

SPD-1W Owner's Manual Supplement

Playing Layered Sounds (Layer)

You can assign up to three waves to the pad. These three waves can be played together, or you can switch or fade between them according to the strength of your strike.

1. Into the Master folder, copy the audio files that you want to layer.





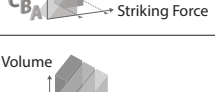
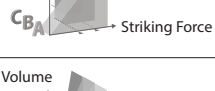
2. In the Master folder, open `_advanced.txt`.

3. Enter the desired values at the right of the parameters (the right of the colon ":") that are shown in the text.

* Double-byte characters cannot be used.

4. When you've finished making settings, close `_advanced.txt`.

* If you decide to re-do your editing from scratch, delete the entire `_advanced.txt` file. When you reconnect the micro-USB cable, a file without any parameters specified is recreated.

Parameter	Value	Explanation
SETTINGS_ENABLE	0	DISABLE Layer off. The default value is "0."
	1	ENABLE Layer on. You can make layer settings by editing this to "1."
WAVE_A-C	File Name	Specify waves A-C. Enter the name of each audio file.
VOLUME_A-C	0-100	Specify the volume levels of waves A-C.
PLAY_TYPE	0	ONE-SHOT POLY The sound of a repeated strike on the pad is layered with the previous sound.
	1	ONE-SHOT MONO A repeated strike silences the previous sound and is heard by itself without being layered.
	2	PHRASE ALT The sound plays when you strike the pad, and stops when you strike the pad again. This is suitable for playing/stopping a song.
	3	LOOP ALT The wave is played repeatedly. The sound plays when you strike the pad, and continues repeating until you strike the pad again.
LAYER_TYPE	0	OFF  Only wave A will sound.
	1	MIX  Wave A, B and C will always sound together.
	2	VELO SW  Strikes weaker than the value of "AB_FADE_POINT" play wave A, strikes stronger than "AB_FADE_POINT" and weaker than "BC_FADE_POINT" play wave B, and strikes stronger than "BC_FADE_POINT" play wave C, switching between these waves.
	3	VELO SW w/ MUTE  Strikes weaker than the value of "AB_FADE_POINT" play wave A, strikes stronger than "AB_FADE_POINT" and weaker than "BC_FADE_POINT" play wave B, and strikes stronger "BC_FADE_POINT" play wave C, muting the current sound before the new strike is sounded.
	4	VELO MIX  Strikes stronger than the value of "AB_FADE_POINT" add wave B, and strikes stronger than "BC_FADE_POINT" add waves B and C, layering these waves onto wave A.
	5	VELO FADE  Strikes stronger than the value of "AB_FADE_POINT" add wave B, and strikes stronger than "BC_FADE_POINT" add waves B and C, layering them onto wave A in proportion to the strength of the strike.
AB_FADE_POINT BC_FADE_POINT	0-127	<ul style="list-style-type: none"> • AB_FADE_POINT Specifies the striking force at which wave B will begin to be heard. If this is "0," wave B will sound for strikes of any force. If this is "127," wave B will sound only for the strongest strike. • BC_FADE_POINT Specifies the striking force at which wave C will begin to be heard. If this is "0," wave C will sound for strikes of any force. If this is "127," wave C will sound only for the strongest strike. <p>* If each "FADE_POINT" has the same value and "LAYER_TYPE" is "VELO SW" or "VELO SW w/ MUTE," then wave C does not sound.</p> <p>* This parameter is unavailable if "LAYER_TYPE" is "OFF" or "MIX."</p>