



TRANSONIQ HACKER

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Surviving The Memory Shortage

By Clark Salisbury

All of a sudden, I seem to know a lot of people who own EPS's. Not too surprising, I suppose. It's a pretty popular keyboard. But one question seems to come up over and over. That is, "How do I get more sounds into my EPS at one time?" See, a lot of you EPS owners seem to be using the instrument for sequencing (this should come as a surprise to no one - the sequencer built into the EPS is about as good as they come) - and when your string sound takes up nearly half the available memory on an EPS WITH the 2X memory expander installed, well, it just might seem like there's not enough room in there to do any serious composition work. But don't despair, mon frere. You see, most of the factory samples have been maximized to show off the sound quality of the EPS - but not much attention has been paid to the efficient use of memory. So I thought it might be a good time to talk a bit about how to maximize memory on the EPS using existing samples.

There are three primary techniques for winning back memory in the EPS - sample rate conversion, deletion of unnecessary samples, and truncation (possibly involving re-looping) of samples. We talked a bit about sample rate conversion in my last article, so I won't belabor it here. Let's just make sure that the process is understood.

First, converting a sample rate down will free up memory. If you halve the sample rate for any given wavesample, you will also halve the amount of memory that the wavesample requires. You do run the risk, however, of introducing unacceptable amounts of distortion into a sample if you try to convert its rate down too much. For this reason, it is always advisable to work on a copy of your sample so that you can go back to the original should things not turn out the way you want.

The actual process of converting sample rates is easy as eclairs - simply select the wavesample whose rate you wish to convert (by pressing the "EDIT" button, underlining "WS=", and playing a note on the keyboard or using the UP/DOWN arrow buttons), pressing the "COMMAND" and then the "WAVE" buttons, and using the LEFT/RIGHT cursor buttons to select "CONVERT SAMPLE RATE". From here you can use the UP/DOWN buttons to select the sample rate you wish to convert to, and you can initiate the process simply by hitting "ENTER". Once conversion has taken place, you are politely offered the option of listening to either the "OLD" (original) version of the sample, and comparing it with the "NEW" version. You can tell the EPS to keep one or the other simply by underlining your choice and pressing "ENTER". Not much to it, really.

Deleting unnecessary samples is a bit more involved, but still not difficult. The actual process of deleting wavesamples couldn't be easier. With the wavesample in question selected, simply press the "COMMAND" button, the "WAVE" button, scroll until you see the "DELETE WAVESAMPLE" command, and simply press "ENTER". The EPS will ask you to confirm your selection - pressing "ENTER" again will do so. The trick is in knowing which are the "wavesamples in question". Let's go for an example.

The "FANTASIA" sound is included with your EPS as a standard sound - we'll use it for this experiment. You may want to load it now and follow along. Then again, you may not.

"FANTASIA" occupies some 700 blocks of EPS memory (remember, an un-expanded EPS has 1024 blocks of available memory, and an EPS with the 2X expander has 2048).

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