

 **OSCILLATOR PAK**
SAMPLER SYNTH ELEMENTS
RETRO SAMPLING

FREEWARE v1.0

Formats:

HALion 1 Programs
HALion 1 Bank
HALion 2 Programs
HALion 2 Bank
HALion 3 Programs
HALion 3 Bank
HALion 3 HSB
HALion SE Programs
HALion SE Bank
Kontakt 1.5 Programs
Kontakt 1.5 Bank
Kontakt 2 Programs
Kontakt 2 Bank
Kontakt 2 Monolith
Kontakt 3 Program
Kontakt 3 Bank
Reason 2.5 NN19
Reason 2.5 NNXT
Reason 2.5 ReFill (NNXT/NN19)
DirectWave Programs
DirectWave Bank
EXS24 Bank
Giga 2.0 Bank
Maize Sampler Bank
Maize Standalone/VSTi (XP/ASIO)
Soundfont 2.0 Bank
DS404 Bank
CMPlay Bank
WAVE (For your sampler of choice)

Note:

- * Halion 3/HSB is compatible with HALion Player
- * Kontakt 1.5/2/Monolith is compatible with Kontakt 3
- * Reason 2.5(NN19/NNXT)/ReFill is compatible with Reason 3/4

Q: Why is there is there for example C1.wav, C2.wav, C3.wav, C4.wav?

A: Many sampler don't stretch samples to good! Some samplers have a "High Quality Interpolation" function, this can be used when having several but mostly when only having one sample for the entire playable range, and without it harsh timestreching artifacts can be heard, try using both with and without for the sound you want.

Q: Who is this for?

A: Not for the novice, Is mainly for the advanced, creative or experimental synth/sample user, using a sampler to create new sounds using either the samplers built in effects and ADSR, or by using external effects or plugins. Common synth and programming knowledge is maybe not a must but certainly helps.

Q: Why do you have several formats twice?

A: First some samplers tend to be a little different on loading (Ex. HALion 1,2,3), so there is patch for each version, should be noted that most sampler load version 1 but not the other way around but different versions tend to contain different information, Secondly we have the "wave version patches" with programs and banks that just take up few kilobytes and they all share the same wavefiles and tend to be towards those who use several different samplers and programs and then a few extra patches that doesn't get used are no big deal, but for those that only uses Reason, HALion 3 or Kontakt 2 have their ReFills, HSB and Monoliths and may not have any use for the extra files and can just throw it away.

Q: Why is there a sample in the beginning and in the end that is not within the wave-header loop?

A: When all waveforms were created and we began mapping we found a flaw in most of the samplers, it was not easy to find but it turn out to be a commonly known "bug". Simple waveforms with a perfect loop containing loop information does not loop correctly, after many hours of testing we found a solution, placing a non informative sample (in this case at 16Bit, silence = -96db, 6dB per Bit) one before and one after the wave-header loop, so when using the waves in a sampler of your choice that we do not support and that does not read wave-header loop information and a click is heard when playing an adjustment have to be made, simply skip the first and last sample. The "Wave" folder contains loops without the two extra samples, if clicks are heard when those are played choose those in the HALion folder and skip the first and the last sample, all samples contain loop and root key wave-header information but not all samplers can read it, some may adjust the loop start and end automatically.

Q: Why not point all the patches towards the same wave files instead of having them twice or more?

A: Thats were our first goal, but it turned out to be a little weird if you read the the above, two extra samples are for some reason needed some times, and some times not. Some samplers work in different ways like DirectWave and EXS24, they do not like to be in the same folder as their samples and/or likes to be placed directly under a sample folder in their plugin folder.

Q: I have loaded a patch for the right sampler but it says it doesn't work!

A: It's usually because you have not installed the latest update for you sampler, if it exist try loading a earlier version (HALion/Kontakt)

Q: Why is the Maize, DS404 and CMplay versions divided into three versions?

