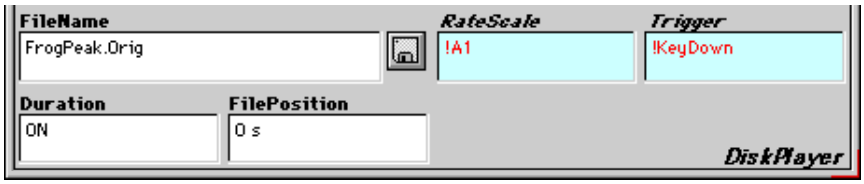
DiskPlayer and Sample Prototypes

1) Audio soundfiles are played by **DiskPlayer** and **Sample** prototypes in Kyma. In both cases, the soundfiles are accessed by clicking on the **disk** icon in the parameter field.

2) **DiskPlayer** allows soundfiles of any size to be played, but does not visually update changes to the **virtual control surface**. **Sample** only plays soundfiles small enough to be stored in Kyma's RAM (3 MB per card) but visually updates the **virtual control surface**. **Sample** also allows sounds to be reversed and/or looped (see pp. 181-183).

3) Both **DiskPlayer** and **Sample** can be triggered by Button 1 on the Peavey and both can have their sampling rate varied by a fader, as described below.

4) a) To trigger a soundfile in **DiskPlayer**, set the duration to "ON" and paste the hot parameter !KeyDown into the **Trigger** window, as shown below.



b) To change the sample rate (pitch and speed), paste a hot parameter !A1 or any other Peavey fader into the **RateScale** window.

c) Type **cmd + p** to compile the sound, then press Peavey Button 1 to start playing the sound. Anytime Button 1 is pressed, the sound will play from the beginning.

d) To vary the sample rate from 0 to 1 times, move Peavey fader A1 (or whichever was pasted into the **RateScale** window). To vary the sample rate from 0 to 2 times, enter !A1 * 2 into the **RateScale** window, compile, and start.

e) To stop at any time, type **cmd + k**. You must recompile before playing again.

5) a) To trigger a soundfile in **Sample**, set the duration to "ON" and paste the hot parameter !KeyDown into the **Gate** window, as shown below.

b) To change the sample rate, paste a hot parameter !A1 or any other Peavey fader into the **Gate** window, type the operator * and a frequency value such as 60 nn, 4 c, or 261.65 hz. (See the Frequency handout for further details).

c) Type **cmd + p** to compile the sound, then press Peavey Button 1 to start playing the sound. Anytime Button 1 is pressed, the sound will play from the beginning.

d) To vary the sample rate, move Peavey fader A1 (or whichever was pasted into the **Frequency** window).

e) To stop at any time, type **cmd + k**. You must recompile before playing again.

f) To play the sample backwards, check the **Reverse** box in the parameter field.

g) To loop the sample, check the **SetLoop** box, type values ranging from 0.0 to 1.0 into the **LoopStart** and **LoopEnd** parameter fields. Check the **SoftFade** box to make a smoother loop.