# User's Guide

**Vesuvius Sampler** is a 10-part groovebox for the iPad that emulates the Volca Sample digital sequencer from Korg's Volca series. Developed by Finegear using Korg's open source SYRO SDK, the app helps users select, prepare, sequence and upload their samples and pattern sets for their Volca Sample.

Inheriting from the Electribe's intuitive sequencer and sampler, the Korg Volca Sample is a very simple and effective hardware digital sample sequencer. It allows sequencing 10 sample voices and automating each of these voices' parameters, enhanced with an analog isolator and a part-assignable reverb effect.

More than just an emulation, **Vesuvius Sampler** also features sample importing, MIDI sync, MIDI mapping (and learning) as well as audio session recording. A dedicated sample edit view features browsing and import options as well as direct sample editing, further enabling you to load and edit any sample anywhere.

Vesuvius sampler has a main view with the following sections :

A. Hardware emulation

B. Toolbar

C. Project management view

D. Pattern management view

E. Sample Set management view

F. Sample management view. Opens the Sample edit subview.

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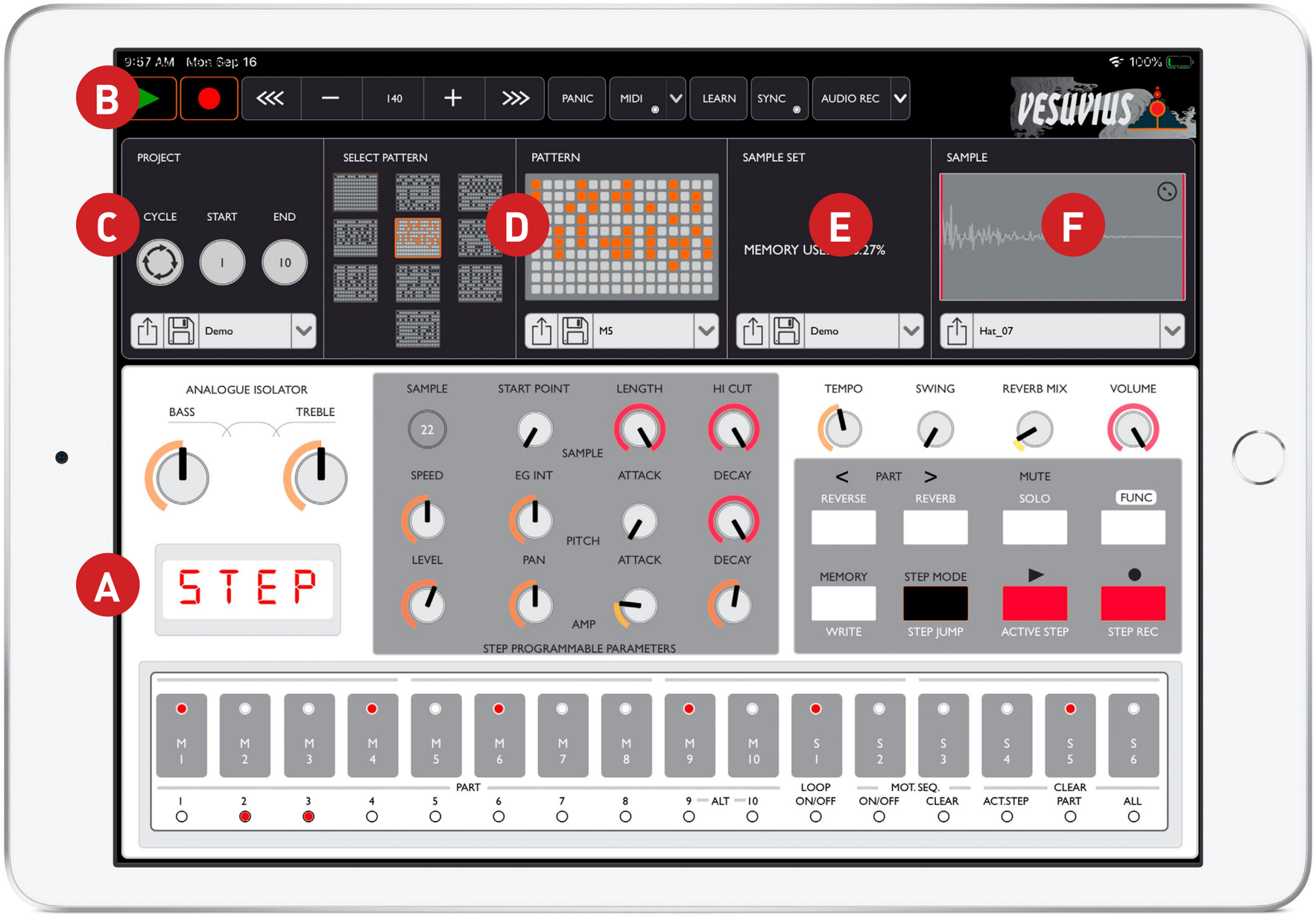
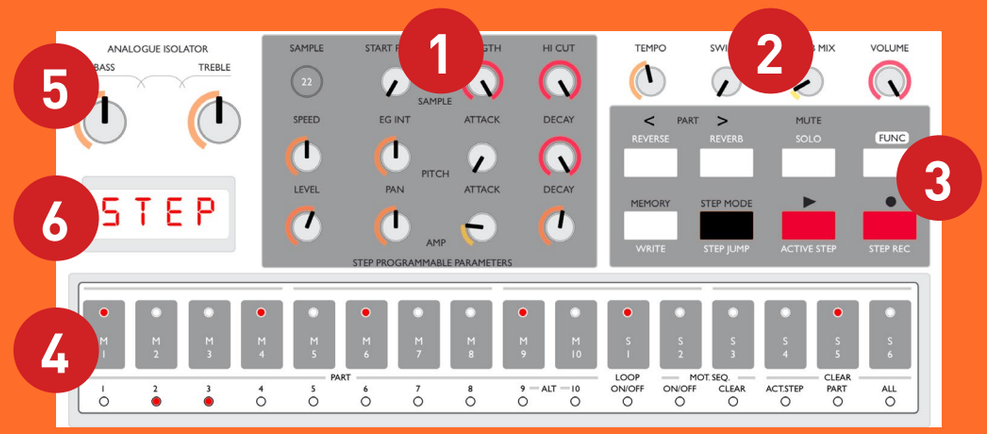
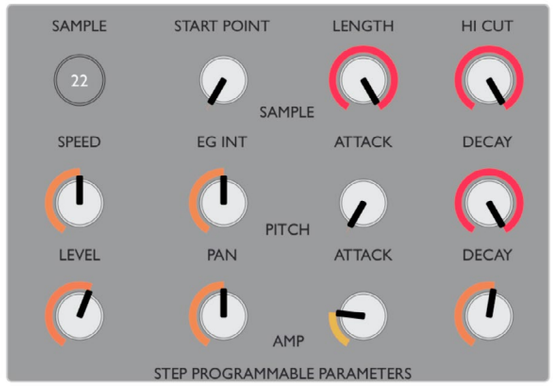


