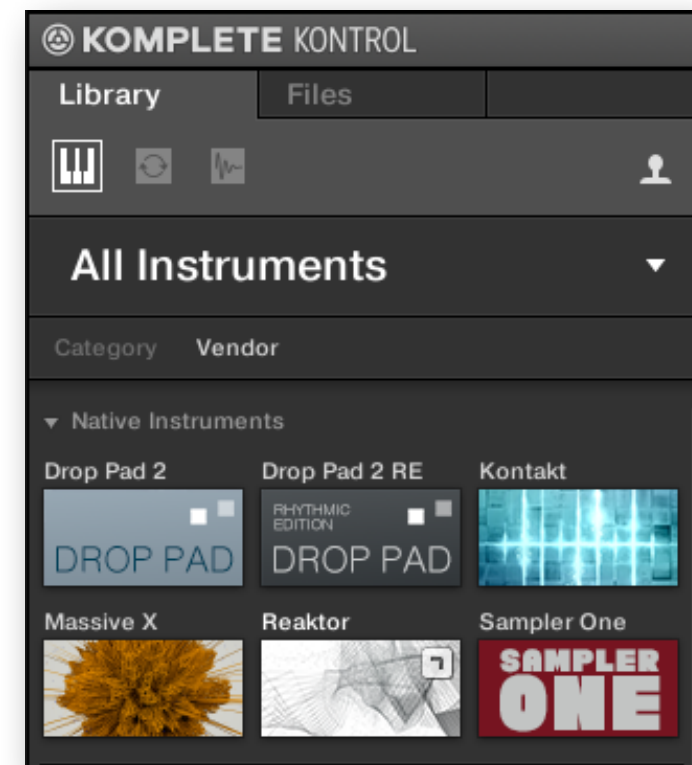
2. It is recommended to install Sampler One's custom library pictures to use with Komplete Kontrol (or Machine+). They can be found in "Optional Files > Komplete Kontrol". Simply copy the "sampler one" folder to this location:

Mac: [YourMacHD/Users/Shared/NI Resources/image/](#)

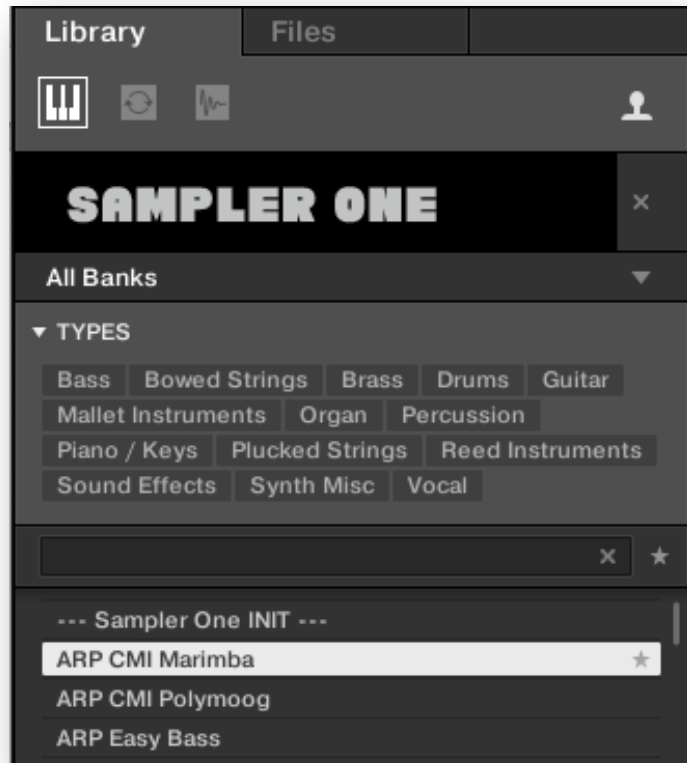
Windows: [C:\Users\Public\Public Documents\NI Resources\image\](#)



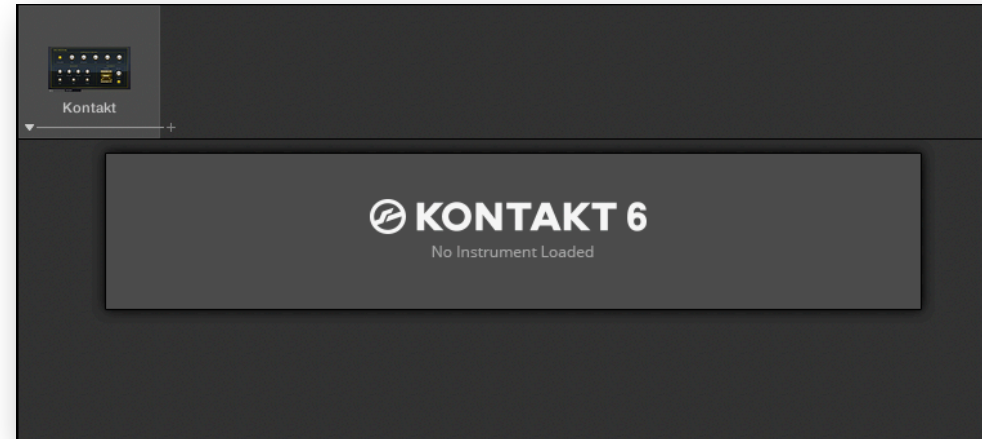
3. In Komplete Kontrol open Preferences, navigate to Library > User, select it and click on "Rescan" to add the new snapshots.



