EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

LoopSeek Walkthrough

Jump to Easy or Expert, then to any step. The left column is repeated on every PDF page (PDF cannot keep a live sticky sidebar like the HTML guide).

Easy walkthrough | **Expert walkthrough**

Easy steps

1. 1. Start screen
2. 2. Theme & Easy / Expert
3. 3. Easy Autosample layout
4. 4. Scan plugins
5. 5. Load your instrument
6. 6. Settings & Start
7. 7. Editor
8. 8. Virtual keyboard
9. 9. Export

Expert steps

1. 1. Start screen
2. 2. Expert overview
3. 3. Load plugins
4. 4. Loop algorithms
5. 5. Split
6. 6. Velocity & Round Robin
7. 7. FX Chain
8. 8. Editor — Loop Detection
9. 9. Split in the Editor
10. 10. Apply Helix to all
11. 11. Batch cut & lock
12. 12. Live Play
13. 13. Export

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

EASY · BEGINNER

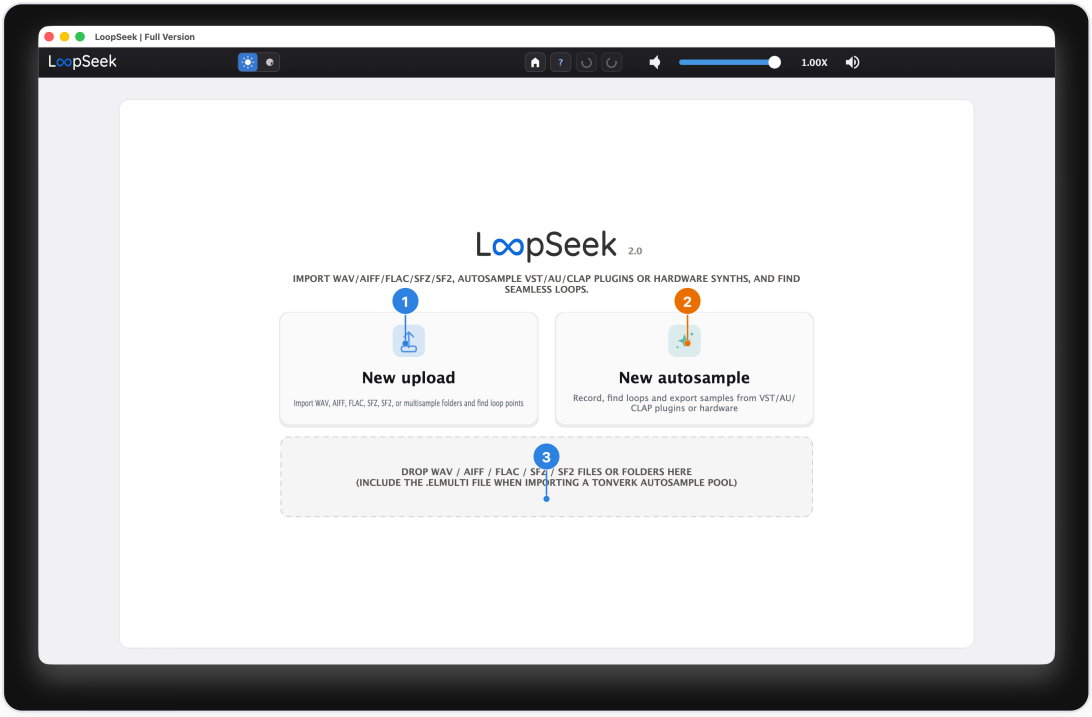
Your first multisample

One simple path: record a plugin in Easy mode, check the loops, play a bit, then export. Numbers on each screenshot match the list underneath. Prefer a hardware synth or custom note picks? Those sit in the indented *nice to know* blocks — not required for the main path.

> Tip: in the LoopSeek app, hover the mouse briefly over a button or control — most show a short tooltip with extra info (this does not apply to the PDF or this online guide).

1 Start screen

Open LoopSeek. For this guide you will create samples from a plugin.

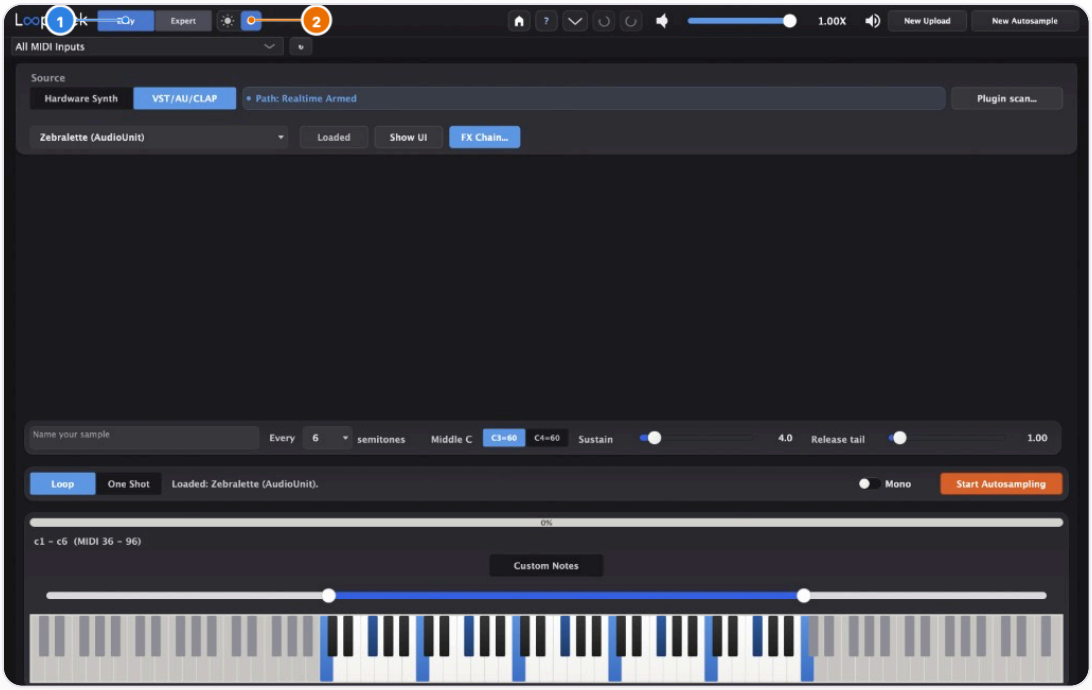


1. **New upload** — import existing WAV/folders (not used in this guide).
2. **New autosample** — **click this** to record from a plugin or hardware.
3. Drop zone — optional: drag files here instead of using New upload.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

2 Light / dark theme & Easy / Expert

After you open Autosample, the top bar always has the appearance toggle and the Easy / Expert switch. You can change both anytime.



1 **Easy** / **Expert** — switch whenever you like. This guide stays on Easy.

2 Sun / moon — light or dark appearance. Pick what is easiest on your eyes.

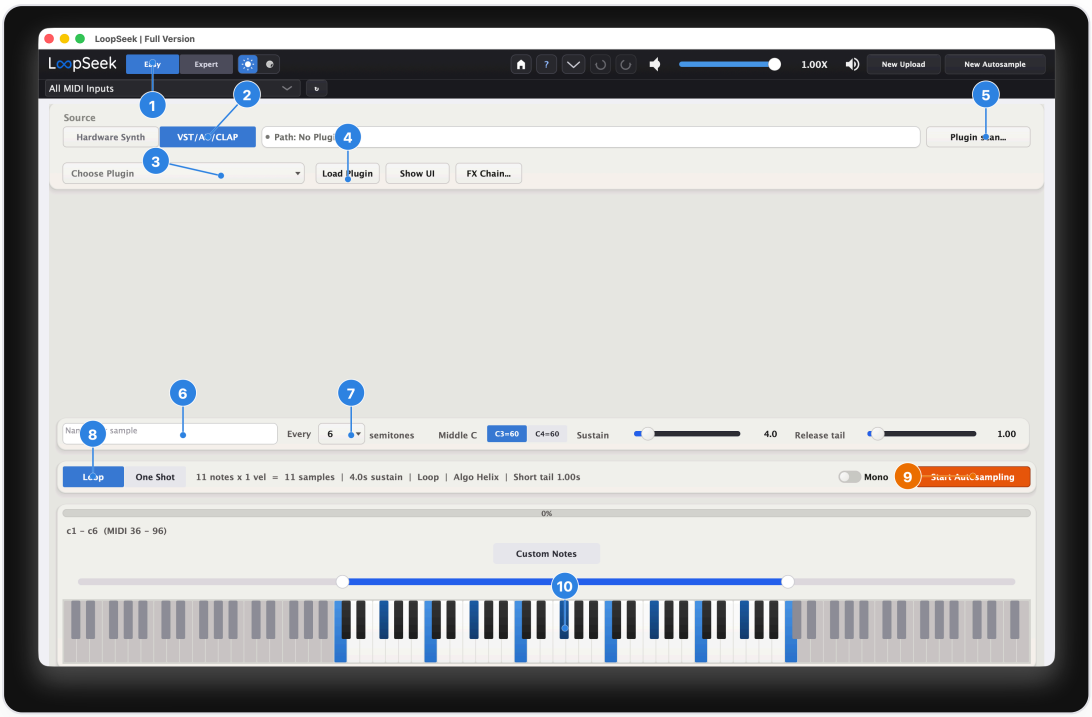
> This capture is a darker, lower-resolution frame that may already show a plugin from a later session — ignore the rest of the screen; only pins 1–2 (mode + theme) matter here. A clean empty Autosample follows in step 3.

> Switching Easy ↔ Expert keeps most Expert toggles in memory (velocity layers, Round Robin mapping, dual layer), but **Easy capture always records a simple note grid**: one velocity, no Round Robin, no second layer. Switching **to Easy** also forces the loop algorithm to Helix (100% assist, crossfade 0) for the Easy path — going back to Expert does **not** auto-restore Flux/X-ray; pick the algorithm again if you need it.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

3 Easy Autosample — what you see

Stay on **Easy** (blue). The screen is three parts from top to bottom.



