Samposium

User Guide v97.8

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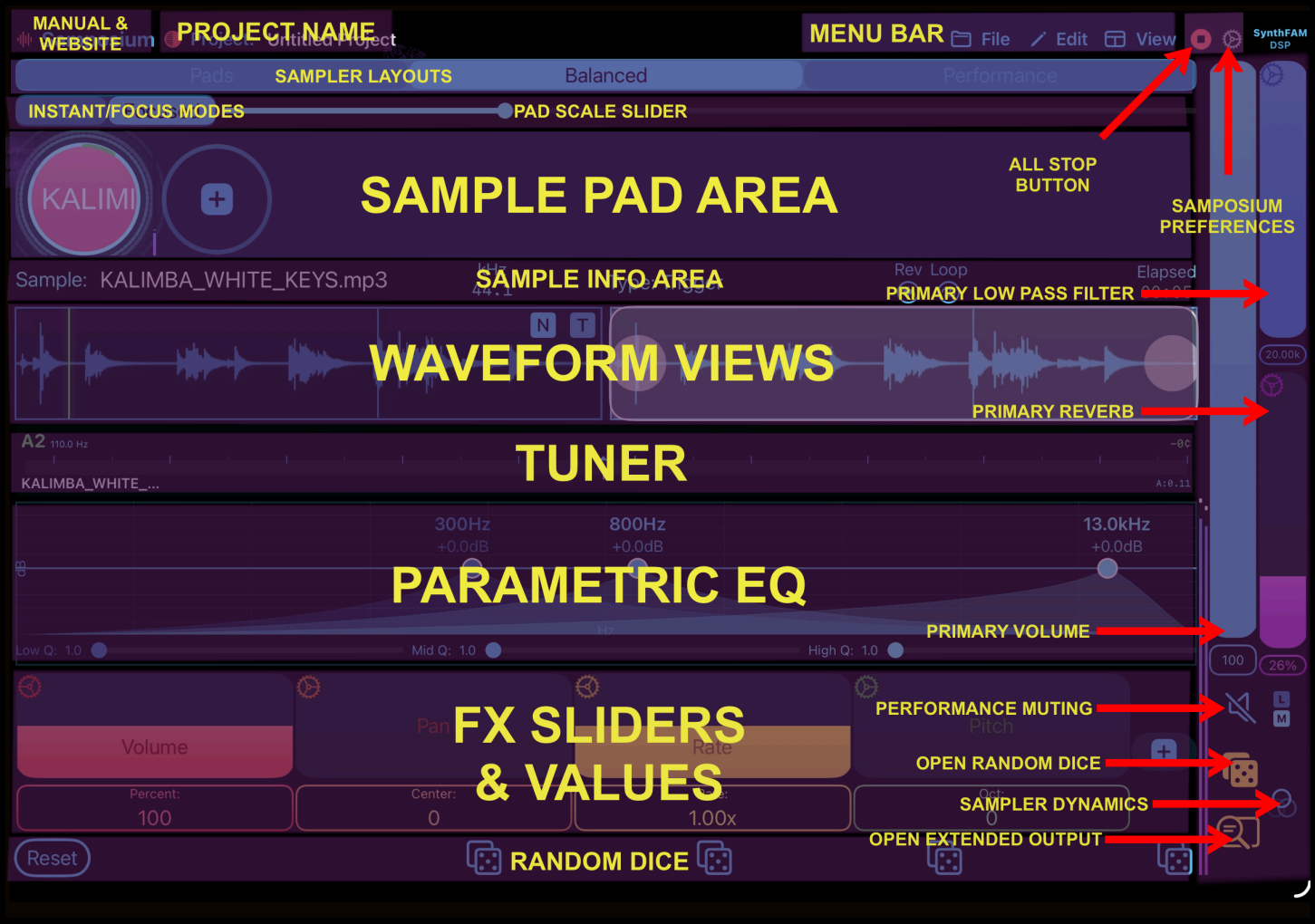
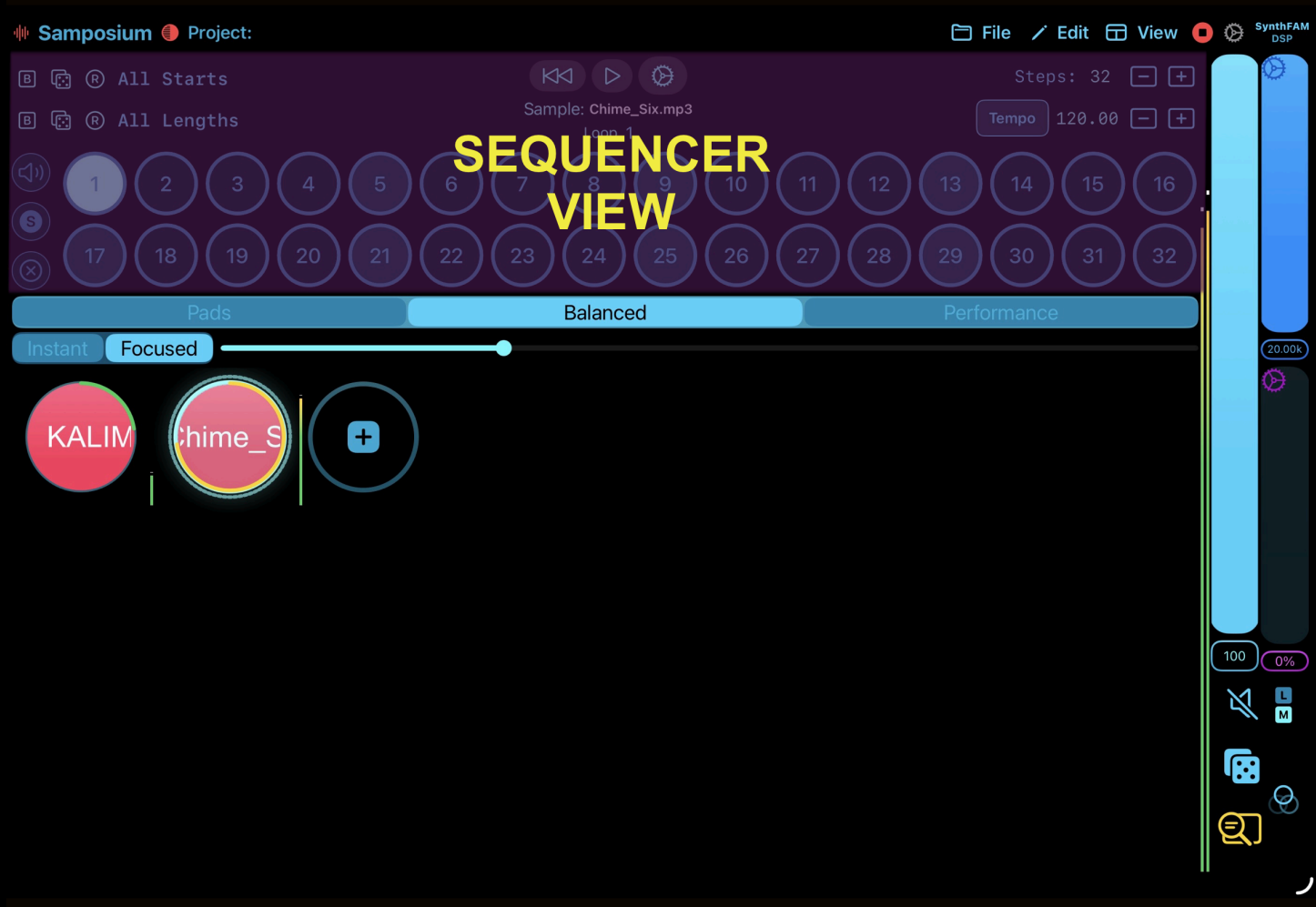
Samposium Overview

When you open Samposium for the first time most of these features will not be visible yet. They will appear on your screen as you progress through the manual.




Samposium
Project:
File
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SynthFAM DSP
All Starts
All Lengths
Steps: 32
Sample: Chime_Six.mp3
Tempo
120.00
SEQUENCER VIEW
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Pads
Balanced
Performance
Instant
Focused
KALIM
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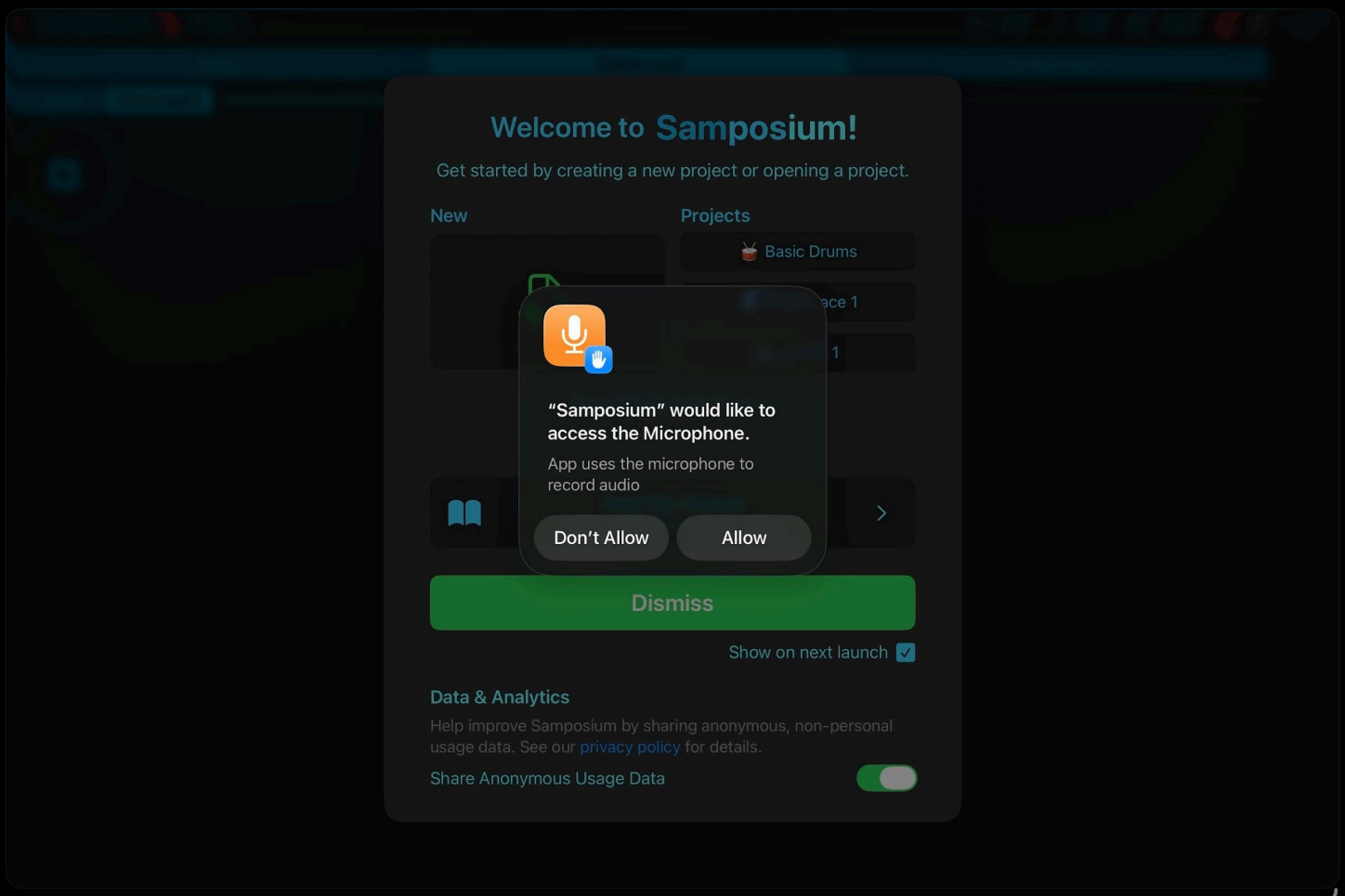
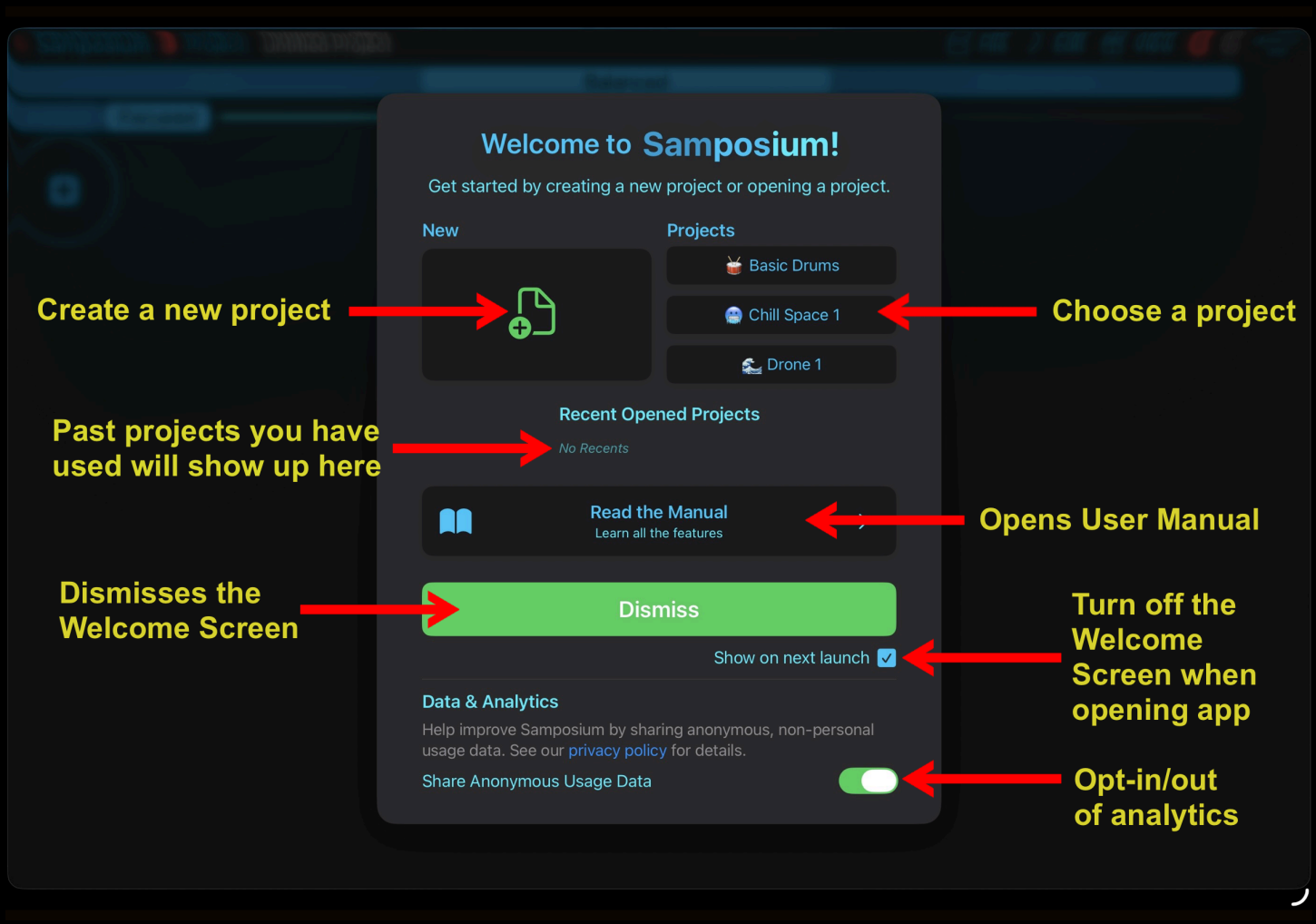
M

Allow Samposium access to your device’s microphone so you can record sounds anywhere with your device.

