



Multi-Sample Player

Release 1.0 User Manual

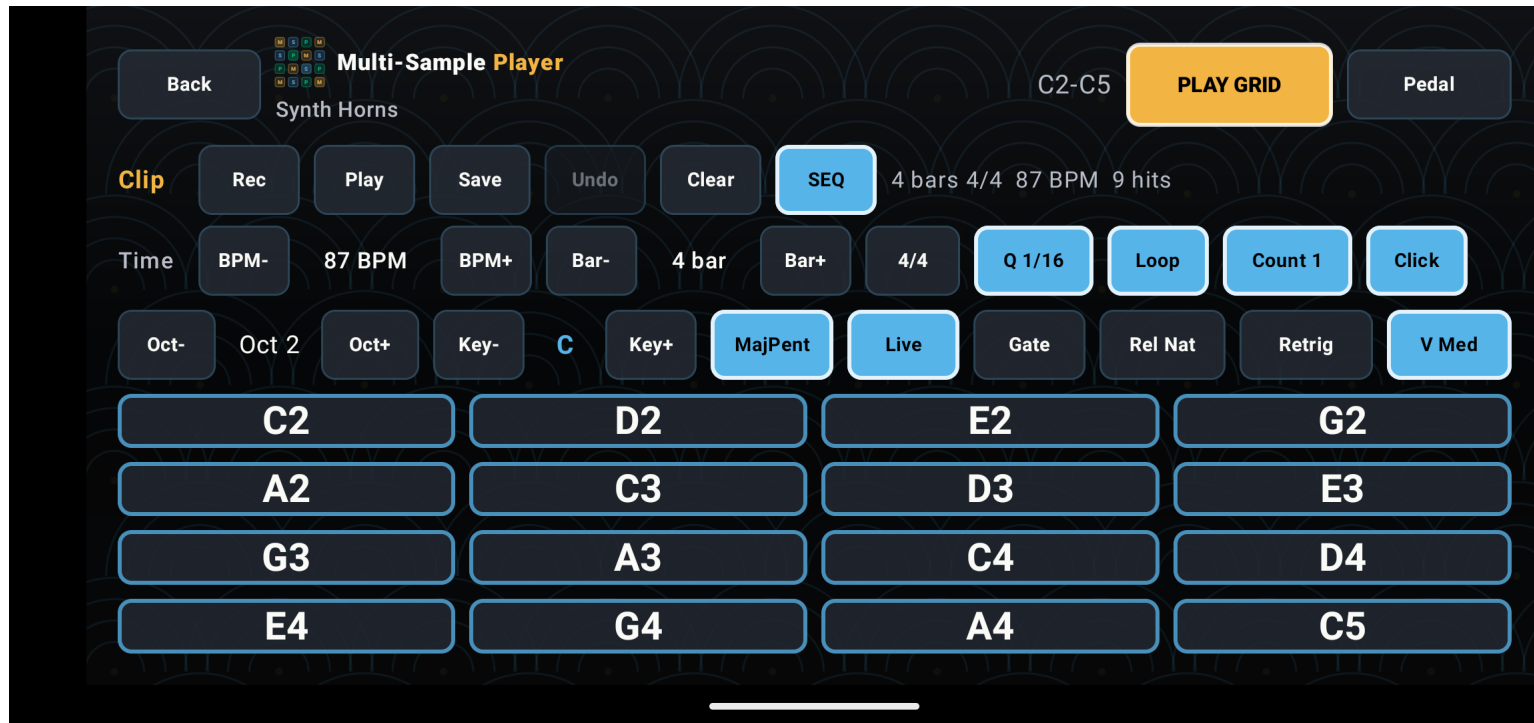
by Robert Moses Dryer

A focused Android 16-pad multi-sample instrument for loading WAV sample folders, playing, recording, editing, and exporting loops.

Quick Start

- Open Multi-Sample Player.
- Choose a starter pack or tap Load Instrument.
- If loading your own pack, select an unzipped folder of WAV files.
- Play the 16 pads, use Rec to capture a loop, then Save the take.
- Use Export to render a WAV loop for a DAW, MPC, or sampler.

