

Row 1 Controls



The first button on the top row is the ribbon mode selector. This changes the strip of controls that is displayed above the playing surface. There are five ribbon modes available. To change the ribbon mode, tap or swipe left or right on this button.



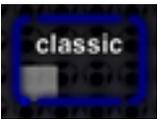
The next button toggles pitch locking. When the lock symbol is closed, the pitch will jump when notes are slid across the playing surface. When the lock symbol is open, the pitch will slide smoothly.



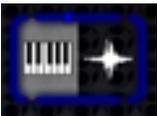
The hold button performs a few different functions. Tapping this button toggles the hold mode. When the gray indicator is in the center position, hold is inactive. When the gray indicator is in the right position, hold is active. Swiping left on this button will cancel all currently held notes (when there are held notes on the surface, this button will show a message indicating this function). The hold button is also tied to MIDI sustain messages. A sustain-on message (pedal down) activates hold mode, and a sustain-off message (pedal up) simultaneously deactivates hold mode and cancels all currently held notes.



The record button is a bright red button that is always in the top-center of the screen. To begin sampling, tap the button. To end sampling, tap the button again. SampleWiz allows samples up to 10 seconds long. If recording exceeds 10 seconds, it will terminate automatically.



The synthesis mode selector selects among classic, granular, and modern sampling modes. Tap or swipe left or right to change the sampling mode. The interface changes color according to the sampling mode: blue for classic, red for granular, and green for modern.

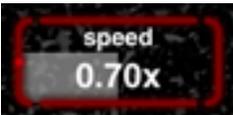


The view mode selector switches between the keyboard view and the wave-edit/ADSR view. The number-of-keyboards button toggles between one and two keyboards in the keyboard view. When two keyboards are on the screen, the second row of controls is moved off the screen to make more room for the keyboards.

Row 2 Controls



The grain-size slider is active only when granular synthesis is selected. Grain size is adjustable from 4ms to 70ms.



The granular-speed slider is also active only when granular synthesis is selected. The speed is proportional to the original recording speed, and the speed is not pitch-dependent (i.e., 0.50x speed will always be exactly half as fast as the original recording, regardless of the note played). Speed is adjustable from 0.0x to 1.0x continuously, and in 0.5x increments from 1.0x to 4.0x.



The sampling-mode button toggles between microphone (or line-in) sampling and resampling. The setting can be changed during recording, and all three playing surfaces can be used for resampling.



The preset selector displays the current preset name and allows the preset to be changed. The left arrow moves to the previous preset in the list, and the right arrow moves to the next preset in the list. Tapping on the preset name opens the preset menu.

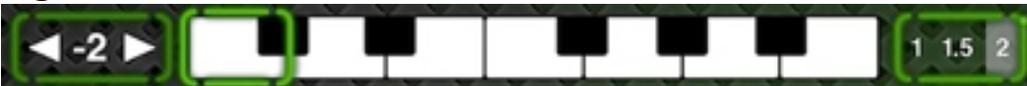


The help button puts the app in help mode. In help mode, the standard interface becomes inactive, and tapping on any interface element provides information about that element. When the help button is pressed again, the app returns to normal operation.

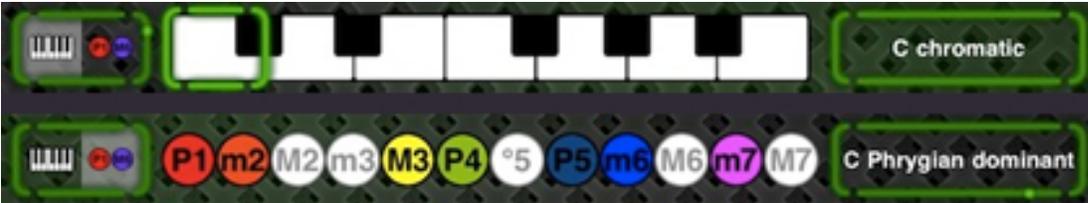
Ribbon Modes



Ribbon mode 1 allows selection of the octave offset and range for each keyboard. The octave can be changed by tapping the left or right arrows on the left side of the ribbon or by tapping or sliding on the keyboard graphic. The keyboard range can be set by tapping or swiping left or right on the button on the right side of the ribbon.