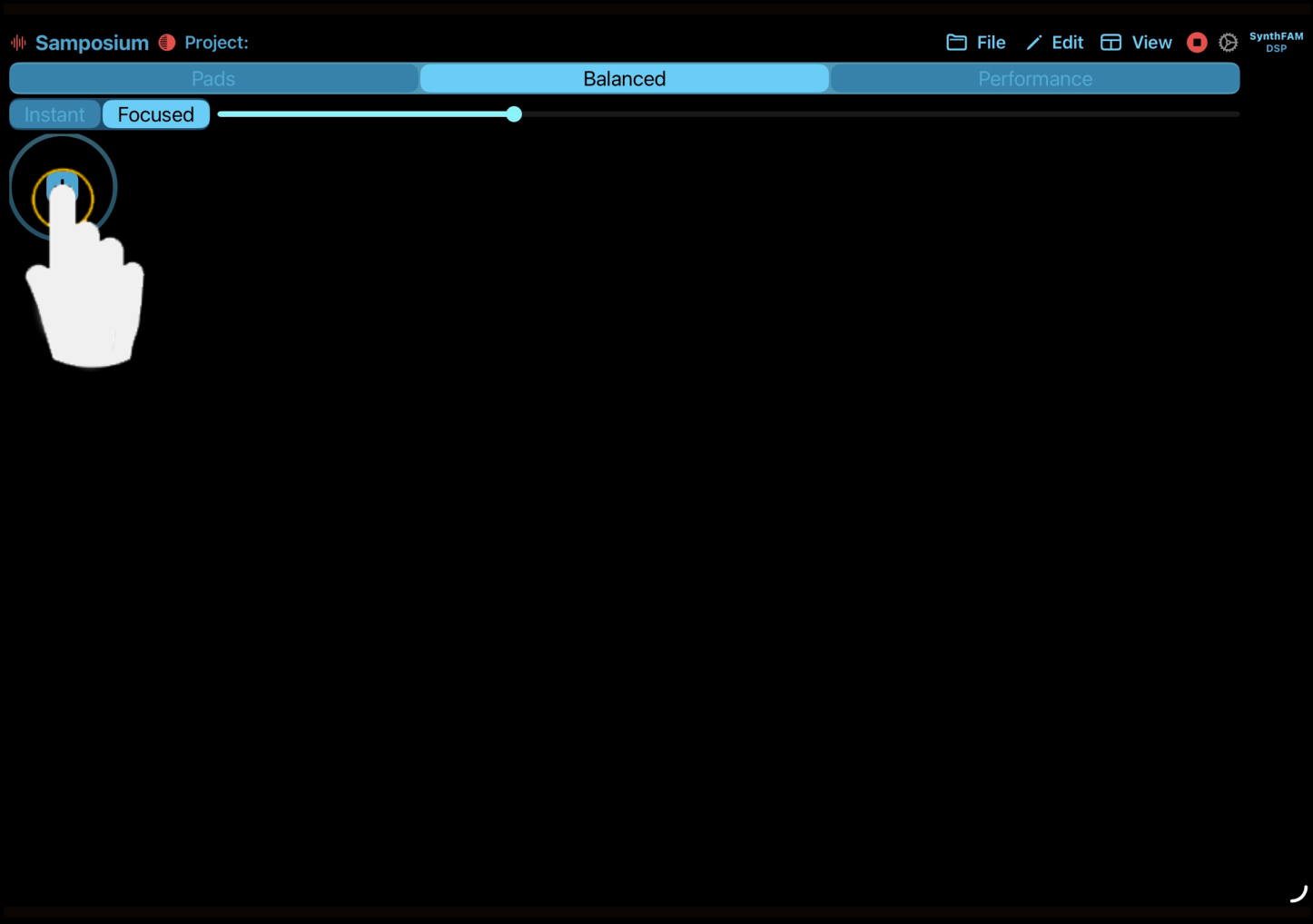


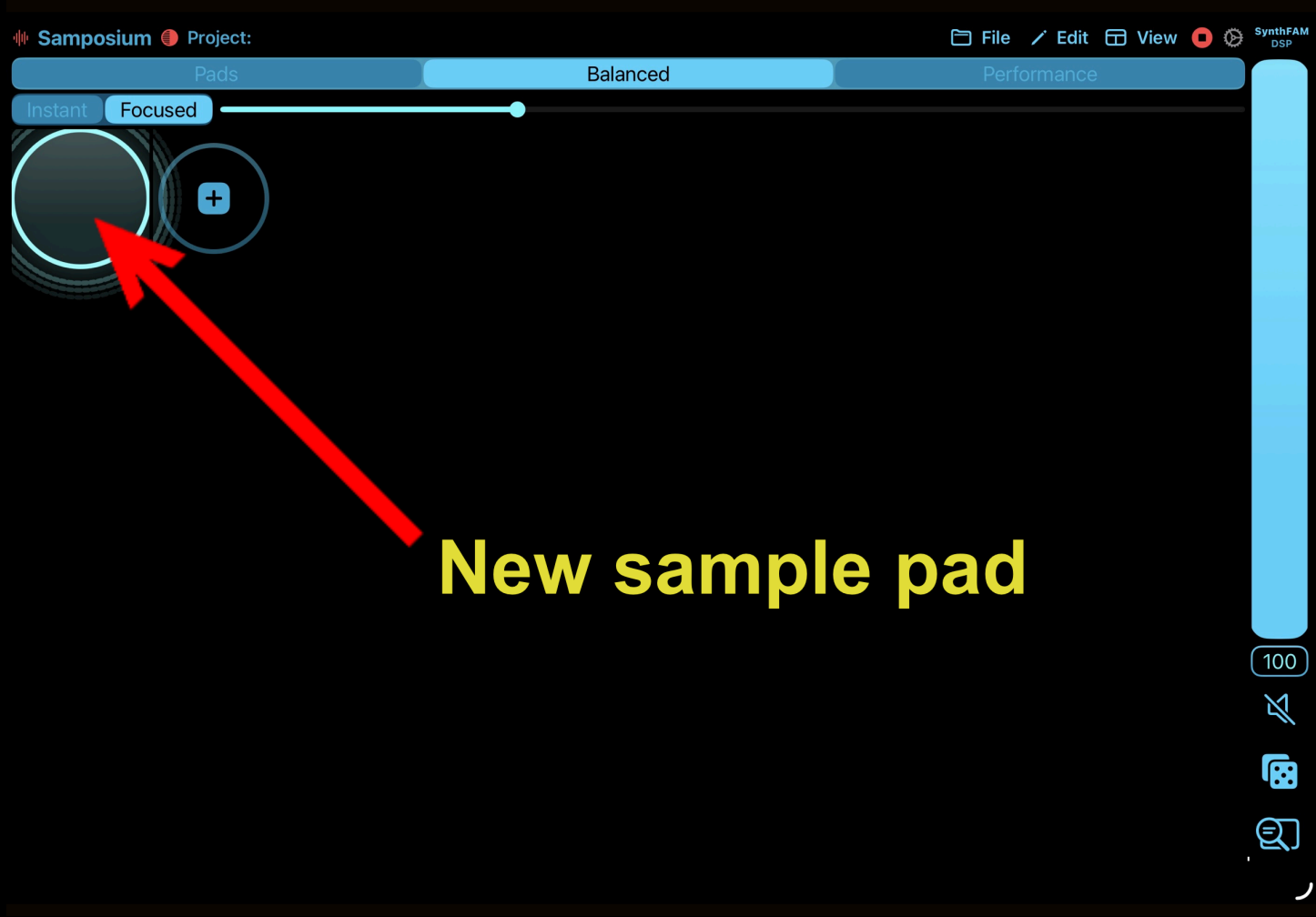
This Welcome Screen gives you quick access to three bundled Samposium projects so you can immediately explore the app's features. You can also create your own project. The screen includes links to the user manual and a dismiss button. If you don't want the Welcome Screen to appear at startup, uncheck the blue box at the bottom. You can re-enable it later in the app preferences.



Make a Sample Pad

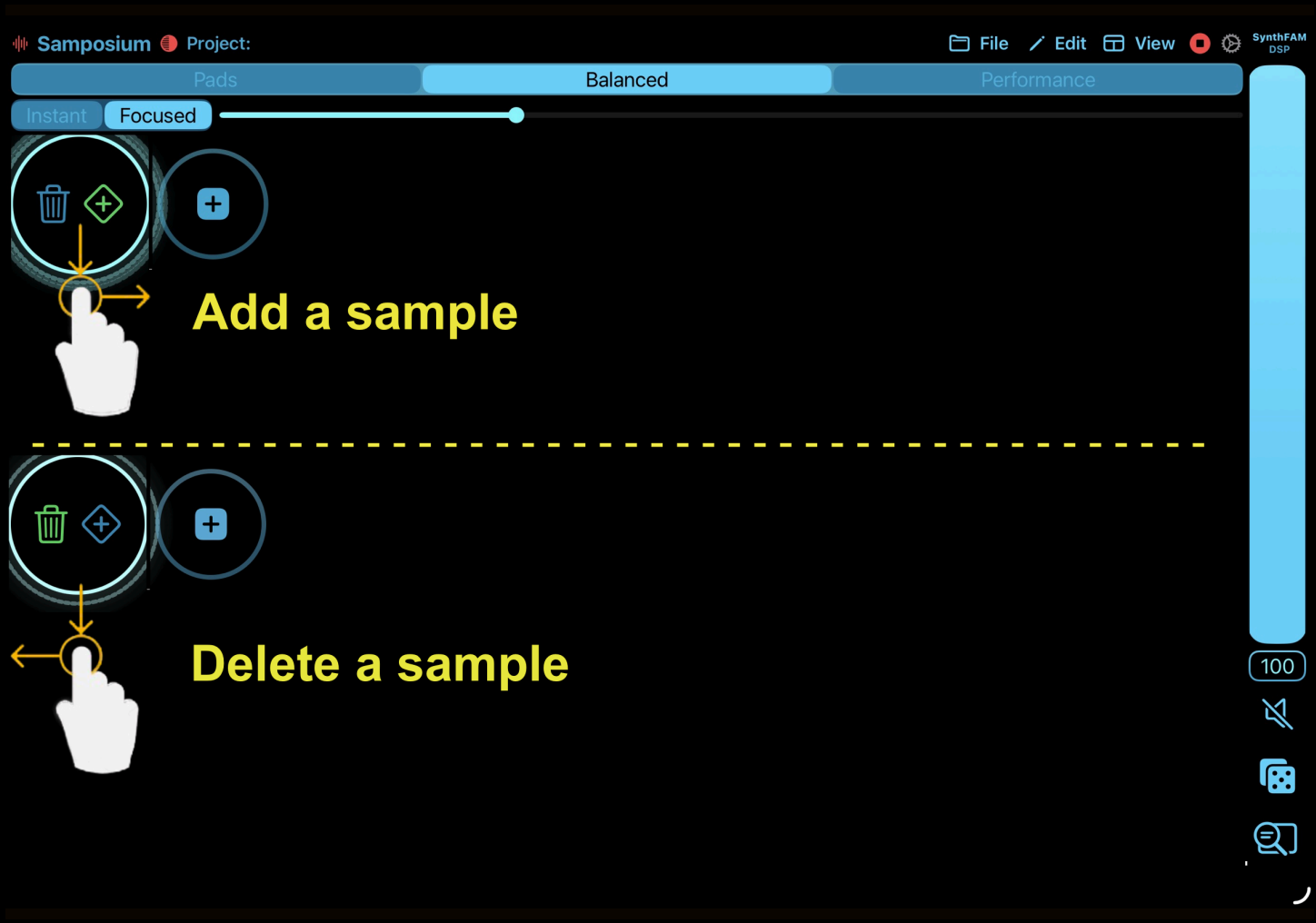
Tap the plus sign to add a sample pad.




Samposium
Project:
File
Edit
View
SynthFAM DSP
Pads
Balanced
Performance
Instant
Focused
100
New sample pad