The app loads from phone storage or microSD, then plays from RAM so the phone feels like an instrument instead of a file player.



Studio recorder with transport, tempo, bars, key, scale, and the 16-pad grid.

Studio

Studio is the main control room. It combines the recorder, play settings, performance grid, saved takes, export controls, and access to the large Play Grid and Deluxe Sequencer.

- Set BPM in single-unit steps.
- Choose bars, meter, count-in, and click before recording.
- Use key, scale, and octave controls to shape the 16 pads.
- Use Save, Load, New, and Undo to manage takes.
- Use Folder and Export to render a loop to a known location.

Stability limits are intentional: 1 to 16 bars and capped recorded note counts keep the Moto-class phone responsive.

Play Grid

Play Grid gives the pads more room for performance. Key and scale are shared with Studio, so changing them on one screen should remain reflected on the other.

- Tap pads for notes.
- Hold multiple pads for chords.
- Slide between pads to trigger notes without lifting your finger.
- Use pedal/gate/release behavior for more natural playing.
- On Motorola phones, disable the three-finger screenshot gesture if three-note chords trigger screenshots.



Large Play Grid page for full-screen pad performance.

Recording And Saved Takes

A recording stores note events rather than fixed audio. This is what lets a saved loop play back through another loaded instrument.

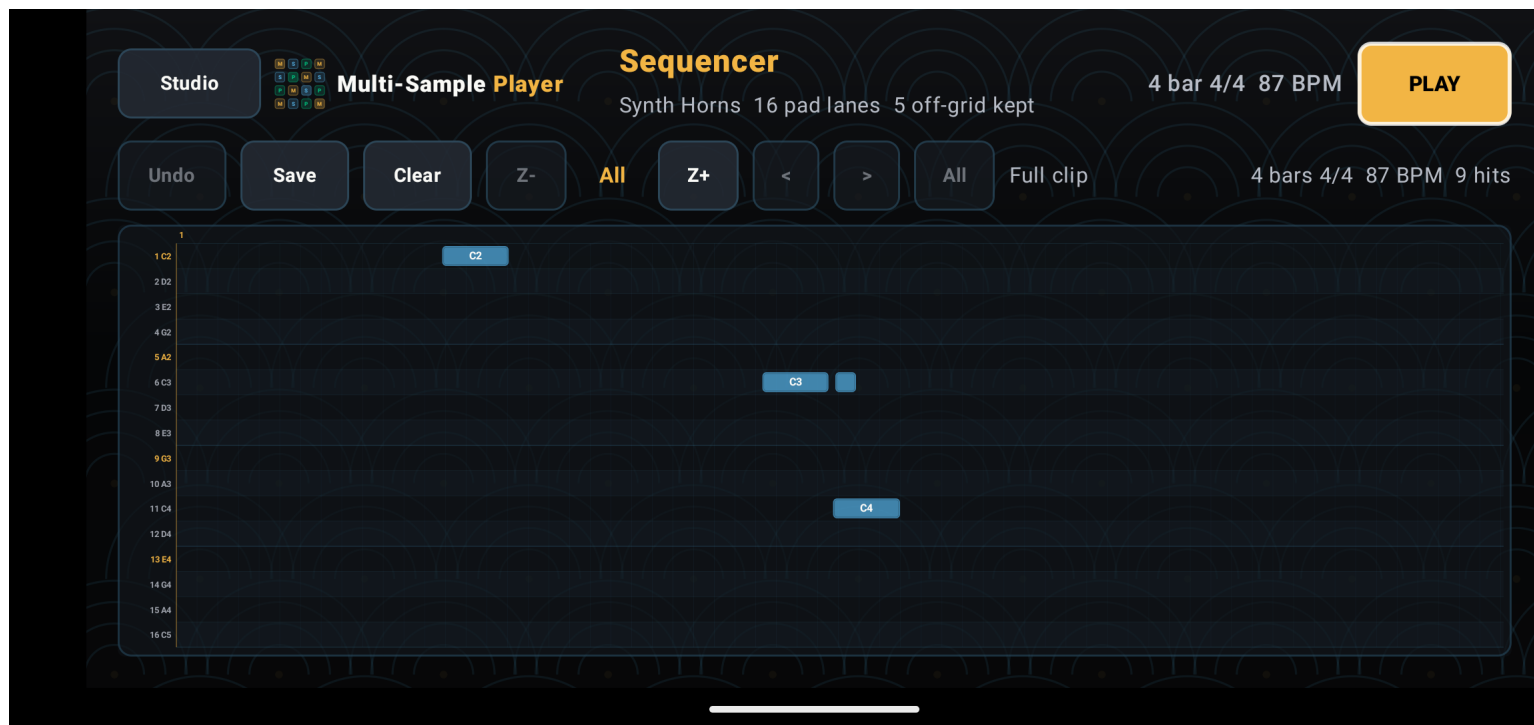
- Set tempo and bar length first.
- Use Count for a clear start.
- Use Click when you need a metronome during recording.
- Save the take after a good pass.
- Load earlier takes from the saved take controls.
- Start New when you want a clean recording.

