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**Ensoniq EPS / EPS 16**


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The EPS sampler driver was written and tested using EPSOS software version 1.56 or greater. It has been tested with EPSOS versions 1.95 and 2.10. The driver has also been tested with the EPS-16 Plus with OS 1.10. If you have an EPSOS software version that is not one of these, SampleVision may not work correctly with your EPS. Call Ensoniq customer support at 215-647-3930 for information on how to get the most current EPSOS version.

Before using SampleVision with the Ensoniq EPS, the EPS must have its system exclusive switch set to on. To do this, press Edit, then MIDI, then use the arrow keys to find the prompt

**MIDI SYSEX = OFF**

Use the up arrow to set this parameter to on. You can save the setting by saving the global parameters to the EPS startup disk. See your EPS manual for specific instructions on saving global parameters.

Understanding of the following terms is vital to using the EPS driver:

**Wavesample**

A sampled recording of a sound, its key assignment range, loop points, loop mode, and miscellaneous voicing parameters associated with that sound.

**Layer**

A collection of one or more wavesamples, and miscellaneous parameters associated with them as a group.

**Patch**

A group of 4 'layer sets' that can be changed by pressing the patch buttons above the modulation wheel. Each patch can have any of the layers on or off.

**Instrument**

A set of parameters that determine which layers can play, the active key-down and key-up layers for each of the four possible patches. Also included are some global MIDI control and keyboard control parameters.

Please consult the EPS manual for more information on these terms. It is particularly important to understand how to identify what wavesamples are played by what layers.

The internal architecture of the EPS is very rich with features and is beyond the scope of this manual to describe in detail. Please refer to the Ensoniq document **EPS Advanced Applications Guide (AAG)** for a thorough treatment of all the EPS features.

**Wavesample  
Copies**

One potential problem arises when "copies" of wavesamples exist within the EPS. A copied wavesample does not actually have its own separate sample data, it can share a common set of data with other copies of the same wavesample. The point here is that when the EPS receives a new wavesample, the original wavesample is updated *and* all copies which were made from that wavesample are affected as well.

**Layer  
Determination**

Another problem may happen when multiple layers are active in a particular patch of an instrument. When you specify an instrument, layer, and key to get a wavesample from the EPS you may receive an "Error 8, Invalid wavesample" message from the EPS even though you heard a sound when you clicked on a key in the selector. This was because the wavesample you picked was playing from some other layer that is presently active in the current patch.

By doing some research in the EPS, you can determine which of the active layers is actually hooked to the sound you are hearing. One trick to determine that a sound is actually part of a given layer is to press the Edit key on the EPS, cursor to LYR and choose a layer, cursor right to WS, play the key on the keyboard, and note the WS value that occurs. If you get WS = ALL then

the wavesample is from another layer and SampleVision cannot access it in the current one. Repeat this process for other active layers until you find the layer with the wavesample assigned to the key specified earlier.

If all of this is totally confusing to you, you will have to refer to the EPS AAG mentioned above to learn about layers, patches, etc.

When you begin using the EPS for sample transfers, ensure that you have an EPSOS disk in the EPS diskette drive. If you do not, the EPS display will say 'Load OS disk - Hit Enter' and you may get an error dialog in SampleVision. Simply put a valid OS disk in the diskette drive and retry the transfer.

### **Receiving samples from the EPS**

In order to avoid confusion in the EPS, we recommend that you truncate the sample before getting it with SampleVision. If you don't, loop points may be incorrect.

To get samples from the EPS, take to following steps:

- Make sure the EPS sampler driver is active in SampleVision.
- Prepare the EPS by loading the Instrument into the EPS containing the sample you want to receive. If the wavesample you are interested in is assigned to a patch in the EPS other than the default, you may have to "latch" that patch by pressing the patch button(s) and clicking on the Instrument key.
- Select Get from Sampler from the Sample pulldown menu or press the F7 function key on the PC keyboard.
- The instrument selector will appear on the screen. Click on the number of the instrument containing the sample that you want to receive.
- The layer selector will appear on the screen. Click on the layer number that contains the desired sample.

## **Sending Samples to the EPS**

- The sample selector keyboard will appear on the screen. Play the keys on the keyboard by clicking with the mouse and listen to the EPS until you find the sample that you want.
- After the desired sample is found, click on OK or press the PC's Enter key. The sample will now be sent from the EPS to SampleVision.

When sending samples to EPS, remember that if the existing wavesample at the key you specify is a "copied" wavesample then all wavesamples that were copied from the same original wavesample will be affected.

To send a sample to the EPS, take the following steps:

- Make sure the EPS sampler driver is active in SampleVision.
- Prepare the EPS to receive the sample. Either load an existing instrument into the EPS or create a new one. If the wavesample you are interested in is assigned to a patch in the EPS other than the default, you may have to "latch" that patch by pressing the patch button(s) and clicking on the instrument key.
- Select Send to Sampler from the Sample pulldown menu or press the F8 function key on the PC keyboard.
- The instrument selector will appear on the screen. Click on the number of the instrument that you want to send a sample to.
- The layer selector will appear on the screen. Click on the layer number that you want to send a sample to.
- The sample selector keyboard will appear on the screen. Play the keys on the keyboard by clicking with the mouse and listen to the EPS until you find the sample that you want to replace. You won't hear anything if you just created a new instrument to receive the sample.

### Setting Loops With The EPS

- After the desired sample is found, click on OK or press the PC's Enter key. The sample will now be sent from SampleVision to the EPS.

The loop settings for a given sample can be set three different ways:

- The current loop settings for a sample will be sent along with the sample when you send the whole sample to the sampler.
- If the loop is turned on, the loop start and end will be updated in the EPS when you double click on a loop marker when in the sample edit mode of SampleVision.
- The desired loop type, loop start, and loop end will be updated automatically when changed in the loop editor mode of SampleVision.

### General

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