

---

**Korg DSS-1**

---

The DSS-1 driver was written using the standard DSS-1 firmware. We were unable to find a version number.

Understanding of the following terms is vital to using the DSS-1 driver:

**MultiSound**

A collection of from 1 to 16 individual samples that make up an instrument when they are mapped across the keyboard. The DSS-1 can hold up to 16 of these in its 256k word memory.

**Sound Slot**

An individual location in the multisound. These slots have predefined lengths (which are determined when the MultiSound is set up) and these lengths cannot be changed by SampleVision. When you transmit a soundfile to the DSS-1, you must transmit it into a sound slot that is big enough to contain it.

**Sending Samples to the DSS-1**

As mentioned above, a slot must exist in the DSS-1 that is large enough to contain the new sample. We recommend that you make several 'template' disks for your DSS-1. These disks should have several multisounds on them, each with a different memory division. For example, multisound 1 would be a multisound with only one slot, multisound 2 would have 2 slots, etc.

This way you can easily pick a destination that can hold what you want to send. When you have completed sending it, Rename the multisound to the desired name and save it to the DSS-1's disk drive.

To send a sample to the DSS-1, take the following steps:

- Make sure the DSS-1 sampler driver is active in SampleVision.
- On the DSS-1, load or create the multisound that you want to send the sample to.

### Identifying samples in the DSS-1

- Select Send to Sampler from the Sample pulldown menu or press the F8 function key on the PC keyboard.
- The multisound selector will appear on the screen. Choose the multisound that you want to send to.
- A list of sound slots (with their sizes at the right) will appear on the screen. Choose the slot that you wish to send to, making sure the soundfile you are sending is not larger than the slot size. This is easiest if you use decimal samples as your X calibration in SampleVision, but if you try to send a sample that is too big, SampleVision will advise you and abort the send.
- Click on OK or press the PC's Enter key.

The first step in getting a sample from the DSS-1 is to identify the sound slot that you wish to get. While SampleVision can easily list the names of the multisounds, it cannot list the sound slots, since they have no name. If you wish to get a particular sound from the DSS-1, you need to find its slot number. To do this, perform the following steps:

- Press the 'Edit Sample' button, the 1 key and then the enter key on the DSS-1 front panel.
- Use data entry slider A to scroll through the available multisounds and find the one you want to receive from. Press enter when you find the correct one.
- You can now play on the keyboard and the 'Sound No.' readout will update as you move among the different sounds playing on different keys. When you find the proper sound, just remember its number and use that number when SampleVision asks you which sound slot you are interested in.
- Press 'Edit Sample' again to return to normal play mode on the DSS-1.

**Receiving samples from the DSS-1**

Once you have determined which slot you want to transfer, you just need to tell SampleVision which sample to receive. To do this, perform these steps:

- Make sure the DSS-1 sampler driver is active in SampleVision.
- Once you have determined the multisound and the sound slot for the sample that you want, perform the following steps:
- Select Get from Sampler from the Sample pulldown menu or press the F7 function key on the PC keyboard.
- The multisound selector will appear on the screen containing a list of the possible multisounds. Select the one you want and click on OK.
- The sound slot selector will appear, showing the number and size of each slot. Select a slot and click on OK to transfer the sample from the DSS-1 to SampleVision.

Note that SampleVision will get all the samples in the sound slot, even if loop end is not at the end of the sound slot. This is done to allow you more latitude in setting loops. In some cases, there may be sound near the end of a slot that is left over from a previous sample and has no relation to the sample in question. Simply use the delete tool to remove this unwanted sound after it is in SampleVision.

The name given to the sample you get from the DSS-1 will consist of the name of the multisound, a colon, and then the number of the sound slot.

**Setting loops in the DSS-1**

The loop architecture in the DSS-1 is a bit unusual. The loop switch is not available by sound slot, but by multisound. This means if you send a looped sample into a multisound that has its loop switch off, your new sound will be played with no loop. If SampleVision turned on the loop switch, all the other sounds would then be

looped, giving some undesirable effects. There is a way to send an unlooped sound into a looping multisound, though. If you set loop start and loop end to be the same place (using the loop editor) the sound will simply die out and stop playing when it reaches the loop end. SampleVision does this automatically when you send an unlooped sound into a looped multisound.

Due to this unusual architecture, SampleVision will only set the loop switch if the multisound has just one sound slot contained in it. The loop positions will be updated, as always. Using SampleVision, loop settings for a given sample can be set three different ways:

- The current loop settings for a soundfile will be sent along with the sample data when you send to the sampler.
- If the loop is turned on, the loop start and end will be updated in the sampler when you double-click on a loop marker in the sample edit mode of SampleVision.
- The loop positions will be updated as you change them in the loop editor.

The desired loop type, loop start, and loop end will be updated automatically when changed in the loop editor mode of SampleVision.