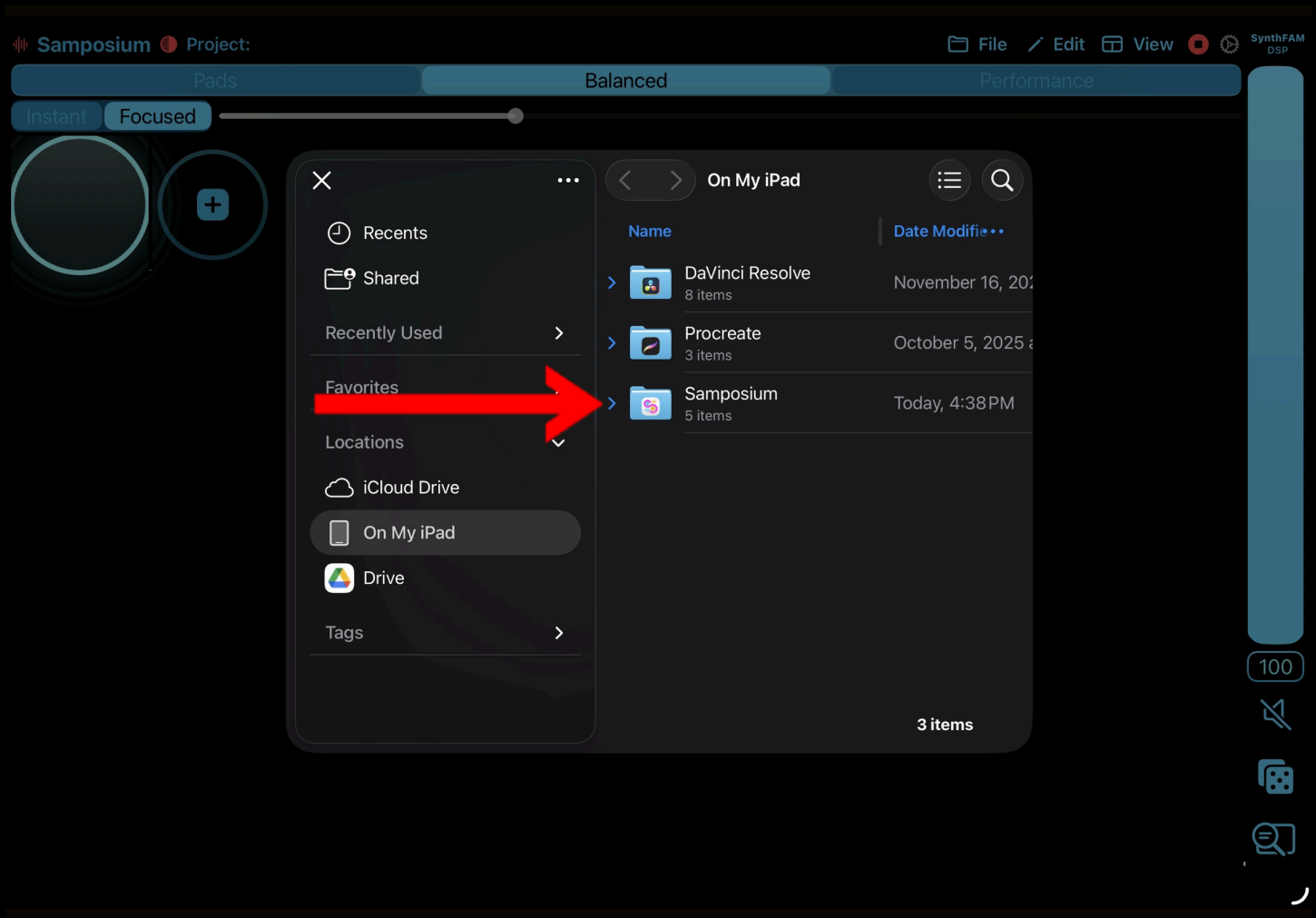
How to Add or Delete a Sample

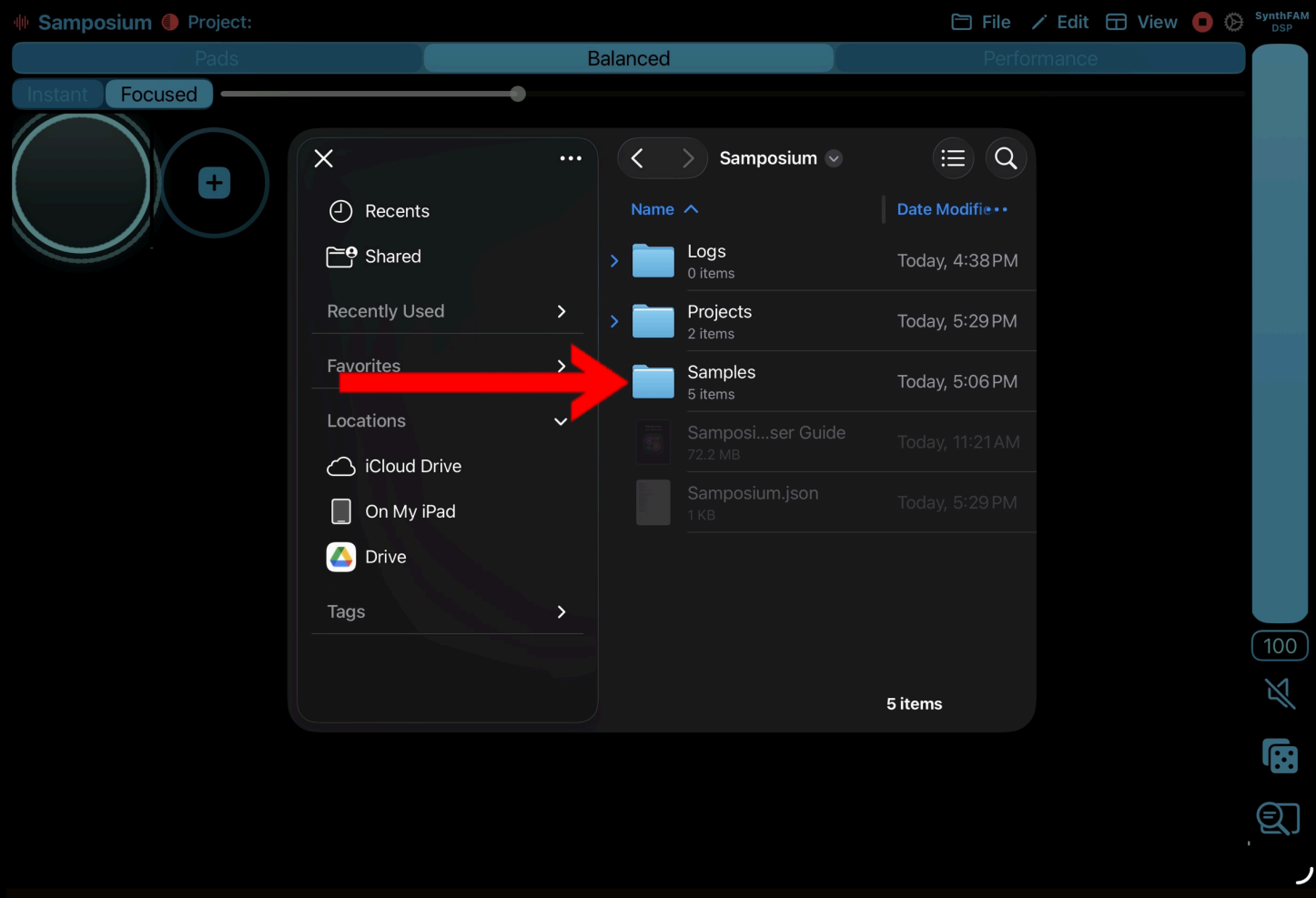
Touch and hold the sample pad then slide down to reveal the Add/Delete Sample icons. While still pressing down on the sample pad, slide right to make the plus sign turn green. Releasing the sample pad while the plus sign is green will open up a file picker. If you slide down then slide left the trash can turns green. Releasing the sample pad while the trash can is green will delete the sample from the sample pad, but doesn't delete the sample pad.



Choose a Sample

Samposium comes with a variety of stock samples for creating your own soundscapes and ideas. Open the Samposium folder on your device then open the Samples folder.




Samposium
Project:
File
Edit
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Pads
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Recently Used
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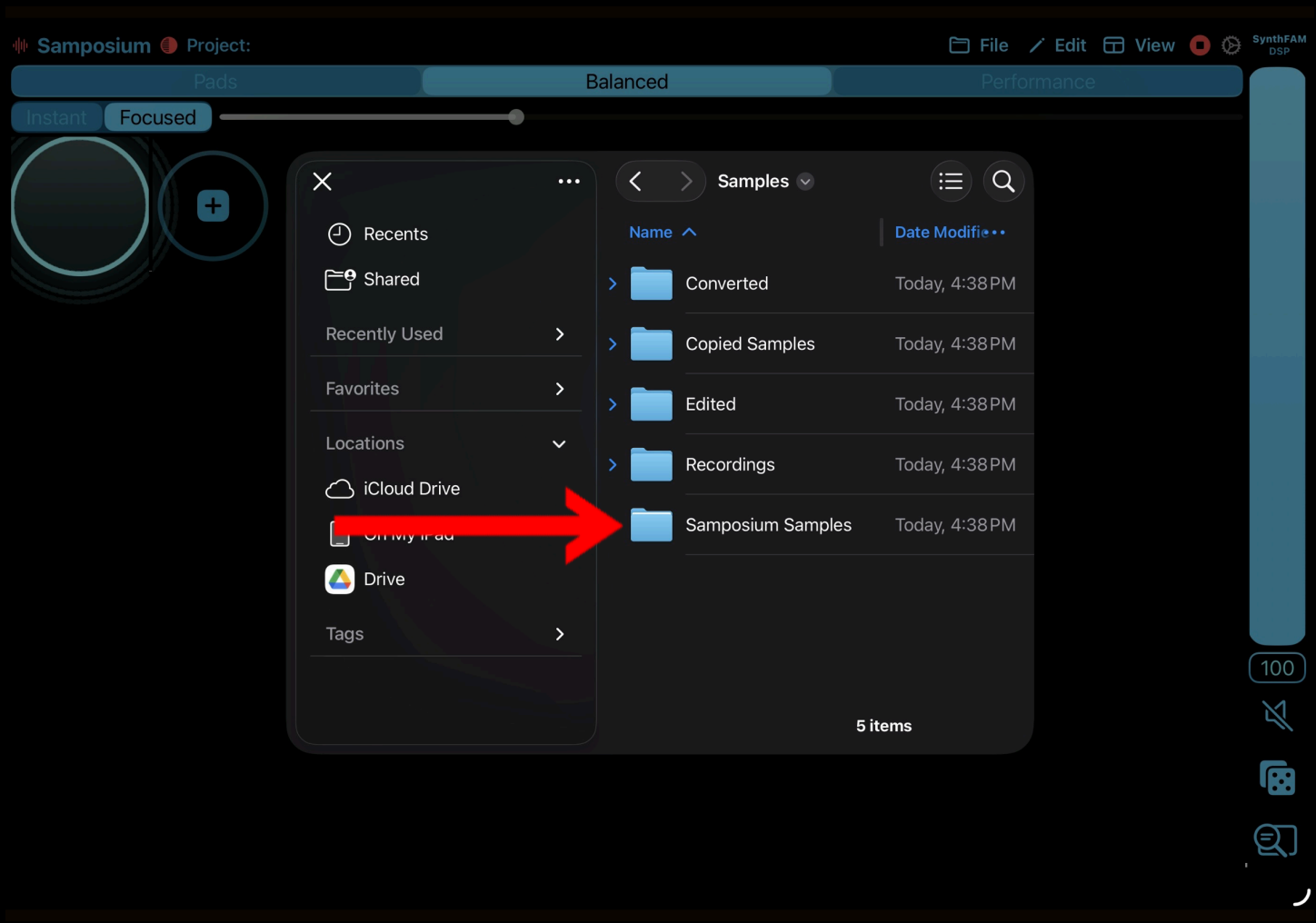
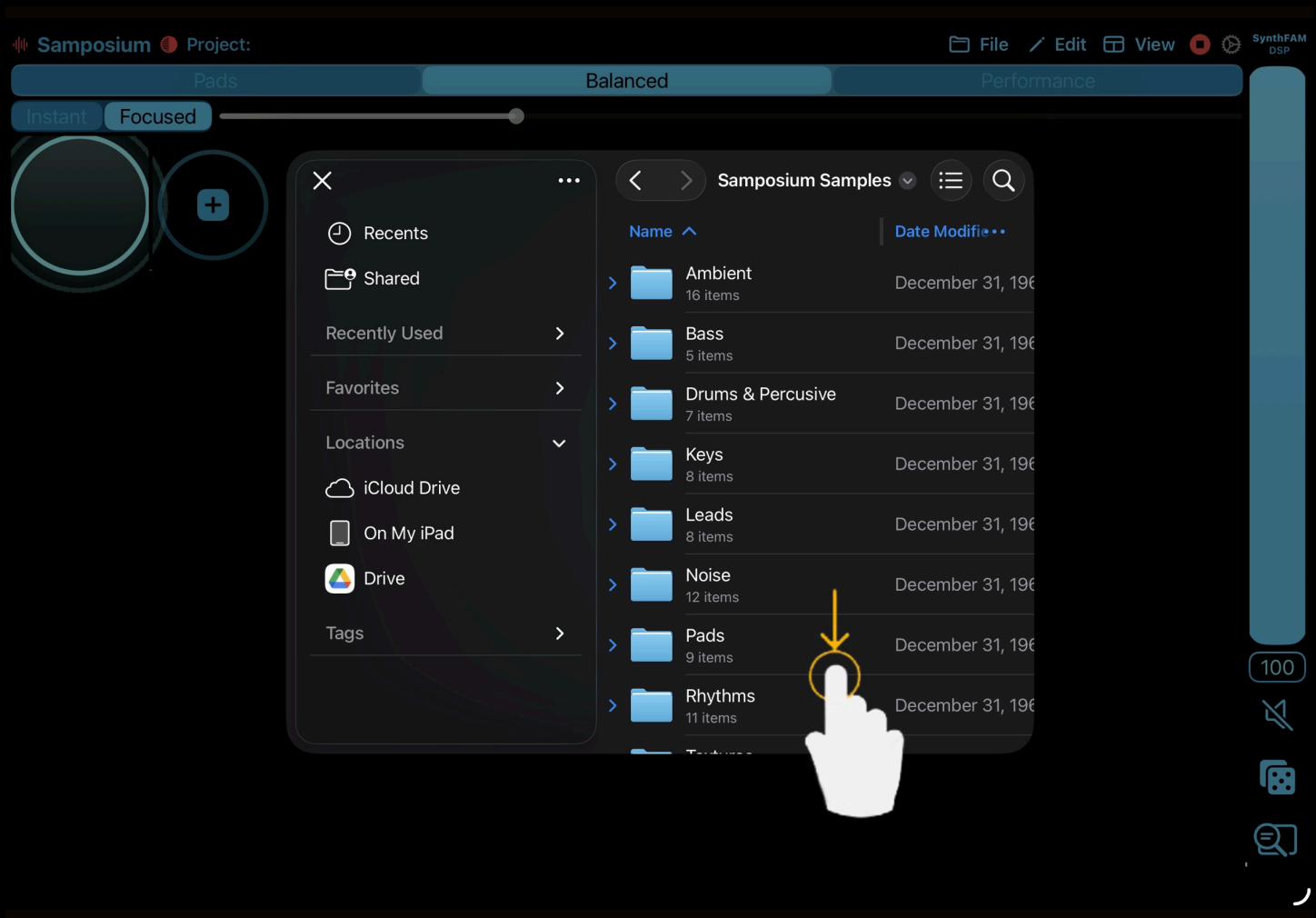
Locations
iCloud Drive
On My iPad
Drive
Tags
Samposium
Name
Date Modifie
Logs
0 items
Today, 4:38 PM
Projects
2 items
Today, 5:29 PM
Samples
5 items
Today, 5:06 PM
Samposi...ser Guide
72.2 MB
Today, 11:21 AM
Samposium.json
1 KB
Today, 5:29 PM
5 items
100

Open the Samposium Samples folder to find the sample library.

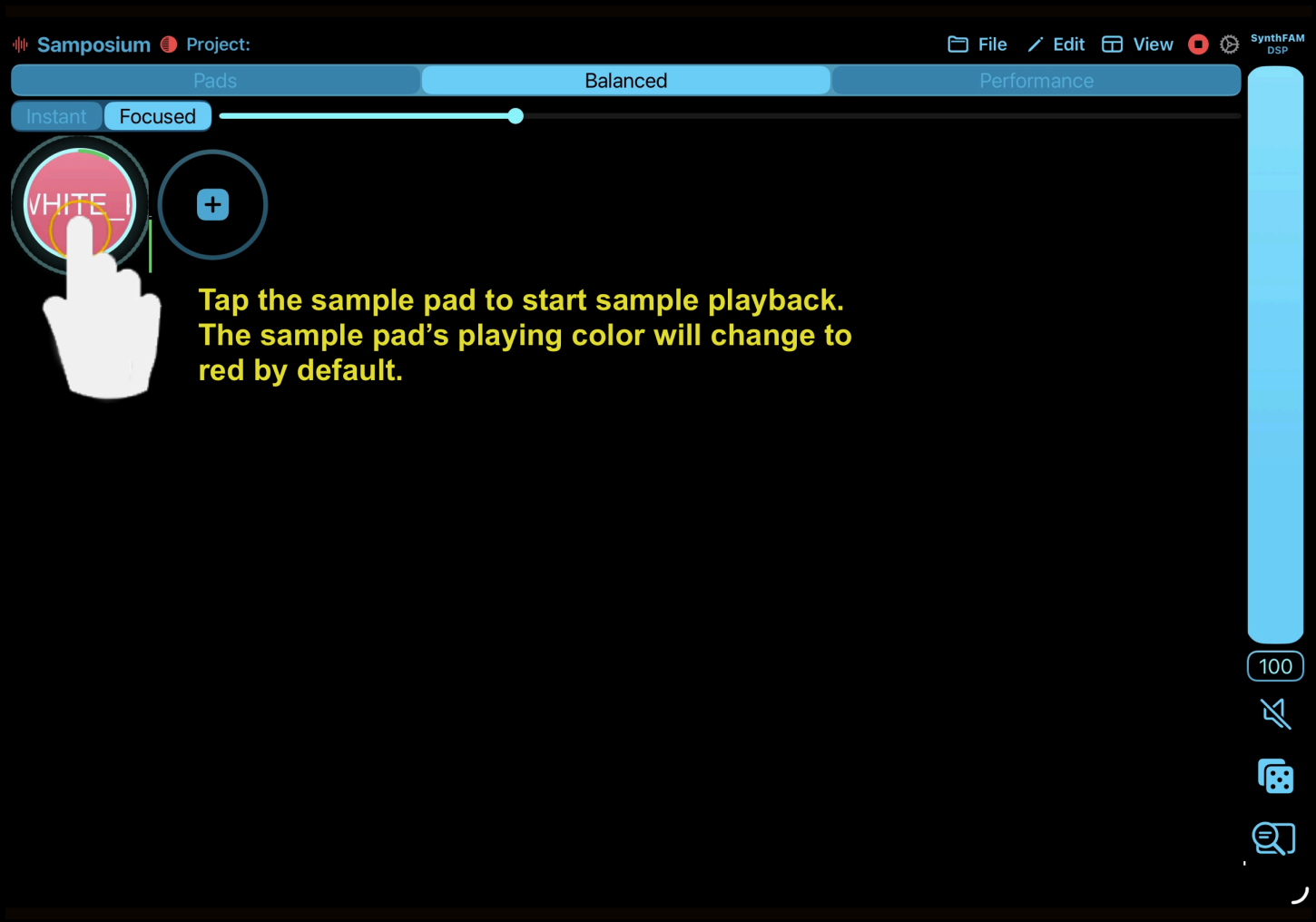


Open any folder to choose a sample.

