sEGments SLICER/SAMPLER

1. IMPORT AUDIO

sEGments supports multiple ways to import an audio file.
- Recall the -INIT- preset and click on the FOLDER icon to access files on your device
- Drag & drop files from FILES app using the iOS multitasking view
- Sending a file via AIRDROP from your MAC or another iOS or iPadOS device
- Using the iOS open in functionality

Supported audio file formats are: WAV, AIFF, MP3, M4A, Caf, MOV
When an Apple Loops in Aiff format is imported, its transient markers will be automatically detected and displayed on the waveform.

2. SLICE AUDIO

When a new file is imported the SLICE button will automatically switch ON, to allow additional editing of your waveform.
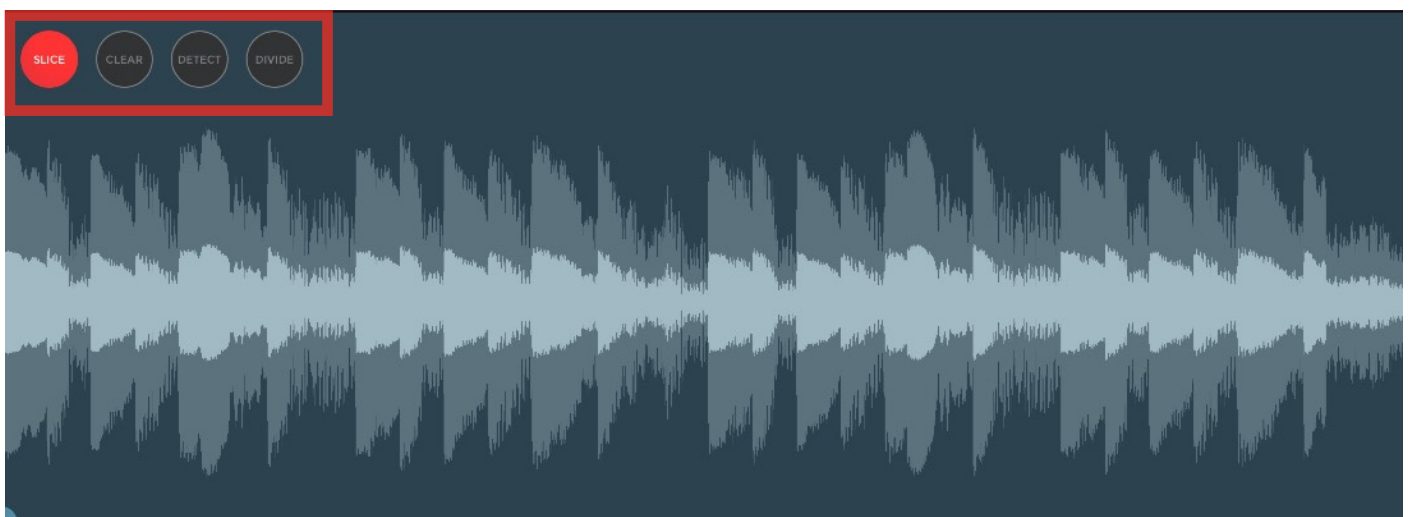
With SLICE on you can add transients, zoom in the waveform by pinching it or scroll it.
A transient marker can be manually added or deleted by double tapping on the desired position; alternatively you can use the DETECT button and set a threshold to automatically find the transient markers or use the DIVIDE button to create markers which equally divide the waveform.
CLEAR button will remove all the markers.

PLEASE NOTE: you cannot play the sample by tapping on the waveform when SLICE is on, since this mode is reserved for editing. To play the slices set the SLICE button off (switch to the performance mode) and tap on a slice. Alternatively you can use your host app's built-in or a hardware MIDI keyboard.

