

AKAI
professional

S5000/S6000

STEREO DIGITAL SAMPLER
Software Version 1.0 Addendum

WARNING

To prevent fire or shock hazard, do not
expose this appliance to rain or moisture.

Operator's Manual

ABOUT THIS ADDENDUM.....	1
SMALL CHANGE TO NAMING	2
NAMING PROCEDURE - CORRECTION.....	2
CHANGES TO LOAD SAMPLE.....	3
CHANGES TO DISK TOOLS	4
SMALL CHANGE TO RENAMING MULTIS.....	5
DELETING MULTIS.....	5
CHANGES TO EDIT PROGRAM - SELECTING KEYGROUPS.....	6
CHANGES TO THE FILTER PAGE	7
CHANGES TO FILTER ENVELOPE.....	8
OFF-LINE SAMPLE PROCESSING	9
SMALL CHANGE TO CHOP FUNCTION.....	10
SMALL ADDITION TO LOOPING.....	11
CHANGES TO TIMESTRETCH AND BPM MATCH	12
CHANGES TO SAMPLE TOOLS/SAMPLE LIST.....	13
SMALL CHANGE TO RECORD.....	14
CHANGES TO ENTERING FX MODE.....	15
CHANGES TO REVERB SCREENS.....	16
SMALL CHANGE TO MULTIFX 1/2 OUTPUT SCREEN.....	17
ADDITIONAL FUNCTION IN SAVE.....	18
CHANGES TO UTILITIES MODE.....	19
CHANGES TO UTILITIES/SYSTEM SETUP.....	19
CHANGES TO DELETE FOLDER.....	20
IMPORTANT NOTE ABOUT DELETE FOLDER.....	20
ADDITION TO UTILITIES/PREFERENCES	21
FORMATTING DISKS.....	22
NEW SAFETY FUNCTION FOR VIRTUAL SAMPLES.....	24
SAVE SETTINGS (UTILITIES).....	25
SAVING THE O/S AND SETTINGS TO FLOPPY DISK.....	26
USER KEYS.....	27
USING VIRTUAL SAMPLES WITH REMOVABLE DRIVES.....	28
USING PC FORMATTED CD-ROMS.....	28

ABOUT THIS ADDENDUM

Changes have been made to certain operations in the S6000 since the completion of the Operator's manual. These are described here.

Some of the changes included here simply correct some small mistakes and oversights made in the original Operator's Manual whilst others detail some improvements that have been made to operation since the manual was completed. However, this document also announces some features which, unfortunately, had to be dropped from the original specification and didn't make it in time for V1.00.

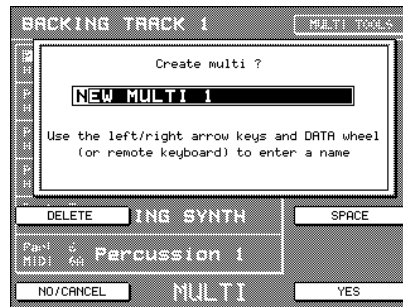
Please take the time to read this in order to gain a full understanding of the S6000's functionality.

Akai Electric Co., Ltd. apologise for any inconvenience caused by these changes and thank you for your understanding.

S6000 - LATE CHANGES

SMALL CHANGE TO NAMING

A DELETE key has been added to the name screen as shown on Page 20 of the Operator's Manual:



This allows you delete characters more conveniently when naming items from the front panel.

NAMING PROCEDURE - CORRECTION

Please also note a mistake on Page 20 of the Operator's Manual regarding the symbols you can use in a name. The following are actually illegal characters not allowed by MS-DOS files:

“ < > : * ? | / \

If you try to use any of these characters in a name, you will be prompted accordingly.