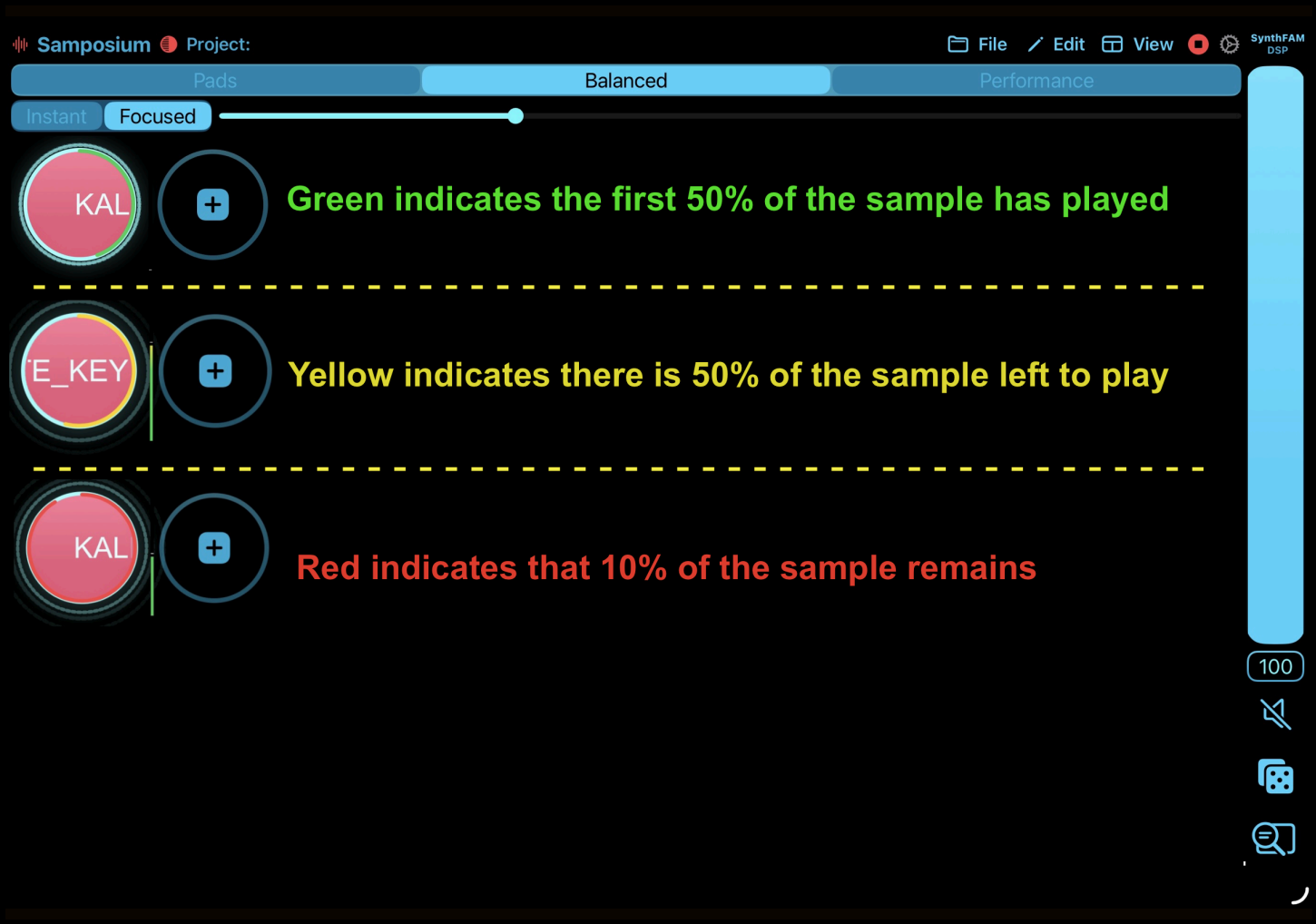


How to Play a Sample

After loading a sample onto a sample pad it does not automatically start playback. We will learn about pad playing modes later.

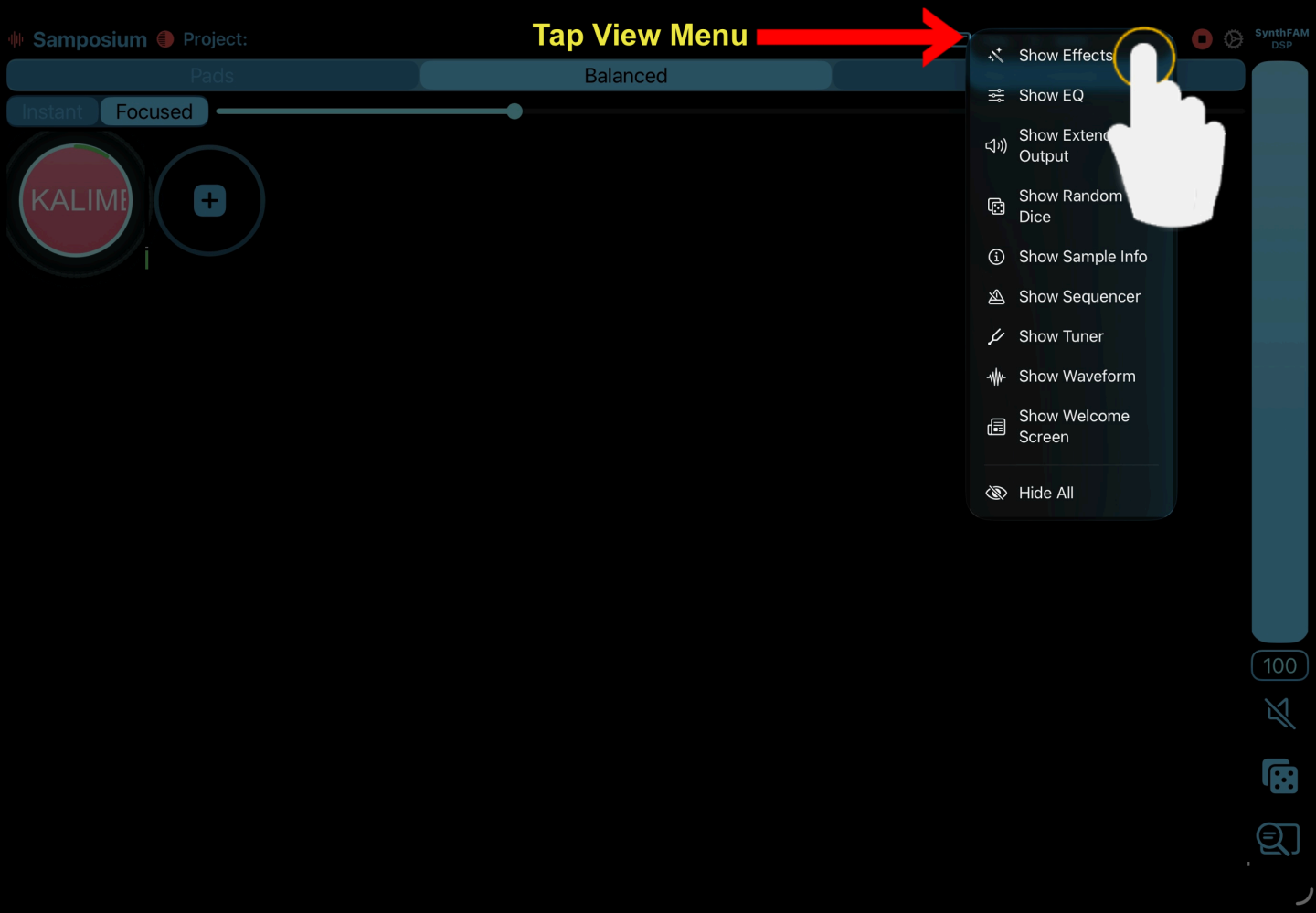


As a sample pad plays, its border color changes from green to yellow to red indicating a percentage of the sample that has played. It’s a visual way to know when it will end or loop.



Show and Hide Features

Under the View menu are visual features you can show or hide on your device's screen. Choose Show Effects from the dropdown menu to show it on your device's screen.



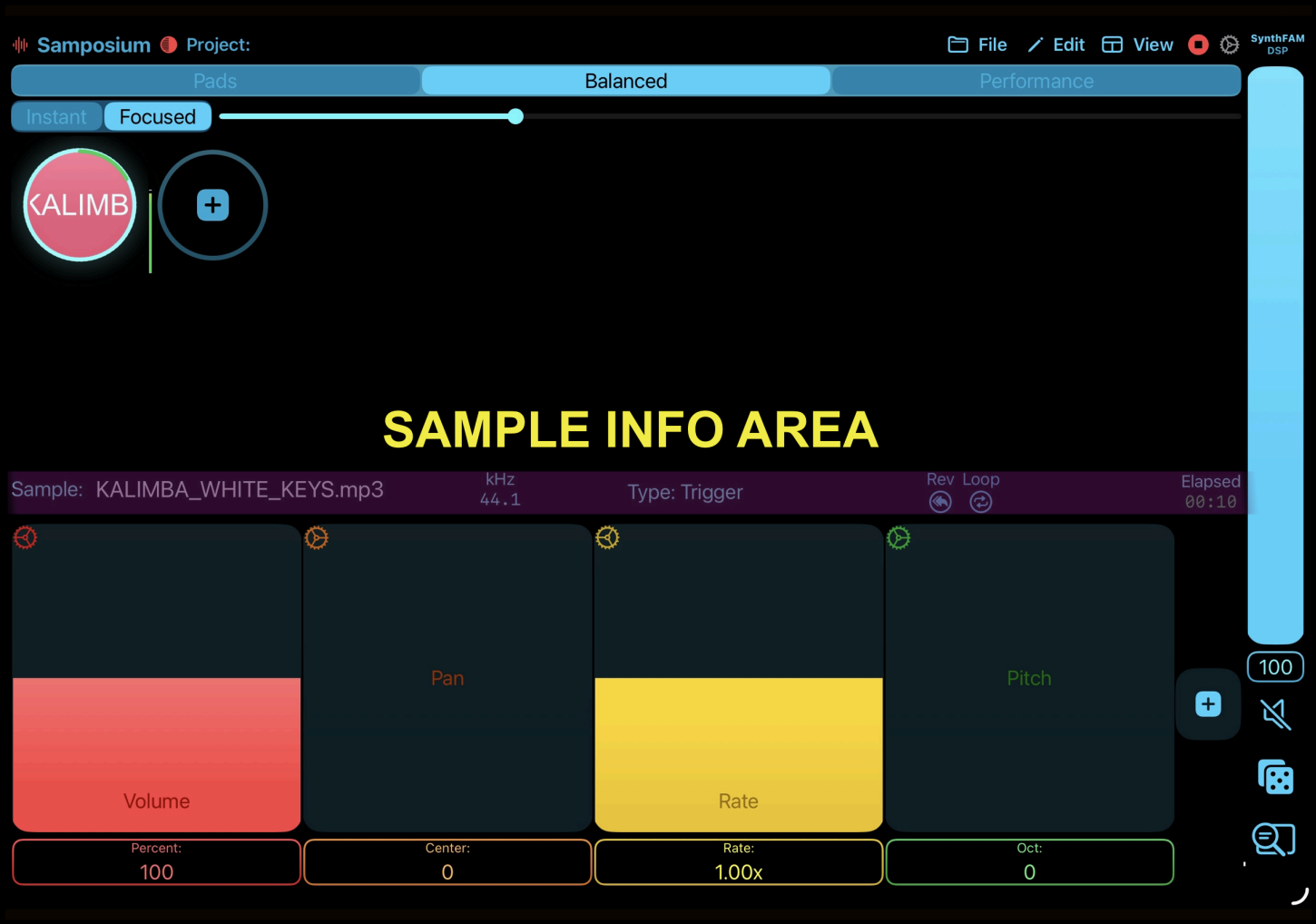
Show Effects

All sample pads have four core effects which cannot be deleted nor can their order be changed: Volume, Stereo Panning, Playback Rate, and Sample Pitch.

Show Sample Info

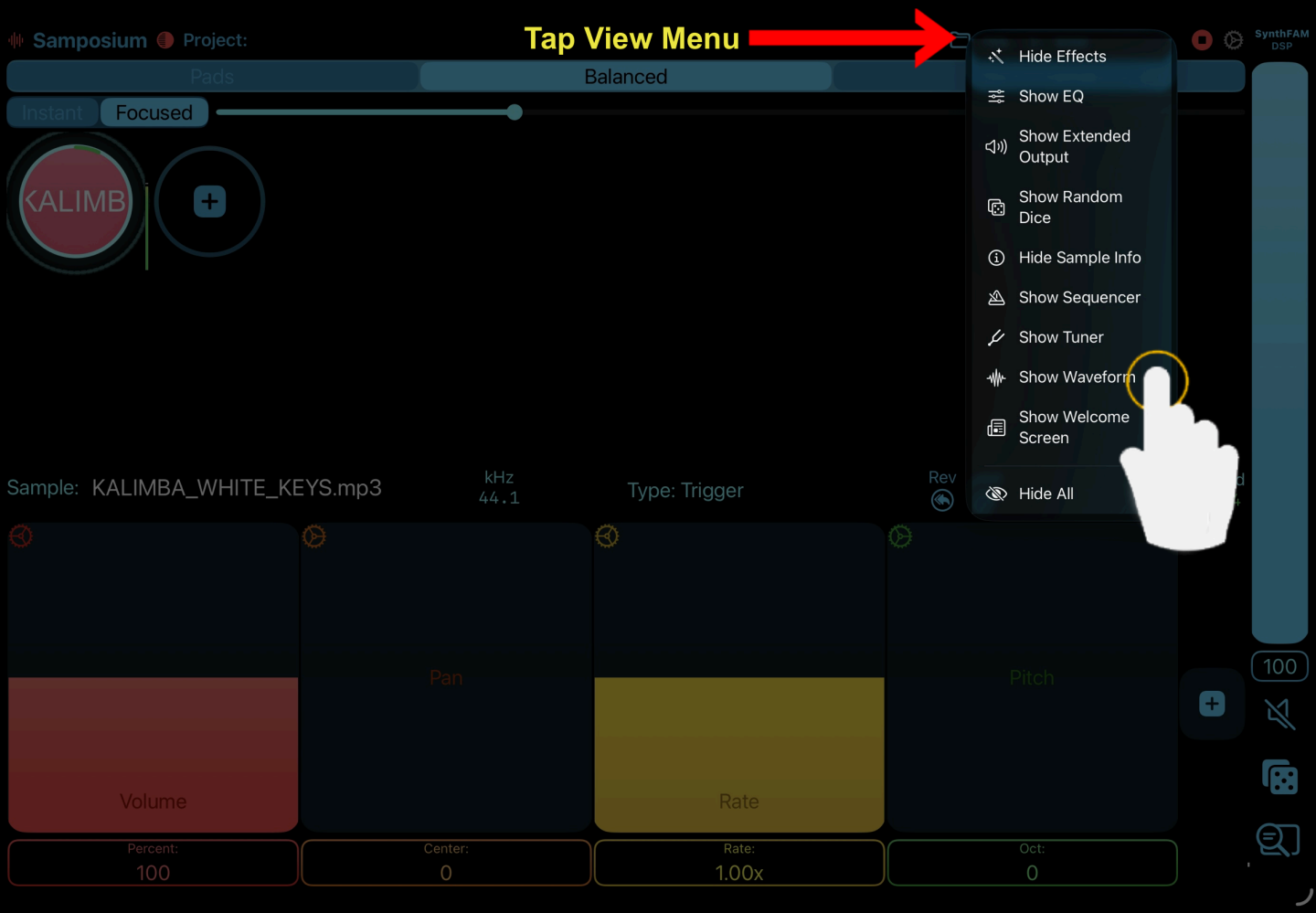
Go back to the View menu and tap Show Sample Info.

The Sample Info Area appears above the Effects area in the Balanced layout. We will cover the other two Sampler Layouts in more detail later.



Show Waveform

Go back to the View menu and now tap the Show Waveform menu item.



In the Balanced layout the Waveform Area appears underneath the Sample Info Area. The waveform is a visual representation of the audio file. If it's a stereo sample then only the left mono waveform is shown.

