ManyMapper user manual

ManyMapper is a graphical interface intended to help you create a wusikSND file from a group of WAV files.

The rar package

The ManyMapper comes in the file called "Manytone Mapper.rar". As a first step, uncompress this package – you can use WinRAR (available from http://www.rarlab.com/) to do this. On decompression, you will find a folder containing three files:

■ Manytone Mapper.exe

■ acsetup.cfg, and

■ ConvertSND.exe in a sub-folder called "Output".

For the moment, do nothing with these three files.

Preparing your waves

Before you can convert your waves, you need to do a bit of work:

■ First you need to make sure each sample is as perfect as it can be, so each sample should

  o start at a zero crossing point

  o end at a zero crossing point (and/or fade to zero)

  o have no clicks/pops or other extraneous noises, and

  o be of an appropriate volume – it is not necessary to normalize all of your samples, but sometimes you may find it helps.

■ If your sample has a sustain loop, then the loop should be created/edited in a wave editor (such as Sony's Sound Forge or Adobe's Audition). If you don't add loop information, then the sample will play in one-shot mode (which may be appropriate for your sample – particularly if it is a drum or percussion sample).

■ Lastly, you can name your samples – you don't have to do this, but it helps, especially if you want to use the auto mapping features of ManyMapper. Your sample names can include the following information

  o the pitch of sample: this should be in note/octave format (eg "C5") and can be anywhere is the sample's name (so you could name a sample "Guitar C4", "C4guitar" or even "guiC4tar") – the note's pitch should be a capital letter (the auto mapping feature will not recognize small letters)

  the remainder of the information in this list is not necessary, but will help you in setting up your soundsets – you should separate the pitch information from the rest of the information with a space

  o the name of the sample (eg "organ"), and

  o the velocity range of the sample (eg "000 100") if you intend to use velocity layers.

Automatic set up

Once you have all of your waves set up, copy all of the waves into a separate folder. Drop the three uncompressed mapper utility files into the same folder and run the Mapper utility (by double clicking it).

ManyMapper will start and you will see the samples (in the folder where you dropped ManyMapper) will be listed on the left hand side.

If you have got a sample that you were not intending, highlight it and hit the "delete samples" button and the sample will be deleted from the list (but not the folder). If a sample is missing from the list, copy it to the appropriate folder and then hit the "add samples" button.

If you are intending to set up velocity ranges, you must do this first. The range must be set for each sample as follows:

- click on each individual sample,

- under the "velocity" label – there are two settings, the lower range (the top number) and the higher range (the bottom number) – these can be edited by clicking on the edit button to the right of the number.

You can modify the velocity ranges of multiple samples very quickly by configuring a velocity limit for one sample, and then with the "Edit" button still down, click on other sample layers that should have the same velocity limits. The mapper will automatically set the same velocity limit of each newly selected sample.

Once you have set the velocity ranges, provided you have labeled each of the waves with pitch information, ManyMapper will automatically set up:

- the root note that each sample is mapped to, and

- the range over which each sample is mapped.

To set this, simply click on the "Auto Range" button.
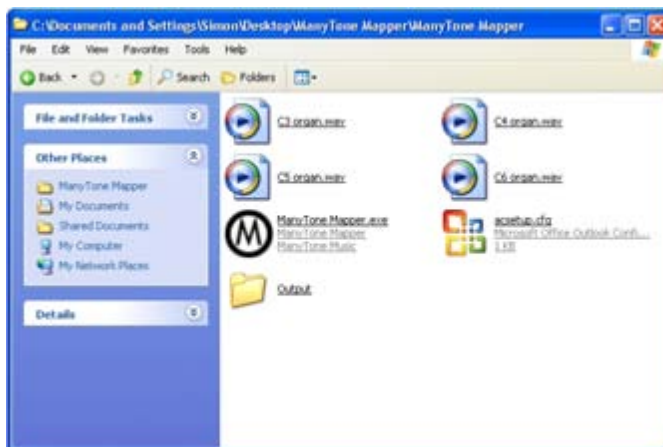
You will see your samples are mapped across the keyboard – as you click on the sample in the left hand column, you will see that it is highlighted in red on the keyboard.