Ribbon mode 2 allows selection of the octave offset, starting note, and range for each keyboard. The controls on the left and right sides are identical to the controls in ribbon mode 1, and the single-octave keyboard image in the middle allows tapping or sliding to select the note that is on the far left of the on-screen keyboard.



Ribbon mode 3 allows scale selection. The button on the left changes the middle of the ribbon to allow selection of the scale root (the single-octave keyboard graphic) or the active intervals in the scale. Custom scales can be made by tapping individual interval buttons to activate and deactivate intervals, or predefined scales can be selected by tapping the scale name button on the right side of the ribbon.



Ribbon mode 4 provides controls for (left-to-right) delay input, delay rate, delay rate type, delay feedback, delay volume, and delay width. The delay input button determines whether the sound from the playing surface is fed into the delay buffer. The delay rate type selector changes the delay rate slider allows the delay rate slider to be changed to a delay BPM slider or a delay tap-tempo button.



Ribbon mode 5 allows adjustment of transposition and tuning, the key volume ramp, master volume, polyphony mode, finger vibrato, and it also provides access to the MIDI menu. The key volume ramp determines the volume at the bottom of the key. A key volume ramp setting of zero means that a note can be

faded in from nothing at the bottom of the key. A key volume ramp setting of one means that all notes are the same volume, regardless of where they are played on the keys. The three available polyphony modes are polyphonic, monophonic, and legato (monophonic). Finger vibrato occurs when a finger is rocked back and forth on a key, and many users choose to deactivate it on samples such as piano sounds for which vibrato sounds unnatural.

Wave/ADSR Side Controls



The loop-mode button allows selection of normal looping, back-and-forth looping, and no looping.



The play-direction button changes between forward (normal) playback and backward playback. When the play direction is reversed, the loop pointer is mirrored against the loop to maintain a consistent loop duration.



The zoom-in button magnifies the current loop to fill the wave view. The zoom-out button shows the full extent of the sample.



The crossfade button toggles a short crossfade at the the of the loop. For samples that have not been

precisely trimmed or looped, this may reduce an audible click at the end of the loop. For samples that have been precisely trimmed or looped, this should be deactivated.



This button switches between wave and ADSR modes. Wave mode allows editing of the loop and provides a playing surface where the horizontal axis corresponds to time (position in the wave) and the vertical axis corresponds to pitch. The ADSR view provides a playing surface where the horizontal axis corresponds to pitch and the vertical axis is equivalent to the vertical axis on the keyboard. The ADSR view differs from the keyboard in that only the active scale notes are present and all notes extend the full height of the view.

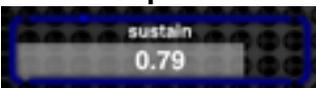
ADSR Controls



The attack slider adjusts the attack time of the envelope. The range is 0.0s to 2.0s.



The decay slider adjusts the decay time of the envelope. The range is 0.0s to 10.0s.



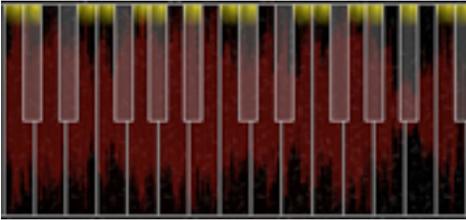
The sustain slider adjusts the sustain level of the

envelope. The range is 0.0 to 1.0.



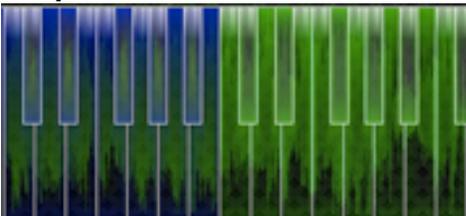
The release slider adjusts the release time of the envelope. The range is 0.0s to 10.0s.

Keyboard View



The keyboard view offers a playing surface of a typical music keyboard. When a scale other than chromatic is selected, the highlights at the top of the keyboard indicate the active notes in the current scale. When the "display-only scales" option in the Settings App is inactive, the keyboard automatically moves out-of-scale notes that are played to the nearest in-scale notes.