Playing with Effects

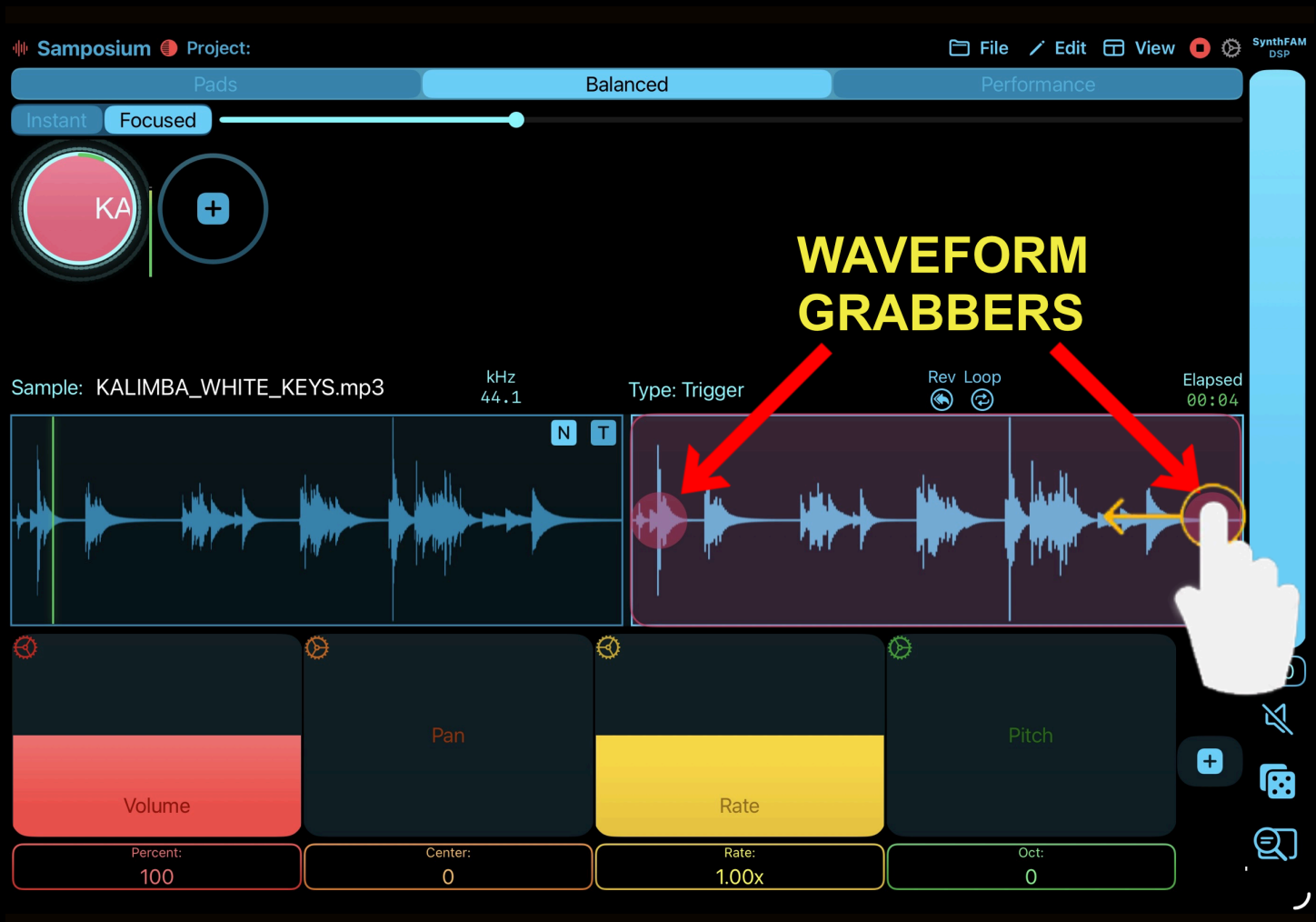
Tap the sample pad to start playback. While the sample pad is playing, touch anywhere on the Pitch Effect Slider and move your finger up and down to hear the Pitch effect change fluidly in real time. Play around with the other core effects too.

Tip: *Double tapping effect sliders will reset the current value and position to their defaults*

Resize the Waveform

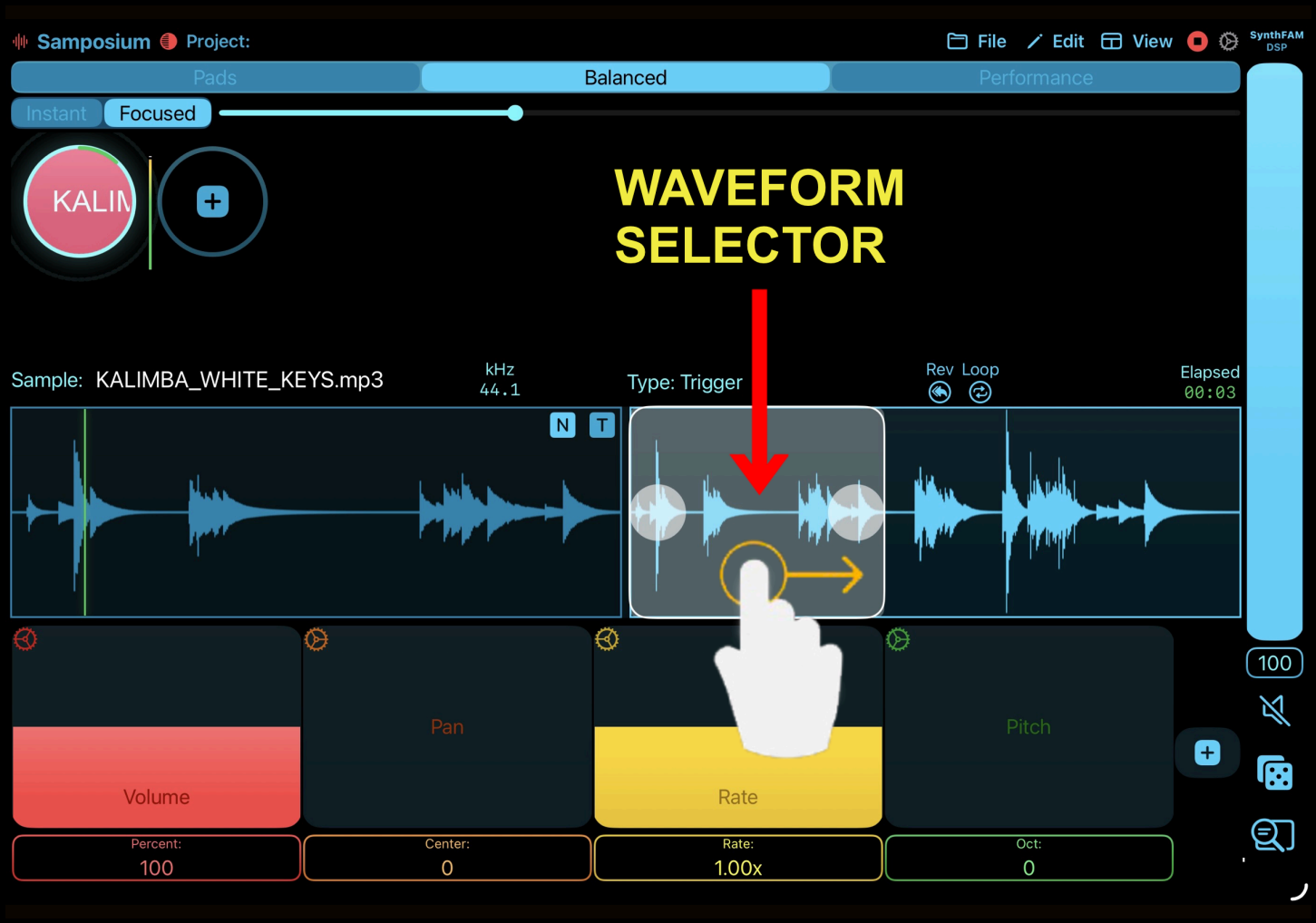
There are two waveform views on the screen. In the Balanced layout the left view displays the currently selected portion of the waveform and the current play progress through the sample. The right view displays the entire sample's waveform and this is where you can change the start and the length of what the sample pad plays.

To resize the waveform, touch and hold the waveform grabbers (circles) in the right waveform view to a desired position. It changes to magenta which indicates you are resizing the sample's play length. If looping is on then the sample will start over when you are done resizing it.




Samposium
Project:
File
Edit
View
SynthFAM DSP
Pads
Balanced
Performance
Instant
Focused
S.mp3
Sample: KALIMBA_WHITE_KEYS.mp3
kHz
44.1
Type: Trigger
Rev
Loop
Elapsed
00:05
N
T
Volume
Pan
Rate
Pitch
100
Percent:
100
Center:
0
Rate:
1.00x
Oct:
0

After resizing the Waveform you can change the starting position of the Waveform selection by touching and holding the Waveform Selector which is different from the Waveform Grabbers.

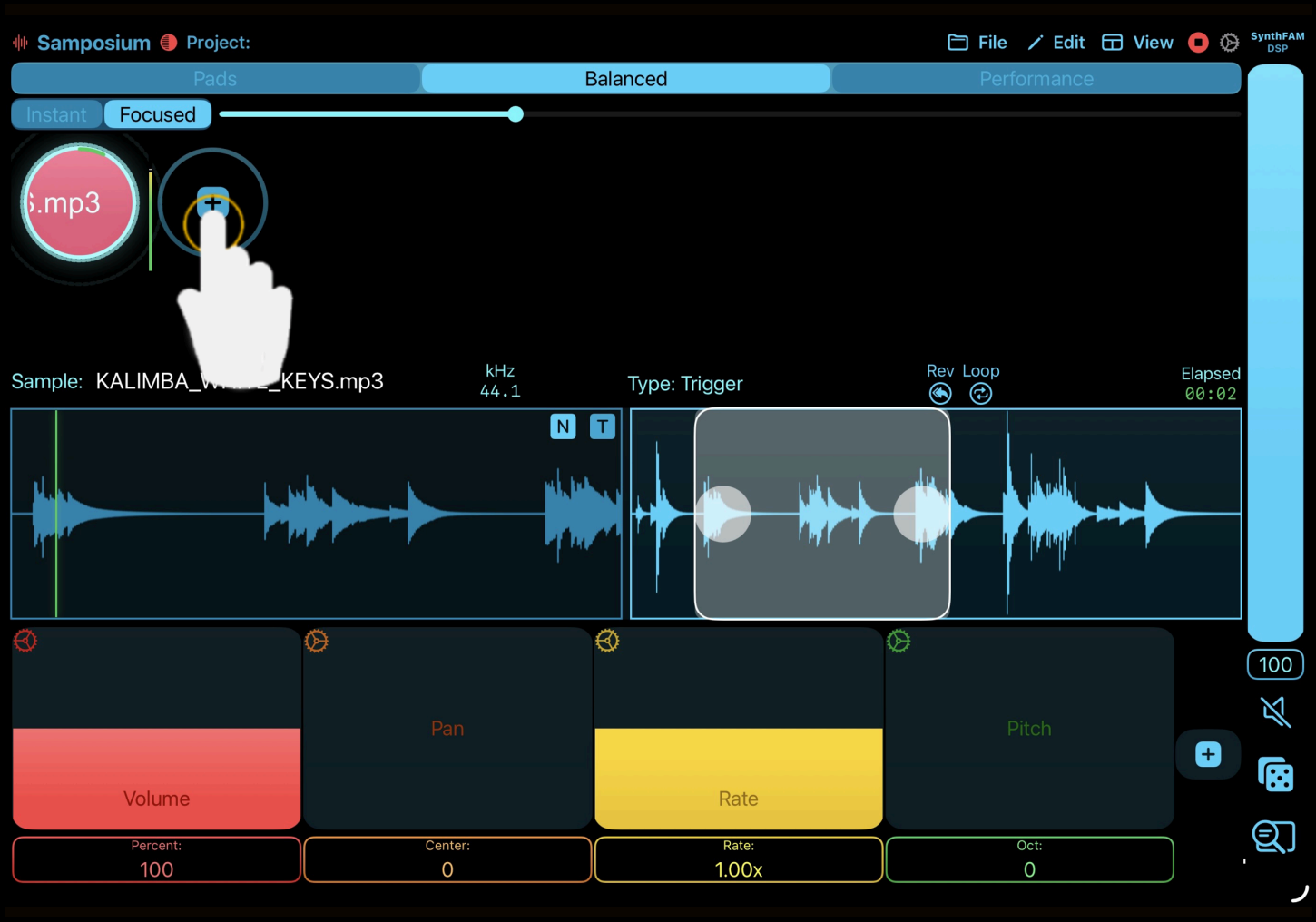


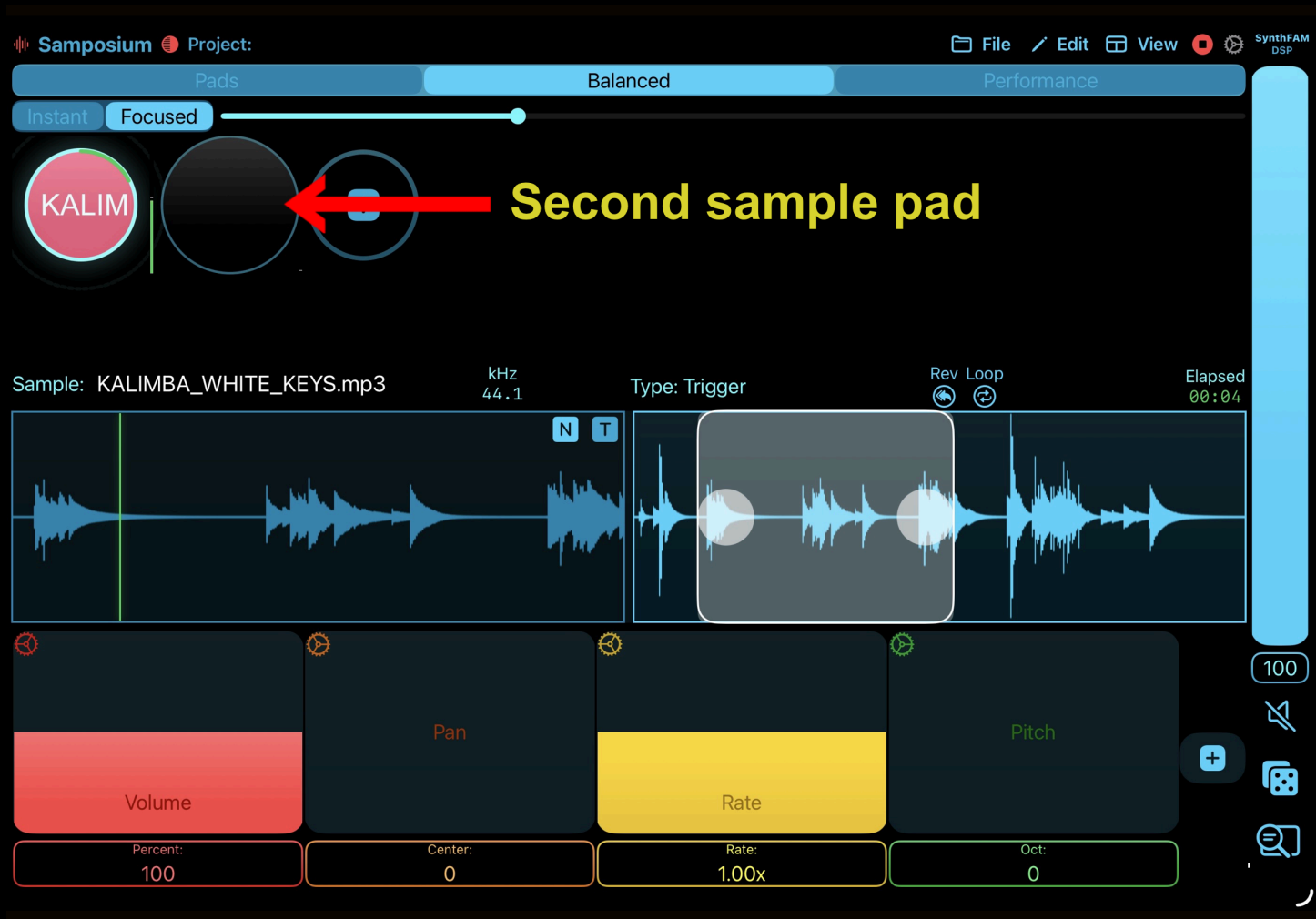
When moving the Waveform Selector it turns cyan indicating you are changing the sample's start time. Notice the left waveform view changes as you slide it.