CHANGES TO LOAD SAMPLE

The screen shot and description of LOAD on Page 28 of the Operator's Manual has changed slightly and it is now possible to change the type of sample stored on disk from RAM to 'virtual' or vice versa when you load them. Pressing LOAD SAMPLE will now pop-up this prompt:



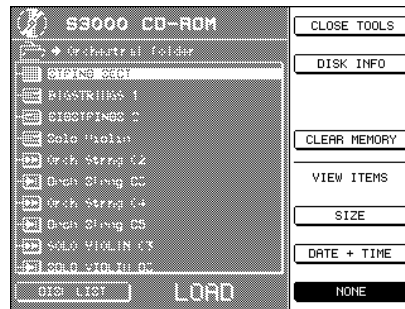
The new OVERIDE TYPE check box found on F14 allows you to choose how the selected sample will load. With this key checked, F15 changes and you may select to load the sample as a 'virtual' sample or as a normal RAM sample. Simply pressing F15 toggles between the two choices. In this way, you can select that maybe a long sample which you recorded as a normal RAM sample or a long sample you may have on a CD-ROM is loaded as a 'virtual' sample or, alternatively, you may want to load a 'virtual' sample into RAM in its entirety to facilitate easier sample editing.

NOTE: You cannot override the type for ALL SAMPLES. If OVERIDE TYPE is checked and you select ALL SAMPLES, OVERIDE TYPE will be disabled. Similarly, if ALL SAMPLES is checked and you press OVERIDE TYPE, the prompt will revert to THIS SAMPLE.

S6000 - LATE CHANGES

CHANGES TO DISK TOOLS

A small change has taken place in DISK TOOLS as described on Page 32 of the Operator's Manual.



You may now clear the contents of memory from the DISK TOOLS menu. The function is still available at the LOAD prompt but this allows you to clear the memory without having to actually go halfway through the load process.

SMALL CHANGE TO RENAMING MULTIS

Some changes have been made to renaming multis as described on Page 46 of the Operator's Manual.

It is not now possible to create a new multi when renaming an existing one as this was considered unnecessary.

The RENAME prompt is now as follows:



The normal naming prompt is shown and you may enter a name in the usual way (note the addition of the DELETE and SPACE keys however).

DELETING MULTIS

On Page 47 of the Operator's Manual, it is stated that when deleting multis, you may also select to delete the programs and samples associated with that multi. This is incorrect. The DELETE prompt looks like this:



It was considered too dangerous to offer the option of deleting the programs and samples associated with the multi in case those programs and samples were being used by other multis.

If you want to delete any programs and samples that are not referenced by any multis, please use the PURGE function in PROGRAM LIST.

CHANGES TO EDIT PROGRAM - SELECTING KEYGROUPS

On Page 78 of the Operator's Manual, there is a small mistake in the TIP. It says....

"In the case where keygroups are layered or overlap, pressing and holding EDIT and repeatedly playing the note will select each keygroup in turn."

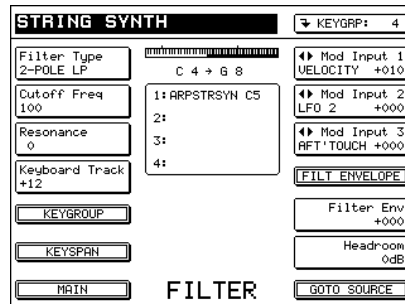
The fact of the matter is that this description was lifted from the S3000XL manual and pasted into the S6000 Operator's Manual. It should read....

"In the case where keygroups are layered or overlap, pressing and holding F1 and repeatedly playing the note will select each keygroup in turn."

CHANGES TO THE FILTER PAGE

Some changes have been made to the FILTER page shown on Page 87 of the Operator's Manual since its completion.

The FILTER page now looks like this:



The parameters are the same and the same filter types are available but a new parameter is introduced.

NOTE: F13 is labelled FILTER ENVELOPE and not KEYGROUP as shown in the Operator's Manual. This was a mistake in the original screen shot .

Also, it has not been possible to include the filter graphics as shown in the original Operator's Manual.

The new parameter is HEADROOM. This allows you to turn down the level of the signal going to the filters to compensate for potential distortion when using high resonance settings. The range is 0-30dB in 6dB steps. 0dB is the normal setting but if you experience any distortion with higher resonance settings, try adjusting HEADROOM.