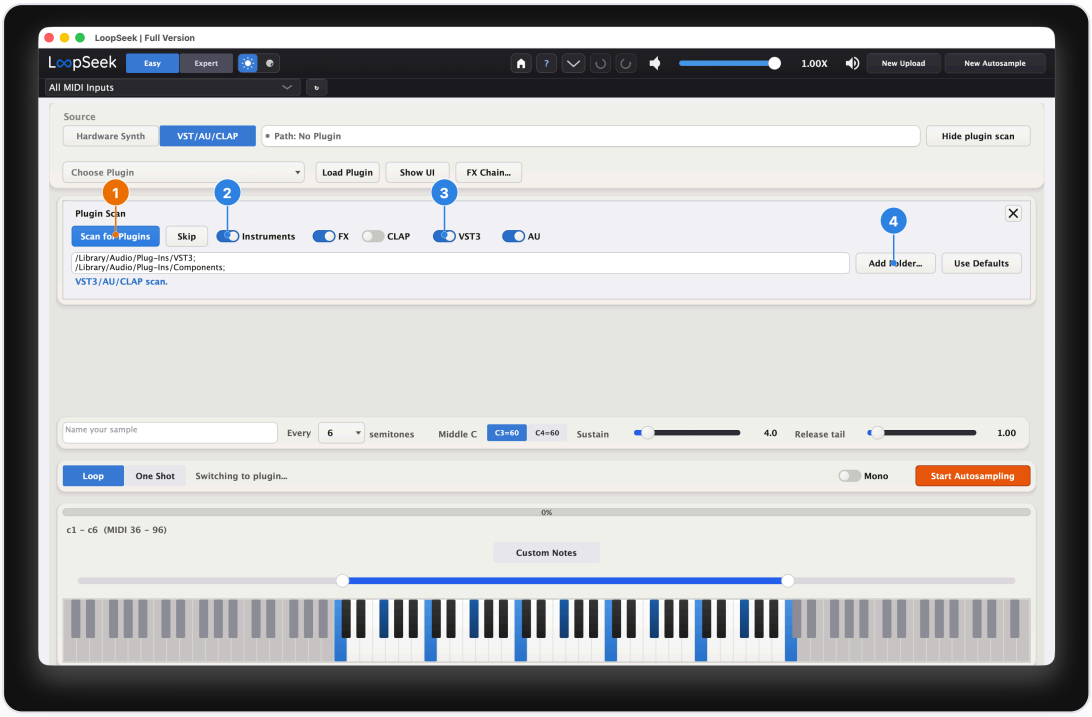
1. **Easy** / Expert — keep **Easy** selected in the app (see also step 2).
2. **VST/AU/CLAP** — choose plugin (not Hardware) for this guide.
3. **Choose Plugin** — pick an instrument from the list.
4. **Load Plugin** — load it into LoopSeek.
5. **Plugin scan...** — if the list is empty, open this (detailed in the next step).
6. **Name your sample** — type a name later (step 6).
7. **Every N semitones** — how dense the note grid is.
8. **Loop** vs One Shot — pads/strings usually Loop.
9. **Start Autosampling** — the orange button (use after setup).
10. Keyboard + blue keys — which notes will be recorded.

> Pin 5 marks **Plugin scan...** at the top right of Source — use it once if nothing appears under Choose Plugin.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

4 Scan plugins (first time)

If the list is empty, open **Plugin scan...** once so LoopSeek finds your instruments.



1. Click **Scan for Plugins** and wait.
2. Leave **Instruments** on (toggle).
3. Enable **VST3** / **AU** (and CLAP if you use it).
4. **Add Folder...** only if plugins live elsewhere — defaults are usually fine. Close the panel when done.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

5 Load your instrument

Pick a synth, load it, then open its UI and set a simple sound. On this screenshot the plugin window covers **Load Plugin** and **Show UI** — those were on step 3 / appear again on step 6.

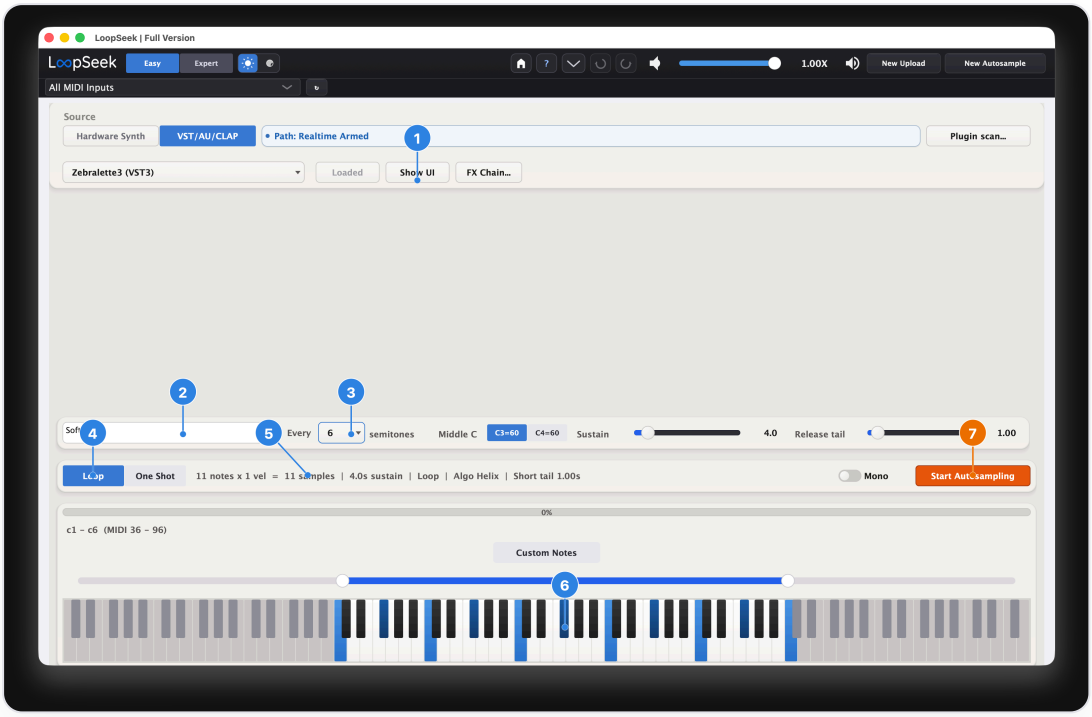


1. Plugin selected (e.g. **Zebralette3**). The “Loaded” status sits behind the plugin window — close the UI (or check again in step 6) to confirm it.
2. **Plugin UI** window — choose a simple sound you like.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

6 Name, spacing, range — then Start

Only a few settings matter for the first run. Plugin UI closed so every control is visible.



1. **Show UI** — reopen the plugin window anytime (was covered in step 5).
2. **Name your sample** — e.g. Softpad.
3. **Every N semitones** — good starting density (not too many files).
4. **Loop** for pads/strings (use One Shot later for drums/plucks).
5. Summary line — e.g. *11 notes × 1 vel = 11 samples*.
6. Drag the blue range on the keyboard (example: c1–c6). Blue key marks = notes that will record. (Prefer hand-picked keys? See nice to know — Custom Notes below.)
7. Click **Start Autosampling** and wait until it finishes.

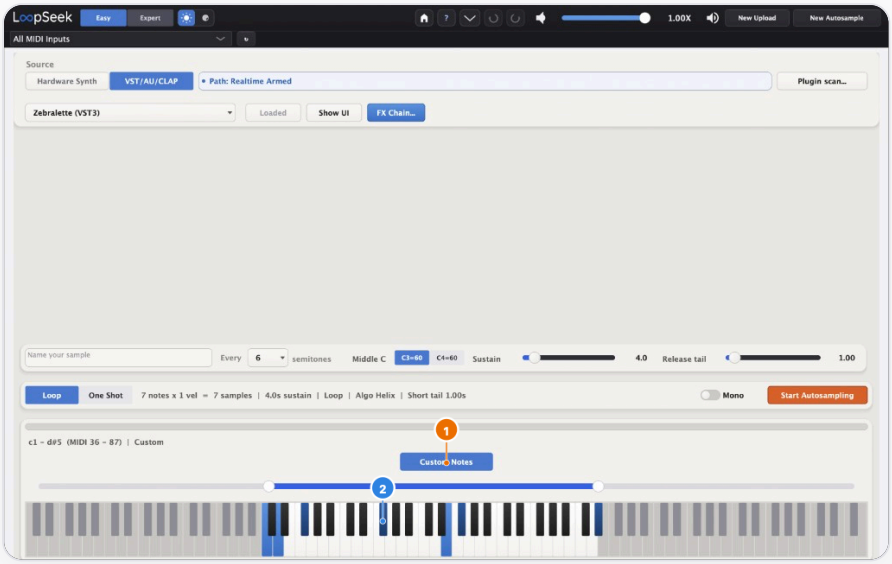
> Don’t use the computer while it records. When done, the Editor opens with your samples.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

NICE TO KNOW

Custom Notes

The even grid from **Every N semitones** is enough for most sounds. If bass needs a few extra pitches (or the highs do), turn on **Custom Notes** and pick keys by hand — still Easy, just more control. In Custom Notes mode the blue range bar is **not** a drag handle; Shift+click keys instead.