Note: *If the sample is playing when you are finished changing the sample's start time then the sample will start playing from the newly selected start time.*

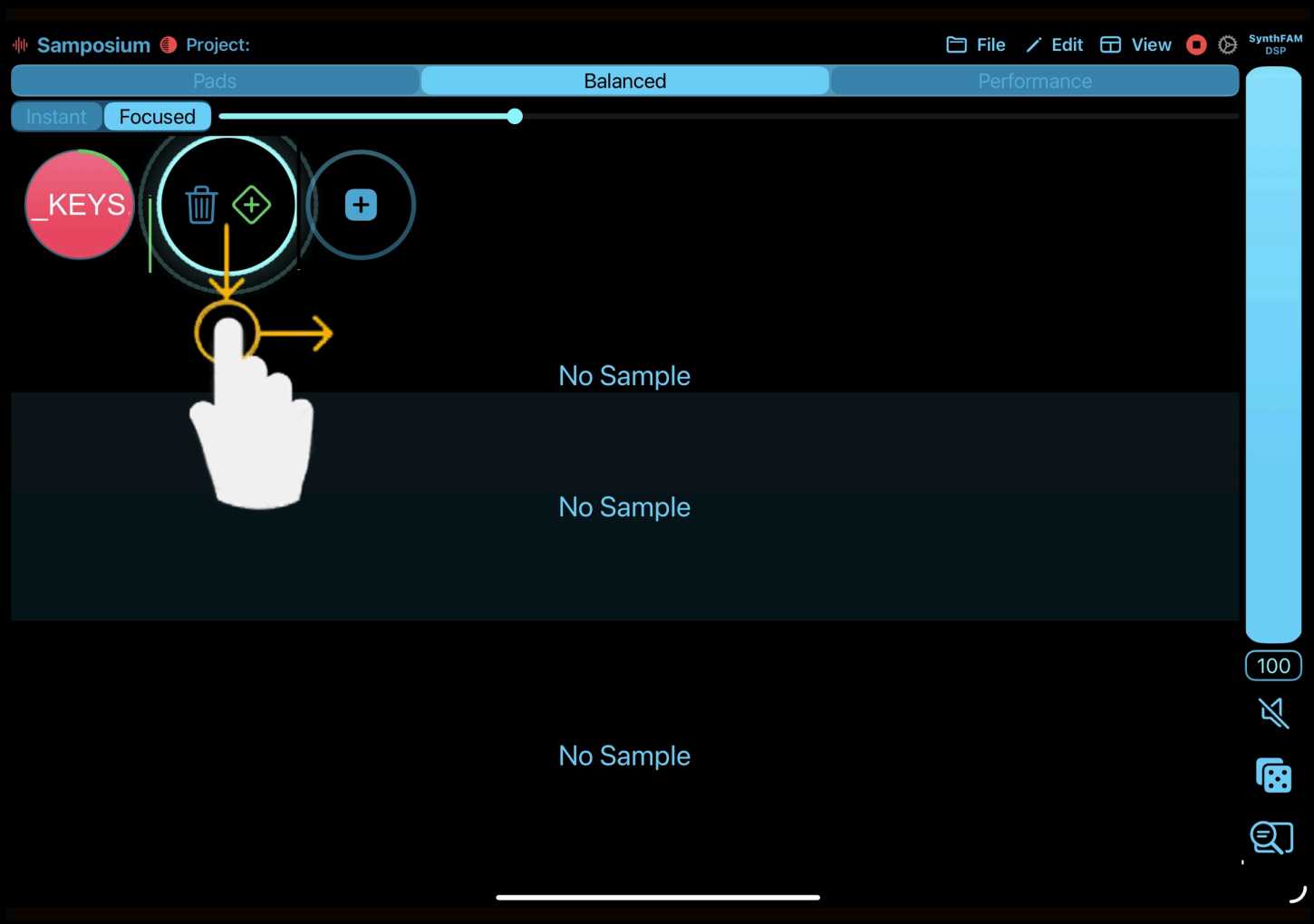
How to Play More Samples

Tap the plus sign in the Sample Pad Area and a second sample pad will appear.



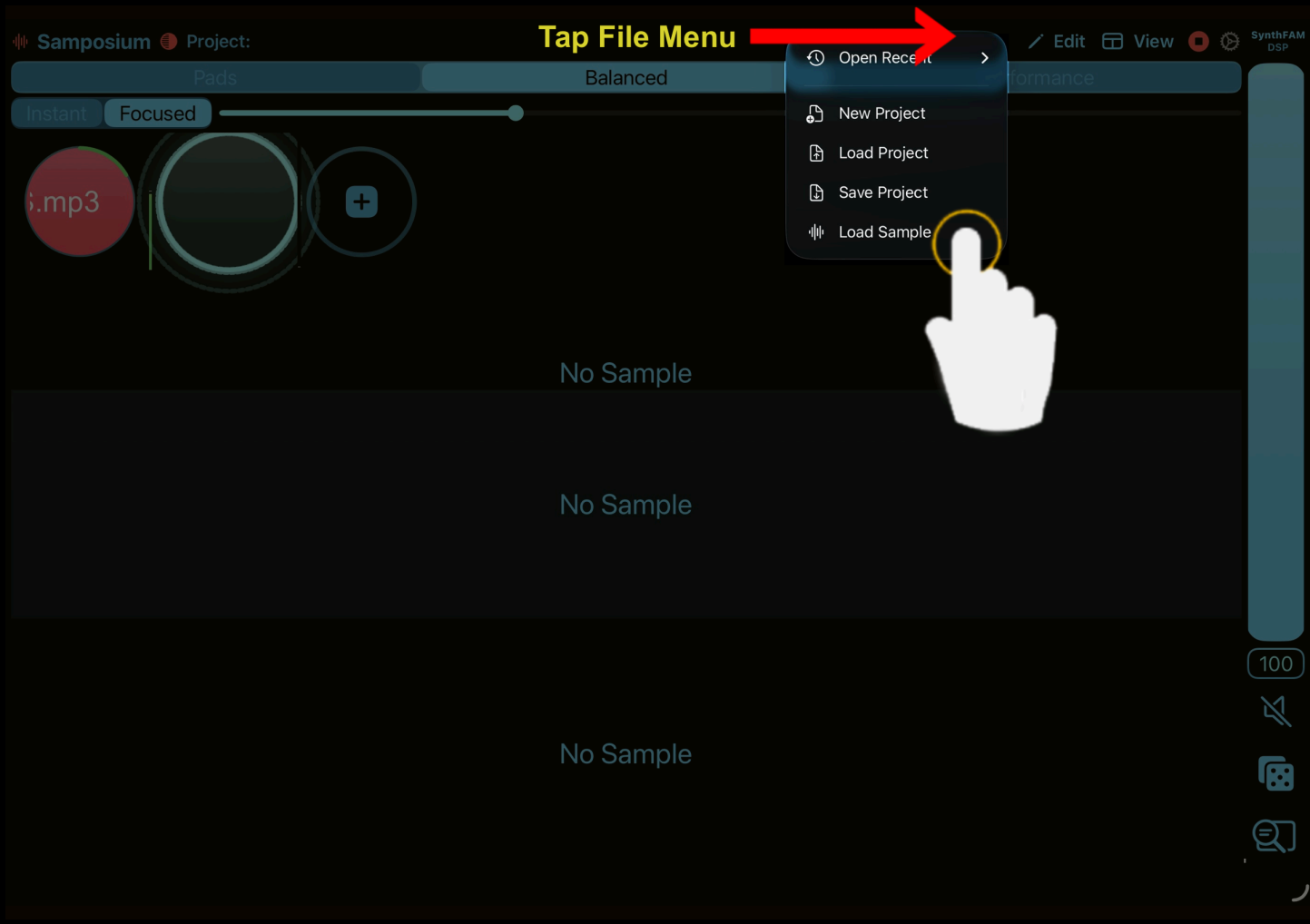

Samposium
Project:
File
Edit
View
SynthFAM DSP
Pads
Balanced
Performance
Instant
Focused
KALIM
Second sample pad
Sample: KALIMBA_WHITE_KEYS.mp3
kHz
44.1
Type: Trigger
Rev
Loop
Elapsed
00:04
N
T
100
Volume
Pan
Rate
Pitch
Percent:
100
Center:
0
Rate:
1.00x
Oct:
0

Touch and hold the second sample pad then slide down to reveal the Add/Delete Sample icons. Slide right while still holding down the sample pad to turn the plus symbol green. Release the sample pad to choose a sample from the sample library using the file picker.



Another way to add a sample onto a sample pad is under the File menu by selecting Load Sample. Adding a sample this way will assign the sample to the first empty sample pad.

If “Load Sample Creates New Pad" is turned on in Samposium Preferences then a new pad will be created for the sample. We will go over Samposium Preferences a bit later.

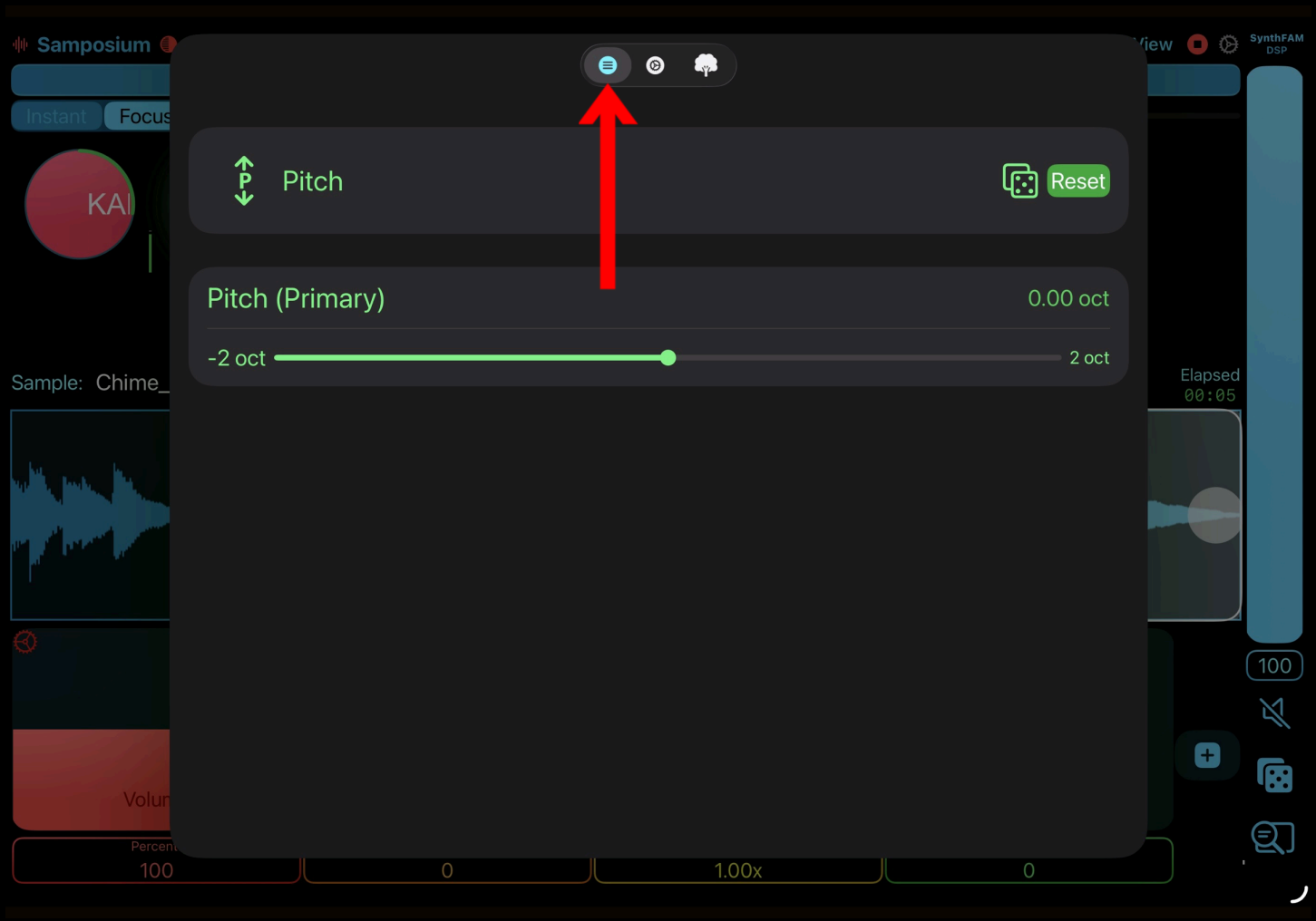


Note: *The glowing circles around a sample pad indicates which sample pad is currently in focus. Keep in mind that Effects, Waveform Selections, Pad Types, Looping, Reverse, etc. are all unique characteristics of each sample pad.*

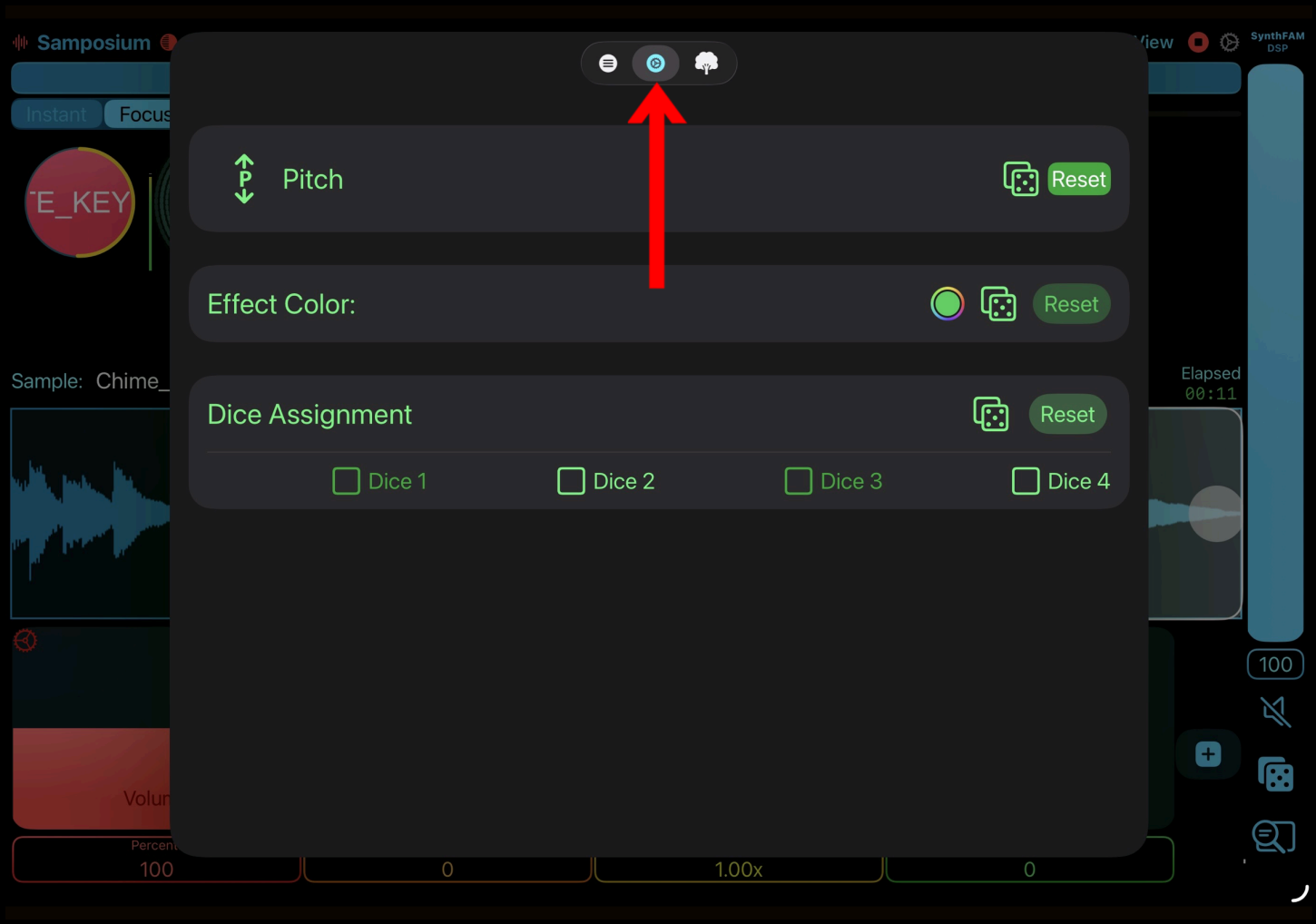
Effects Preferences

You can open an effect's preferences by tapping on the gear icon in the effect's slider area or tapping the slider's value container below the slider.