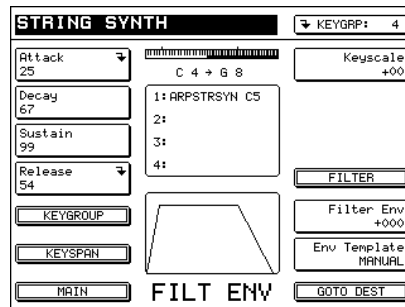
Please note the following, however:

- Higher settings of the HEADROOM parameter may introduce some extra noise.
- With certain sounds, very high settings of resonance may introduce distortion that cannot be eliminated with the HEADROOM parameter. In this case, you should reduce resonance. Another option is to re-scale the level of the sample(s) in EDIT SAMPLE so that the raw sample is lower in level.
- Higher HEADROOM settings will reduce dynamic range.
- Changes made to the gain structure of the S6000 since the completion of the Operator's Manual means that it is not now possible to reduce the level going to the filters using the ZONE LEVEL or LOUDNESS parameters as explained on Page 92 of the Operator's Manual. These two level parameters now control level *after* the filter and the HEADROOM parameter is now used to control level going to the filter.

Having said that, these parameters can still be used to reduce any slight distortion you may experience when playing many notes.

CHANGES TO FILTER ENVELOPE

A small change has taken place in the FILTER ENVELOPE page shown on Page 95 of the Operator's Manual:



It is now possible to access the FILTER page directly using F13. In fact, you can conveniently 'toggle' between FILTER and FILTER ENVELOPE using F13.

OFF-LINE SAMPLE PROCESSING

The screen you receive at the end of every off-line sample editing process has been improved:



The basic functionality remains but an additional option OVERWRITE is included. This will keep the new sample created by the offline process but will overwrite the original sample with the same name. Thus, in the above example, pressing OVERWRITE would keep the new sample but it will use the original sample's name (in this case ARPSTRSYN C5).

This is convenient when processing samples that may already be in a program. Using KEEP NEW, a new sample with a unique new name will be created thus the program will not play correctly because the original sample is now missing and you will have to assign the new sample in its place. With KEEP BOTH, you would also need to assign the new sample to replace the original. However, with OVERWRITE, the new sample will have the original's name and so will play correctly in the program.

It is also convenient when saving processed samples as you can potentially end up with lots of duplicated samples on disk. For example, imagine you record twelve samples SAMPLE 1-12. You then save these to disk. If you process each of these (perhaps you NORMALISE them all), and use KEEP NEW for each of them, you will now have SAMPLE 13-24 in memory. If you save these, you will have SAMPLE 1-12 and 13-24 on disk. If you were to process them all again (maybe you trim them all or crossfade loop them) and use KEEP NEW, you will now have SAMPLE 25-36 in memory which, if you save them will give you SAMPLE 1-12, 13-24 and 25-36 on disk. Etc.. Using OVERWRITE, however, means that the same names are always used thus when you save them to disk you will still end up with ARPSTRSYN 1-12.

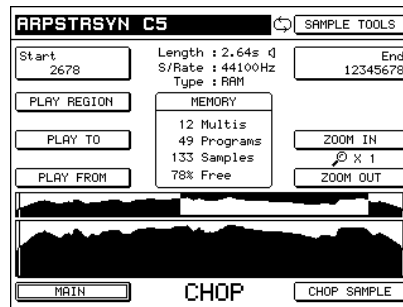
There are other useful benefits to the OVERWRITE function too.

This is common for all the off-line sample editing processes except MIX and JOIN.

This replaces the procedure described on Pages 104 and 105 of the Operator's Manual.

SMALL CHANGE TO CHOP FUNCTION

Unfortunately, it has not been possible to include the FADE function described on Pages 109 and 110 of the Operator's Manual in time for V1.00. The CHOP page, therefore looks like this:



Akai Electric Co., Ltd. apologise for any inconvenience that this may cause and plan to bring you this feature in a future software upgrade.