Manual tweaking (and manual set up)

The auto range function may do everything you need. However, you can still tweak the mappings. Click on the appropriate sample and then click:

- the range button – then set the lower and higher ranges of the sample on the keyboard in the mapper

- the set root note button to set the root note on the keyboard.

You will need to use this manual process too if you have not set the samples' names as described above which means the mapper cannot use the auto range feature.

Conversion process

The last stage is to name the soundset – in this example, I am calling the soundset "organ". If you don't name the soundset, the default name is "sampleset".

To name the soundset, click on the edit button to the right of the soundset name box, delete the existing name (using the backspace key) and enter the new name.

Now you're ready for the conversion process, so hit the "convert" button.
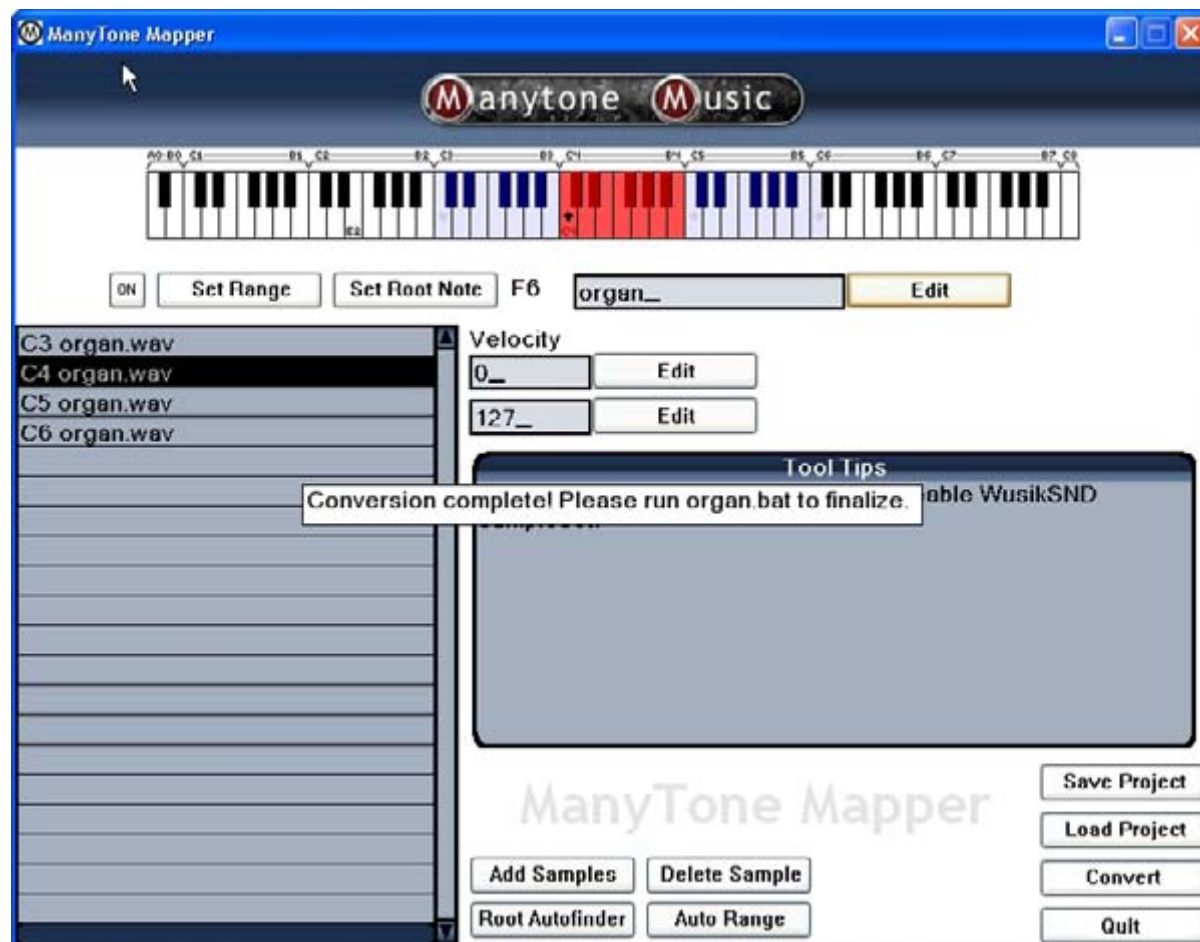

You will receive a message: "Conversion complete! Please run [soundset name.bat] to finalize." The soundset name will be determined by the name you have chosen for your soundset – in my example, I am using the name "organ".