4. Select the **User Instruments** and click on the **Sampler One** instrument to access all its snapshots



5. Select and load one of Sampler One's snapshots with a double click.



6. Unfortunately Komplexe Kontrol won't find the original nki but instead shows a "No Instrument Loaded" warning. But don't panic, **simply double click again** on the snapshot and a "Content Missing" dialogue box will appear.

7. Make sure to select "Keep search mode and selected folders for the current session" and click on "**Browse for file**", then **navigate to the "Sampler One.nki" file.**

8. Click on "Open" and Sampler One will be loaded correctly!

You can now also load all other snapshots from the presets list on the left or directly from the keyboard controller (without searching for the nki).

To avoid the nki search procedure each time KK is launched again, each of Sampler One's snapshots must be re-saved inside Komplexe Kontrol or Kontakt using the "Save as..." command on your system.



Sampler One loaded inside Komplete Kontrol

AUTOMATION

A selection of SAMPLER ONE's controls are pre defined as 'Host Automation' to work within Komplete Kontrol or any DAW.

It is also possible to add custom Automation assignments to Sampler One - To do so, open up the Kontakt Browser and navigate to 'Automation > Host Automation'. Then drag a free number (from #038 onwards) onto the Sampler One control you wish to automate. All controls except menus are assignable. You must save the nki to make automation changes permanent (save as patch only).

Alternatively it is possible to right click on a control and MIDI Learn to quickly connect a MIDI controller to one of the controls.

13 TIPS & TRICKS

Useful Mouse Actions:

CNTRL (Mac) or CMD (WIN) click: resets a knob to its default value
holding **SHIFT** while **moving a knob:** finer parameter changes

ALT click on **>LOOP** moves **START** to the **>LOOP** position (and vice-versa)

ALT click on **LOOP<** moves **END** to the **LOOP<** position (and vice-versa)

Right-Click on any knob (or Start and Loop handles) to map them to an **external midi controller**.

14 LIMITATIONS

NO ZOOM FUNCTION

Sampler One's biggest limitation is the lack of a visual zoom - unfortunately there is just no way to script a zoom in Kontakt. This means, that any audio file over 10 seconds is rather difficult to edit. For some sounds this might not be a big issue, but others just won't work.

LACK OF A TRIM / CROP FUNCTION

A really useful function in any vintage sampler is 'TRIM', which shortens the current sample to the length you actually need. Unfortunately that's impossible with Kontakt.

REALTIME LOOP EDITING (TM-PRO and REVERSE)

When in TM-Pro or Reverse mode, realtime loop editing isn't possible (the audio engine stops when you change a loop point, so you will have to play the key again to check the loop.) As a workaround, loop points can be edited in SAMPLER MODE before switching back to TM-Pro.

MONO / STEREO WAVEFORM DISPLAY

Kontakt's waveform display doesn't make a difference (and also can't tell the difference) between mono and stereo audio files - any imported audio file will just look like a mono file - which (at least for me) was never a big issue, but you should be aware of this.

15 ACKNOWLEDGEMENTS

Thanks...

- to the beta testers!
- to Justine Electra and Finja Schmidt for their vocals in the demo tracks
- to Glyn at LootAudio for his support, to Paul for his KK expertise
- and to all members of the Kontakt Script Forum for their invaluable help

Questions, suggestions, feature requests, bugs? please don't hesitate to send a mail to **info@soundtrax.de**



SAMPLER ONE TECH SPECS / VERSION HISTORY

- Sample import via Drag & Drop (WAV, AIF, REX or NCW at any length/sampling rate)
- Optional auto Root Key and Pitch Detection on import
- Over 250 snapshots featuring a collection of famous vintage samples plus many newly recorded loops and samples
- Graphical waveform editing of Start, End and Loop points
- 2 Playback Modes (Classic Sampler and TM Pro)
- Options for Reverse sample playback and Key Tracking on/off
- Controls for Root Key, Pitch, Fine Tune, Formant Shift and Speed (in TM Pro Mode)
- 2 Edit Modes: Standart or Single Key Edit
- Random Sample Start control (in Forward playback only)
- Low and Hi Pass Filter (12dB Ladder),
- LFO (Filter, Pitch or Pan)
- Pitch Env
- 2 Amp envelopes types (ADSR or Hold)
- 8 high quality effects:
 - Reverb (Modes: Room or Hall)
 - Replika Delay (Modes: Modern, BBD, Tape, Vintage or Diffuse)
 - Lo-Fi
 - Choral (Chorus)
 - Flair (Flanger)
 - Phasis (Phaser)
 - Van 51 (Drive)
 - Stereo Width
 - + Transient Master Sustain
- FX preset system with 9 memory slots
- Arpeggiator
- Adjustable Key Range

Version 2.0 (Nov 2022):

- Larger Interface
- Extended support for NKS / Komplete Kontrol
- New FX Preset system
- Additional Pitch Envelope
- New Snapshots format and additional Snapshots

Version 1.0 (Dec 2020): Initial Release

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**SAMPLER
ONE**