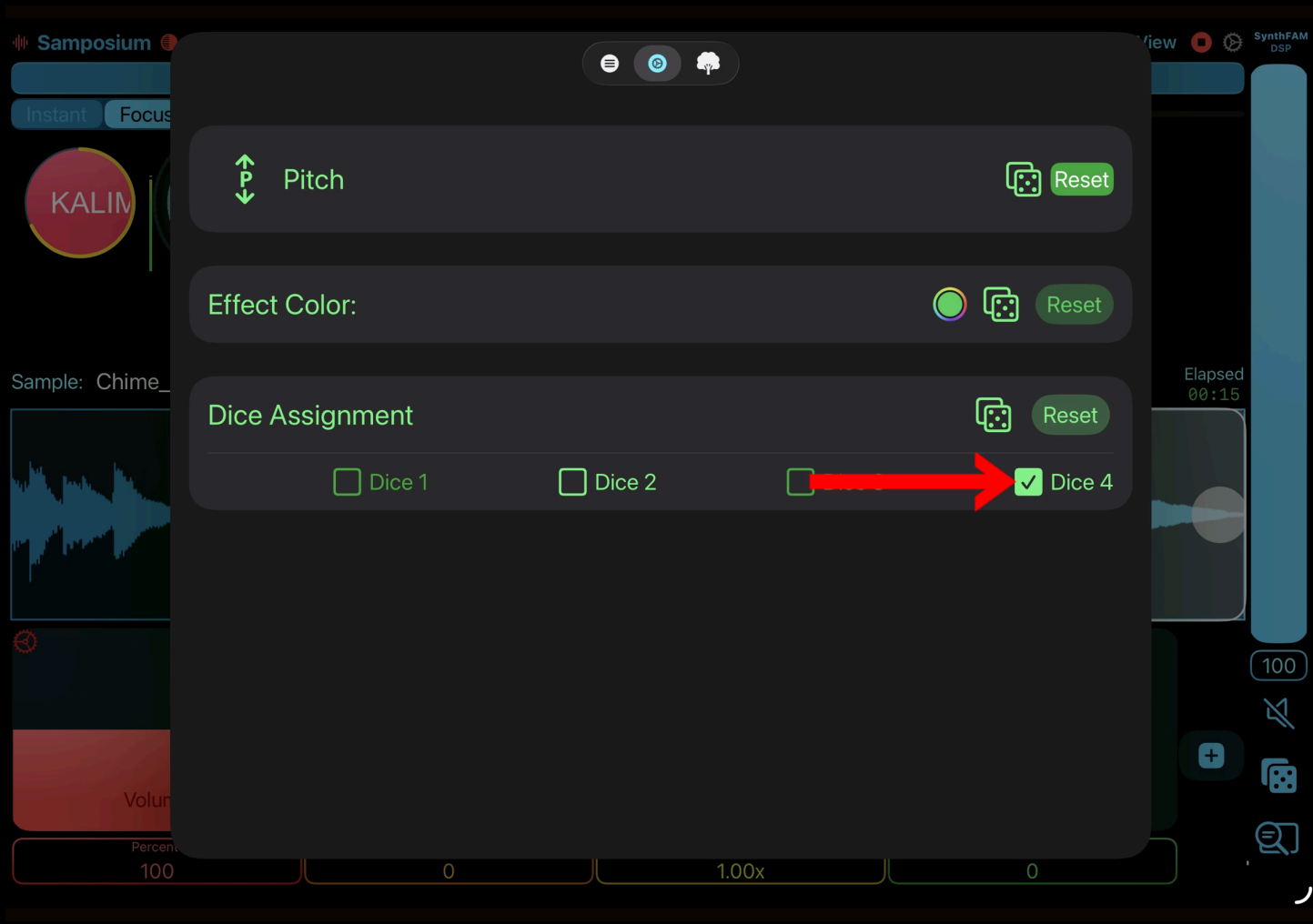
The first tab is the secondary effects parameters. Core effects: Pitch, Volume, Pan and Rate, do not have secondary parameters but you can control their Primary parameters from this view as well.



The second tab is where we find the Effect Slider Color and Dice Assignment sections. We are going to assign a dice to our Pitch effect for the current focused sample pad.



Tap the checkbox next to Dice 4 then touch anywhere outside this view or slide the view down from the top to close Pitch Preferences. We have now assigned the Primary parameter of the Pitch effect to Dice 4.



Randomizing Effects with Dice

To open the Dice Menu, tap the blue dice located below the primary volume bar on the right side of the screen.

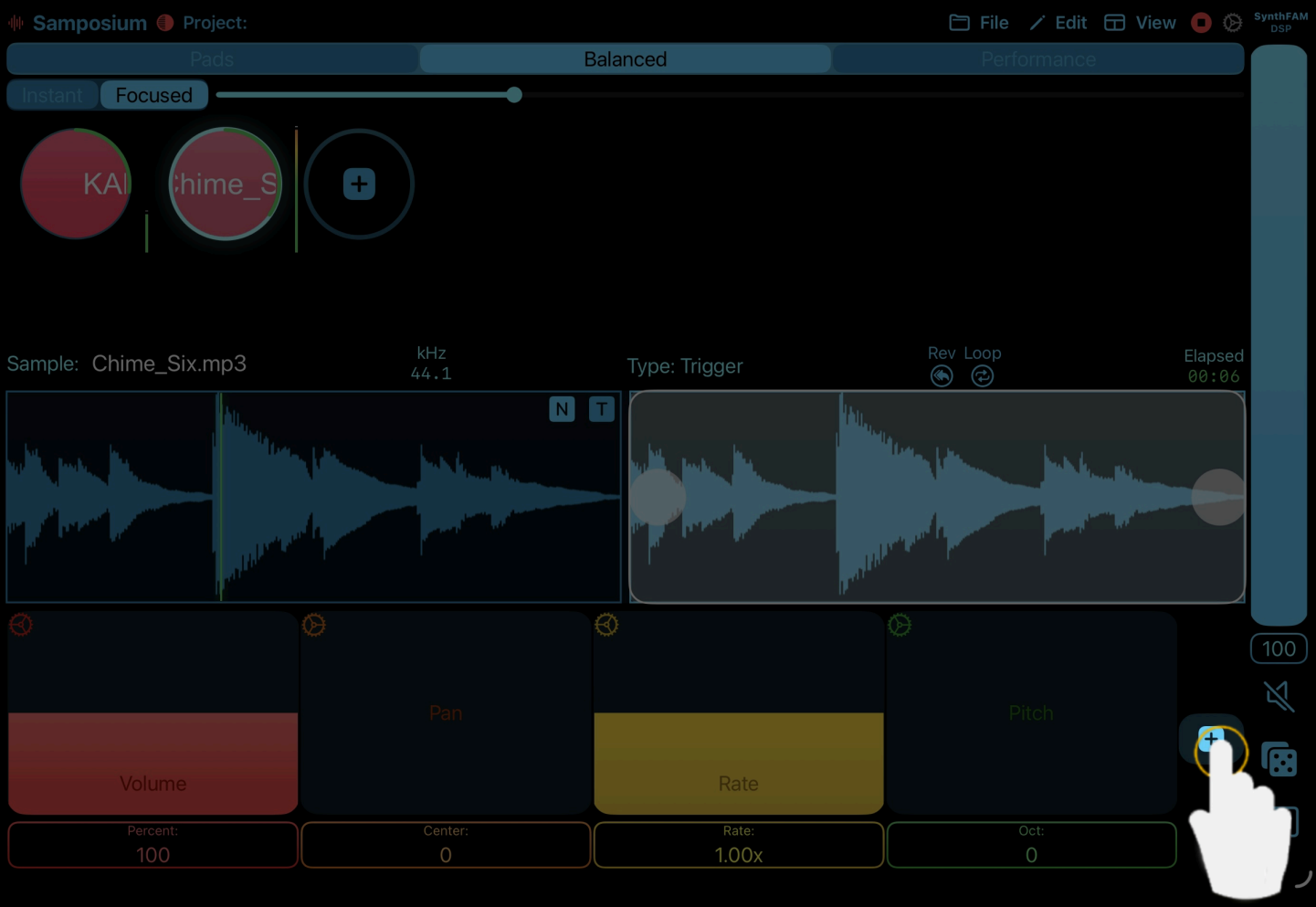
Four dice appear at the bottom of the screen and the blue dice you tapped turns yellow. Tap Dice 4, which we assigned to the Pitch Effect, and hear how the sample's pitch changes randomly. Tap it multiple times to hear more randomizations or hold the dice down to randomize the Pitch automatically at half-second intervals. The Reset button in the Random Dice area resets all of the effects for the current sample pad in focus to its default values.

Note: *The dice only affects the sample pad currently in focus*

Tip: *Assigning Dice to one or more effects is great for quick inspiration.*

How to Add Additional Effects

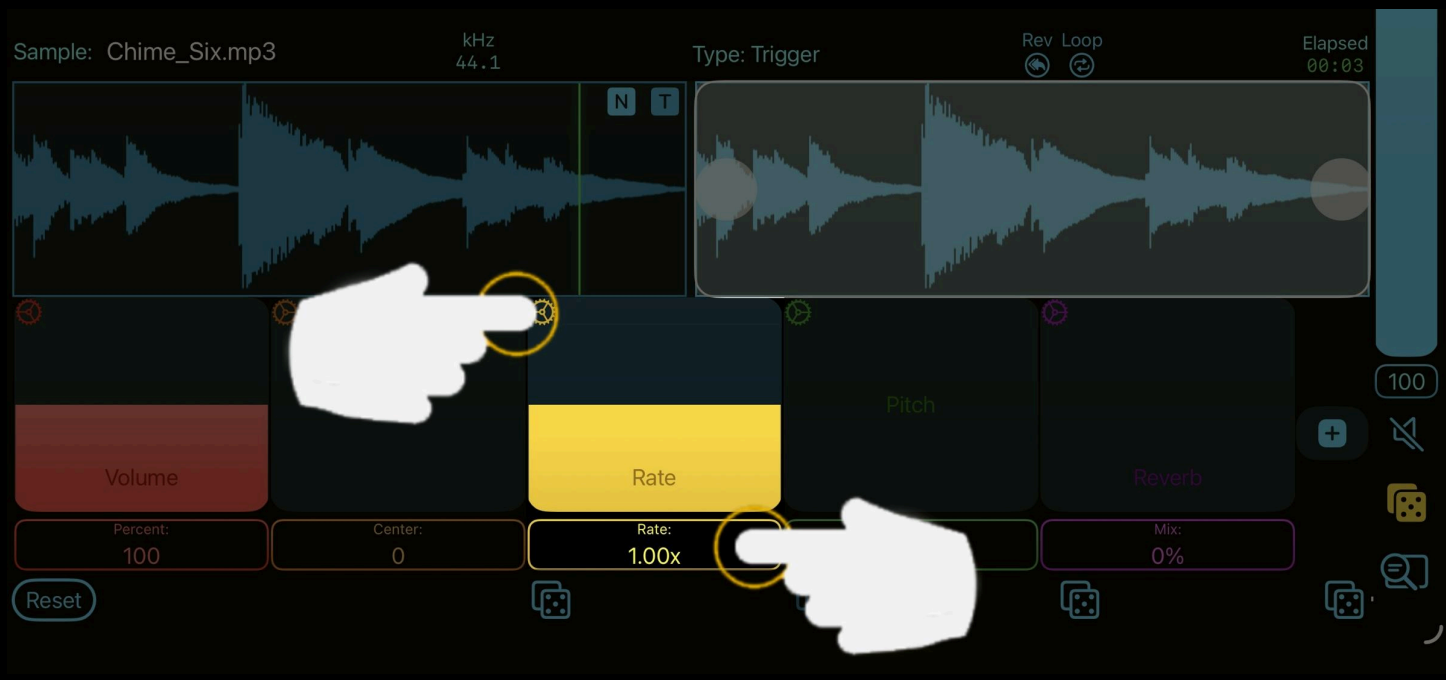
Tap the plus button in the Effects Area adjacent to the Pitch effect slider and a list of more effects opens. You can add these effects to any sample pad. Choose the reverb effect.



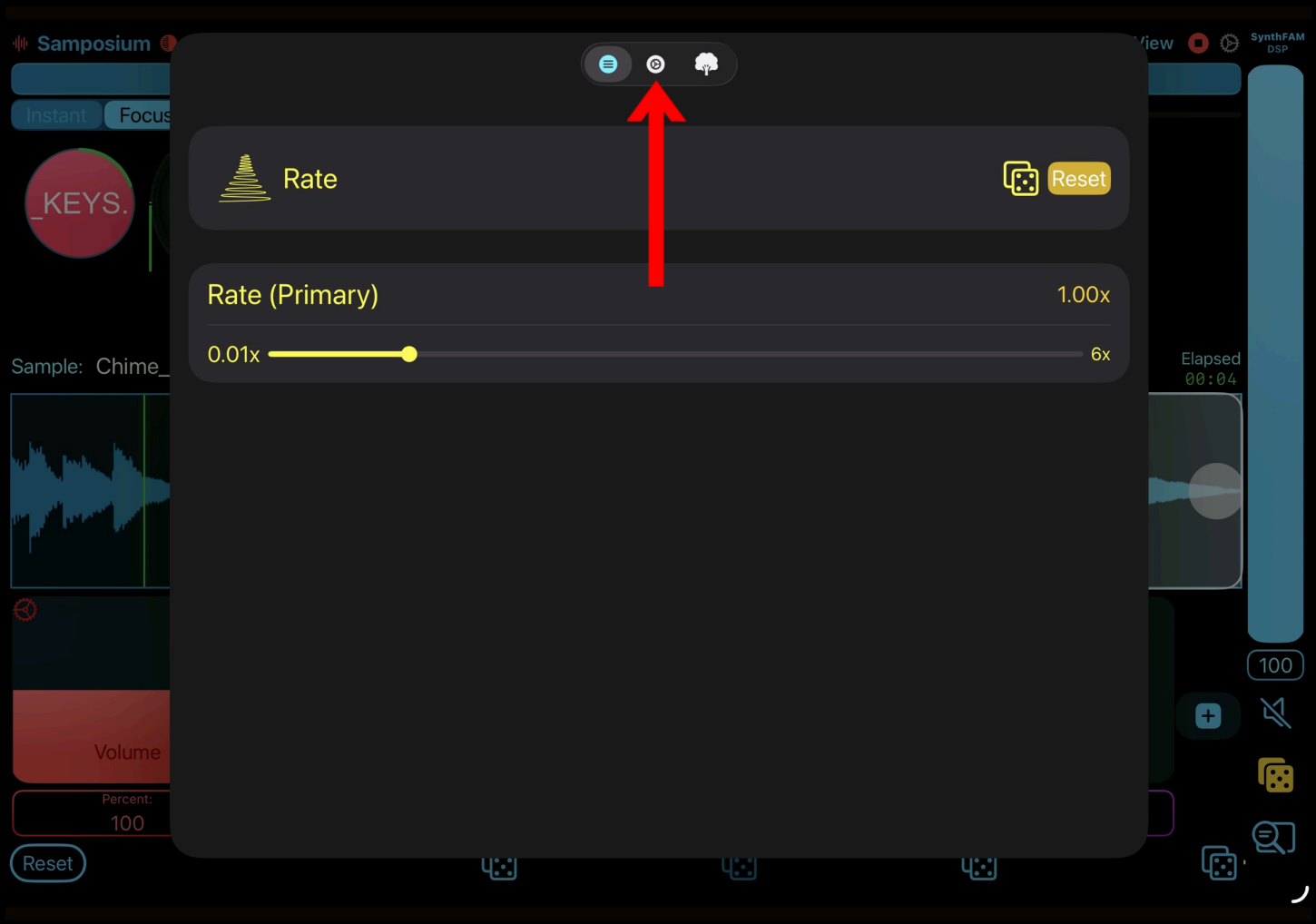
The reverb effect has been added to the Effects Area. If Looping is on then the sample will start over when you add an effect.