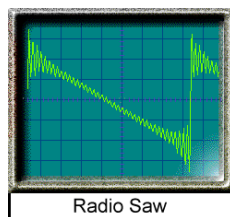
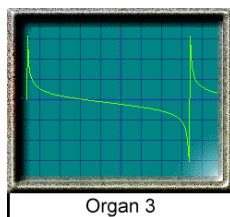
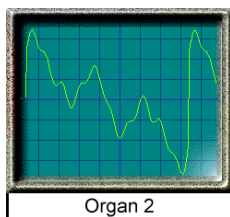
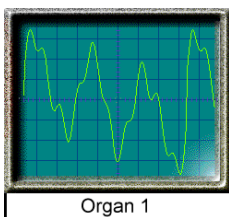
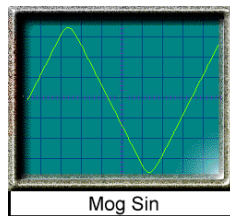
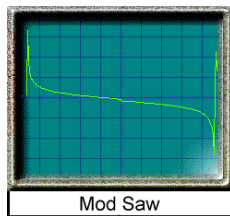
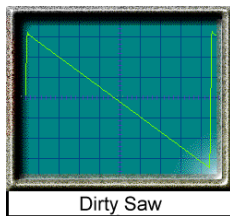
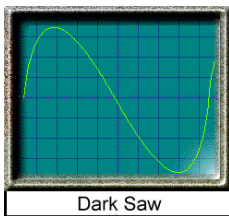
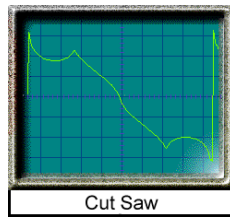
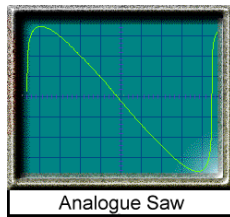
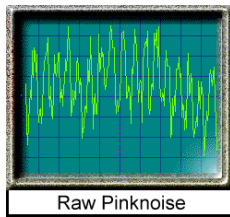
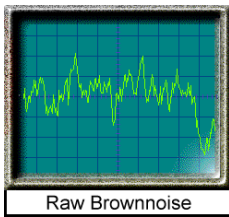
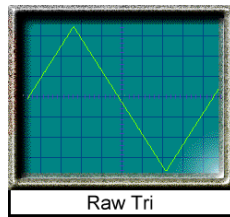
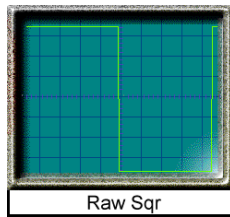
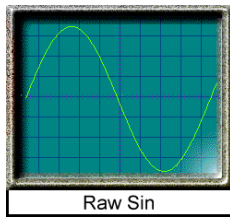
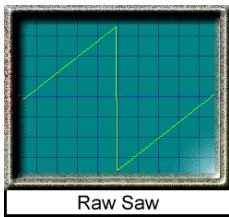
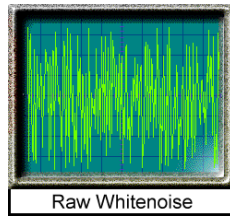
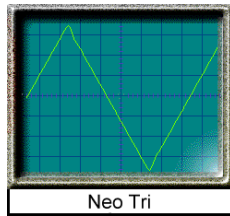
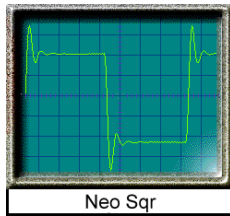
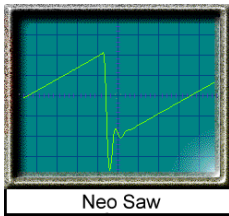
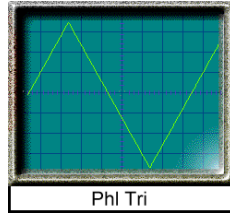
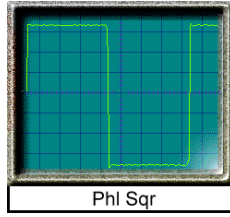
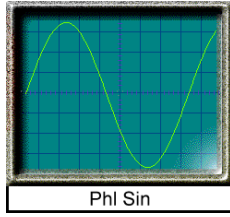
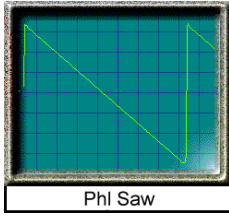
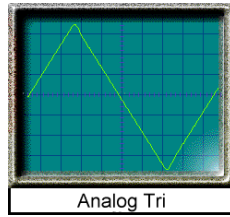
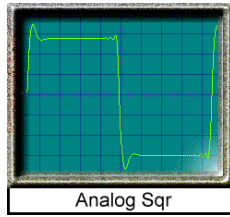
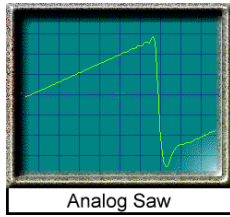
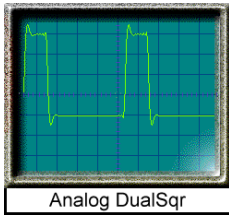
A: Not all samplers can use more then 16 instruments/programs per bank.