SMALL ADDITION TO LOOPING

As mentioned on Page 133 in the Operator's Manual, it is not possible to loop 'virtual' samples. However, not documented in the LOOP pages (Pages 112-116) is the fact that although you can access the loop pages when editing a 'virtual' sample, if you try to select a loop type, you will receive a prompt:



You may, however, select NO LOOPING and ONE-SHOT.

NOTE: You also get this same prompt if you try to override the playback type in the PLAYBACK parameter in EDIT PROGRAM (KEYGROUP/KGRP ZONES/PLAYBACK) as described on Pages 80 and 83 of the Operator's Manual.

If you have a 'virtual' which you want to loop, you will need to convert it to a RAM sample.

S6000 - LATE CHANGES

CHANGES TO TIMESTRETCH AND BPM MATCH

Unfortunately, it has not been possible to include the START and END functions in the TIMESTRETCH and BPM MATCH functions.

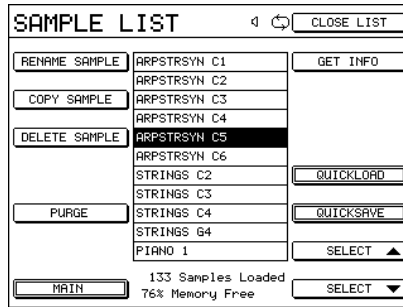
Therefore, the screens for these pages have been revised.

Akai Electric Co., Ltd. apologise for any inconvenience that this may cause.

CHANGES TO SAMPLE TOOLS/SAMPLE LIST

Unfortunately, some of the functions described in Pages 129-131 of the Operator's Manual in SAMPLE LIST didn't make it to V1.00. These are SWAP L/R (the ability to swap the left and right channels of a stereo sample) and CONVERT -L/-R (the ability to convert 'old' Akai stereo samples to the new samplers' format).

As a result, the SAMPLE LIST page in V1.00 looks like this now:



These two functions are scheduled for release in future software upgrades.

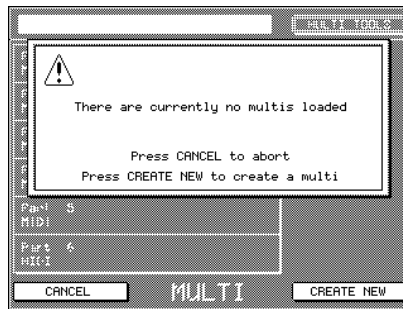
Another function has also been removed, namely CONVERT SAMPLE (see Page 130). As it is now possible to convert a sample at the time you load it, the CONVERT SAMPLE function is no longer needed. If there is a sample you prefer to have in its opposite 'format' (i.e. if you want to convert a RAM sample to a 'virtual' sample or *vice versa*), simply re-load it and use the OVERRIDE TYPE function described in on Page 3 of this Addendum.

SMALL CHANGE TO RECORD

The ORIGINAL NOTE field described on Page 135 of the Operator's Manual can be changed using the DATA but to change it using MIDI, you need to press *and hold* the ORIGINAL NOTE key whilst inputting a note from you MIDI controller.

CHANGES TO ENTERING FX MODE

If you enter the FX 'mode' when no multi is created (e.g. immediately after power up), you will see this prompt:



You cannot access the FX pages without there being a valid multi.