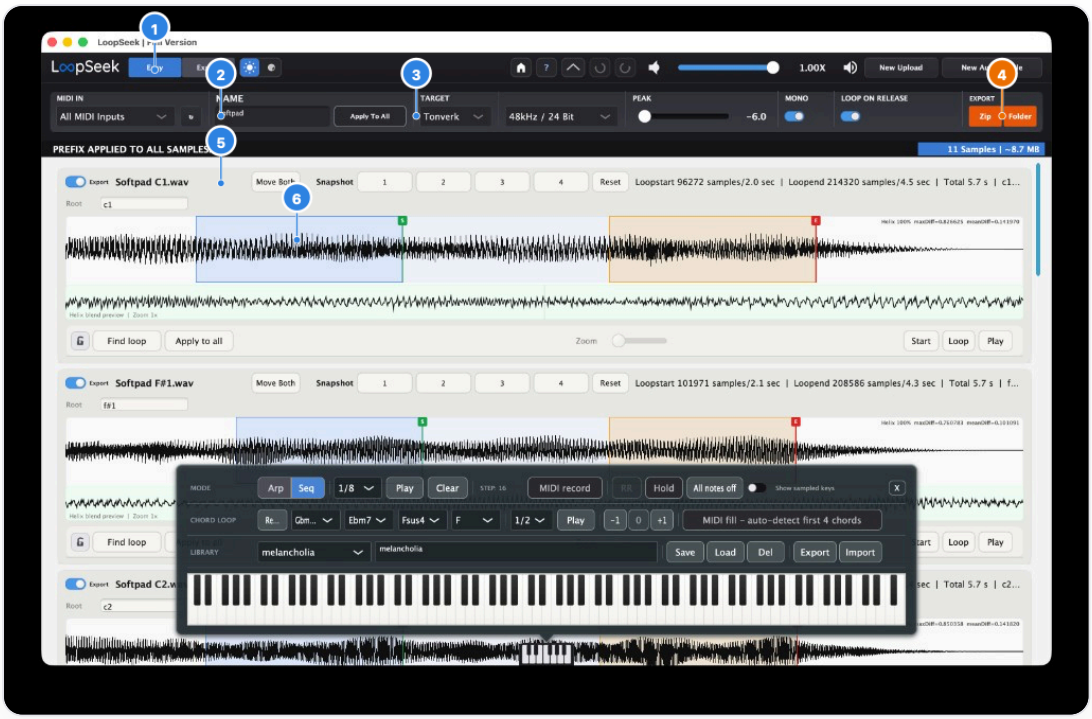
1. Click **Custom Notes** (button turns blue when active).
2. **Shift + click** keys on the keyboard to add or remove individual notes. Blue marks = notes that will record.

> When you are happy with the selection, click **Start Autosampling** as in step 6, then continue with the Editor below.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

7 Editor — check the loops

Each note is one card. LoopSeek already placed loop markers. Steps 7–9 share one capture with the virtual keyboard open — pins mark the Editor chrome still visible above the overlay. Tap the small piano icon at the bottom anytime to hide the keyboard and see full cards.

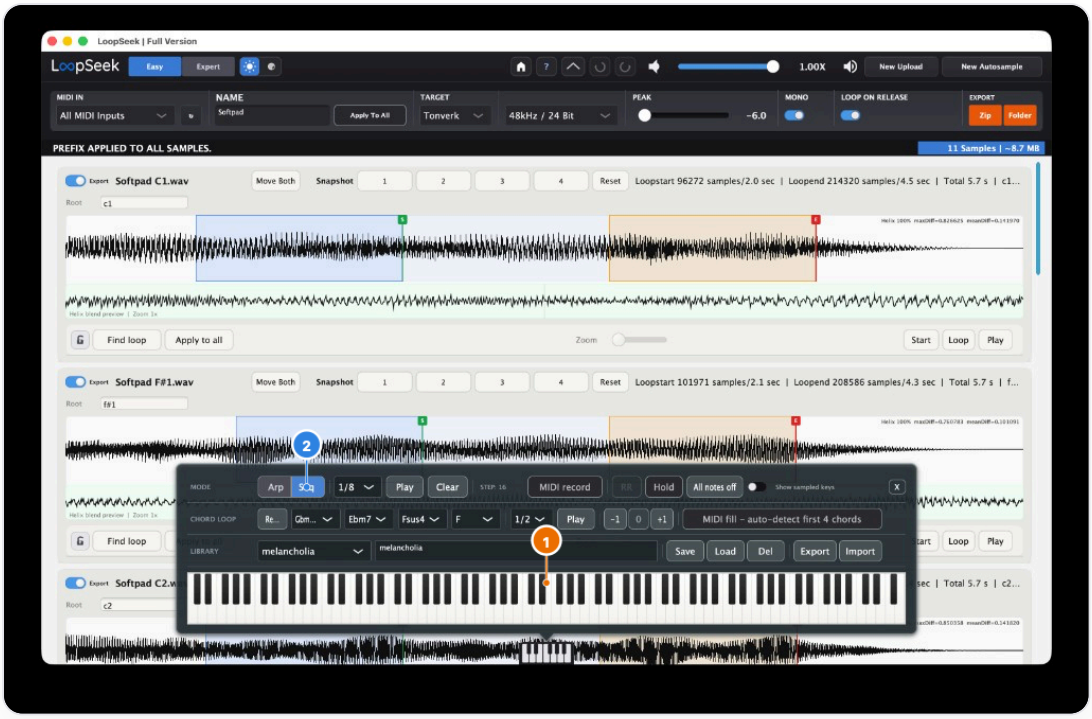


1. Still in **Easy** in the app.
2. **NAME** + Apply To All — rename the whole set if needed.
3. **TARGET** — e.g. Tonverk (device + format).
4. **Zip** / **Folder** — export later (after you listened). Not “New Autosample”.
5. Sample card — filename + **Root** note (mapping key).
6. Waveform — green **S** / red **E** are loop start/end. Use **Find loop** / **Play** on the card when the keyboard is closed.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

8 Play with the virtual keyboard

Same Editor frame as step 7 — focus on the keyboard overlay to audition before exporting.



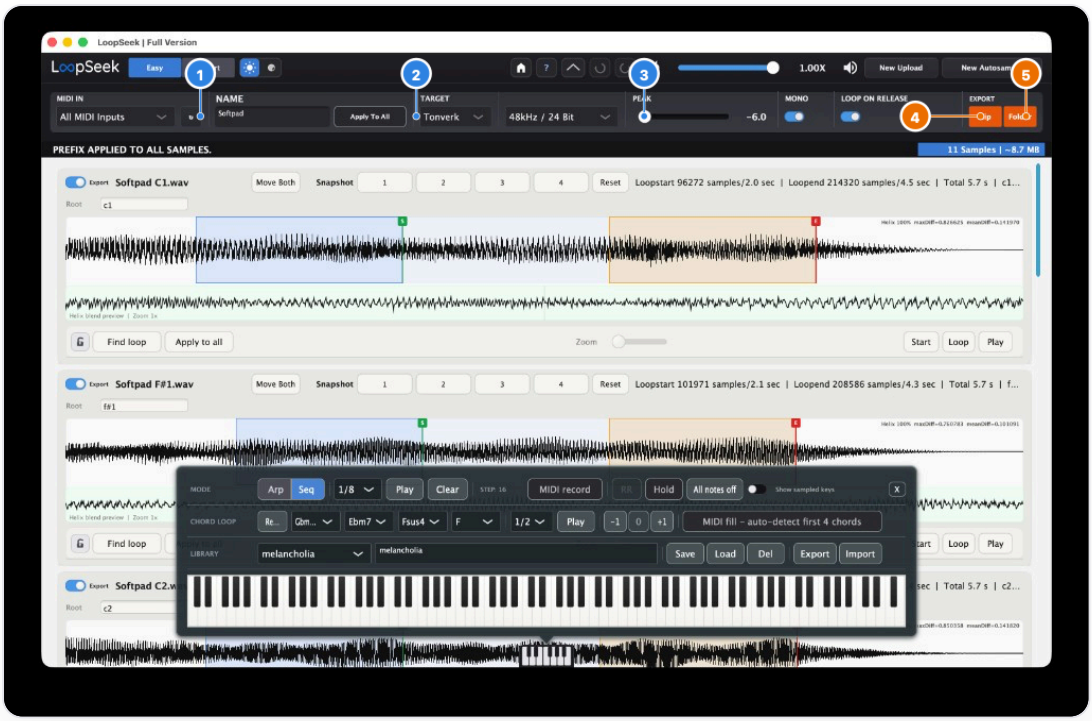
1. Play keys on this keyboard (or use a real MIDI keyboard if connected).

2. **Arp** / **Seq** / **CHORD LOOP** — leave them alone for now and just play notes. (This screenshot may show **Seq** lit — turn it off if you only want single notes.)

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

9 Export

Same capture as steps 7–8 — pins highlight the top export strip:



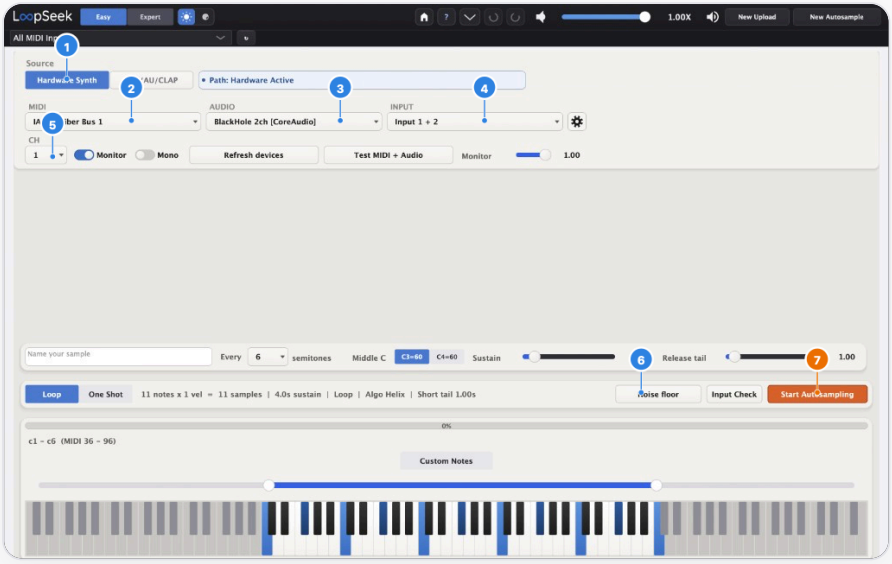
1. Confirm **NAME** (e.g. Softpad).
2. Choose **TARGET** (Tonverk, SFZ, …) and format.
3. **PEAK** (~ −6 to −1 dB) and **MONO** — for stereo files turn **MONO** **off** (this screenshot shows Mono on — flip it if you want stereo WAVs).
4. **Zip** — one archive with the device folder layout inside.
5. **Folder** — same files, written directly into a folder (no zip).

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

NICE TO KNOW

Hardware Autosample

Same Easy path as with a plugin — only the Source I/O strip changes: pick the **MIDI port** and **audio input** for your hardware synth.