For best results, keep dense chords from piling up exactly at the loop boundary. If a loop sounds hot, lower velocity or shorten overlapping notes before exporting.

Deluxe Sequencer

The Sequencer is a simple 16-lane editor for recorded pad performances. It is intentionally smaller than a DAW piano roll: enough to fix timing, length, and placement without turning the phone into a complicated workstation.

- Tap empty space to add a note.
- Drag a note to move it.
- Drag note edges to resize.
- Use multi-select to move or resize groups.
- Pinch to zoom and drag to pan across the field.
- Bar lines show the Studio bar structure.

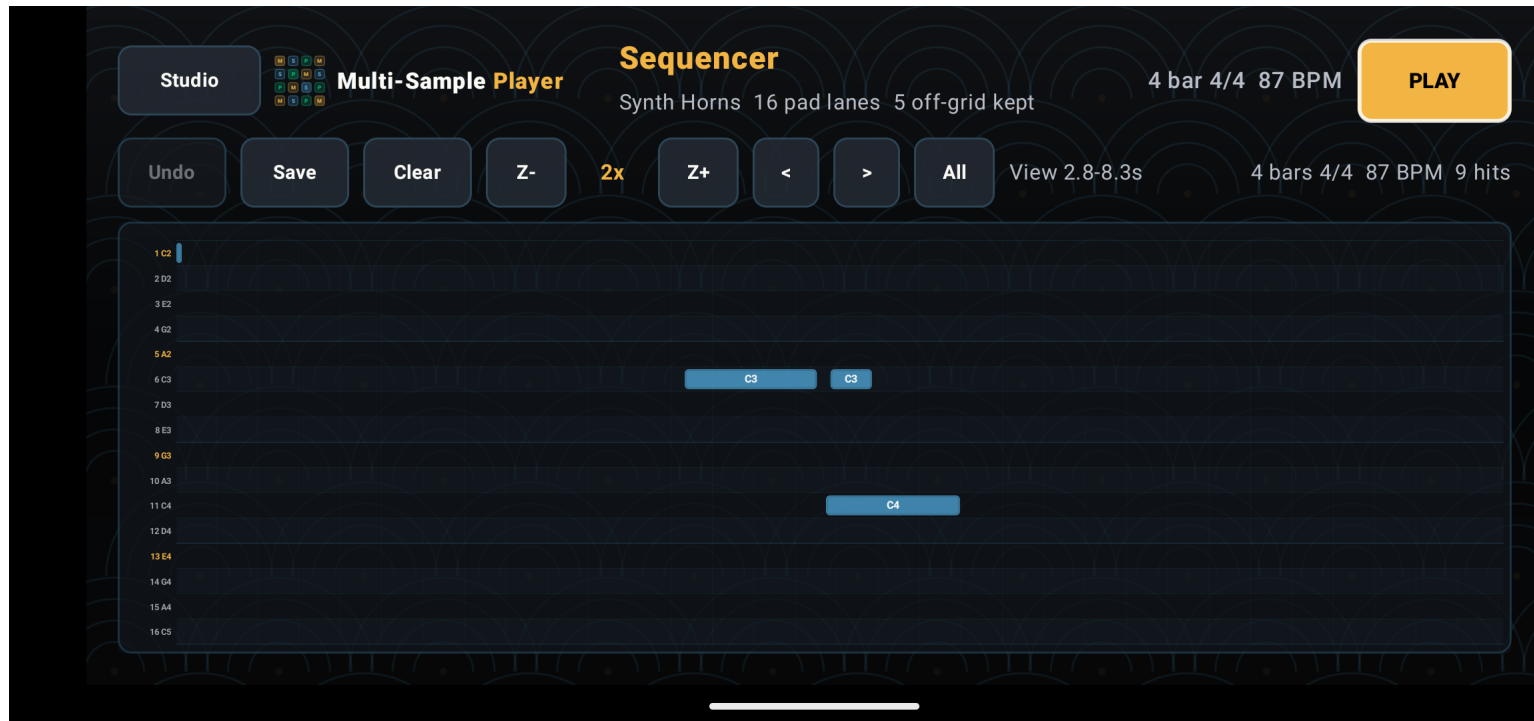


Deluxe Sequencer with 16 pad lanes and bar lines.

Zoom, Export, And File Flow

Zoom and pan are touch-first so small notes can be edited on a phone. Exports create a normal WAV plus a small metadata text file.

- Choose Folder before Export when you want files in an easy transfer location.
- Export from Studio for the current saved/recorded loop.
- Export from Sequencer after note edits.
- Use microSD as a library and backup source.
- Keep instruments as unzipped folders of WAV files.



Touch zoom and pan help make small edits on a phone screen.

Sample Pack Rules

A good sample pack is one normal folder with playable WAV files directly inside it.

- Use PCM WAV at 44.1 kHz or 48 kHz.
- Use 16-bit or 24-bit integer PCM.
- Use mono or stereo.
- Include note names in filenames, such as C3, DS3, or Bb4.
- Use optional velocity tags such as V64, V96, V112, or V127.
- Avoid ZIP files, nested folders, MP3, FLAC, AIFF, floating-point WAV, clipped files, and long leading silence.

Recommended microSD layout:

MultiSamplePlayer/Instruments/My Instrument/My_Instrument_C3_V96.wav

Detailed pack authoring rules are in docs/SAMPLE_PACK_AUTHORING.md.

AI Sample Pack Framework