## A. Sampler emulation view

This is the main part of the GUI, replicating the original Korg Volca Sample interface, including the knobs, step buttons, leds, 4-digit display, isolator knobs.




### 1. Part parameters subview




This subview contains 12 automatable knobs to control parameters for the selected part:

**SAMPLE.** Selects one of the 100 samples on the current part.

**START POINT.** Sets the sample's starting point (0-90%).

**LENGTH.** Sets the sample's length (1-100%).

**HI CUT.** Sets the LP filter's cutoff frequency (250-15 kHz).

**LEVEL.** Sets the sample's level.

**PAN.** Sets the sample's panning.

**AMP EG ATTACK.** Sets the attack time for the Amp EG (0.02-0.9 s).

**AMP EG DECAY.** Sets the decay time for the Amp EG (0.01-5 s).

**SPEED.** Changes the speed of the PCM sample (0.0625-16).

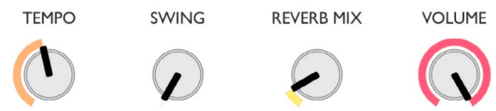
ⓘ **FUNC+SPEED → SEMITONES** (-24/24)

**PITCH EG AMOUNT.** Sets the amount of Pitch EG to apply to the Speed parameter (-2/2).

**PITCH EG ATTACK.** Sets the attack time for the Pitch EG (0.02-0.9 s).

**PITCH EG DECAY.** Sets the decay time for the Pitch EG (0.01-5s).

### 2. General parameters knobs




**TEMPO.** Sets the pattern tempo (15 - 280).

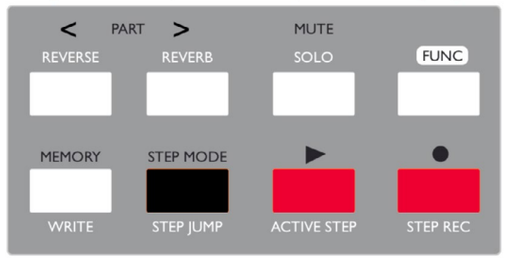
**SWING.** Sets the pattern's back-swing (0-75%).

ⓘ **FUNC+SWING→FWD-SWING**

**REVERB MIX.** Sets the reverb's wet/dry parameter (0-100%).

**VOLUME.** Sets the app's master volume.

### 3. Buttons subview




**PATTERN PLAY ⊙.** Toggles the pattern playback.

**PATTERN RECORD ⊙.** Toggles the pattern recording.

**MUTE.** Combined with one of the first 10 step buttons, mutes/unmutes the respective sample part.

**PART ⊙.** Selects previous part.

**PART ⊙.** Selects next part.

**MEMORY LOAD.** Loads pattern.

**STEP MODE.** Toggles between Step Mode (on) and Step Trig (off).

**FUNC.** Activates the FUNC mode.

When FUNC is pressed, the previous buttons buttons perform the alternate function highlighted in red for step buttons 11-16:

**PLAY ⊙ + FUNC → ACTIVE STEP.** Toggles the steps on/off

**MUTE + FUNC → SOLO.** Combined with one of the first 10 step buttons, applies Solo to the respective sample part.

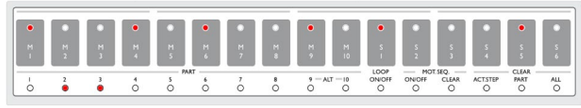
**PART ⊙ + FUNC → REVERSE.** Used in conjunction with the 1-10 step buttons, reverses the respective sample part.

**PART ⊙ + FUNC → REVERB.** Used in conjunction with the 1-10 step buttons.

**MEMORY LOAD + FUNC → MEMORY WRITE.** Saves the pattern.

**STEP MODE + FUNC → STEP JUMP.** Toggles step jump mode when used with steps 1-16 to jump to the respective step.

### 4. Step buttons



In the default mode, these buttons are used to trigger the sample part (steps 1-10).

When FUNC is pressed, buttons S1-S6 have the following effect:

**FUNC + S1 → LOOP ON/OFF.** Toggles the part's loop parameter.

**FUNC + S2 → MOTION SEQUENCE ON/OFF.** Toggles the part's motion sequence.

**FUNC + S3 → CLEAR MOTION SEQUENCE.** Clears the selected part's motion sequence.

**FUNC + S4 → CLEAR ACTIVE STEP.** Clears the active step mode settings and sets all steps on.

**FUNC + S5 → CLEAR PART.** Clears the currently selected part.

**FUNC + S6 → CLEAR ALL.** Clears the entire pattern.

When Step Mode is active they are used to turn the sample trigger on/off for each of the 16 steps in the pattern.

When in Mute, Solo, Reverb or Reverse Mode, the first 10 buttons are used to toggle the respective parameter on/off for each of the 10 parts.In Memory or Write Mode, buttons 1-10 represent the 10 patterns that can be saved/loaded.

In Active Step or Step Jump Modes, the buttons represent the 16 steps in the pattern.

### 5. Isolator knobs


These non-automatable knobs set the Low and High gains in the Isolator Equaliser.