1. **Hardware Synth** — switch Source away from VST/AU/CLAP.
2. **MIDI** — the port that sends notes to your synth.
3. **AUDIO** — the interface / virtual device that records the synth's output.
4. **INPUT** — which channels to capture; gear opens Audio & MIDI settings.
5. **CH** — must match the synth's MIDI channel. Wrong channel → silence or noise only.
6. **Noise floor** — for older analog synths that hiss while idle. Measure once with silence at the input; without a profile LoopSeek waits for near-silence and caps the release tail at about **18 s** per note.
7. **Start Autosampling** — then continue with Editor steps 7–9 as after a plugin run.

> Use **Test MIDI + Audio** / **Input Check** before a long run. A capture that is **only noise** usually means wrong Audio + MIDI routing — fix that first, then retry.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

Done

You autosampled from a plugin (or hardware), checked loops in the Editor, played the instrument, and exported as Zip or Folder.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

EXPERT · ADVANCED

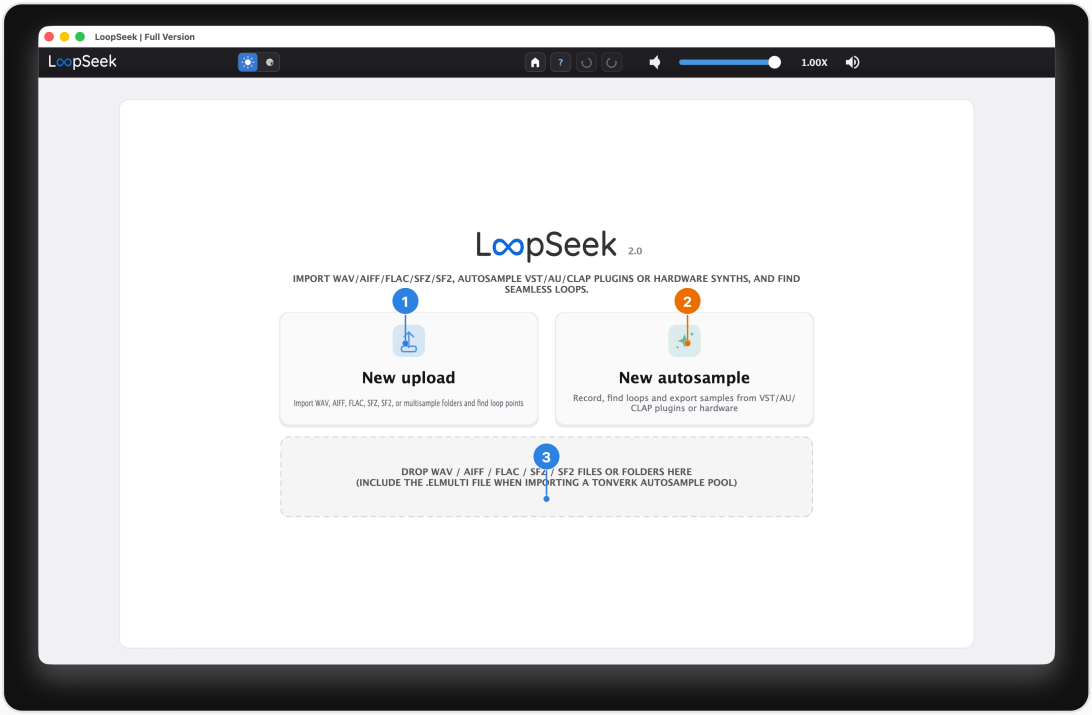
Expert multisample path

One Expert path: Second Layer in **Split**, with velocity layers (and Round Robin if you want), Helix, then the Editor on *that* same set — Live Play / Loop Detection / Export. Indented *nice to know* blocks are extras (Layer mode, X-ray, or Split + Custom Notes at the end), not a second walkthrough.

> Tip: in the LoopSeek app, hover the mouse briefly over a button or control — most show a short tooltip with extra info (this does not apply to the PDF or this online guide).

1 Start screen

Open LoopSeek. For this guide you create samples from plugins in Expert mode.

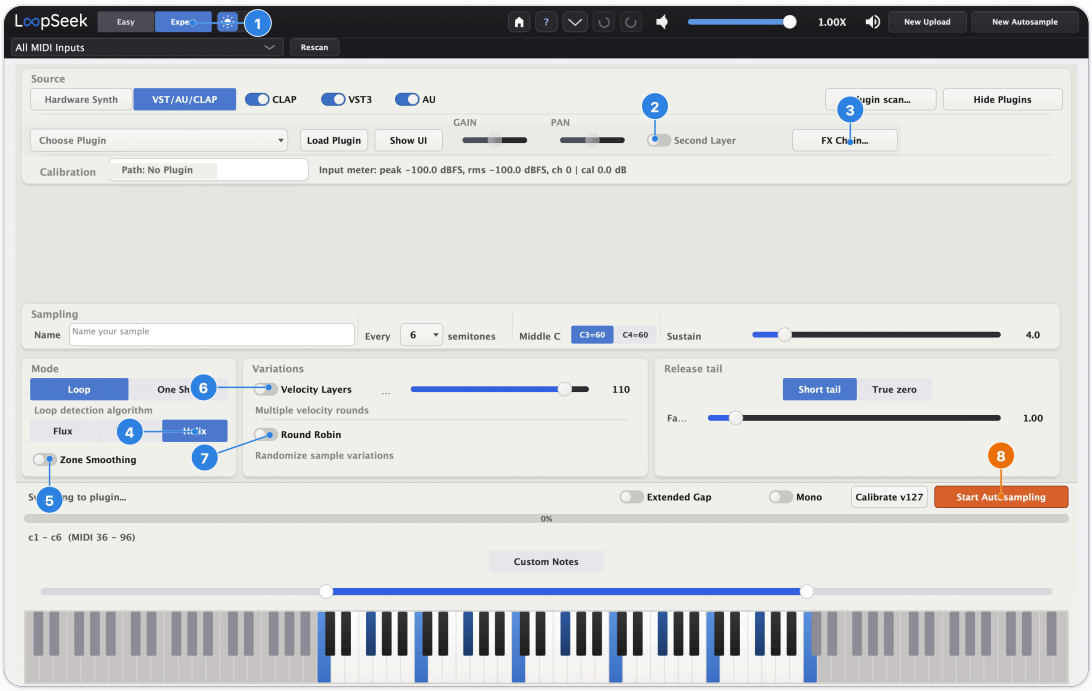


1. **New upload** — import existing WAV/folders (not used in this guide).
2. **New autosample** — **click this** to open the Autosampler.
3. Drop zone — optional: drag files here instead of New upload.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

2 Expert Autosample — what is different

Switch to **Expert** in the top bar. Same basics as Easy (plugin, name, spacing, range) — this guide then uses **Split** + velocity layers. The pins below are the Expert extras; we only follow the Split path in the numbered steps.



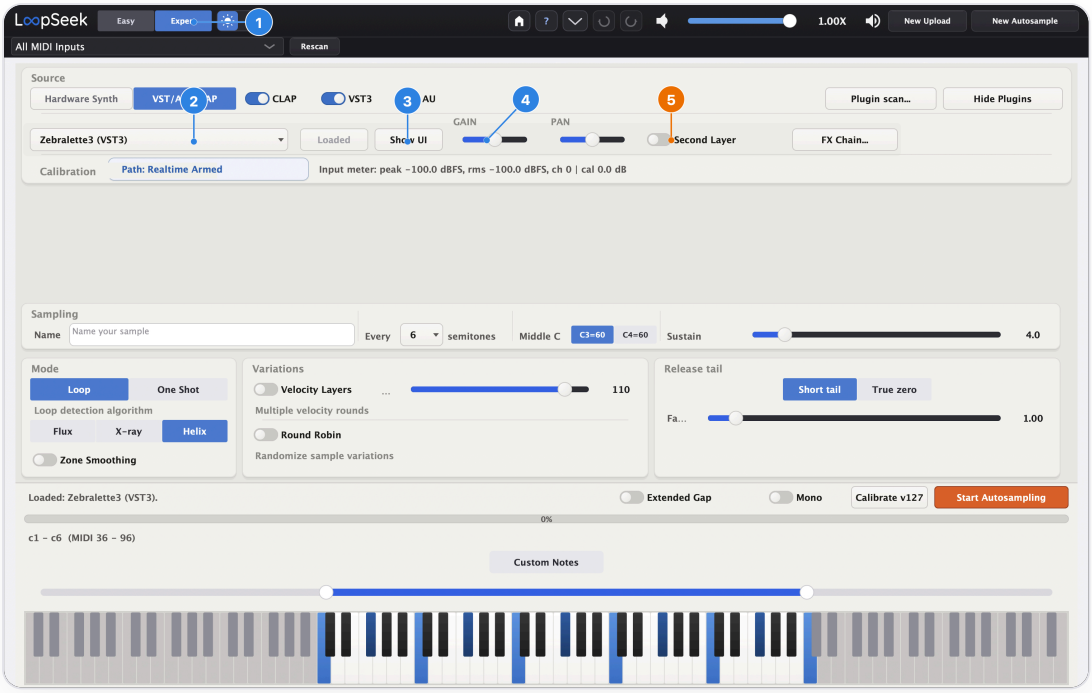
1. **Expert** — stay here for this guide.
2. **Second Layer** — we turn this on for **Split** (step 5). Layer mode is nice to know only.
3. **FX Chain...** — optional before Start (step 7).
4. **Helix** (Flux / X-ray also exist) — we use Helix (step 4).
5. **Zone Smoothing** — optional, subtle.
6. **Velocity Layers** — part of this guide's path (step 6).
7. **Round Robin** — optional with velocity (same step).
8. **Start Autosampling** — after setup.

> Easy ↔ Expert keeps Expert settings in memory, but Easy **capture** always stays simple (one velocity, no RR, no second layer). Switching to Easy forces Helix for the Easy path; return to Expert and re-select Flux/X-ray if you need them. Optional rows such as Calibrate v127, Extended Gap, and Short tail / True zero are Expert extras — leave them alone until you need them.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

3 Load your instrument(s)

Pick a synth for Layer 1, load it, open the UI, and set a clear sound. You will add Layer 2 in the Split step — Gain and Pan stay per layer.

