

By default, an empty soundfont project is open.





File Export

- Unknown instrument
  - Globals
  - Samp
  - ADSF

### Open WAV file

Regarder dans : wav

- FingerBass\_C1.wav
- FingerBass\_C2.wav
- FingerBass\_C3.wav

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Nom du fichier : "FingerBass\_C3.wav" "FingerBass\_C1.wav" "

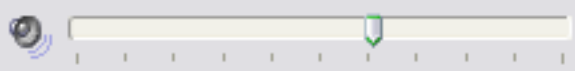
Fichiers de type : WAV file (\*.wav)

Ouvrir

Annuler

You can select several samples (wav files) at same time.

Play loop Play Stop



#### Global settings

Instrument name: Unknown instrument

Modes:
 

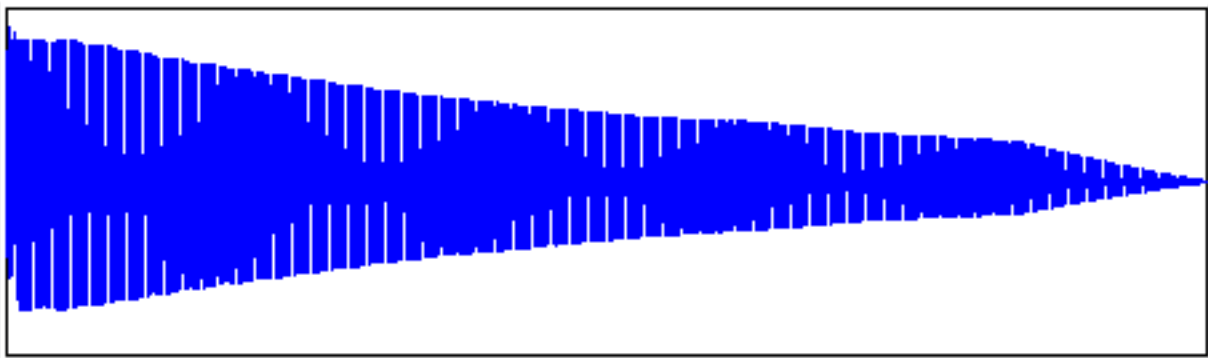
- Loop samples
- Enable Note Off

File: Ok

Unknown instrument (\*)

- Globals
- Samples
  - FingerBass\_C1.wav
  - FingerBass\_C2.wav
  - FingerBass\_C3.wav
- ADSR

32449 samples, 64898 bytes  
Range = [ C3 ... C3 ] / [ Do3 ... D3 ]



Range settings



Lock both

You can change the order of samples by using drag-drop within the right panel. I have locked this feature to avoid unwanted changes. To perform such an operation you must keep the MAJ key down while you move the track (press the key before using mouse).

The order of the samples does not impact the soundfont definition, the way sounds are played only depends on the note range.

ADSR: Attack

Use Sustain

0 (ms)