When you're happy with the markers set the SLICE button OFF to start playing your slices. If you've set a zoom level for your waveform this will be saved to show only the waveform part you need.
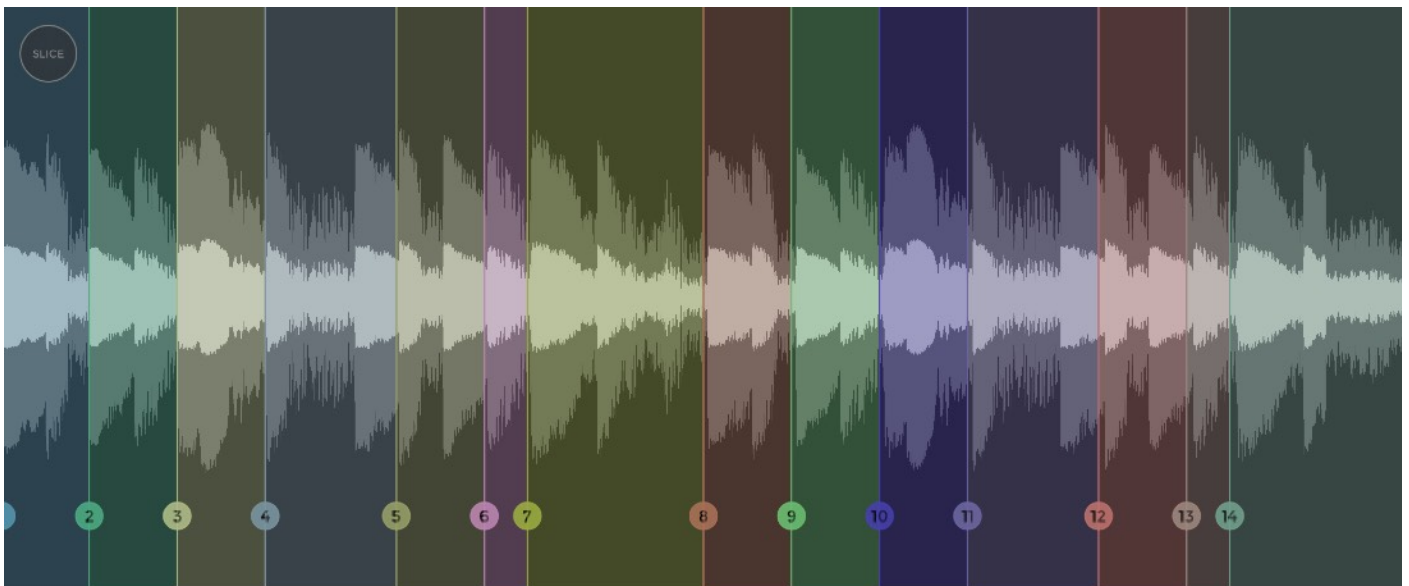

3. SLICE PARAMETERS
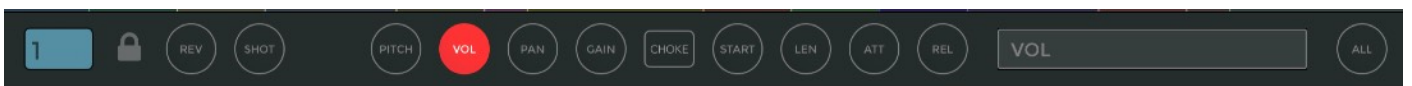
Each slice has several parameters that can be changed and automated in AUv3 host apps that support this function.

You can see which slice is selected on the left side of the parameter bar, next to the lock icon, where the selected pad button shows the number and color of your current slice.
When you tap on a slice or pad, the related slice info will be automatically shown; alternatively you can lock the current parameter view by tapping on the padlock icon and switch slices by tapping on the selected pad button on its left to access a dropdown menu.
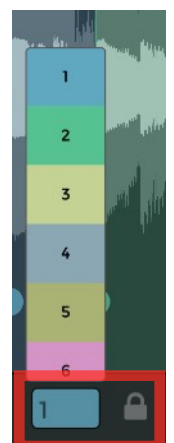
For each slice you can set the desired pitch, volume, pan, gain, start point, length, attack and release time. There are options to play the slice in reverse and assign it a CHOKE group, useful when the global play mode is set to POLYPHONY.

You can change the current parameter setting for all the slices by pressing the ALL button.
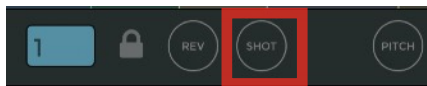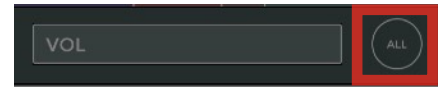
You can override the global slice TRIGGERING mode of each slice by tapping on the TRIGGER MODE button

Triggering modes will be explained in the following section.

4. GENERAL PLAY SETTINGS & SAVE/LOAD MENU

In the top display you can set the general play modes for your slice, load & save a preset, show the audio file info, open the app settings and switch the bottom app layout from PADS view to KEYBOARD view to FXs view.