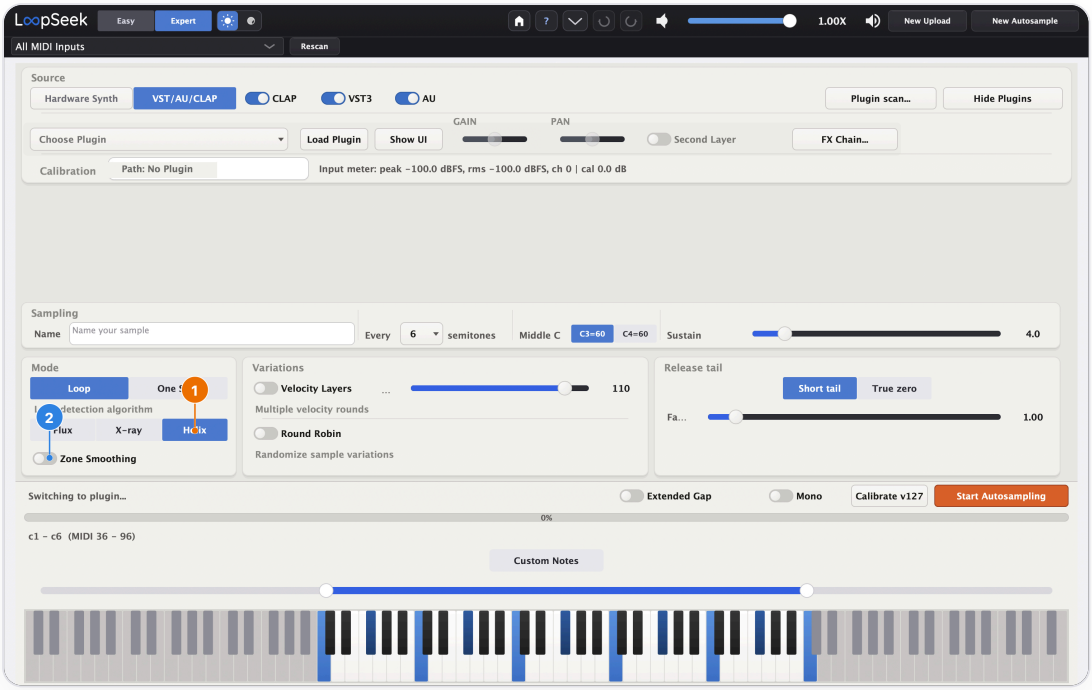


1. Stay on **Expert**.
2. Plugin selected and loaded (status / path line confirms it).
3. **Show UI** — open the instrument window and set a clear sound.
4. **Gain** / **Pan** — balance Layer 1 before sampling.
5. **Second Layer** — turn on in step 5 when you set Split and load Layer 2.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

4 Loop algorithms (Helix / Flux / X-ray)

In Expert you pick the algorithm before capture (Easy always forces Helix when you switch to Easy). This crop of the Mode panel only marks the algorithm strip and Zone Smoothing.



1. **Helix** — best default for most instruments (pads, keys, evolving synths). **Flux** — often strong on very static tones (pure saw/sine, little modulation). **X-ray** — classic crossfade-style finder; compare in the Editor later.

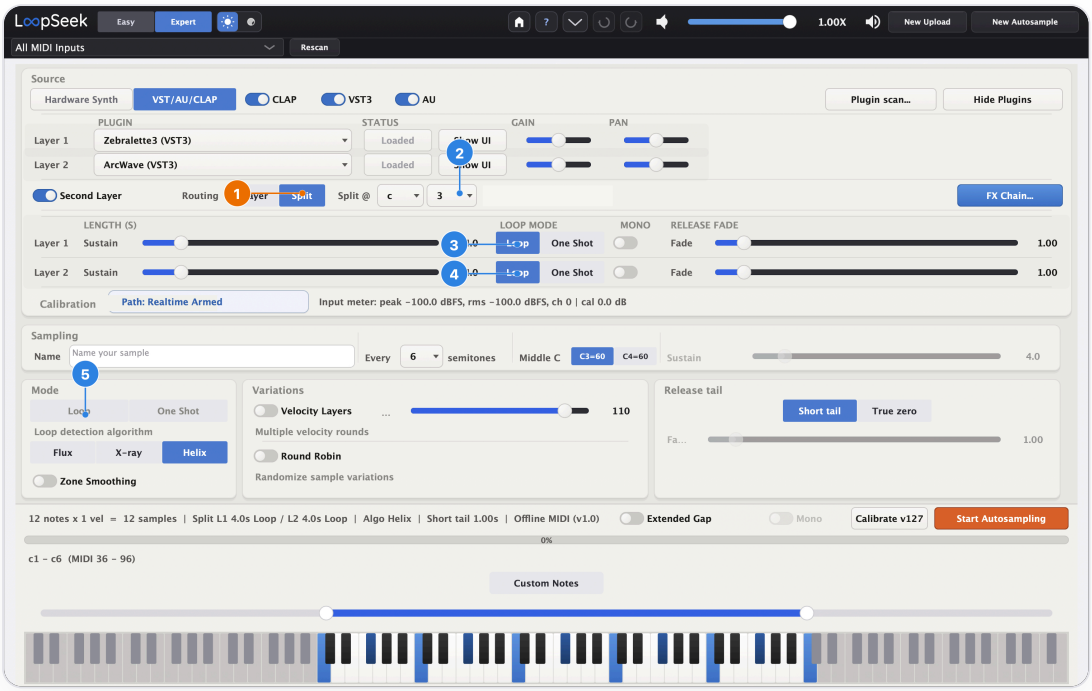
2. **Zone Smoothing** — optional, subtle homogenizing of note transitions.

> You can change the algorithm again in the Editor's Loop Detection tab and re-apply per sample or to all.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

5 Second Layer — Split

Turn on **Second Layer**, load Layer 2, and choose **Split** so low and high keys play different sounds (bass left / pad right — useful on hardware with limited tracks). Each layer can use its own sustain and Loop / One Shot. This is the dual-layer mode for the rest of this guide.



1. **Split** — keyboard split (not Layer stacking).
2. **Split note** — first note of Layer 2 (e.g. C3). Keys below play Layer 1.
3. Layer 1 capture — Loop or One Shot (and sustain) for this layer alone.
4. Layer 2 capture — can differ from Layer 1 (e.g. L1 One Shot + L2 Loop).
5. Global Loop / Sustain / release in the lower panels are greyed out — those settings live per layer under the plugins.

> At the split edge LoopSeek always samples the note just under the split (e.g. B2 when L2 starts at C3) so the zone transition lands cleanly on hardware.

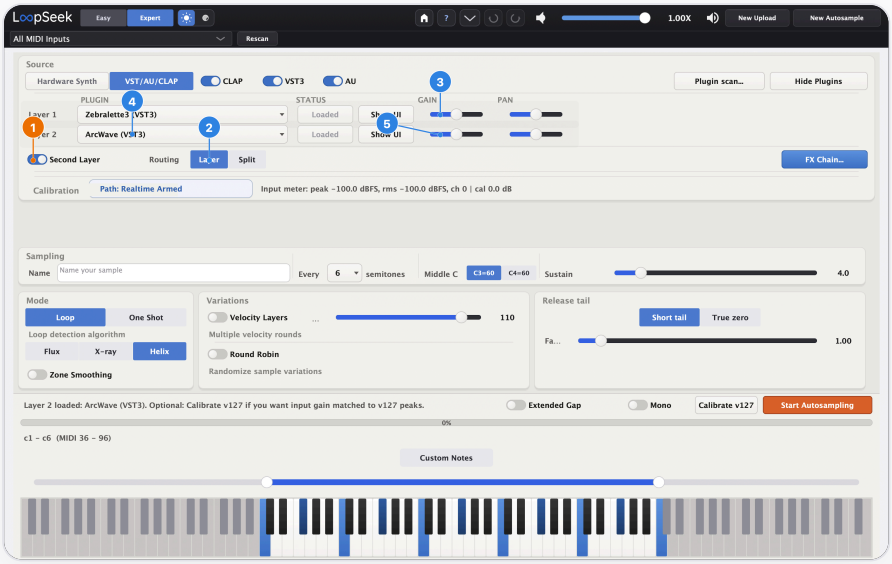
> Most hardware samplers have **one envelope for the whole multisample**. If the left side needs a snappy bass, keep Attack near zero on the device. If the right side is a pad, bake the Attack you want into the recording in LoopSeek — you cannot give each split its own hardware envelope. Filter, FX, and loudness work the same way. A drum kit beside a pad is in nice to know — Split + Custom Notes at the end.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

NICE TO KNOW

Layer mode instead of Split

Choose **Layer** (not Split) if both instruments should sound together on every key — e.g. a pad under a pluck. Same Second Layer + two plugins; different routing. This guide's Editor screens assume **Split**; skip this if you follow the main path.



1. **Second Layer** on.
2. **Layer** — both plugins play at once (summed).
3. Layer 1 **Gain** / **Pan**.
4. Layer 2 plugin loaded.
5. Layer 2 **Gain** / **Pan** — blend and place the two tones.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

6 Velocity layers & Round Robin

Velocity layers record the same notes at several strengths (comma-separated, e.g. `30,60,90,110`). That multiplies sample count (here 12 notes × 4 velocities = 48). Round Robin adds variation so repeated notes do not machine-gun.



1. **Velocities** — comma list. Target sampler must support velocity layers.

2. **MIDI CC** / **Real RR** — **Real RR**: plugin/hardware already varies each hit (no parameter change). **MIDI CC**: Learn a parameter (e.g. filter cutoff), set Steps and a small From->To range (e.g. 32–45) for subtle differences when the instrument has no built-in RR.

3. **Linked** — for samplers that have velocity layers but no Round Robin: RR variant 1 binds to velocity layer 1, RR2 to VL2, and so on. Use close velocities (e.g. 90,95,100,110) so playing harder also nudges timbre. You need **as many RR steps as velocity layers** (Linked opens the RR window with Steps prefilled). (Screenshot shows **Indep.** selected — switch to **Linked** when you want that mapping.)