If you now return to the folder where your samples and the conversion utility reside, you will see that there are two new files in the folder:

- agssave.999 (this is a temporary file that you can ignore), and

- organ.bat (of course, the name of the batch file will be different if you have chosen another name for your soundset – the batch file will be called "sampleset.bat" if you do not use the rename function).
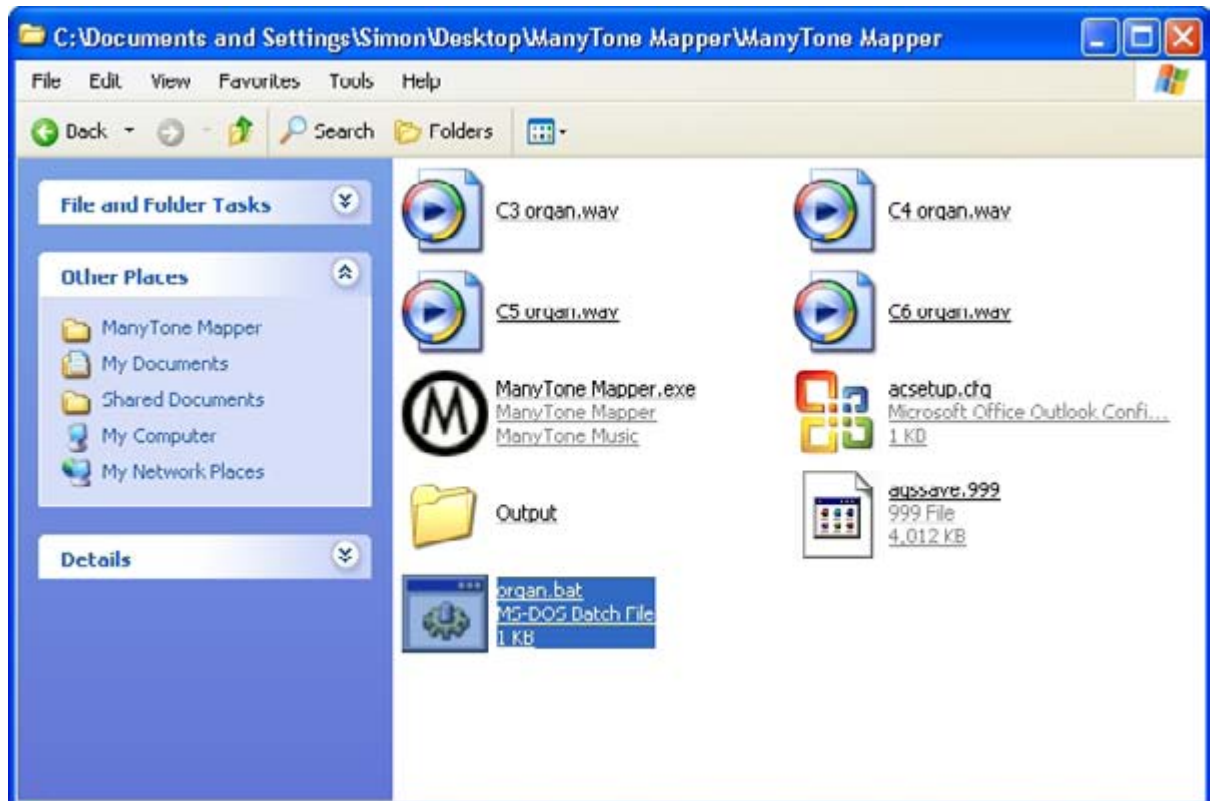
Double click on the batch file. A window will open as a command line file runs. Once completed, you will be asked to click any button to continue – do this. If you then look in your Output folder, you will see that a new wusikSND file has been created (for this example organ.wusikSND).

Move this file to your soundset folder, open ManyGuitar or ManyStation, load, play, enjoy.

Saving

You can save your settings. This will allow you to return to the utility at a later time if you want to tweak any of your mappings.

To save your settings:

- hit the "save project" button
- give the settings a name (in the grey dialogue box), and
- hit the "save" button in the dialogue box.