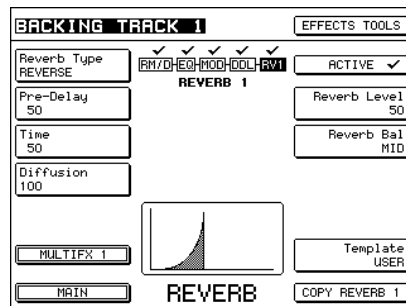
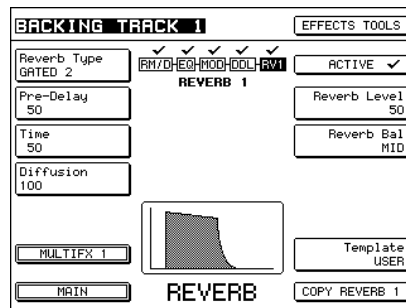
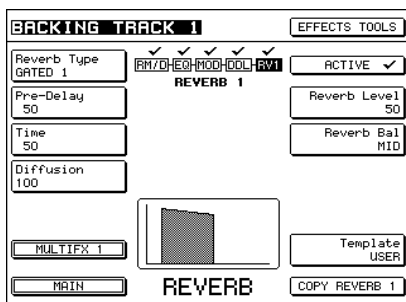
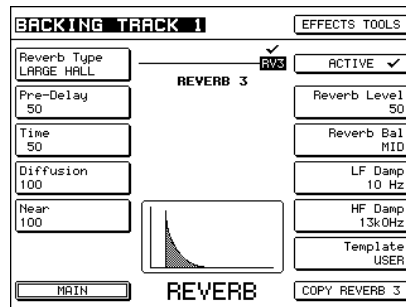
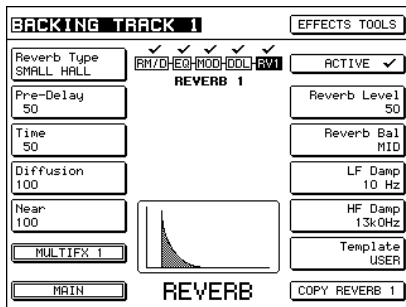
For S5000 owners, if you press the FX key when the EB20 is not installed, you will receive this pop-up dialogue:



Says it all really!

CHANGES TO REVERB SCREENS

An ACTIVE switch is added to all the reverb screens:



This allows you to bypass the reverb effect(s).

These screens supersede those shown on Pages 158 and 159 of the Operator's Manual.

SMALL CHANGE TO MULTIFX 1/2 OUTPUT SCREEN

The REVERB LEVEL and REVERB BALANCE have been moved to the actual reverb pages as shown in the previous page of this addendum.

ADDITIONAL FUNCTION IN SAVE

Whenever you save any items, filenames being saved are checked against filenames that exist on disk so as to prevent accidentally overwriting valuable data. However, this is sometimes inconvenient and so an additional function introduced since the completion of the Operator's Manual allows you to disable this checking process if you wish.

In the SAVE page, pressing SAVE [ITEM] (multi, program, sample) now gives this prompt:



The (save) ENTIRE MEMORY 'checkbox' is replaced by the following¹:

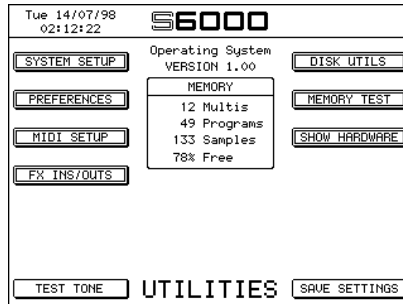
F15 - OVERWRITE - offers you the option to select whether files will be overwritten without filename checks. With OVERWRITE set to 'X' (i.e. OFF), if a file of the same name is found when saving, you will be warned that a file of the same name already exists on disk and you will be prompted accordingly.

If OVERWRITE is ON (i.e. checked ' '), all files of the same name will be overwritten without prompting.

¹ Because the SAVE ALL (i.e. entire memory) function on F8 in the main SAVE page described on Page 165 of the Operator's Manual serves exactly the same purpose as 'checking' ENTIRE MEMORY, it was felt that F15 could be put to better use in the SAVE prompt.

CHANGES TO UTILITIES MODE

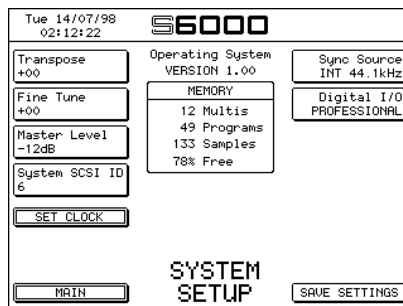
Unfortunately, for various technical reasons, it has not been possible to include the MIDI Song File Player in V1.00. Therefore, the screen shots shown on Page 169 of the Operator's Manual have changed slightly and are now as follows:



We hope to bring you the MIDI Song File Player soon in a subsequent OS upgrade.

