



TRIGGER[®]

Instrument Editor

USER GUIDE

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Thanks to the Slate Digital Beta Test Team, who were invaluable not just in tracking down bugs, but in making TRIGGER Instrument Editor as good as it is.

Contacting Support

For any questions, comments, or tech support, please do not hesitate to contact us at: <http://www.slatedigital.com/support/>

We're always happy to help you!

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Installing Instructions

Installing TRIGGER Instrument Editor on Windows

To install TRIGGER Instrument Editor, please follow these simple steps:

- 1) Extract files from “Trigger_Instrument_Editor_Win.zip” into any place on your PC.
- 2) Launch “Slate Digital Trigger Instrument Editor Setup” to install Instrument Editor.
- 3) Launch TRIGGER Instrument Editor and Select the default folder for samples by pressing the “Select Directory” button.

Installing TRIGGER Instrument Editor on Mac OSX

To install TRIGGER Instrument Editor, please follow these simple steps:

- 1) Extract files from “Trigger_Instrument_Editor_Mac.zip” into any place on your Mac HD.
- 2) Launch “Slate Digital Trigger Instrument Editor Setup” to install Instrument Editor.
- 3) Launch TRIGGER Instrument Editor from Applications folder and Select the default folder for samples by pressing the “Select Directory” button.

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1 What is TRIGGER Instrument Editor?

SLATE DIGITAL's TRIGGER Instrument Editor is a Win/Mac application, which allows user to create a TRIGGER Compressed Instruments "TCI". TCI is the multi-sample file format. It can contain up to 127 different articulations per instrument, up to 127 velocity layers per instrument, and up to 127 alternating hits per each velocity layer. This means, that you can create your own TRIGGER instruments, which may contain up to 2 048 383 samples per one instrument!

2 System Requirements

2.1 PC Requirements

Hardware: any Intel or AMD processor with SSE2 support, 1 GB of RAM

Operating system: Windows® XP, Windows Vista® (32/64 Bit), Windows 7® (32/64 Bit)

2.2 MAC Requirements

Hardware: Mac PowerPC G5 or any Intel processor, 1 GB of RAM

Operating system: Mac OS® X 10.4 or later

3 User Interface

3.1 Application Window



1 - Minimize. By pressing on this button you can minimize TRIGGER Instrument Editor window.

2 - Maximize. By pressing on this button you can maximize TRIGGER Instrument Editor window, or restore it to default size.

3 - Close. Closes TRIGGER Instrument Editor window.

3.2 Application Operating Buttons



1 - Select Directory. Selects default directory for samples. Every time you launch TRIGGER Instrument Editor, it will show this default directory in browser. Also, every time you open, or saving instruments, you will start from default folder.

2 - Audio Setup. Open the audio setup window. There you can choose the output device and channels, set the sample rate and audio buffer size. Also you can test your sound device by pressing the Test button.

3 - Quit. Closes TRIGGER Instrument Editor window.

3.3 Audition Controls



1 - Play on Select. Enables and disables the samples audition in TRIGGER Instrument Editor browser.

2 - Play. By pressing on this button you can play selected sample.

3 - Volume. Audition volume.

3.4 Browser



The main purpose of the browser is to allow you to browse any number of WAV files and load them. Browser supports some standard OS keys combinations, like Ctrl + A, or Shift + click. You can drag and drop all selected files from browser to

instrument cells and they will be auto-mapped. Pay attention to files naming. Soft hits must be below Hard hits (look at picture above). Proper files naming will save you a lot of time.

3.5 Articulation Window



1 - New Articulation. Creates one more articulation.

2 - Delete Articulation. Deletes selected articulation.

3 - Articulations List. Contains all instrument articulations. Use double click to name articulation.

3.6 Open and Save TCIs



1 - Open TCI. Open TCI files.