To load your settings:

- hit the "load project" button
- click on the name of the settings you want to load, and
- hit the "restore" button in the grey dialogue box.
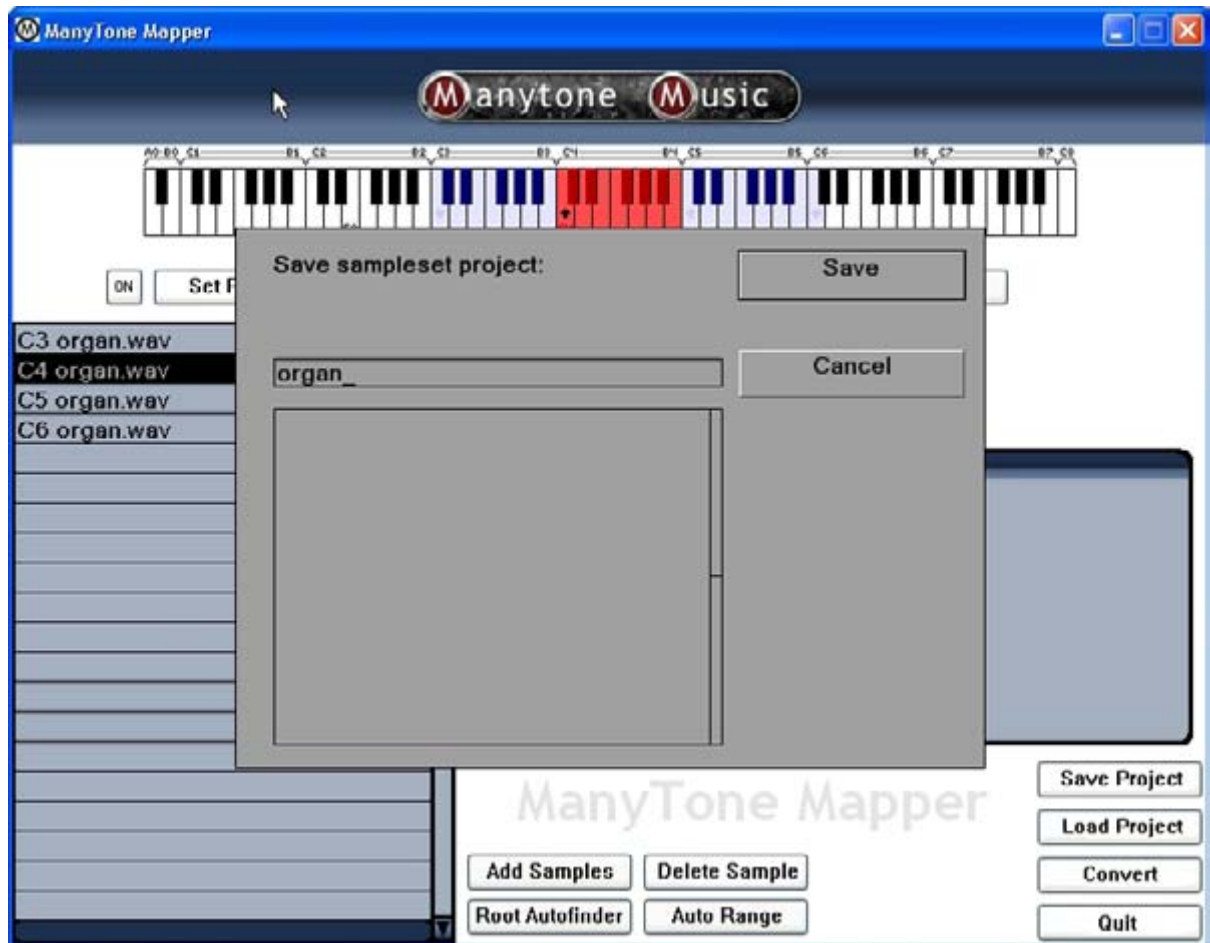
Once you're finished

Once you have converted your waves, you *can* delete all the utility files – equally, you *can* delete the source files. However, we do not recommend this as you will not be able to return to tweak any of your settings after you have deleted the files. Indeed, we recommend you make a separate copy of ManyMapper for each soundset project. That way the sample files will not get confused and the sampleset projects will be neat and organized. It also makes loading saved projects convenient.

ManyThanks

Greg Schlaepfer for this fabulous utility.