CHANGES TO UTILITIES/SYSTEM SETUP

A new parameter is added to the screen shot shown on Page 169 of the Operator's Manual:



SYSTEM SCSI ID This sets the SCSI ID of the S6000's CPU. The default is 6. You may set any value you wish but make sure that the SCSI ID set here does not clash with any other SCSI IDs on the buss.

CHANGES TO DELETE FOLDER

The DELETE folder function has changed and it is not now possible to delete an entire folder *and* its contents in one action as described on Page 178 of the Operator's Manual as this was considered potentially very dangerous.

As a result, if you attempt to delete a folder you will be prompted to delete the items in it first:



IMPORTANT NOTE ABOUT DELETE FOLDER

A change has also been made to the DELETE FOLDER pop-up prompt:



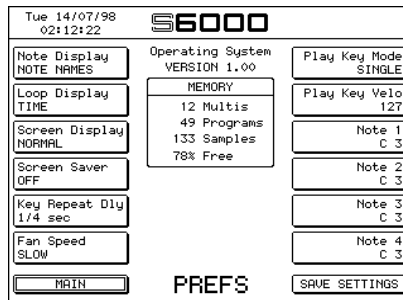
The reason for this warning is that if your sampler is connected to your PC's hard disk, you are able to see W95 folders in the sampler's disk list. However, if you open these folders, it is quite possible that you will not see anything in them. This is because the sampler does not recognise any non-Akai files (word processor documents, graphics files, system files, database stuff, whatever). For example, open up your games folder on the S6000 and it will appear to be empty.

Because the S6000 doesn't recognise such non-Akai files, you could have a potentially dangerous situation where you go to delete a particular folder that *appears* to be empty but which, in fact, contains important non-Akai files and data that you don't want to delete. In this case, pressing DELETE FOLDER will not pop-up the 'failsafe' warning that the selected folder contains items (as far as the sampler is concerned, it doesn't 'see' any files in the folder either!) and in this situation, the folder and its 'hidden' contents will be deleted.

Please be very careful when deleting folders in this situation as you could delete a folder that contains important W95 data. If your sampler *is* connected to a PC in this way, it is recommended you delete folders in Explorer.

ADDITION TO UTILITIES/PREFERENCES

A new parameter is added to the screen shot shown on Page 171 of the Operator's Manual:

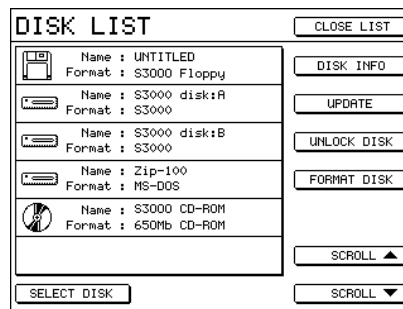


If you have a removable drive installed on the S6000's front panel, the FAN SPEED parameter on F7 allows you to set the speed for its fan. The options are SLOW and NORMAL.

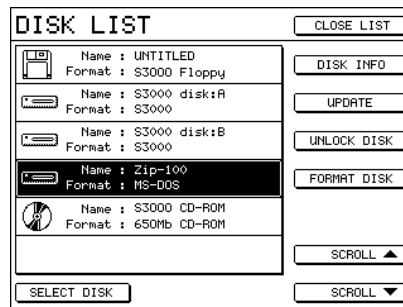
NOTE 1: This parameter is for S6000 only. It does not appear on S5000.