### 6. 4-digit display


A 4-digit 7-segment display, used to temporarily display modified parameters values or the current mode (LIVE, STEP, MUTE, SOLO, REVB, REVS, STP.J, A.STP, S.REC, LOAD, SAVE).

## B. Toolbar

Quick controls and session setups


### 1. Play

Toggles the sequencer's play/stop.

### 2. Record

Toggles the sequencer's recording function.

### 3. Nudge backward

While pressed, the BPM is decreased by 4%.

### 4. BPM decrease

While pressed, the BPM decreases at an accelerated rate.


### 5. BPM display/edit

Displays/hides the BPM control view.

### 6. BPM increase

While pressed, the BPM increases at an accelerated rate.

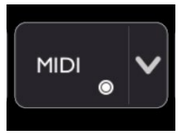
### 7. Nudge forward

While pressed, the BPM is increased by 4%.

### 8. Panic


When pressed, an "All midi off" message is sent on all MIDI outputs, the sequencer is stopped and audio is muted for half a second to disrupt any eventual feedback loops.

### 9. MIDI monitor/MIDI mapping edit




Opens/closes the MIDI mapping edit view.

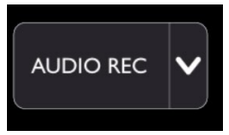
### 10. MIDI learn


Toggles the MIDI learn function of GUI.

### 11. MIDI sync In

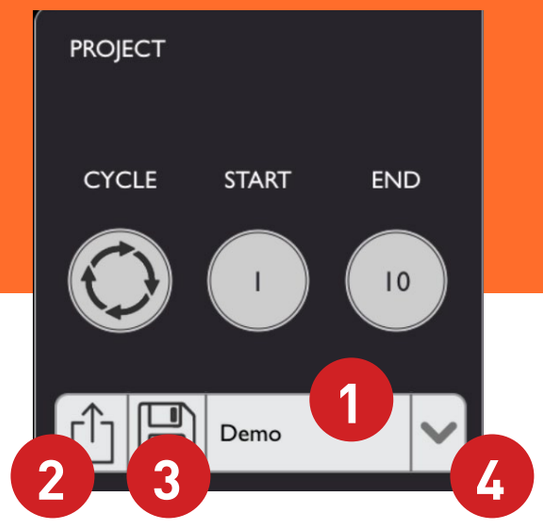

Toggles the MIDI input synchronisation.

### 12. Audio recording/edit




Toggles audio recording. The arrow opens the Recording edit view.

## C. Project management




### 1. Project name

Label displaying the project's name.

### 2. Project upload

Button to start uploading the entire project(sample set and patterns) to a Korg Volca Sample.

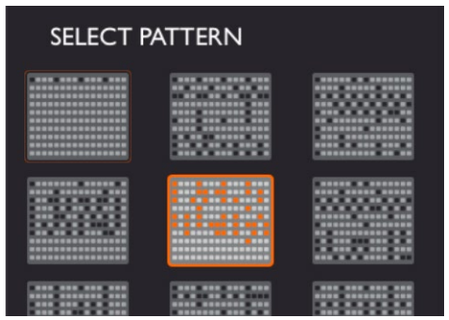
### 3. Project save

Project save/save as button.
Opens a Save as popup.

### 4. Project browse

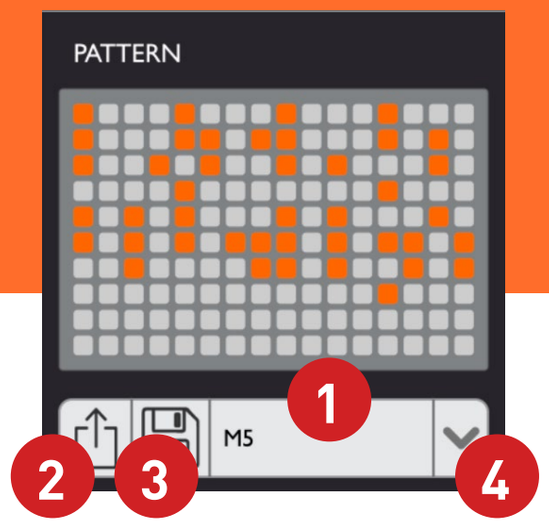
Opens the Project list. It allows browsing through the projects found in the app and load any of them.