Global settings

Instrument name: Unknown instrument

Modes:  Loop samples

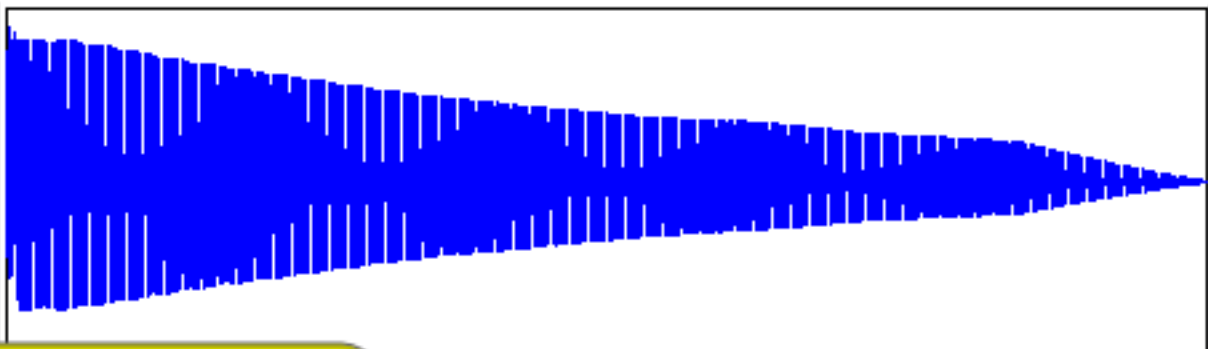
Enable Note Off

Play loop Play Stop

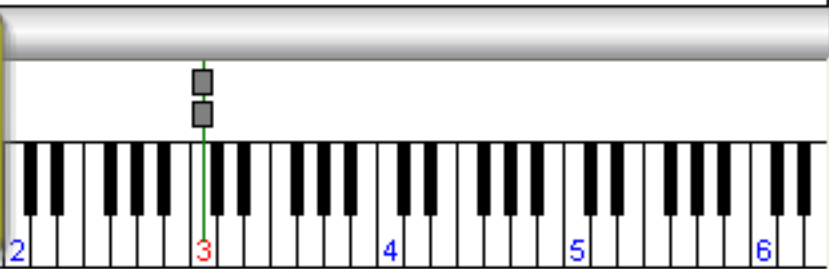
Volume slider

File Export

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



Now samples are sorted from the highest note down to the lowest note (you can sort them as you want).



From: C3 / Do3      Down to: C3 / Do3       Lock both

**ADSR settings**

ADSR: Attack       Use Sustain

0 (ms)

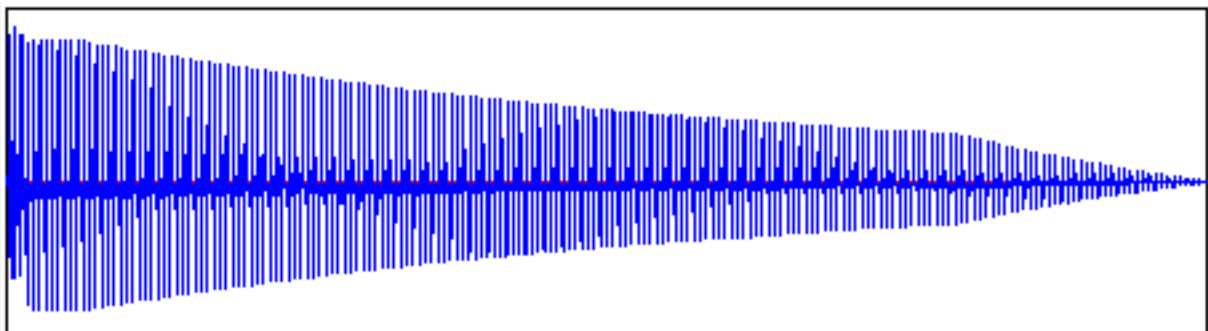
**Global settings**

Instrument name: Unknown instrument

Modes:  Loop samples  
 Enable Note Off

Play loop    Play    Stop

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



Change the note range assigned to each sample by using the top handle and the bottom handle. (take a look at the other tutorials for more details).

Key settings

C2 / Do2      Down to: C#1 / Do#1       Lock both

ADSR settings

ADSR: Attack       Use Sustain

0 (ms)

Global settings

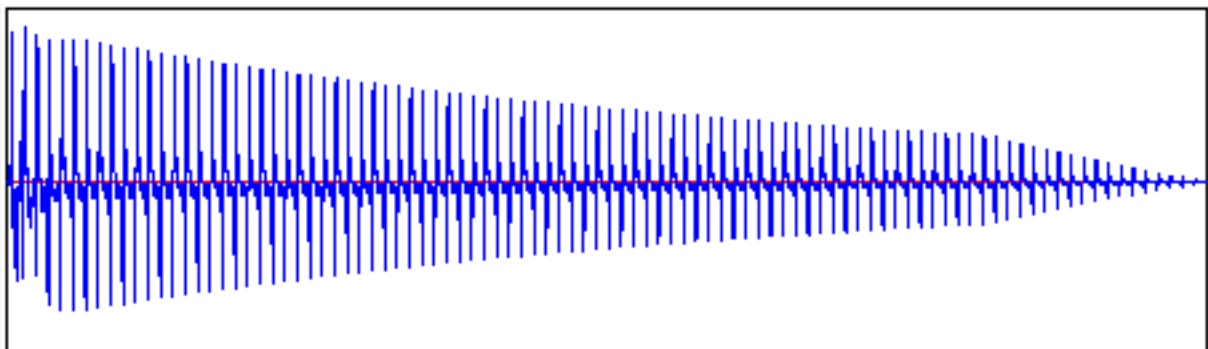
Instrument name: Unknown instrument

Modes:  Loop samples  
 Enable Note Off

Play loop    Play    Stop

Volume slider

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



**Range settings**

From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**

ADSR: Attack       Use Sustain

0 (ms)

Uncheck the loop mode (the samples are played once). Even if samples are not played in loop, they can be interpolated and played within a note range.