Multi-Sample Player is friendly to AI-made sound packs because the format is simple: one folder, normal WAV files, readable filenames, and no proprietary preset database.

Plan the pack first:

- Pack type: melodic instrument, 16-pad drum kit, texture kit, or loop-source kit.
- Pack size: 16 files for fast loading, 32 files for two velocity layers, or 48 files for a wider instrument.
- Sound identity: describe source, mood, processing, useful range, and what the AI must avoid.
- Quality target: responsive attacks, tight trimming, tiny fade-outs, no clipping, and peaks below -1 dBFS.

Strong AI prompt starter:

Create an unzipped Multi-Sample Player instrument folder for Android. Render PCM WAV files only at 44.1 kHz, 16-bit or 24-bit integer PCM, mono or stereo. Put all WAV files directly inside one flat folder. Every filename must include the instrument name, note name with octave, and velocity. Example: `My_Instrument_C3_V96.wav`. Use 16 to 32 root notes for melodic instruments, or exactly 16 notes from C3 to D5 for drum kits. Trim leading silence, add tiny fade-outs, avoid clipping, and keep peaks below -1 dBFS.

Good folders stay readable: Pocket Tape Bass, Noir Bell Keys, Cartridge Drum Kit, Dusty Organ Lite. Avoid number-only filenames like `sample01.wav`.

Troubleshooting

No sound

- Check phone volume.
- Load a starter pack to confirm the app can make sound.
- Unplug and replug USB-C/headphone adapters after route changes.
- Close and reopen the app if Android holds the wrong audio route.

Instrument will not load

- Use an unzipped folder.
- Put WAVs directly inside that folder.
- Make sure filenames include note names and octaves.
- Avoid compressed or floating-point WAV files.

Dedicated phone mode

If Android asks which home app to use, choose Multi-Sample Player only if you intentionally want the phone to behave like a dedicated instrument. To return to normal, change the default home app back to the Motorola launcher in Android Settings.