### 5. Project pattern select




A set of 10 buttons used to select one of the 10 patterns in the project.

## D. Pattern management




### 1. Pattern index

Label displaying the pattern index.

### 2. Pattern upload

Button to start uploading the pattern to a Korg Volca Sample.

### 3. Pattern save

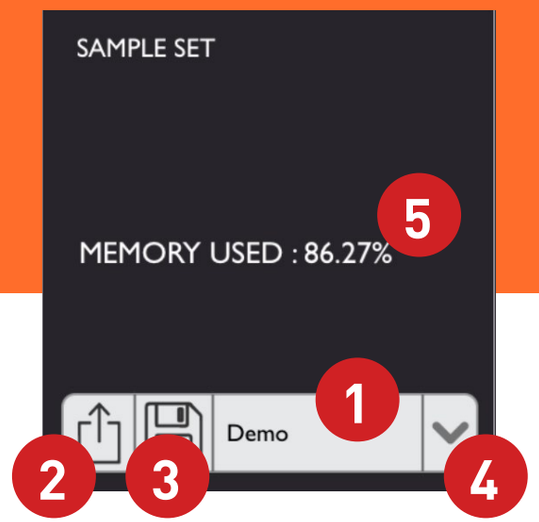
Pattern save/save as button.
Opens a "Save as" popup.

### 4. Pattern browse

Opens the pattern select list. It allows browsing through the 10 patterns in the current project and load any of them.

Each cell contains a thumbnail image of the pattern.

## E. Sample set management




### 1. Sample set name

Label displaying the sample set's name.

### 2. Sample set upload

Button to start uploading the sample set to a Korg Volca Sample.

### 3. Sample set save

Sample set save/save as button.
Opens a Save as popup.

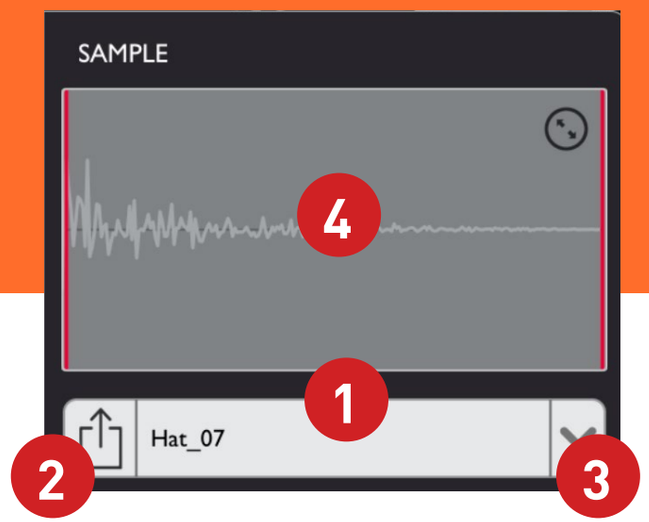
### 4. Sample set browse

Opens the Sample set list. It allows browsing through the sample sets found in the App and load any of them to be used in and associated to the current project.

### 5. Sample set used memory

Indicates the memory used by the samples loaded in the sample set, compared to the 4Mb allowed on a Vesuvius sampler.

## F. Sample management




### 1. Sample part and index

Label displaying the sample's part and sample set index.

### 2. Sample upload

Button to start uploading the sample to a Korg Volca Sample.