Check "Enable Note OFF" mode. The sampled sounds can be cut off when a "note off" MIDI event occurs.

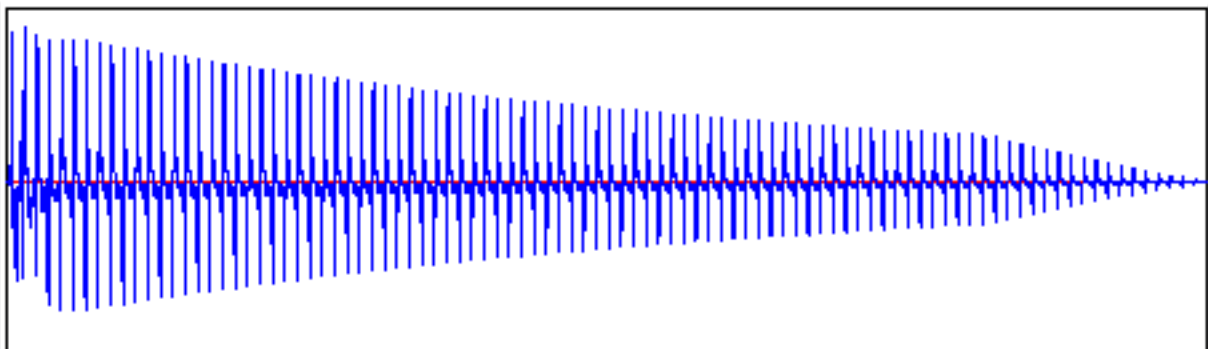
**Settings**

Name: Unknown instrument

Loop samples

Enable Note Off

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



**Range settings**

From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**

With such a mode, only the Release time of the ADSR envelope is used to control the decaying sound of the note after receiving the "note off" event".

That means the ADSR envelope does not impact the amplitude of played sounds, except for the release time.

Use Sustain

0 (ms)

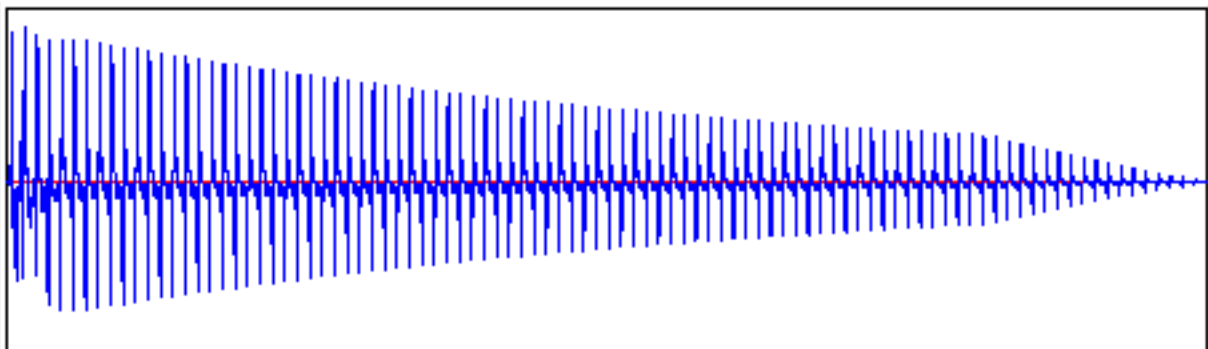
Play loop    Play    Stop

Instrument name: Unknown instrument

Modes:  Loop samples  Enable Note Off



- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



**Range settings**

From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**

Select the Sustain / Decay min parameter.