4. Summary line at the bottom left — e.g. *12 notes × 4 vel = 48 samples* (do **not** Start yet if you still want FX).

> **Indep.** (independent) renders every velocity × every RR variant (more files). **Linked** keeps one RR variant per velocity and omits `rr` tags in filenames. You can skip velocity entirely for a smaller set — then the Editor still works the same, just fewer cards. Next: optional FX (step 7), then **Start Autosampling**.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

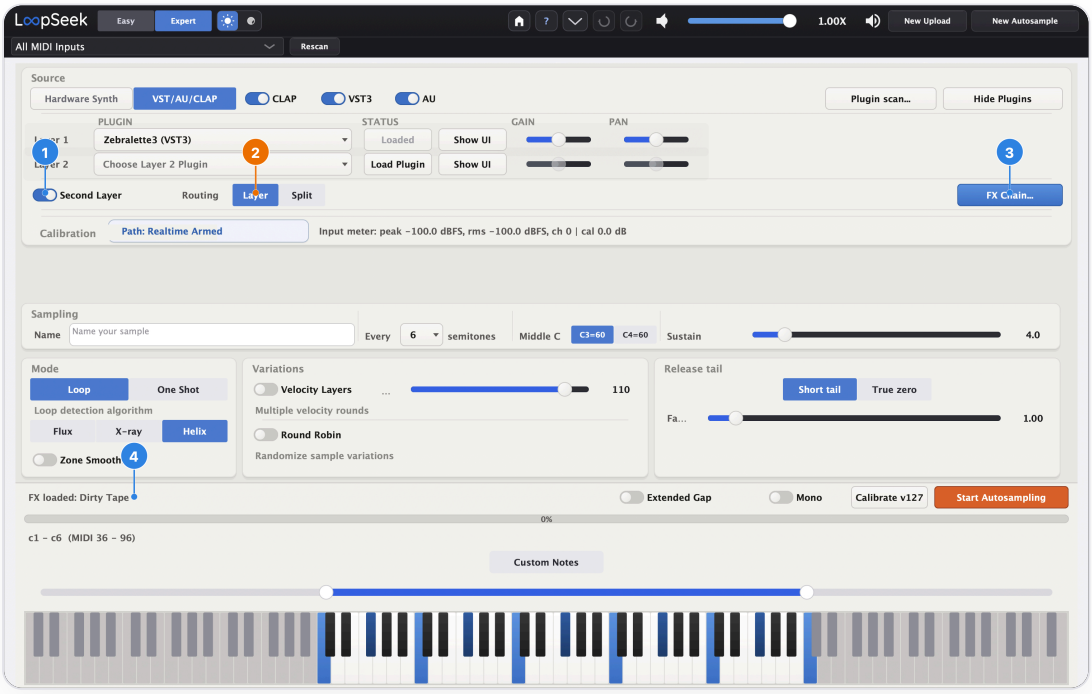
7 FX Chain (optional), then Start

Up to four FX slots after the instrument. Set them **before** you Start. With Second Layer on, each slot can route to L1, L2, or both (e.g. three FX on Layer 1 and one on Layer 2).



1. **FX Chain** window — serial chain after the instrument.
2. Slot FX 1 **Loaded** (example: Dirty Tape) — Filter/EQ, drive, dynamics, lo-fi fit multisampling well.
3. FX plugin UI (left) — tweak the sound here before you capture.

> After Vel/RR (step 6), leave Split as you set it, then Start.



EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

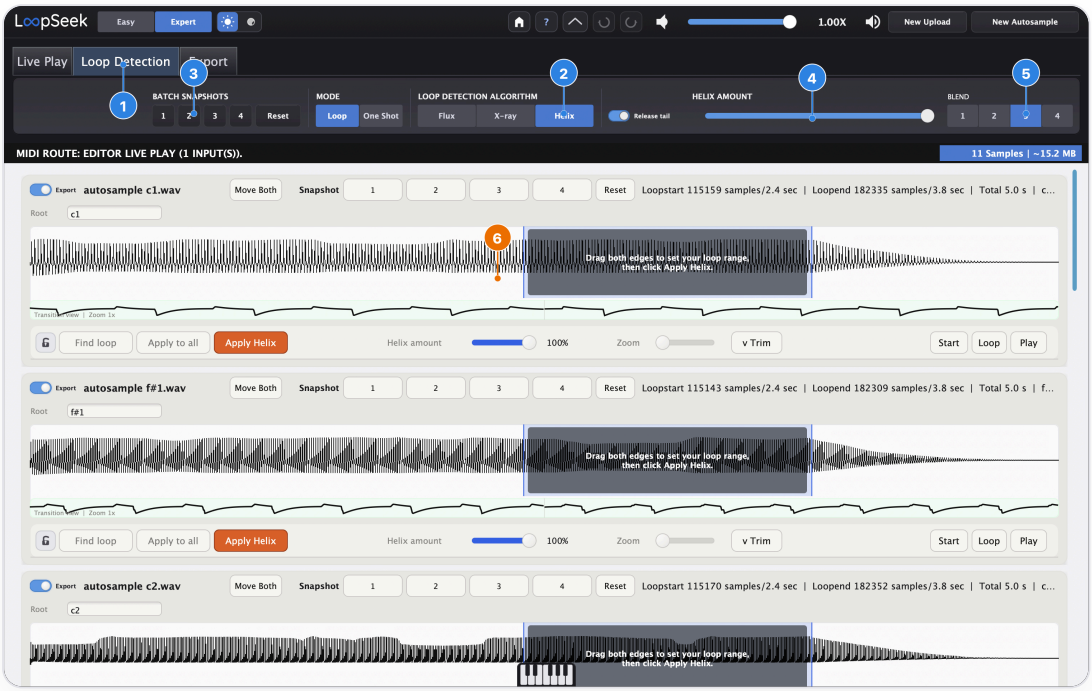
1. **Second Layer** on — required for per-layer FX routing.
2. **Layer** (or Split) — play mode for the two instruments.
3. Open **FX Chain…** again to set each slot to L1 / L2 / Both (routing controls live inside the FX Chain window — not visible on this overview shot).
4. Status line shows *FX loaded* when a slot is active.

> Avoid Reverb, Delay, and heavy modulation FX when multisampling — they make loop finding harder, and most target samplers already offer those effects. When FX (or none) are set, click **Start Autosampling** and wait for the Editor.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

8 Editor — Loop Detection

After your Split + velocity capture, Expert opens the Editor with three tabs: **Live Play** , **Loop Detection** , **Export** . Unlike Easy, you choose the loop region (start/end), drag on a sample, then apply to others. The next steps stay on **this** set — not a different dual-layer mode.

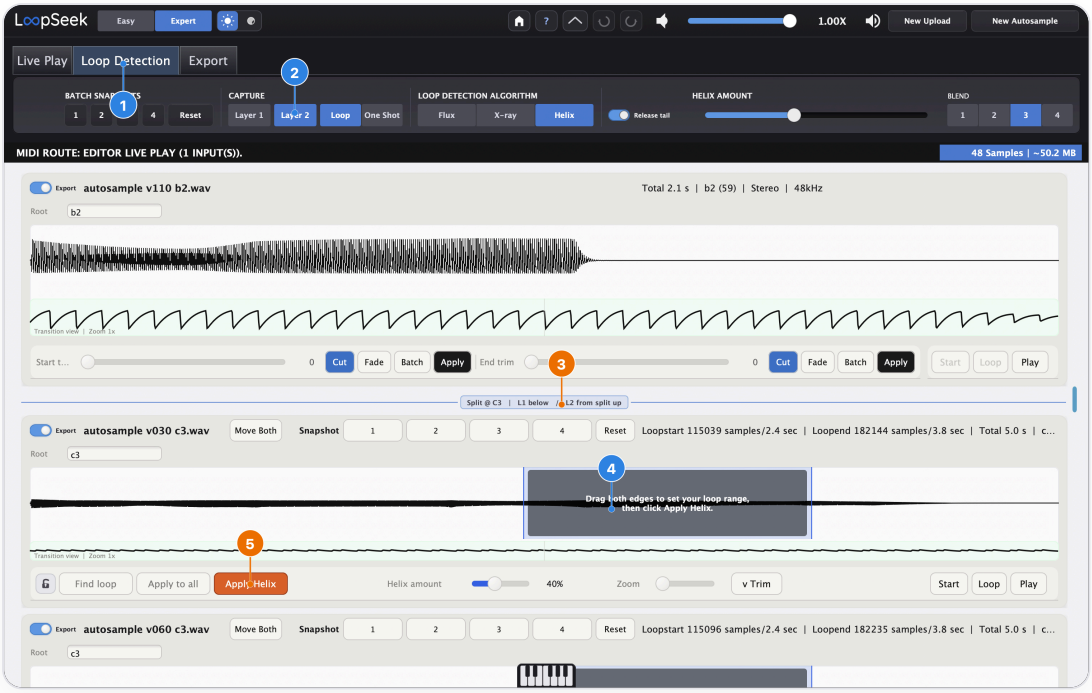


1. **Loop Detection** tab.
2. Algorithm — Helix / Flux / X-ray (try what sounds best).
3. **Batch Snapshots** 1–4 — quick A/B of different loop setups.
4. **Helix Amount** (and Release tail) — how strongly Helix shapes the loop crossfade.
5. **Blend** 1–4 — different blend modes. You do not need to memorize what each does; try a few on a tricky sample. Depending on the sound, another blend can give a cleaner loop than the default — worth a quick experiment.
6. Waveform — drag the loop range, then Apply Helix / Find loop. Green **S** / red **E** markers.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

9 Split in the Editor

Your Split capture shows a visual split line; Layer 1 / Layer 2 can keep different loop modes. Layer toggles filter which cards you edit.