FORMATTING DISKS

It is possible to format disks to MS-DOS format. This is done in the DISK UTILS page in DISK LIST:



To select the disk to format, press the soft key alongside it. For example, to re-format the Zip disk shown above, press F5 - it will highlight:



Pressing FORMAT DISK will show this pop-up prompt:



You should select whether you want to perform a QUICK FORMAT or a FULL FORMAT. FULL FORMAT is required if the disk is brand new or has maybe been used with some other device (for example, a disk that may have been used on an older Akai sampler). The FULL FORMAT takes much longer of course but sets the disk up properly. QUICK FORMAT can be used if you are re-formatting an MS-DOS disk.

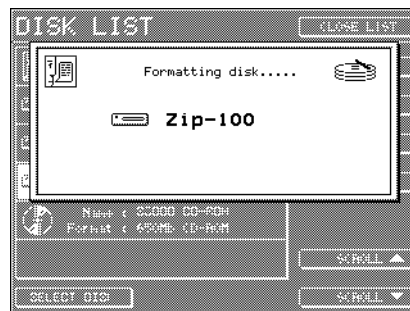
Pressing PROCEED pops up this prompt:



Proceed with caution as all data will be lost. If in any doubt, cancel and check everything.

IMPORTANT NOTE: Disk partitions are shown as 'virtual' drives. Attempting to format one of these 'virtual' drives will result in all other partitions being formatted. IT IS NOT POSSIBLE TO FORMAT JUST ONE PARTITION hence the prompt "ALL DATA ON ALL PARTITIONS OF THIS DISK WILL BE DESTROYED". Please proceed with caution.

Assuming you proceed, you will see this progress display:



An animated icon in the top right of the prompt shows activity and you should also see disk activity LEDs on your hard disk flashing (or if it is fitted internally, you should hear some disk activity) as the process takes place.

Because a half formatted disk would be totally unusable (and may not even be able to be re-formatted), the S6000 does not offer an abort function.

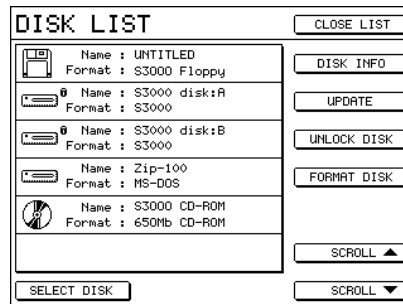
At the end of the formatting process, you will be returned to the DISK UTILITIES page.

It is not possible to give the disk a name. Instead, it will automatically be given the name S5000DISK. If you wish to rename it, take it to a PC or a Mac running PC EXCHANGE or a W95 emulator.

NOTE: It is not possible to format floppy disks. Most floppy disks you buy these days are pre-formatted MS-DOS disks and don't require formatting. If you have disks which you do want to format, these should be formatted on a PC or on a Mac running PC EXCHANGE or a W95 emulator.

NEW SAFETY FUNCTION FOR VIRTUAL SAMPLES

If 'virtual' samples are loaded from a removable disk medium such as Jaz, Zip, Syquest, MO, whatever, the disk becomes locked and you are unable to eject it from the drive's own front panel without first unlocking it in the DISK UTILITIES/DISK LIST page:



This is because it is impossible to play 'virtual' samples without the disk being present. If you want to eject the disk, the 'virtual' samples first need to be deleted from memory so that the disk can be unlocked and ejected. If the disk were ejected leaving the 'noses' of the samples in memory, they would not play correctly.

Any disk that has 'virtual' samples loaded will be shown as locked with a small padlock icon alongside it. Pressing UNLOCK DISK will pop-up a prompt informing you to delete the 'virtual' samples from disk so that the disk can be ejected safely.

SAVE SETTINGS (UTILITIES)

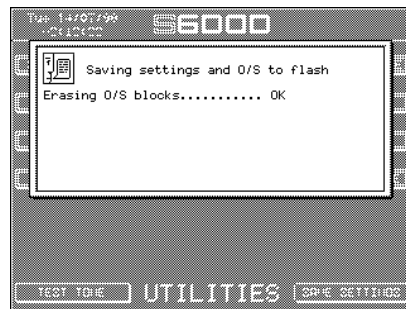
The SAVE SETTINGS process described on Pages 182 of the Operator's Manual is not strictly correct.