ADSR: Attack  Use Sustain

0 (ms)

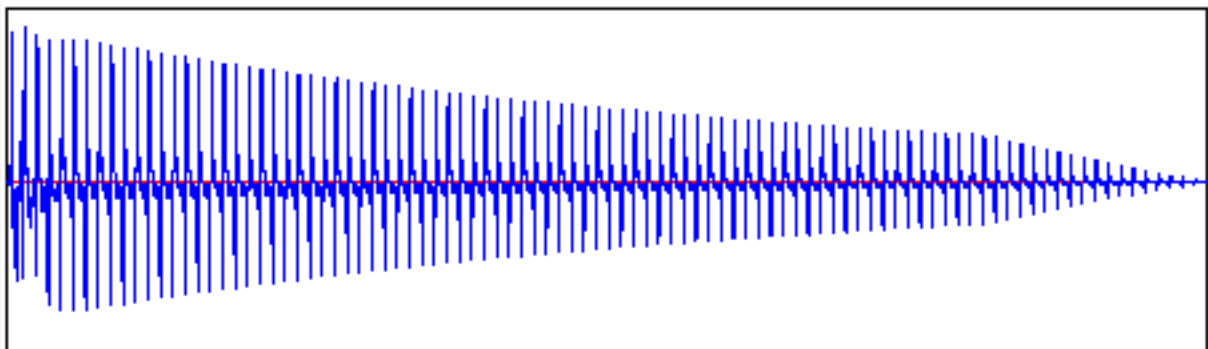
**Global settings**

Instrument name: Unknown instrument

Modes:  Loop samples  Enable Note Off

File Export

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



Range settings



From: C1 / Do1      Down to: C0 / Do0       Lock both

ADSR settings

Uncheck "Use Sustain"

ADSR: Sustain / Decay min       Use Sustain

100 (%)

And set the level to 100%

Global settings

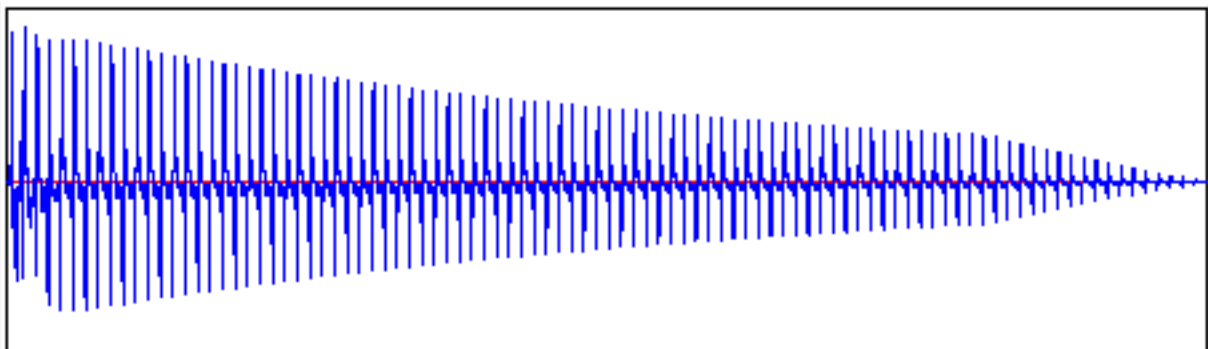
Instrument name: Unkn

Modes:  Lo  En

Play loop    Play    Stop

Progress bar with a green slider and tick marks.

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



**Range settings**

From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**

ADSR: Sustain / Decay min     Use Sustain

Attack  
Decay  
Sustain / Decay min  
Release

100 (%)

Select the Release time parameter.