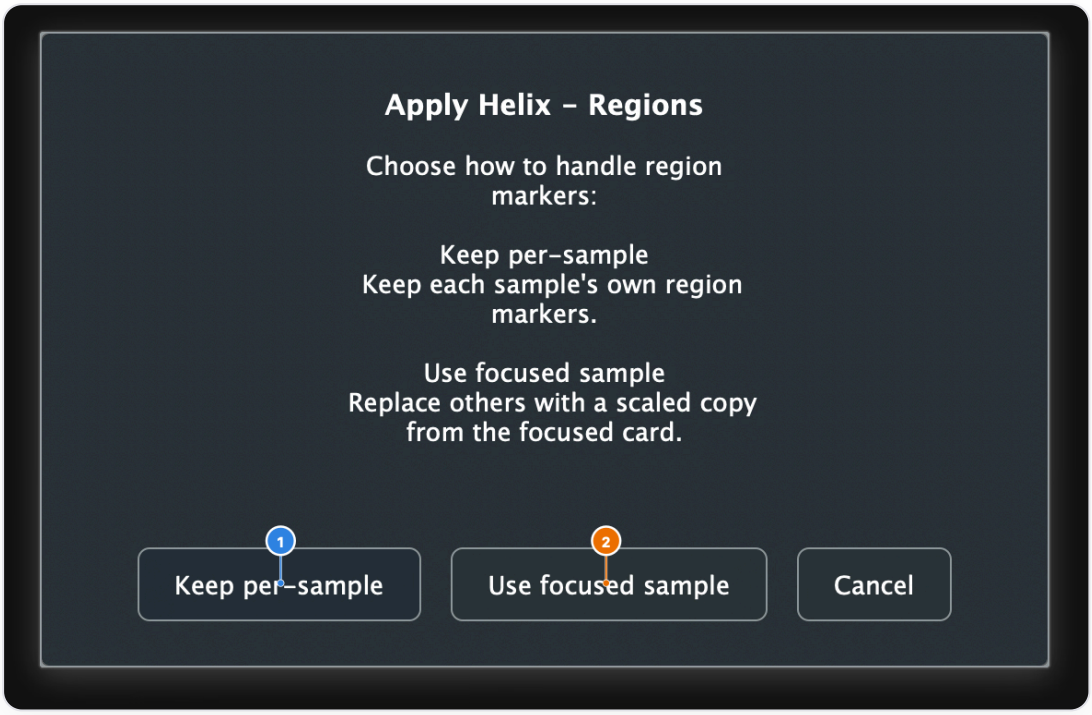
1. **Loop Detection** tab.
2. **Layer 1** / **Layer 2** — focus cards for that layer.
3. Split marker line (e.g. Split @ C3 — L1 below / L2 from split up).
4. Drag both edges of the loop range on the focused sample.
5. **Apply Helix** — then optionally Apply to all (next step).

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

10 Apply Helix to all

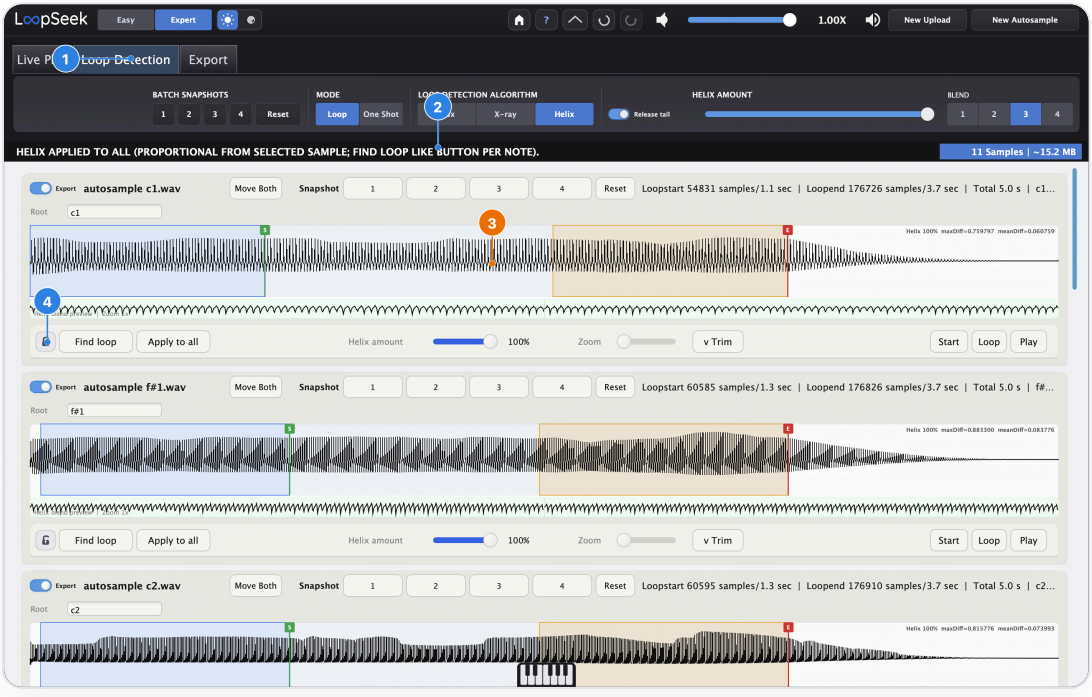
Batch-apply can ask how to handle region markers across samples.

> From here on, some screenshots switch to a shorter Easy-style run (**11 samples**) instead of the Split × velocity set (**48 samples**) from steps 5–9. Same Editor tools — different demo take, not a second Autosample in your session.



1 **Keep per-sample** — left button; each file keeps its own marker positions.

2 **Use focused sample** — middle button; copy the focused range proportionally to the others.



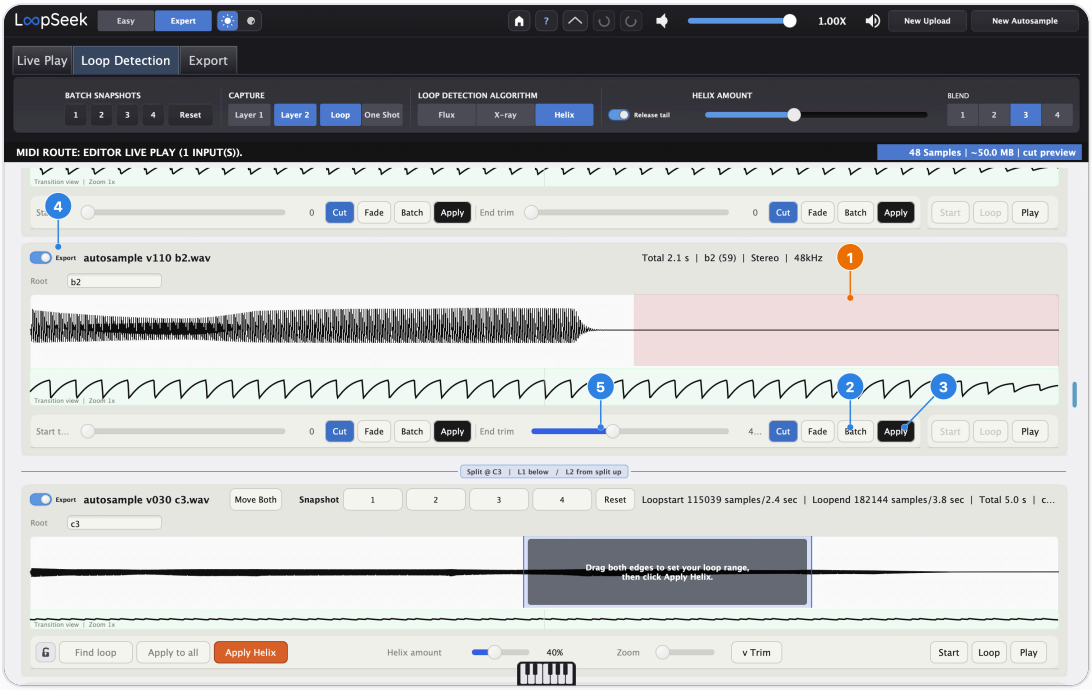
EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

1. Still on Loop Detection.
2. Status confirms Helix applied across the set.
3. S/E markers and Helix preview on each card — listen and nudge if needed.
4. Lock icon — lock a good loop so a later algorithm change skips that card (power-user).

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

11 Batch cut, lock, exclude

Too much silence after the note? Open Trim on a card, drag **End trim** — the region to remove is shown in **red**. Use **Batch** + **Apply** to cut (or fade) that tail across many samples.



1. Red highlight — the portion that will be removed (end trim preview).
2. **Batch** — apply this trim to matching samples (same layer / set).
3. **Apply** — commit the cut or fade.
4. Export toggle — turn off to exclude a sample from Zip/Folder (waveform collapses).
5. **End trim** slider / Cut · Fade row — set how much tail to remove.

> All numbered pins on this screenshot sit on **one sample card** (the one with the red region). Status may show *cut preview* while you adjust. Prefer Cut for hard silence; Fade for a softer end.

Lock and nudge (power-user): lock a good loop before changing algorithms; nudge S/E in small steps.

EASY

Easy

1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export

EXPERT

Expert

1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export

TOP

Overview



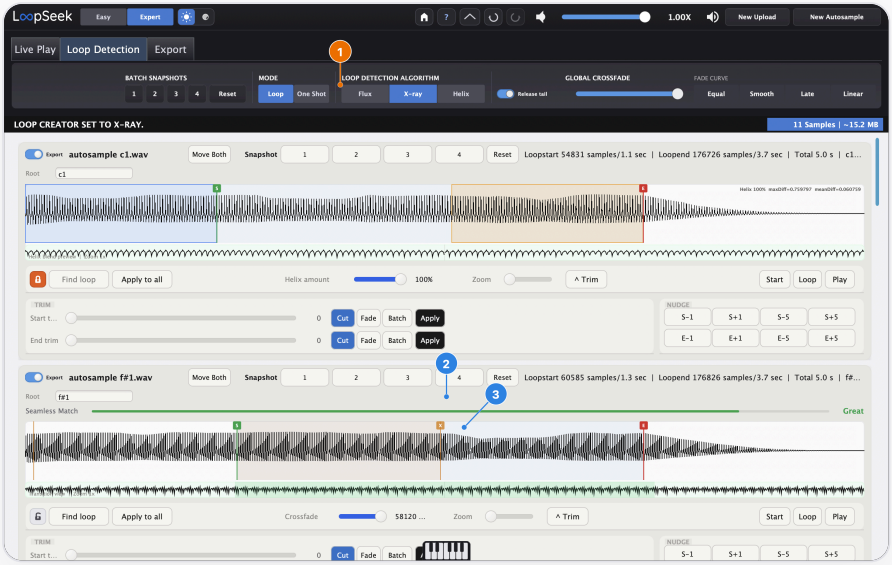
1. Export toggle — exclude unused samples.
2. Lock — protect this sample's loop from batch algorithm changes.
3. Trim tools — same cut/fade/batch row as above.
4. Nudge S/E — small sample shifts after Helix.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

NICE TO KNOW

X-ray (compare with Helix)

Switch the global algorithm to X-ray when Helix is not ideal — compare Seamless Match / crossfade controls, then re-apply. Not required for the main path.