Tap on the first display field to choose among 6 different slice triggering modes:
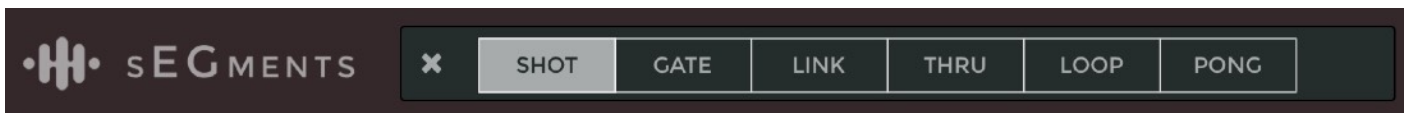
- SHOT: play the selected slice from start to end
- GATE: play the slice until you release your touch or a MIDI note off is received
- LINK: after playing the first slice the app will play the following slices until you release your touch. Each slice will be played according to its parameters (reverse, volume, pan etc..)
- THRU: a slice will be played from its start position to the end of the audio file, ignoring the slice length and the parameters of other slices.
- LOOP: the slice will play in a loop
- PONG: the slice will play in a ping pong loop, alternating between playing forward and then reverse.

The second display field switches from MONOPHONIC to POLYPHONIC play. In polyphonic mode you can play up to 12 simultaneous voices for each slice.

When POLY is on, you can assign each slice to one of the 5 choke groups to mute all the other slices in the group (this is particularly useful when playing drum samples).

The center display field show the current preset; you can tap on it to access the load/save view.
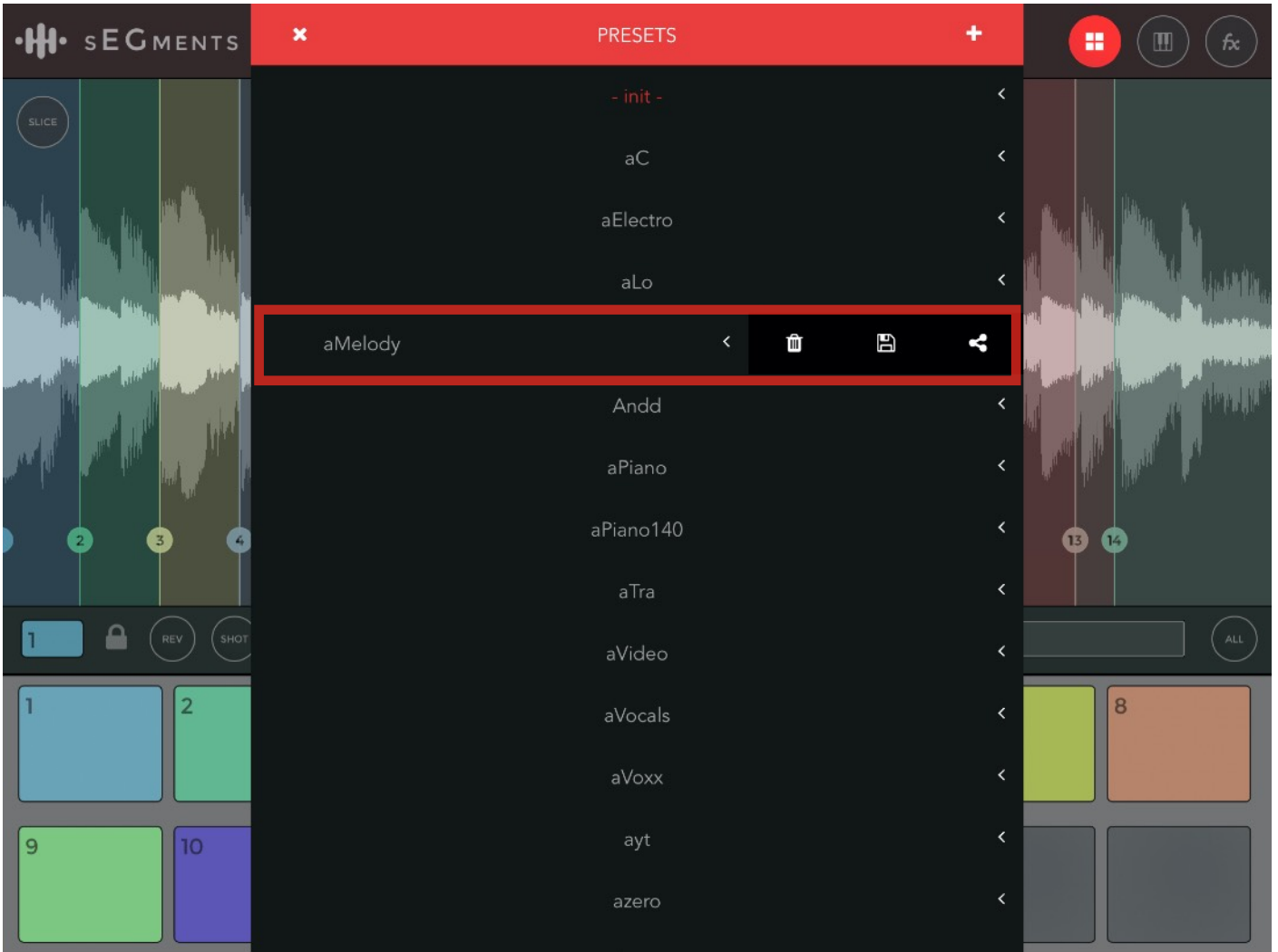
To save a new preset tap on the + button in the header