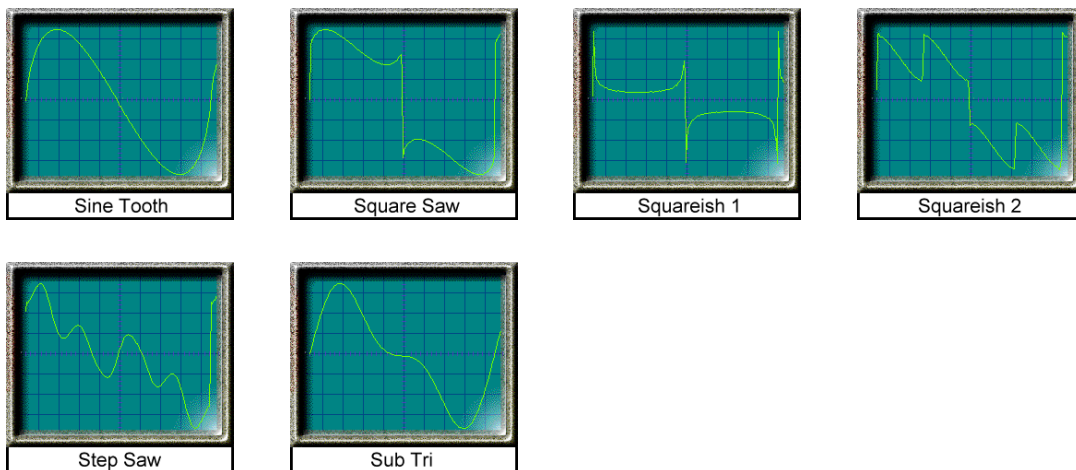
Q: Why is there some clicks here and there?

A: Most samplers say they have good loop capabilities but they don't, it's easy to think that simple waveforms like these are easier to loop then complex, but it is not, the samples have been pre looped with wave-header loop information, that some of the most common samplers can use, but they need on-sample precision to loop without

a click, and some samplers loop good and some bad.

Waveforms:





The origin of the waveforms will remain the property of Retro Sampling.

Note: Maize Sampler

We thought it would be fun to have the inbuilt reverb activated since the users might use it, but after just activating it (can only be done in Maize Sampler and not the VSTi / Standalone) the cpu usage soon spiked at 100%, when used on all 16 instruments, so it had to go.

For the owners of Propellerhead Reason 3.0 and up there are more waves of different sources that comes with the program for NN19, check "Factory Sound Bank.rfi" NN19 Sampler Patches/Synth Raw Elements (SMP files can also be loaded in NNXT).

For the owners of Native Instruments Kontakt 2 and up there are more waves of different sources that comes with the program, check Kontakt 2 Library (DVD2) "11 - Synthesizers" /Classic Waveforms (Location may be different in Kontakt 3).

It should also be stated that only E-mu and Creative are aloud to create real soundfonts so this is just a Soundfont ® Compatible Bank.

This is given as-is and Retro Sampling takes no responsibility.

If needed, some support might be given at "info@retrosampling.se".

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