

SPECTRE MANUAL

Sample Program Extended Content Transmission Remote Editor by **Waldorf®**

Preface

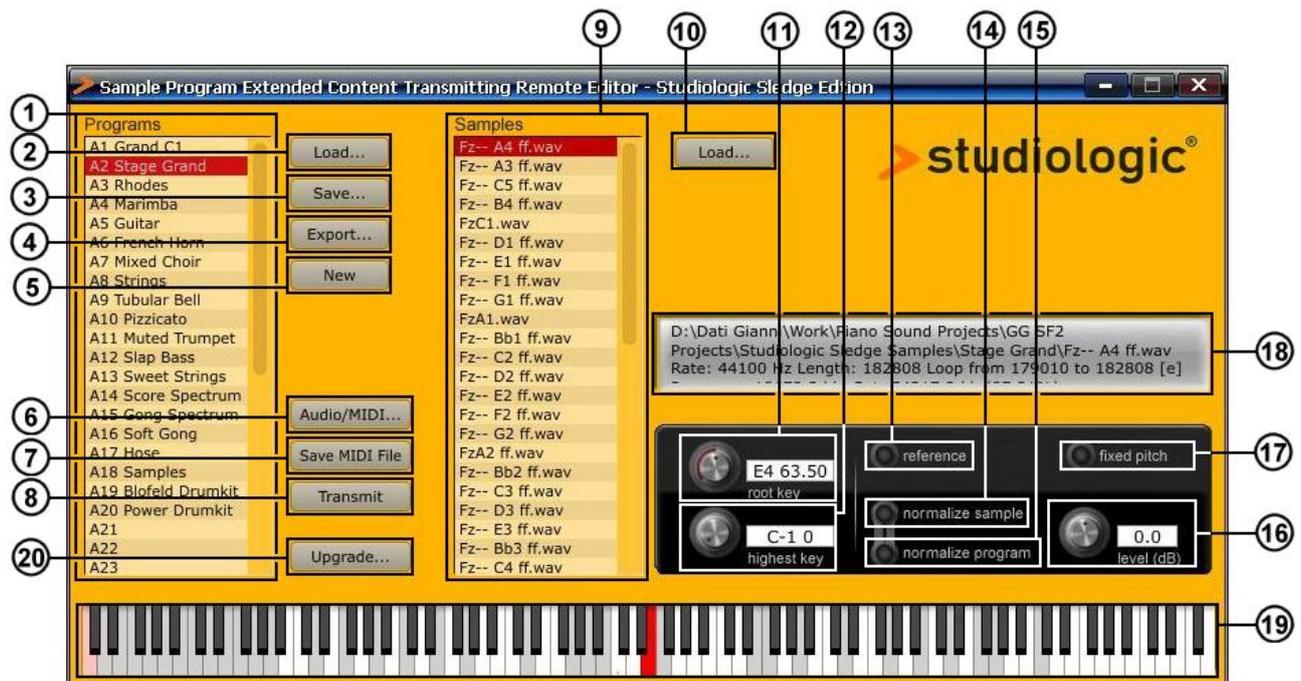
Spectre for Sledge is a tool for creating and transferring Sample Content from a computer to Sledge 2.0, that has the additional ability to play back Samples. If you don't have a Sledge yet, you can explore Spectre and play samples on your computer.

Installation

On Apple® Mac, just drag Spectre.app into your application folder. For Windows®, just execute Install Spectre.exe and follow the on screen instructions. You might also want to download some demo Sample that you will find in our site at the Sledge 2.0 dedicated download page. When your installation is done, you should be able to start Spectre.

User Interface

The interface contains the following elements on the main screen, as shown here:



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1. Programs list

List of all loaded Programs: to load programs, either use the <Load> button next to it, or simple drag & drop program files onto the list; these formats are supported:

- XML: Sample Set in human and machine readable XML format; this is also the format used to save Sample Sets.
- KMP: Sample Programs in Korg[®] format.
- WPC: Waldorf[®] Preset Content; these files cannot be edited.
- TXT : Text format used in the command line version of Spectre.

After loading, click a program to see the related Samples in the Sample list.

To **Delete** a Program, just click it and then hit <delete> or <backspace>.

Note: you can select more than one program at once for this.

To **Rename** a Program, double click it and enter the new name.

To **Reorder** Programs, drag them to a new position.

Preset programs are shown in black, all others in red.

2. Load for Programs

Used to load Programs. For supported file formats, refer to the previous chapter.

3. Save

Save the current set in XML format.

4. Export

Save the current selection in XML format. This can be useful if you want to save one or more Programs from the list.

5. New

Create a new Program. The new Program will be called "- new -", you will likely rename it and add some Samples to it.