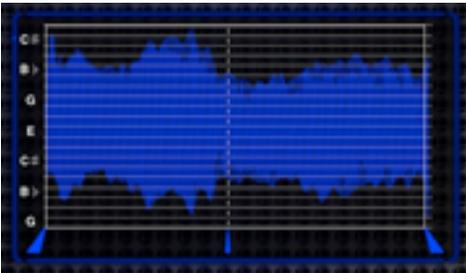
When key volume ramp is set to a value other than one, the vertical axis of the keyboard allows expression of note volume.



In modern mode, the keyboard also indicates which notes are available for modern-style synthesis and

which are only available for classic-style synthesis. Modern mode samples are precomputed at every note, so they consume significant memory and processing time. When a sample is first loaded, only the original pitch will be available in modern mode. As additional notes are processed, the keys change from blue to green to indicate that the notes are now available in modern mode. The number of modern mode notes differs on the different iOS devices according to available memory.

Wave View



The wave view offers the audio waveform as a playing surface. Swiping left and right on the waveform plays the corresponding position in the sample. The vertical axis changes pitch, and the only notes that are available are the notes in the currently selected scale. The octave offset and range (from ribbon modes 1 and 2) are also applied to this playing surface.

ADSR View

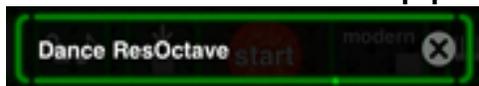


The ADSR view offers a simplified keyboard-style layout and a visualization of each note as it progresses through the ADSR envelope. Notes are arranged horizontally and the vertical axis responds offers volume expression according to the key volume ramp setting. Only in-scale notes are available on the ADSR view, and all notes extend from the bottom of the view to the top.

Preset Menu



The icon button displays the icon of the currently loaded preset. When the icon button is pressed, the photo library of the device is displayed. When a new image is selected, it is automatically cropped and resized to fit the appropriate dimensions.

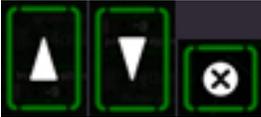


The preset name field displays the name of the currently loaded preset. To change the name, tap on the field and the onscreen keyboard will appear. To clear the current name, press the gray "X" button. After changing the name, press the save button to save with the new name.



The save button saves the current preset. The preset includes all information about the application state, including any held notes that may currently be on the

playing surface. If the preset that is being saved is the same name as an existing preset, a confirmation menu will appear that will provide some options for resolving the conflict (saving over the current preset, saving with a modified name, or canceling the save operation).



The up and down buttons reorder the preset list by moving the currently selected preset up or down one position, respectively. The delete button deletes the currently selected preset. A confirmation is displayed when deleting a preset to prevent inadvertent deletion.



The preset list displays all saved presets. To scroll through the list, swipe up or down. To select a preset, tap its name. To scroll more quickly, use more fingers when scrolling. Two fingers will scroll twice as fast as one, three fingers will scroll three times as fast, etc.



This button opens the AudioCopy/AudioPaste menu. AudioCopy and AudioPaste are used to allow samples to be copied from SampleWiz into other apps and from other apps into SampleWiz.



This button opens a mail composition view with the current preset attached to the email. The recipient of the email can open the preset from the mail app and bring it directly into SampleWiz or Geo Synthesizer.



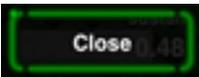
This button opens a mail composition view with the sample from the current preset attached to the email as a wave file. This option is only available for user-created samples.



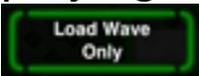
This button copies the current preset to Geo Synthesizer. This button is inactive if Geo Synthesizer is not installed on this device.



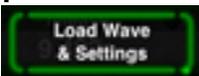
This button opens the credits menu.



This button closes the preset menu to return to the playing surface.

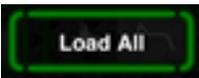


This button loads the sample from the selected preset and closes the preset menu. All settings from the previously loaded preset are retained.



This button loads the sample and all settings from the

selected preset and closes the preset menu. If held notes are stored in the preset, they are not loaded.



This button loads the sample, all settings, and all held notes from the selected preset and closes the preset menu. This option is only available if the preset contains held notes.

AudioCopy / AudioPaste Menu



The button at the top of the menu copies the currently selected preset from the preset menu to the AudioPaste pasteboard and to the General Pasteboard.

