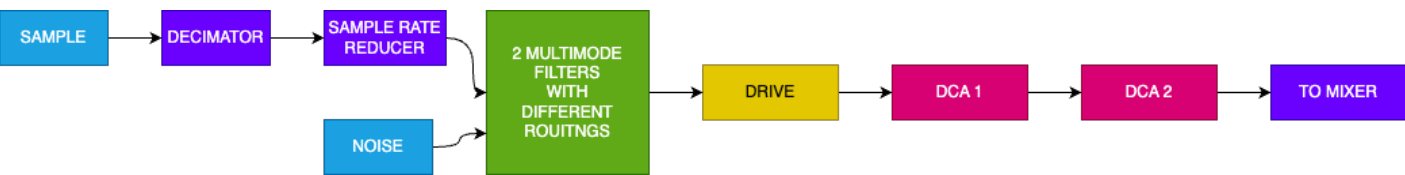


Sample Player

General Information

This machine is a basic sample player with looping capabilities and a couple of lo-fi effects.



The sample and noise generator is processed through the Lofi FX, followed by a **Filter section**, then a Drive section, and finally an **Amp section** before reaching the **Mixer**. Refer to the corresponding manual sections to learn more about the Filter and Amp sections.

It operates in mono at a 48kHz sample rate with a bit depth of 16 bits. It is compatible with PCM Wave files (converted on the fly if the bit depth or sample rate does not match; if a stereo file is loaded, only the left channel is used).

Main screen of the sample player



Upon opening the Sample Player Machine, you will land on Page 1 of Tab 1. Use the first two tabs to configure the sample player. Use Tab 3 to adjust the Filter section and Tab 4 for the Amp section.

Press the encoder to load a specific sample from the browser. In the browser, press Button 4 to enable auto-loading for a quick preview. Once a sample is loaded, turning the encoder scrolls

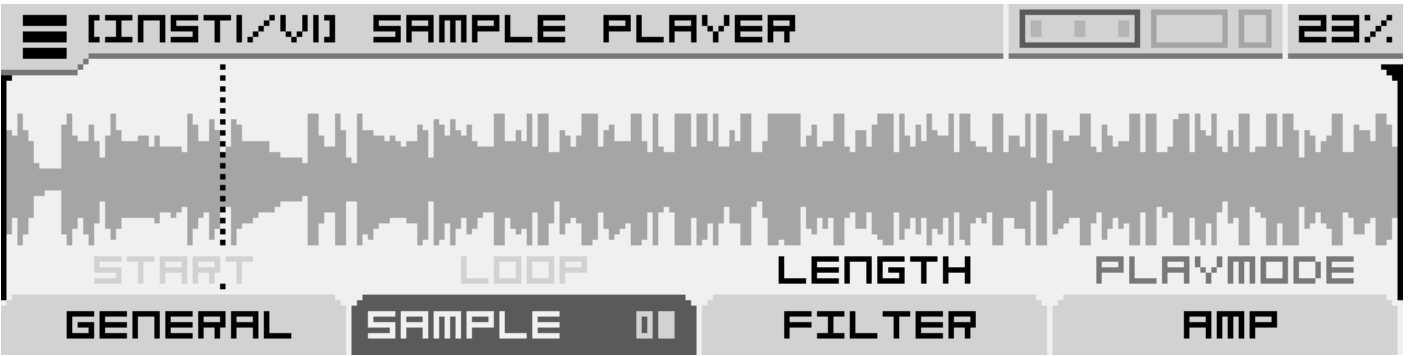
through other samples in the current folder. A pop-up screen will appear, displaying the sample waveform in the same way as on Tab 2.

General Tab

This tab contains basic utilities

Frequency	Transpose	-	Volume
Fine-tune the sample	Tune the sample in semitone increments	-	Set the amplitude at which the sample enters the Filter Section. 100% is unity gain; beyond that, the output is amplified, useful for quiet samples or driving the Filter and Amp sections (or even overdriving the final DAC).

Sample Tab



Use this tab to manipulate the sample file and its playback.
The Sample tab (Tab 2) consists of two pages with different controls. If a tab header displays small bar icons, press the corresponding button underneath to switch between its pages.

Page 1:

Start	Loop	Length	Playmode
Set the starting point of the sample file	Set the loop point if one of the loop modes is activated	Set the sample's stopping point	Select the sample playback mode: <ul style="list-style-type: none">• Forward• Forward Loop• Reverse• Reverse Loop <p>This parameter cannot be modulated.</p>

Page 2:

Decimator	Sample Rate Reducer	Noise	-
A bit-depth reduction effect. Turn Depth clockwise to reduce, down to 2 bits, with audio crossfading between bit rates.	An audio-rate sample-and-hold effect that introduces classic digital brightness and harmonics. Turn clockwise to lower the sample rate.	Mix white noise with the sample. The noise plays continuously, so adding an envelope to this parameter is recommended.	-

Revision #17
Created 19 December 2024 17:20:32 by Paul
Updated 13 March 2025 08:56:49 by Vincent