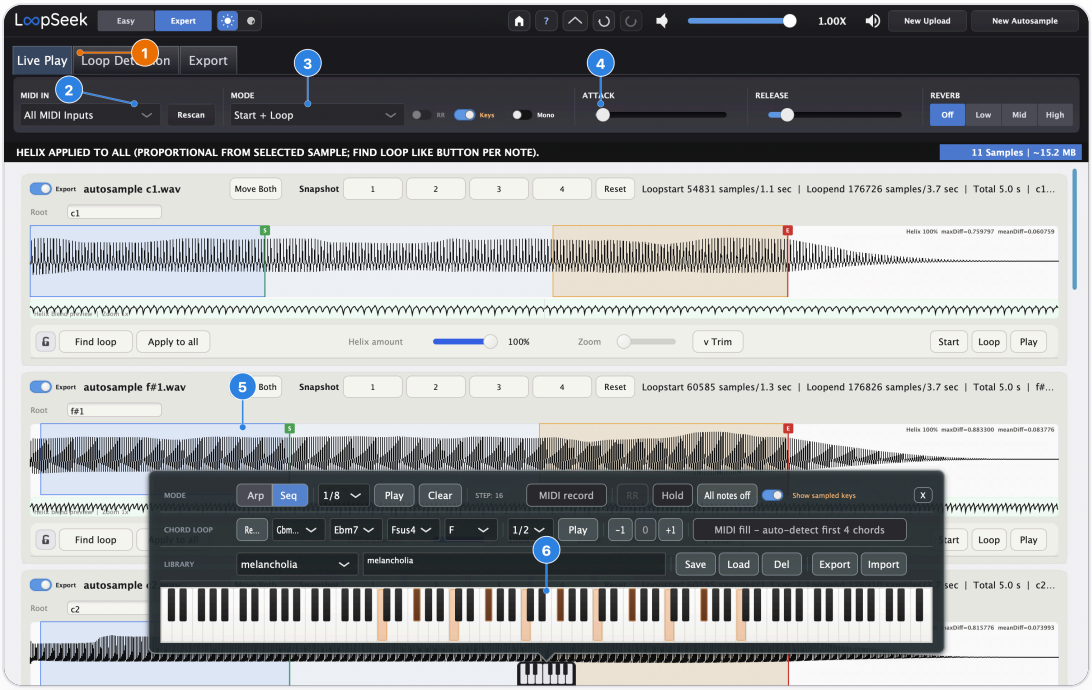


1. **X-ray** selected in the algorithm strip.
2. Seamless Match / crossfade controls (on unlocked cards).
3. S / X / E markers — pin 3 points at **f#1** (unlocked), where X-ray shows the match marker. The locked **c1** card above still shows Helix (S/E only) — that is the Lock protecting it from the algorithm change.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

12 Live Play tab

Preview everything that is about hearing the instrument: MIDI input, play mode, Keys highlighting, monitor Attack/Release and a simple Reverb (monitoring only — not written into the WAV).



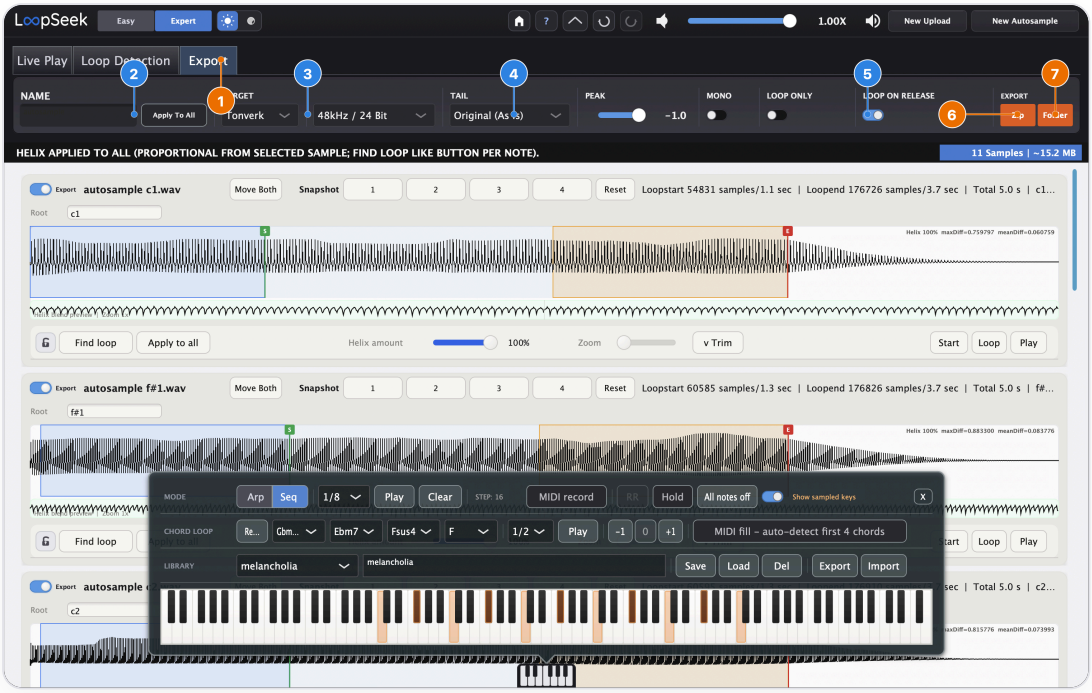
1. **Live Play** tab.
2. **MIDI IN** — which keyboard / MIDI port drives preview.
3. **MODE**: **Start + Loop**, **Loop only**, or **One shot once**.
4. **Attack** / **Release** / **Reverb** — listen wetter if you want; samples stay dry.
5. **Keys** / Show sampled keys — sampled notes light up; focus jumps to the card you play.
6. Keyboard — play here (or use a real MIDI keyboard).

> Arp / Seq / Chord tools are optional for auditioning — leave them alone until you are comfortable.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

13 Export tab

Batch renaming, target sampler format, peak/mono, then Zip or Folder — same idea as Easy. Close the virtual keyboard overlay if it covers the strip.



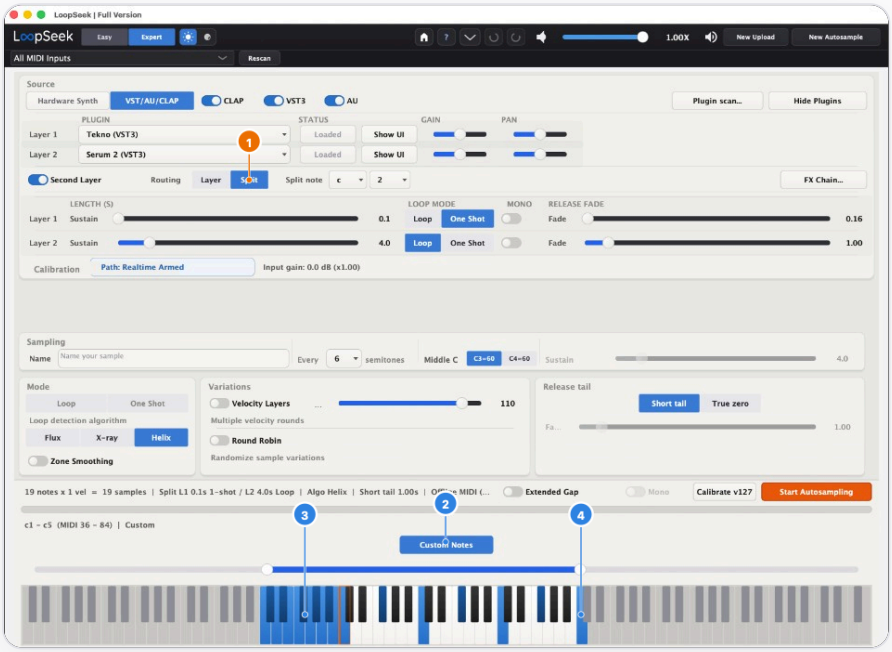
1. **Export** tab.
2. **NAME** + Apply To All.
3. **TARGET** (Tonverk, SFZ, …) and rate/bit depth.
4. **TAIL** (**Cut at LoopEnd (+32)** / **Original**) and **PEAK** / **MONO**.
5. **LOOP ONLY** and **LOOP ON RELEASE** — loop-region-only export / keep looping until note-off when the target supports it.
6. **Zip** — one archive with the device folder layout.
7. **Folder** — same files written to a folder.

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

NICE TO KNOW

Split + Custom Notes

Split does not have to be two even grids. With **Custom Notes** you can put almost any pair on one keyboard — a General MIDI drum kit on the left, and a pad, bass, or piano multisample on the right. There are a lot of layouts like this.



1. **Split** — keys below the split note are Layer 1, keys from the split note up are Layer 2. Here Layer 1 is a drum kit (**One Shot**) and Layer 2 is a pad (**Loop**).

2. **Custom Notes** — pick keys by hand (Shift+click). Blue keys are the ones that record. Left of the split the drum map is dense; right of it the multisample only hits every few semitones.

3. Left zone — drum keys (General MIDI style), played from Layer 1.

4. Right zone — pitched multisample (pad, bass, piano, ...), played from Layer 2.

> Compromise: on most hardware samplers the finished multisample shares **one envelope, one filter, and the same FX**. Record and balance it in LoopSeek so it already sounds the way you want to play it. A slow attack on the pad has to be in the recording — if you add Attack on the sampler later, the drums slow down too. Loudness is the same: set each

EASY
Easy
1. Start
2. Theme
3. Autosample
4. Scan
5. Load
6. Settings
7. Editor
8. Keyboard
9. Export
EXPERT
Expert
1. Start
2. Overview
3. Plugins
4. Algorithms
5. Split
6. Vel / RR
7. FX Chain
8. Loop Detect
9. Editor Split
10. Apply all
11. Batch cut
12. Live Play
13. Export
TOP
Overview

> layer's **Gain** in LoopSeek, because one hardware level applies to both sides.

Done

You followed the Split + velocity path, autosampled, refined loops in Loop Detection, auditioned in Live Play, and exported as Zip or Folder.