An additional menu for each preset can be accessed by swiping left on the preset name; then you can delete, overwrite or share the preset.

Presets with an .egkit extension or preset bundles with an .egbundle extension can also be imported via airdrop, the FILES app or an iOS open in menu.

The last fields of the display show the detected audio file key and BPM.
If you long press on the BPM field you can choose the number of beats of your loops, to help the app detect the correct tempo.

Tap on them you can access the PITCH-SHIFT & TIME-STRETCH settings to change the key and tempo of your audio file in real time.
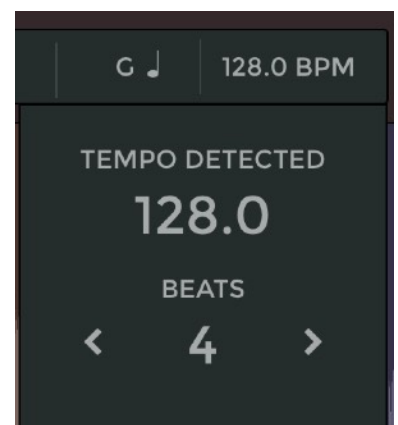
You can use PITCH SHIFT to change the global audio file key, or the TIME-STRETCH to change its tempo to adapt the samples to the project you're working on.

Two time stretch algorithms options:
- CLASSIC: a resampling of the audio will be performed, similar to what producers did in the past on tape. Changing the pitch of your audio file will also change the tempo, similarly changing the tempo will change its pitch. This is recommended for rhythmic samples, to preserve their transients attack.
- WARP: a time-stretch algorithm will be applied realtime to lock the current pitch when the tempo is changed and lock the tempo when the pitch is modified.

When sEGments is hosted as an Audio Unit plugin, an additional SYNC button is displayed for the TIME-STRETCH, to sync the sample time to the host on tempo changes.

The gear icon opens the app settings menu, while the play/stop will show the current transport state of the app; this can be used also as a MIDI panic to stop all the playing notes if needed.

Finally you can see the buttons to switch from PADS layout to KEYBOARD and FXs.

## 5. PADS LAYOUT & LAZY CHOPPING

The pads layout allows you to assign each slice to a pad (up to a maximum of 16); each pad is identified by a number and a color corresponding to the related slice.
Pad y-axis is by default associated with a velocity value, meaning that you can change the slice volume depending on the pad tap y-axis position; you can disable that and send a fixed 127 velocity value in the general app settings.