6. Audio/MIDI

Here you can adjust Audio and MIDI settings; you can use the visual Keyboard or any other MIDI Keyboard (connected to your computer) to trigger notes in Spectre. If you want to transmit Sample Content, make sure to have Sledge (or USB speakers) selected as MIDI output.

7. Save MIDI File

The current content will be saved as a MIDI file for transmission to Sledge; this is useful if you want to share your Sample Content in another standard format.

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8. Transmit

Transmits the Sample Content to attached Sledge via USB MIDI; the procedure will take some time, according to the Sample's size. You can cancel the transfer by hitting <Esc>, but then content is in some undefined and probably unplayable state.

9. Samples list

Here you see a list of Samples used in the selected Program; if multiple Programs are selected, Samples of the first program are shown. Click on a Sample to select, you will note that the range of the selected Sample is highlighted on the keyboard. Playing a Note while holding down the <Shift> button on your computer keyboard will select the Sample for this range. To listen to a sample, either double click it in the Samples list or play the keyboard in the proper range.

To **Load** Samples into a Program, either use the <Load> button next to it, or simple drag & drop Sample files onto the list. Currently, only WAV Files are supported. If loop information is present in these, it will be used for playback. Stereo files are accepted, but automatically converted to Mono.

Note: you can select multiple Samples with both drag & drop or the file selector; when you load Samples into an empty Program, root key and highest key are set according to the detected. Quite often this requires only little final adjustments.

To **Remove** a Sample from the list, just click it and hit <delete> or <backspace>. Note that only the reference to the Sample is removed from Spectre, while the Sample file will still remain on your computer.

Note: a Set contains references to Samples, not the Samples itself, so please don't delete your Samples off the hard drive after saving a Set, otherwise the Program will not work when you will recall it (due to missing Samples).

10. Load for Samples

For loading Samples, please refer to the previous chapter.

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11. Root key

This is to adjust the "root key" of the selected Sample. The "root key" is the key on which the Sample is played back at the nominal rate without transposition. So for a Sample of e.g. a C3 on a Piano, it should be set to "C3 60.00". There are several ways to set the root key:

- Move the "root key" knob
- Play a note while holding down the <Ctrl> key on your computer keyboard
- Enter note into text field, e.g. "A3", "C-1"etc.
- Enter number into text fields, e.g. "60.3"
- Enter number and "up" or "down" to transpose, e.g. "12 up" or "0.2 down"
- Enter number and "up all" or "down all" to affect all Samples, e.g. "12 up all"

12. Highest key

This is the highest key the selected Sample will play. Samples in the Sample list are automatically sorted by this, so don't panic if your selected Sample moves there while adjusting this.

Like with root key, there are several ways to set the highest key:

- Move the "highest key" knob
- Play a note while holding down the <Alt> key on your computer keyboard
- Enter note into text field, e.g. "A3", "C-1"etc.
- Enter number into text fields, e.g. "60"
- Enter number and "up" or "down" to transpose, e.g. "12 up" or "1 down"
- Enter number and "up all" or "down all" to affect all Samples, e.g. "12 up all"

13. Reference

Plays a simple Sawtooth sound as a reference for tuning Samples, when played from internal or external keyboard.

14. Normalize sample

Sets the level of the Sample to the maximum without clipping; the resulting Level is indicated in the <level> knob text field. Note that it can be negative when stereo Samples are loaded. Click with <Shift> to affect all Samples of the current Program.

15. Normalize Program

Sets the level of all Sample of Program to the maximum without causing clipping while maintaining relative level ratio. This affects only Samples that do not have <normalize sample> set active.

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16. Level (dB)

Sets the level of Sample here when none of the normalize options is set; adjust together with <Shift> to set levels of all Samples of the current Program.

17. Fixed pitch

Plays back Sample with fixed pitch (currently not supported by the instrument).

18. Information display

Here information about the current Sample and the selected Programs are shown. The percentage of usage of the 60 Megabyte Sample memory is also shown. You can edit and save Sample Sets with more than 100%, but Spectre refuses to save these as MIDI file or transmit to the instrument.

19. Keyboard

The keyboard shows the range and the root key of the selected Sample<; the selected Program can be played by this Keyboard or an external MIDI keyboard.

Here a list of all things the keyboard can do:

- Click note to play Program
- Right-click or <Command-Note> (on Mac) to latch note; note is shown in green and is unlatched by playing it again; reference and looped Sample sound while note is latched.
- <Shift-Note> to select Sample and set range for ASCII MIDI Keyboard, shown with tiny dots
- <Ctrl-Note> to set root key
- <Alt-Note> to set highest key

Unassigned notes are shown in gray, and it is normal that they do not cause any sound but the related note is played with the reference Sawtooth sound.

20. Upgrade

Use this function to update the instrument's firmware (see our site's instructions)