
Akai S900

The Akai S900 sampler driver was written and tested for use with S900 ROM software version 1.2 or 1,2. The version number is displayed when you first turn the S900 on. If you have a different S900 ROM version, Sample-Vision may not work correctly with your S900.

Understanding of the following terms is vital to using the S900 driver:

Keygroup

A range of keys that a loud and soft sample pair is assigned to.

Program

A set of keygroups organized into an instrument or keyboard setup.

Sample

A single sound recorded in the S900.

Please consult the S900 owner's manual for more information on these terms.

**Receiving
samples
from the
S900**

To get a sample from the S900, take the following steps:

- Make sure the S900 sampler driver is active in SampleVision.
- Select Get from Sampler from the Sample pulldown menu or press the F7 function key on the PC keyboard.
- The sample selector will appear on the screen containing a list of possible sample positions and the current contents of those positions.
- Using the scroll bar, locate the sample that you wish to receive and click on that position.
- Click on OK or press the PC's Enter key.

Sending samples to the S900

When sending a sample to the S900, the following rules apply:

The S900 has 32 possible sample positions. In the S900, samples are dealt with by name.

If you send a sample to a position using *exactly* the same name, the new sample will play in any keygroups that use that name. Sample names can be changed in the Info About ... selection in the Sample pulldown menu.

If you send a sample that has a name not already in the S900 you must connect the new sample to a keygroup before you can hear it. Use the edit program button to make a program with a keygroup that uses the new sample and assigns it to a range of keys for playback.

If you try to send a sample to a position that would cause a duplicate name in the S900, you will be asked to rename the sample or send it to the position already using that name.

SampleVision will only send sample data up to loop end if the loop is turned on, since the S900 cannot have sample size and loop end be unequal. If the loop is turned off the entire sample will be sent.

To send a sample to the S900, take the following steps:

- Make sure the S900 sampler driver is active in SampleVision.
- Select Send to Sampler from the Sample pulldown menu or press the F8 function key on the PC keyboard.
- The sample selector will appear on the screen containing a list of possible sample positions and the current contents of those positions.

Setting loops with the S900

- Using the scroll bar, locate the position that you wish to send the sample to and click on that position.
- Click on OK or press the PC's Enter key.

The loop settings for a given sample can be set three different ways:

- The current loop settings for a sample will be sent along with the sample when you send the whole sample to the sampler.
- If the loop is turned on, the loop start and end will be updated in the S900 when you double click on a loop marker in the sample edit mode of SampleVision.
- The desired loop type, loop start, and loop end will be updated automatically when changed in the loop editor mode of SampleVision.

S900 Limitations

The S900 has some limitations when setting loop points without sending the entire wavetable. These are the known anomalies:

In many cases if you change loop end you may have to send the whole wavetable back to the S900 to get rid of a mysterious glitch part way through the sound. This is apparently caused by having sample size and loop end unequal. If you ignore the glitch and set the loop so it sounds good the glitch will probably go away when you send the final looped version of the sample to the S900.

Usually once you get the loop end and sample size problem settled you can adjust loop start at will with no problems.

Sometimes samples in the S900 that are totally unrelated to the one being worked on will develop glitches. We suggest resaving the newly edited sample to the S900 diskette and then reloading all the samples again from diskette to fix this situation.