

Sound File Contextual Menu

A contextual menu is available by control-clicking or right-clicking on the “Activate” button. This contextual menu is linked to the Sound File Patch Display (“I” Screen) and provides several efficient mechanisms for quickly creating sound file patches.

Additionally, the contextual menu can be used to check and set defaults that are used in many cases when a sound file is called up to the keyboard.

The screenshot displays a table of sound files with columns for Sound File Name, Sound File Handle, Enclosing Folder, Secs, M/S, and Khz. A contextual menu is open over the table, listing options such as Recall Sound File, Add To Partial, Recall To Partial 1-4, Recall To..., Show In Finder, Open In External Editor, and Set... The Recall To... option is selected, showing a sub-menu for Timbre with options C0-C7, C0-B0, C1-B1, C2-B2, C3-B3, C4-B4, C5-B5, C6-B6, and C7. The C0-B0 option is selected, showing a further sub-menu with options C0, C#0, D0, D#0, E0, F0, F#0, G0, G#0, A0, A#0, and B0.

✓	Sound File Name	Sound File Handle	Enclosing Folder	Secs	M/S	Khz	C
			NEDTL01	6.55	M	50.0	P
			NEDTL01	5.45	M	50.0	P
			NEDTL01	5.82	M	50.0	A
			NEDTL01	3.80	M	50.0	A
			NEDTL01	4.50	M	50.0	A
			NEDTL01	4.59	M	50.0	P
			NEDTL01	5.50	M	50.0	P
			NEDTL01	5.58	M	50.0	P
							50.0 P
							50.0 P
							50.0 A
							50.0 A
							50.0 A
							50.0 A
	ABSEN142.caf	ABSEN142					50.0 A
	ABSEN242.caf	ABSEN242	NEDTL01				50.0 A
	ABSF#142.caf	ABSF#142	NEDTL01				50.0 A
	ABSFN240.caf	ABSFN240	NEDTL01				50.0 P
	ABSFN241.caf	ABSFN241	NEDTL01				50.0 P
	ABSG#140.caf	ABSG#140	NEDTL01				50.0 P

“Activate” Buttons

I use the term “Activate” to describe the action that takes place when the red-black-Synclavier®-looking-button-thing is clicked.

Activating a sound file simply means calling it up to the keyboard. Each asset type (sound file, timbre file, sequence file, sequence workspace) has a different meaning to the term “Activate”; read on!

4 Uses of the Sound File "Activate" Button

The activate button on the Sound File Tab operates slightly differently depending upon modifier keys (shift and option keys) and which screen of the Real Time Software is displayed. 4 modes are available.

1. Recall Sound File - The basic activate operation erases the keyboard timbre and assigns the sound file to the entire span of the keyboard. Middle A triggers the sound file at its original pitch.



2. If you are on the Sound File Patch Display ("I" Screen) the sound file is

Partial # 1:				
File	Start	End	Volume	Memory Le
1. ABSA#241	C0	B0	100.0	G0
2. ABSAN142	C1	B1	100.0	G1
3. ABSAN242	C2	B2	100.0	G2
4. ABSBN142	C3	B3	100.0	G3

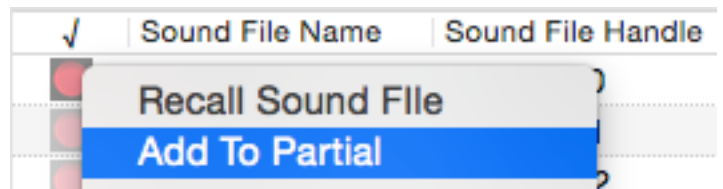
Categories			
Sound File Name	Sound File Handle	Enck	Ph
ABSA#240.caf	ABSA#240	NED	
Recall Sound File To Partial 1 Line 3			
Add To Partial 1			

called up to the current line. In this case the start and end keys and transpose values are not changed; the file name is merely substituted.

3. If you are holding the option key the most recent "Recall To..." operation is repeated (described below).



4. If your are holding the shift key the sound file s added to the current patch using the most recent recall settings.



The “Recall To...” Submenu

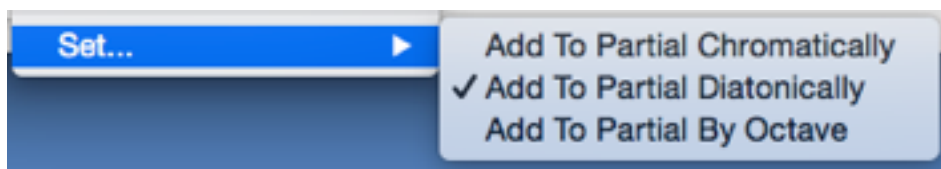
The “**Recall To...**” submenu provides a powerful mechanism for quickly creating sound file patches. For example, a single menu selection can -

- direct the sound file to the entire timbre or just 1 partial; and



- specify the entire keyboard, an octave, or a diatonic or chromatic range.

Additionally, the most recent recall command is memorized. The “**Set...**” submenu both shows and changes the settings.



The “Add To Partial” Command

“**Add To Partial**” performs context-aware addition of the chosen sound file into the current keyboard timbre. The sound file is appended to the end of the currently-selected partial. The appropriate chromatic, diatonic or by-octave range is chosen.

Suggested Patch Design Workflow

The implementation of the various Sound File Recall options recommends the following patch design methodology:

1. Begin by using the search and sort functions on the Sound File Tab to identify appropriate sound file candidates for the patch. Use the space bar to turn on audition. Sound files can be auditioned out your computer audio connection with a single click.
2. Use “**Recall To...**” submenu to recall the first sound file to the appropriate range on the keyboard. When the sound file is assigned to an octave, the G is chosen to play back the sound file at its original pitch.
3. If you prefer to work with just the white keys of the keyboard (diatonically), use the **Set...** menu to select **Add To Partial Diatonically**.
4. Then use a **Shift-Click** to add additional sound files to the patch. The sound files will be added up the keyboard using the chosen chromatic, diatonic or by-octave selection. You could also use the arrow keys and **Enter** from the keyboard to activate a sound file (**Enter** recalls the sound file - **Shift-Enter** adds the sound file to the patch).
5. To start over use an **Option-Click** to repeat the **Recall To...** command with a different sound file. The timbre or partial is cleared and the sound file is assigned to the starting range.

Sound File Audition

The space bar can be used to start and stop the audition of sound files using your computer's system sound output. Once audition is turned on each sound file is played as soon as it is selected.

Note that "selecting" a sound file is accomplished by clicking in the text columns of the Asset Library Window (Sound File Name, Sound File Handle, etc.).

"Activating" a sound file is accomplished by clicking on the "Synclavier®" button in the left ("√") column.

At this writing the Sound File Tab in the Asset Library Window does not provide for multiple selections.