When you import a new sample you can slice it as described in the **2. SLICE AUDIO** section, or you can lazy chop it.
Be sure to set the SLICE button on to enable the editing, then play an already assigned slice pressing the corresponding pad and during the playback press an empty pad to create a new slice at the playhead position.
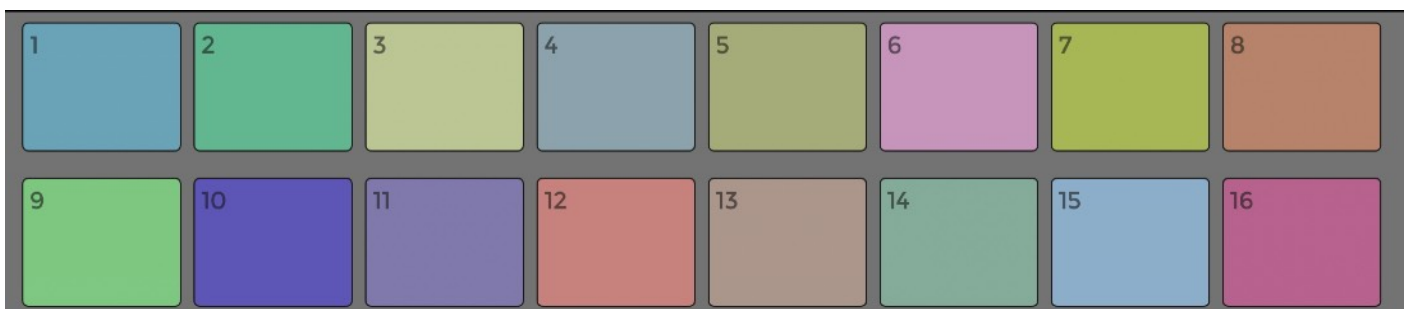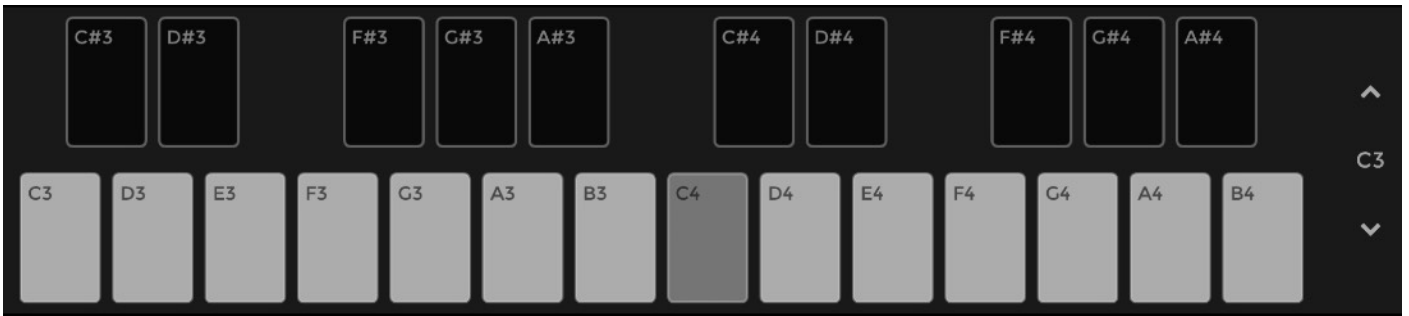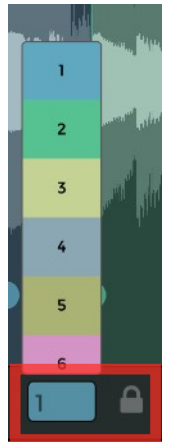
6. KEYBOARD LAYOUT

Each slice can be played chromatically using the KEYBOARD layout.

You can play mono or polyphonically using the general setting in the top display, select the slice to play by tapping on the waveform (SLICE must be off) or choosing it in the selected slice dropdown

Select which octave to play with the up & down arrows on the right of the screen.

PLEASE NOTE: When the keyboard layout is active all the incoming midi notes will be sent to the current slice.

7. EFFECTS VIEW

You can apply Reverb, Delay, Bitcrusher and Filter effects individually to each slice.

When the MIX values (or GAIN for filter) are set to 0, the effects will be bypassed to improve your CPU performance. If you have the ALL button set on, each effect change will be applied to all the slices in your audio clip.

PLEASE NOTE: applying effects to all slices can cause heavy CPU loads, as you're using 16 istances of each effect.

8. MIDI

Press the GEAR icon near the top display to open the general app settings, including a MIDI section where you can set the MIDI channel, the MIDI map start note and the map mode.
For example choose to assign each slice to only the white keys or the black keys of your MIDI keyboard controller, starting from C1, C2, C3 and so on.

9. RECORD SAMPLES

sEGments can record from your device mic or from any external audo devices when used as standalone app.
Recall the -INIT- preset and press the record button to start recording audio; press the REC button again once you've finished and your sample waveform will be displayed ready to be sliced.

You can also insert sEGments in the FX Audio Unit slot of your daw to record audio incoming from any external app.

10. Audio Unit AUv3 - Multi output*

sEGments will appear in your host's AU list both in a stereo output version and a multi-output version.
If your host supports AU Multi-output you can setup additional buses to send audio stems individually from sEGments, up to 16 single channels.
In the parameters view of the app you can set the output bus for each slice.

*please note that Multi-output works only on hosts which support it (AUM...)