Pressing SAVE SETTINGS will pop-up this prompt:

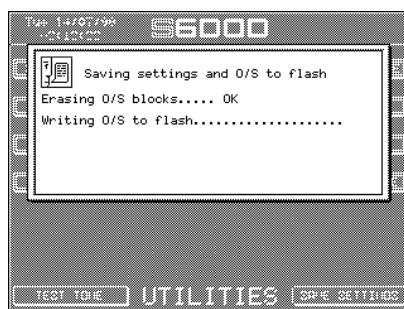


By saving to FlashROM, your sampler will boot with your settings every time.

Pressing SAVE TO FLASH will show a progress display. This is slightly different to the normal progress displays:



As the FlashROM is erased (to make room for the new one), you will see a series of dots move across the display followed by "OK". Then the O/S will be written to FlashROM:



A series of dots fill up the prompt, line by line and the display will scroll up the prompt window as the dots fill the screen and the O/S is written to FlashROM. At the end, you will be returned to the page where you saved the settings.

SAVING THE O/S AND SETTINGS TO FLOPPY DISK

You may also use SAVE SETTINGS to create a 'boot disk' so that starting the sampler up with this in the floppy drive will boot the sampler up with your personalised settings. Creating a boot disk may be useful to back up not only your settings but also the entire operating system. It is also useful if you are likely to be using another S6000 or S5000 and you want it to have the same O/S, system settings and preferences as yours.

When you press SAVE TO FLOPPY, you will get this prompt:



As the prompt informs you, all data on the floppy disk will be destroyed - ensure that the disk in the floppy disk drive does not contain valuable sound library or other data.

When you boot from this disk, startup will be slower as the O/S is loaded from floppy disk (it will take about a minute to boot up). At the end, you will see the usual "Searching for disks..." and the Akai Professional 'welcome' screen after which you will be taken to a prompt that asks if you want to write the operating system to FlashROM. If you respond NO, you can run the S6000 from the O/S loaded from floppy disk. If you respond YES, you will see the progress displays the screens shown on the previous page as the settings and O/S are programmed into the FlashROM.

USER KEYS

Although reference was made to the USER KEYS function on Pages 6 and 21 in the Operator's Manual, their operation was not explained fully.

There is no screen display for the USER KEYS as such. On power up, they default to showing the various 'list' pages (MULTI LIST, PROGRAM LIST and SAMPLE LIST) when you press them. This allows quick and convenient access to these pages if you wish.

However, it is possible to assign your own pages to the USER KEYS.

To do this, go to the page you wish to assign and simply press *and hold* MARK followed by one of the USER KEYS. This will assign that page to the selected USER KEY and in future, you need only press that USER KEY to have direct access to the page you marked.

Please note that the assignments are not retained when you turn the sampler off.

USING VIRTUAL SAMPLES WITH REMOVABLE DRIVES

Many removable drives have an automatic 'sleep' action where the unit spins down into a 'dormant' phase if unused for some time.

However, this is very inconvenient when trying to play 'virtual' samples from such a disk because if the disk is asleep when you try to play the sample, playback will fail.

Therefore, when 'virtual' samples are loaded, the S6000 overrides the drive's 'sleep' function so that the disk is always ready to play from disk.

<p>NOTE: <i>It is not advisable to have 'virtual' samples loaded from a removable drive in the sampler for too long as this will mean that the drive will never have a chance to 'sleep' and so may run the risk of overheating.</i></p>

USING PC FORMATTED CD-ROMS

Because of the different disk format and structure of PC CD-ROMs, it is not possible to load .WAV files into the S5000/S6000 directly from them in V1.00.

To use .WAV files from such CD-ROMs, first copy them to an MS-DOS formatted hard disk of some sort (or floppy disk if they will fit) and load them from there.

We plan to overcome this problem in a future O/S upgrade. Akai Electric Co., Ltd. apologise for this inconvenience.