
Korg DSM-1

	<p>The DSM-1 driver was written using the standard DSM-1 firmware. We were unable to find a version number.</p>
	<p>Understanding of the following terms is vital to using the DSM-1 driver:</p>
Bank	<p>The DSM has 4 banks which can contain multisounds. Each bank can contain up to 16 multisounds.</p>
MultiSound	<p>A collection of from 1 to 16 individual samples that make up an instrument when they are mapped across the keyboard. The DSM-1 can hold up to 16 of these in a bank.</p>
Sound Slot	<p>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 DSM-1, you must transmit it into a sound slot that is big enough to contain it.</p>
Sending Samples to the DSM-1	<p>As mentioned above, a slot must exist in the DSM-1 that is large enough to contain the new sample. We recommend that you make several 'template' disks for your DSM-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.</p> <p>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 DSM-1's disk drive.</p> <p>To send a sample to the DSM-1, take the following steps:</p>

Identifying samples in the DSM-1

- Make sure the DSM-1 sampler driver is active in SampleVision.
- On the DSM-1, load or create the bank and multisound that you want to send the sample to.
- 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.
- Click on OK or press the PC's Enter key.

The first step in getting a sample from the DSM-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 DSM-1, you need to find its slot number. To do this, perform the following steps:

- Press the 'Edit M. Sound' button, then the 1 key.
- Use the data entry wheel to scroll through the available multisounds and find the one you want to receive from. Press the 4 key when you find the correct one.
- You can now play on the keyboard (either SampleVision's MIDI keyboard or an optional controller keyboard) and the 'SNDXX' 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 'Play' again to return to normal play mode on the DSM-1

Receiving samples from the DSM-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 DSM-1 sampler driver is active in SampleVision.
- Select Get from Sampler from the Sample pulldown menu or press the F7 function key on the PC keyboard.
- The bank selector will appear on the screen containing a list of the 4 banks. Select the one you want and click on OK.
- 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 DSM-1 to SampleVision.

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

Setting loops in the DSM-1

The loop architecture in the DSM-1 is a bit unusual. The loop switch is always on. An unlooped sound simply has a loop length of zero. SampleVision does this automatically when you send an unlooped sound into the DSM-1. If you get the sample back from the DSM-1, you will notice that the loop points were changed to properly transmit it to the DSM-1.

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