**Global settings**

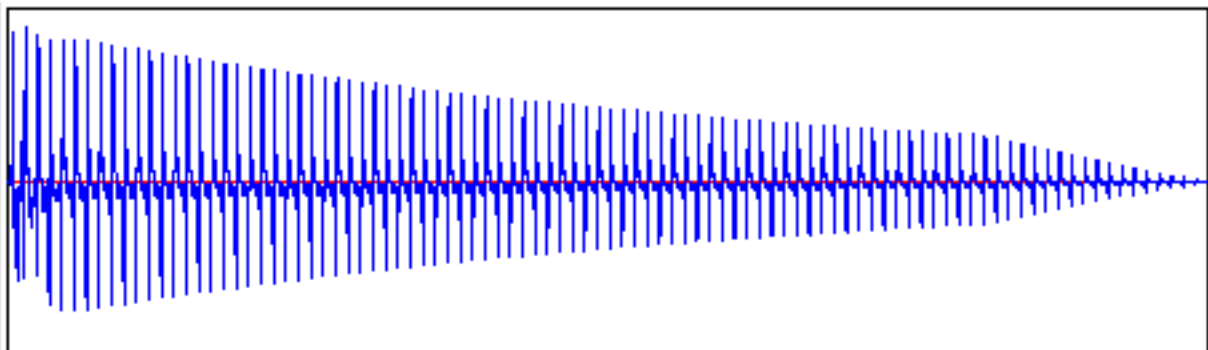
Instrument name: Unknown instrument

Modes:  Loop samples     Enable Note Off


Play loop

File Export

- Unknown instrument (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR

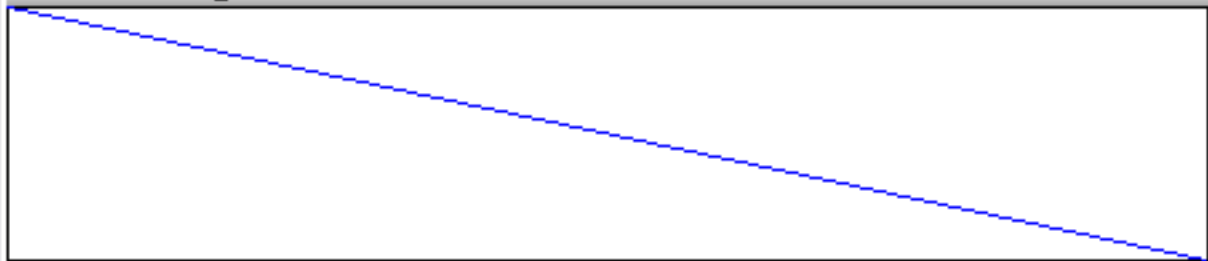


**Range settings**



From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**



ADSR: Release       Use Sustain

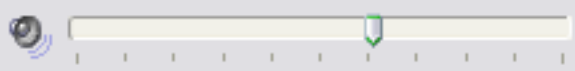
80 (ms)

**Global settings**

Instrument name: \_\_\_\_\_

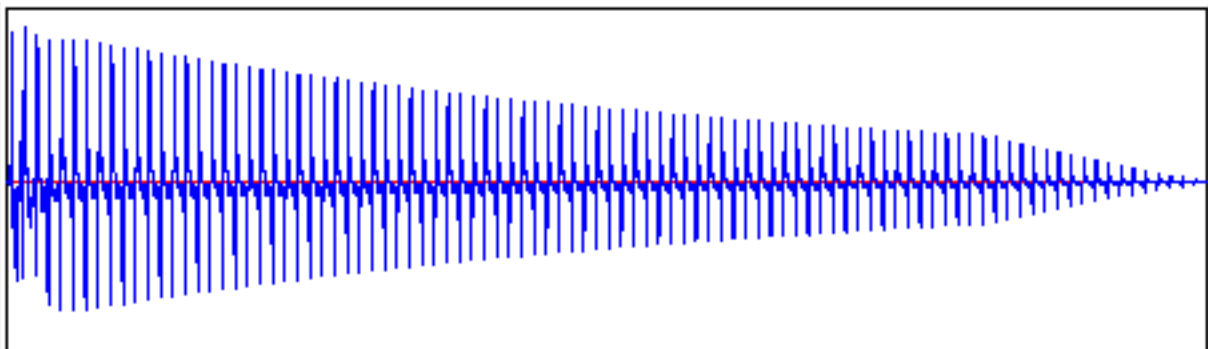
Modes: \_\_\_\_\_

Play loop    Play    Stop



And set the delay you want to make the sounds decreasing to zero.

- Finger Bass - no loop (\*)
  - Globals
  - Samples
    - FingerBass\_C3.wav
    - FingerBass\_C2.wav
    - FingerBass\_C1.wav
  - ADSR



**Range settings**

From: C1 / Do1      Down to: C0 / Do0       Lock both

**ADSR settings**

Use Sustain

80 (ms)

Finally, edit the instrument name. Save your project and export the soundfont as described in the other tutorials.

Play loop    Play    Stop

**Global settings**

Instrument name:

Modes:  Loop samples  Enable Note Off