### 3. Sample browse

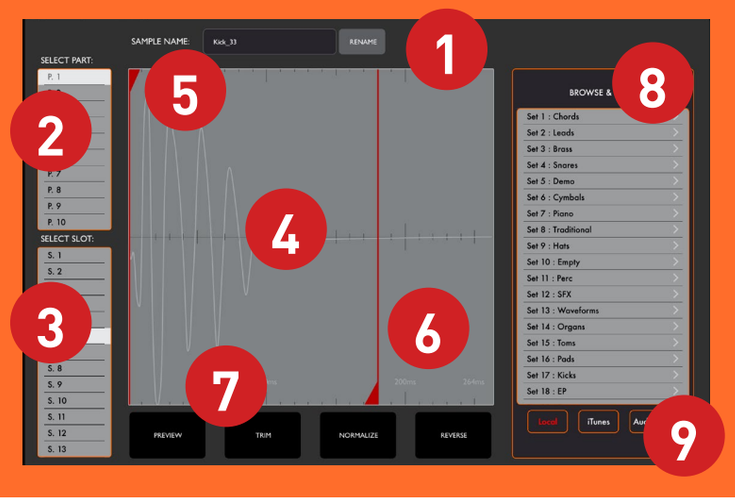
Opens the Sample Set List. It allows browsing through the 100 samples found in the sample set loaded in the current project and load any of them in the currently selected sample part.

### 4. Sample edit

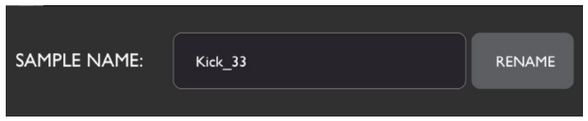
Button that opens the Sample edit view. The button's image is the sample's waveform.

## F. Sample edit view

The sample edit view is opened when the waveform is pressed in the sample management subview in the main view. It allows loading, recording, editing and exporting the selected sample in the sample set.

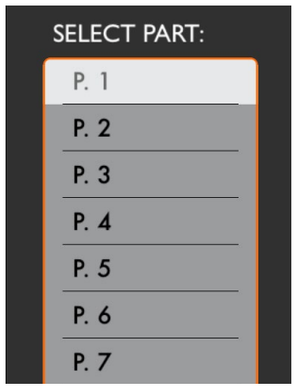



### 1. Sample name/rename



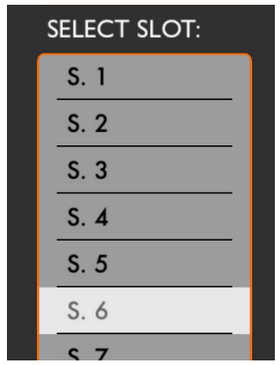

Displays the sample's name. Editable using the Rename button.

### 2. Sample Part List



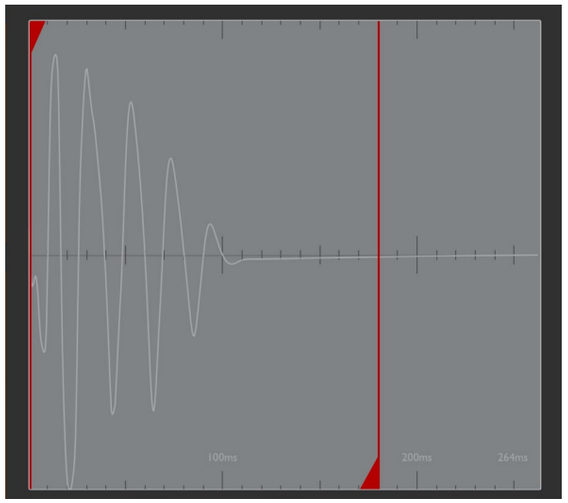

Displays the currently edited sample part.

### 3. Sample list



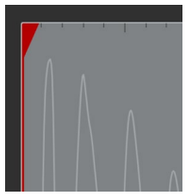

Displays the currently selected sample slot.

### 4. Sample waveform



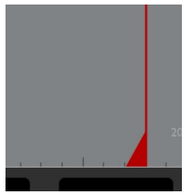
Displays the visual representation of the sample's waveform.

### 5. Sample start point



Slider for setting the point where the sample should start playing.

### 6. Sample end point

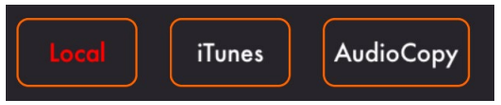


Slider for setting the point where the sample should stop playing.

### 7. Sample preview & editing buttons


Buttons for previewing, trimming, normalising and reversing the sample.

### 8. Sample import tabs




Select Local, iTunes or AudioCopy library for sample import. Selected sourse is red.