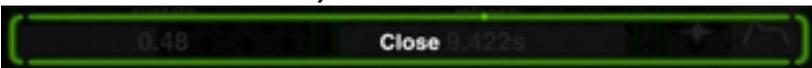


The list on the left side of the menu shows the contents of the General Pasteboard and the AudioPaste pasteboard. When the paste button at the bottom of this list is pressed, the currently selected item in this list is pasted into the sample buffer and the

AudioCopy/AudioPaste menu and the preset menu are closed.



The list on the right side of the menu shows all AudioPaste-compatible apps. Apps that are currently installed on this device are at the top of the list. When the button at the bottom of the menu is pressed, the selected app is either launched (if the app is installed), or the App Store page for the app is opened (if the app is not installed).



The button at the bottom of the menu closes the AudioCopy/AudioPaste menu and returns to the preset menu.

Scale Menu



The scale menu offers a variety of preset scale options. This menu only sets the active intervals of the scale, not the root note. To change the root note, use the selector in ribbon mode 3.

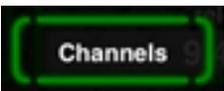


The MIDI menu offers mapping of all in-app parameters to MIDI CCs. Additionally, the waveform position and vertical note position are mappable, and these are processed on a per-channel basis. When sending vertical note position to modify note volume, set the key volume ramp for the desired volume response (a value of zero for the key volume ramp provides full-range volume control to the vertical note

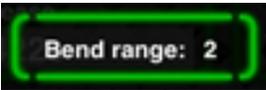
position CC).



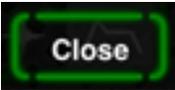
The button in the bottom-left corner toggles background operation. When this setting is activated, SampleWiz continues to synthesize audio even when it is not the background app; this allows for Virtual MIDI operation. As the button indicates, this can drain battery when left on continuously, so this setting should be deactivated when not in use.



This button opens the MIDI channels menu.



This button opens the MIDI bend range menu.



In the bottom-right corner of the MIDI menu, the close button hides the MIDI menu and returns to the main screen.



MIDI Channels Menu

The MIDI channels menu offers toggling of all 16 MIDI channels. When a channel is deactivated, incoming messages on that channel are ignored. This was

implemented in direct response to several requests regarding Genome MIDI Sequencer. Several users wanted to use Genome to control both SampleWiz and other apps simultaneously over Virtual MIDI.



MIDI Bend Range Menu

The MIDI bend range menu allows selection of the one-way bend range that is applied to MIDI pitch bend messages. The default setting on most synthesizers is 2 semitones. However, when using a controller that uses pitch bends to provide continuous pitch control (e.g., the Haken Continuum, Geo Synthesizer), a larger bend range is usually required.

Settings App Options



There are eleven app-wide settings for SampleWiz that are located in the Settings App. The Settings App is typically found on the first page of app icons.



This setting determines whether the startup audio is played. Deactivating this also provides a slightly quicker launch time.



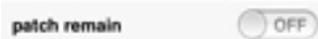
This determines whether a dialog is displayed when a preset is saved with an existing name. If this option is inactive, presets will be overwritten without a confirmation dialog.



Similar to the previous option, this allows disabling of the confirmation dialog that is typically displayed when the delete-preset button is pressed.



When this option is active, standard scale rules do not apply. All scales behave as if a chromatic scale was selected, but the visual cues related to the scale are still displayed.



Patch remain determines whether held notes and delay are preserved when changing presets.



If default presets are deleted or modified, they can be restored by activating this option. The next time SampleWiz opens, the default presets will be rewritten, and this option will be automatically deactivated. When the default presets are rewritten, name collisions (presets with existing names) will be written with a number suffix (typically "-2") to prevent overwriting of existing presets.



This setting should be activated to allow use of Bluetooth headphones with SampleWiz.



An AirTurn pedal can be used with SampleWiz for hands-free changing of presets. This option allows use of such a pedal.



Several users have commented that the Wizard animation that appears within the waveform can be unnerving. This option disables it.



To ensure that the lock screen does not activate while SampleWiz is open, activate this setting. This can be useful when SampleWiz is being used on-stage.



To allow SampleWiz to receive MIDI over WiFi, activate this setting.