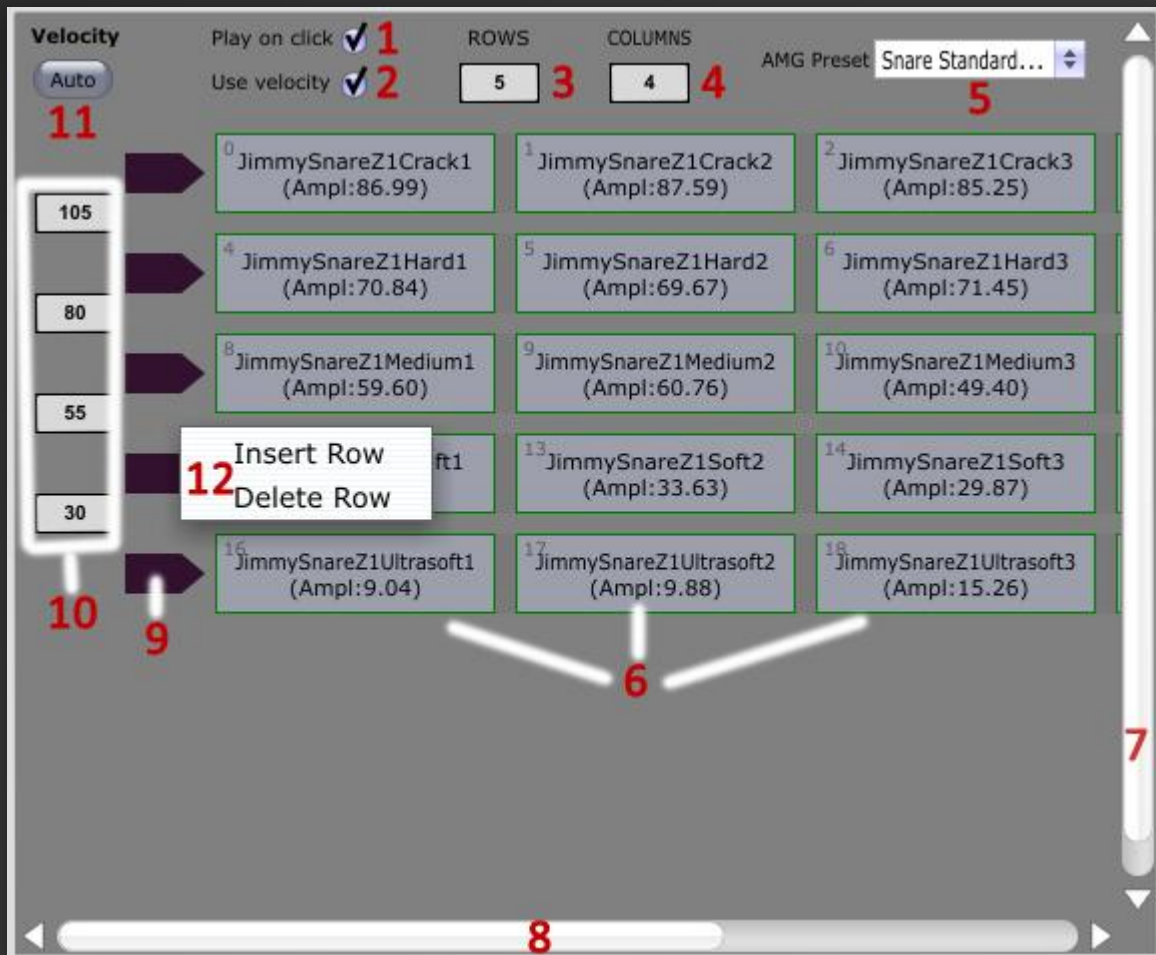
2 - Save TCI. Save TCI files.

3 - New Instrument. Delete current instrument and start new.

3.7 Main Window

This is the main part of TRIGGER Instrument Editor. In this window you can map your samples to TCI, edit velocities and choose AMG samples. You can easily

audition every sample cell and swap velocity layers. If you working with a lot of samples, I recommend to maximize the TRIGGER Instrument Editor application window. It'll make sample management much easier. Also this part of Instrument Editor has context menu, which you can open by click of right button on your mouse.



1 - Play on Click. Turns on the mouse click cells audition.

2 - Use Velocity. If enabled, you can audition of velocity mapped samples (how it will sound in TRIGGER on Dynamics = 1.0). If disabled, you will audition the physical sample volume.

3 - Rows. Sets the number of velocity layers

4 - Columns. Sets the number of alternation hit layers.

5 - AMG Presets. Selects the AMG preset for your instrument. Always set AMG preset before save instrument.

6 - Cells. Sample cells. Use TRIGGER Instrument Editor browser to put samples in cells. Just selects all samples and drag them over top left cells, then release mouse button and all samples will be automapped. If you want to delete sample from any cell, use Alt+Click, or just replace sample with another sample from browser. Also you can exchange any cells. Just take any cell, drag it to another and they will exchange samples. If you want to make an instrument with different number per of samples per velocity layer, you can do this – just leave cell empty and Instrument Editor will save your instrument without problems.

7 - Vertical Scroll Bar.

8 - Horizontal Scroll Bar.

9 - Velocity Layers Moving Tool. To move velocity layer, drag your mouse over this control, click with left mouse button and move the whole velocity layer.

10 - Velocity Mapping. Sets the velocity range, which will trigger velocity layer. You can set the velocity value using mouse, or keyboard. Start setting velocities from top field.

11 - Velocity Automapper. Press this button to map velocities automatically.

12 - Context menu. Using this menu, you can insert new rows (velocity layers), or delete the current row.

Once again - use drag and drop from browser to cell for samples auto mapping (just name files properly, select them in browser and drag to the left top cell) and always set AMG preset before save your instrument.

TRIGGER and TRIGGER Instrument Editor video tutorials
coming soon...