Samposium
Project:
File
Edit
View
SynthFAM DSP
Pads
Balanced
Performance
Instant
Focused
TE_KEY
_Six.mp
Sample: Chime_Six.mp3
kHz
44.1
Type: Trigger
Rev
Loop
Elapsed
00:03
N
T
Volume
Pan
Rate
Reverb
Reverb has been added
100
Percent:
100
Center:
0
Rate:
1.00x
Oct:
0
Mix:
0%
Reset

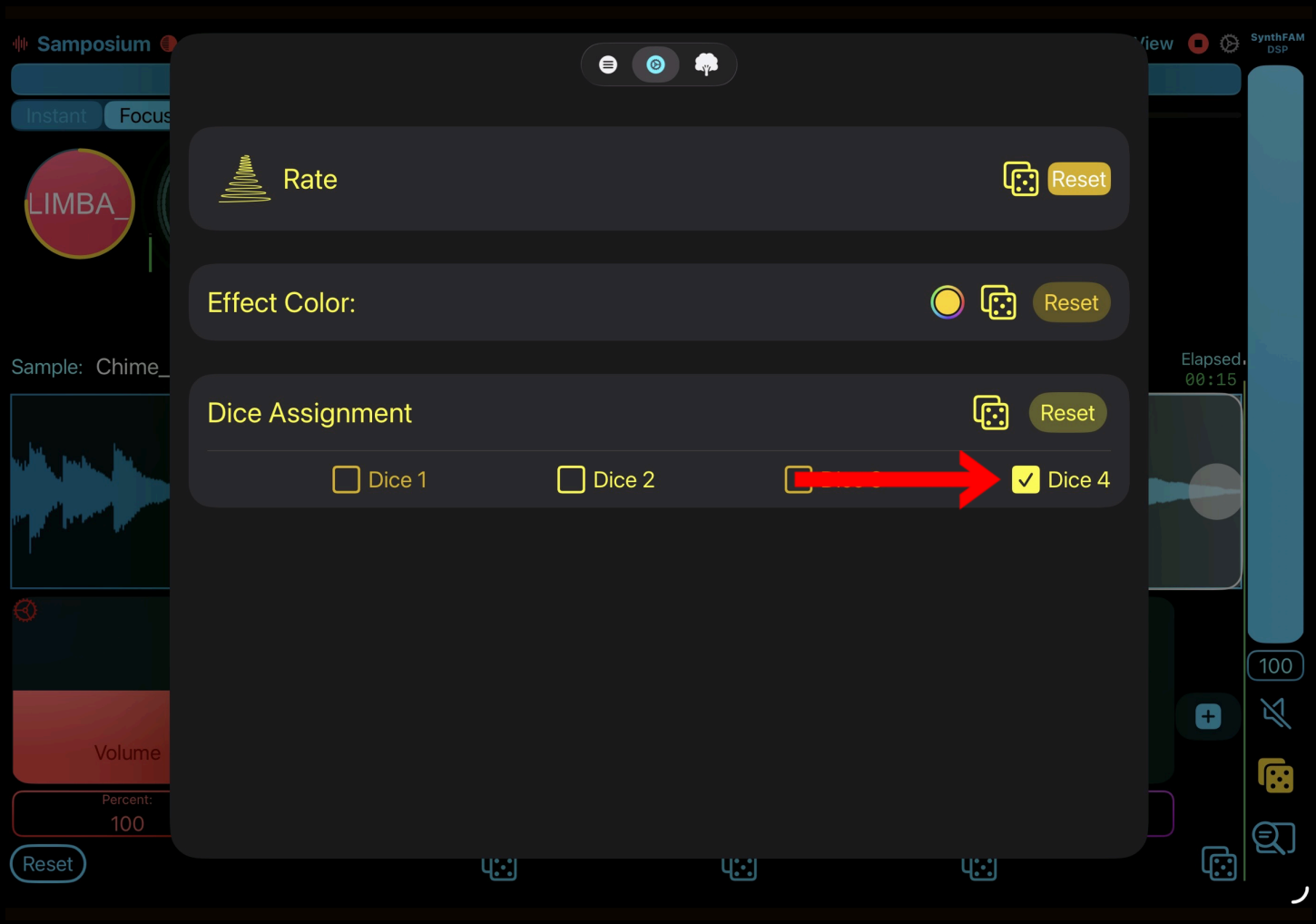
Let’s assign Dice 4 to both the Rate and the Reverb as well.



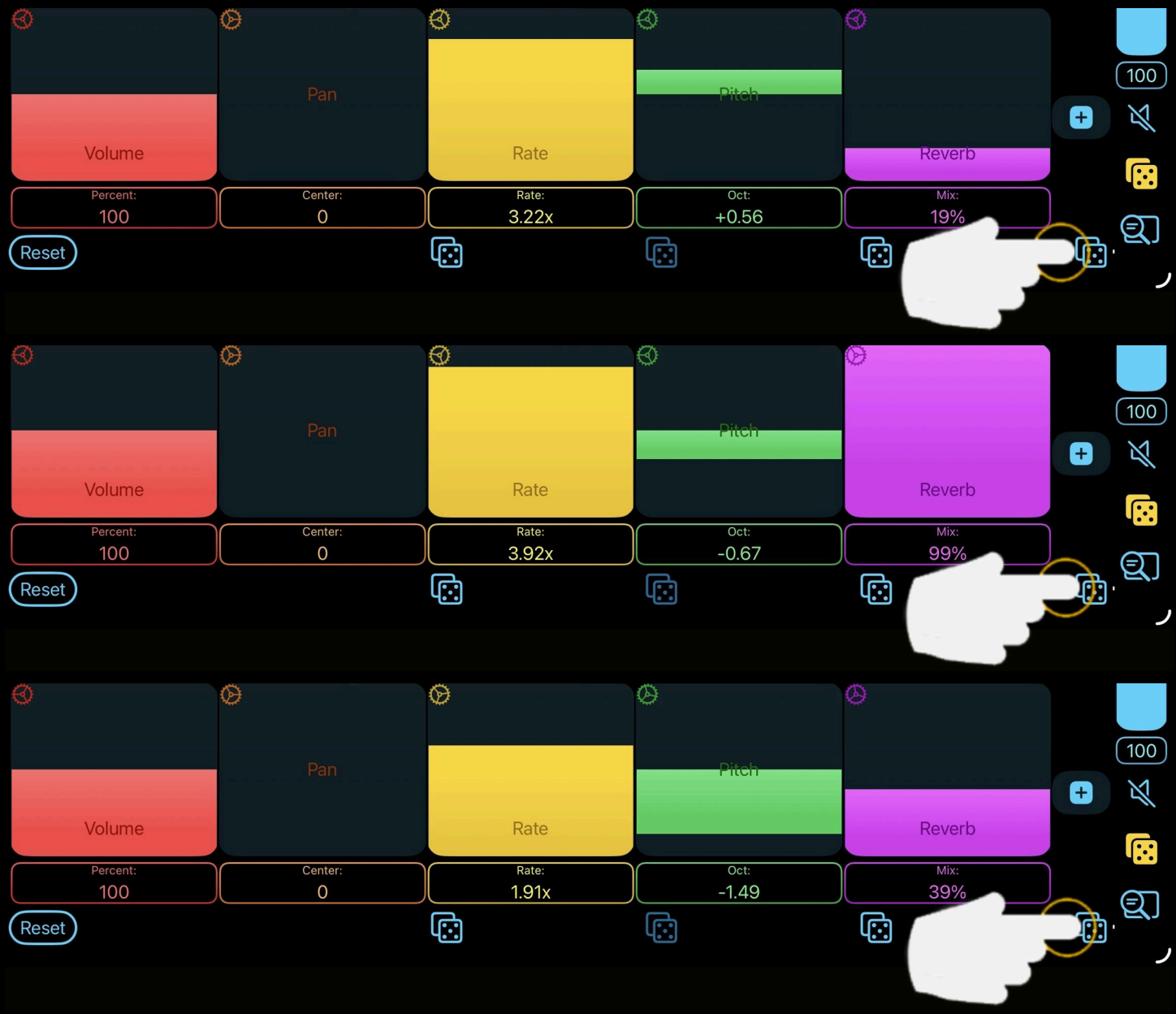
Go to the top of the view and tap on the middle tab.



Assign Dice 4 to the Rate effect and close the window. Follow the same steps to assign Dice 4 to the Reverb.



Now that we have assigned Dice 4 to multiple effects, tap Dice 4 at the bottom of the screen to see multiple effects' sliders change at the same time and hear our effects change in real time.



Tip: *You can get really creative results by assigning different effects groups to different dice. Excluding certain effects from certain groups can also yield creative and inspirational results.*

Sample Info Area

The Sample Info Area is where you can see and change characteristics of a sample pad such as the sample's name, the Pad Type, Reverse play, Looping, Sample Rate, Elapsed time and Remaining time.

Note: *To see the Remaining time, tap on Elapsed Time to toggle the view.*

Pad Type

Pad Type alters the behavior of how a sample pad plays the sample. Tap Pad Type in the Sample Info Area to see the other types that are available.

- Latch - First tap starts sample playback. Second tap stops sample playback.
- Momentary - Sample playback only happens while you are holding down the sample pad.
- Trigger - First tap starts sample playback. Second tap re-triggers the sample playback.

Reversing a Sample

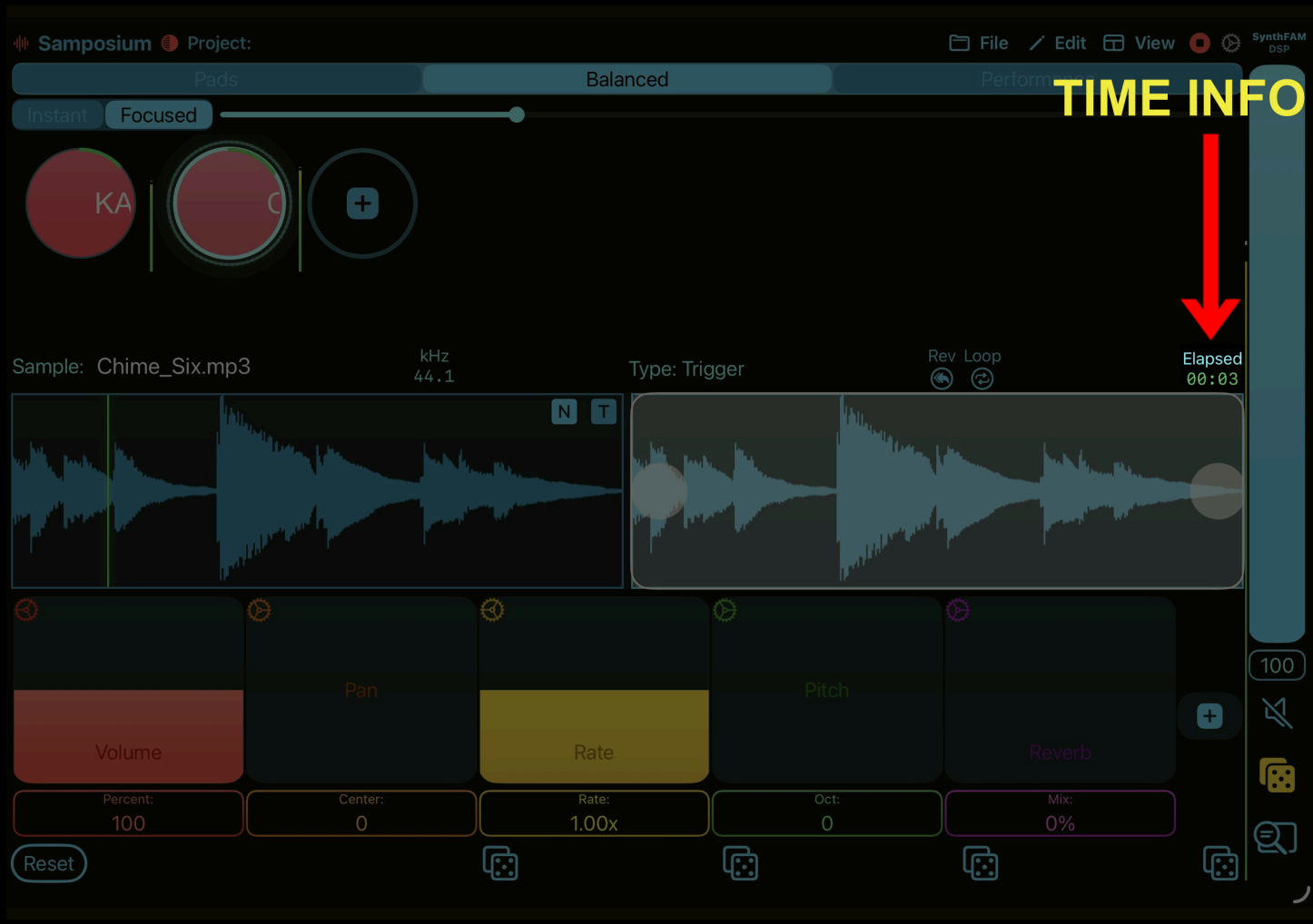
The reverse icon is next to Pad Type in the Sample Info Area. When you tap the reverse icon the sample will reverse playback and the icon turns green. Also, the waveform view reflects the reversed sample in both the left and right hand views. If a sample is looping, toggling reverse will start playback over from the Waveform selected start point.

Note: *Tapping the Reverse icon on reverses the audio file and tapping the Reverse icon off returns the audio file to its original state.*

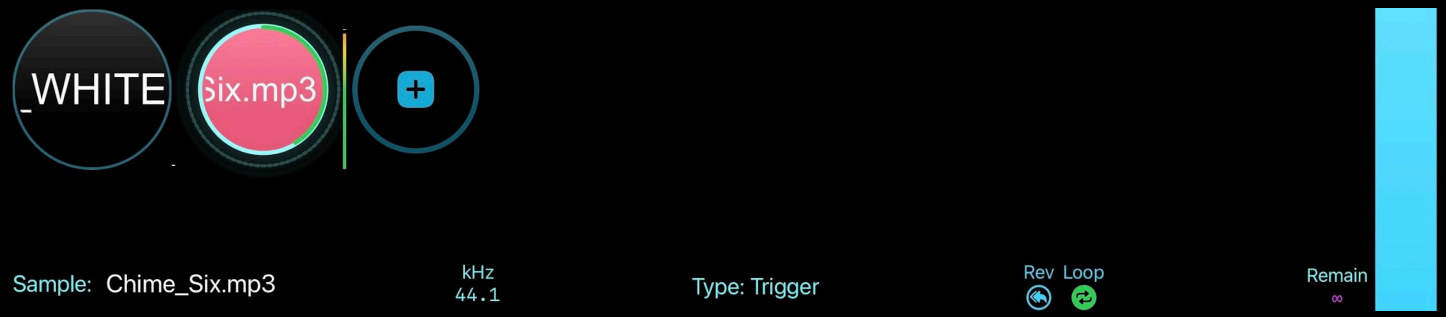
Looping a Sample

The Looping icon is next to the Reverse icon and it turns green when Looping is on. Tap the icon again to turn Looping off.

Elapsed time begins when a sample starts playing. Tap on Elapsed Time to see the Remaining time.



When you play a sample with Looping on, the sample's Remaining time will show the infinity symbol.



Accessing Sample Pad Preferences

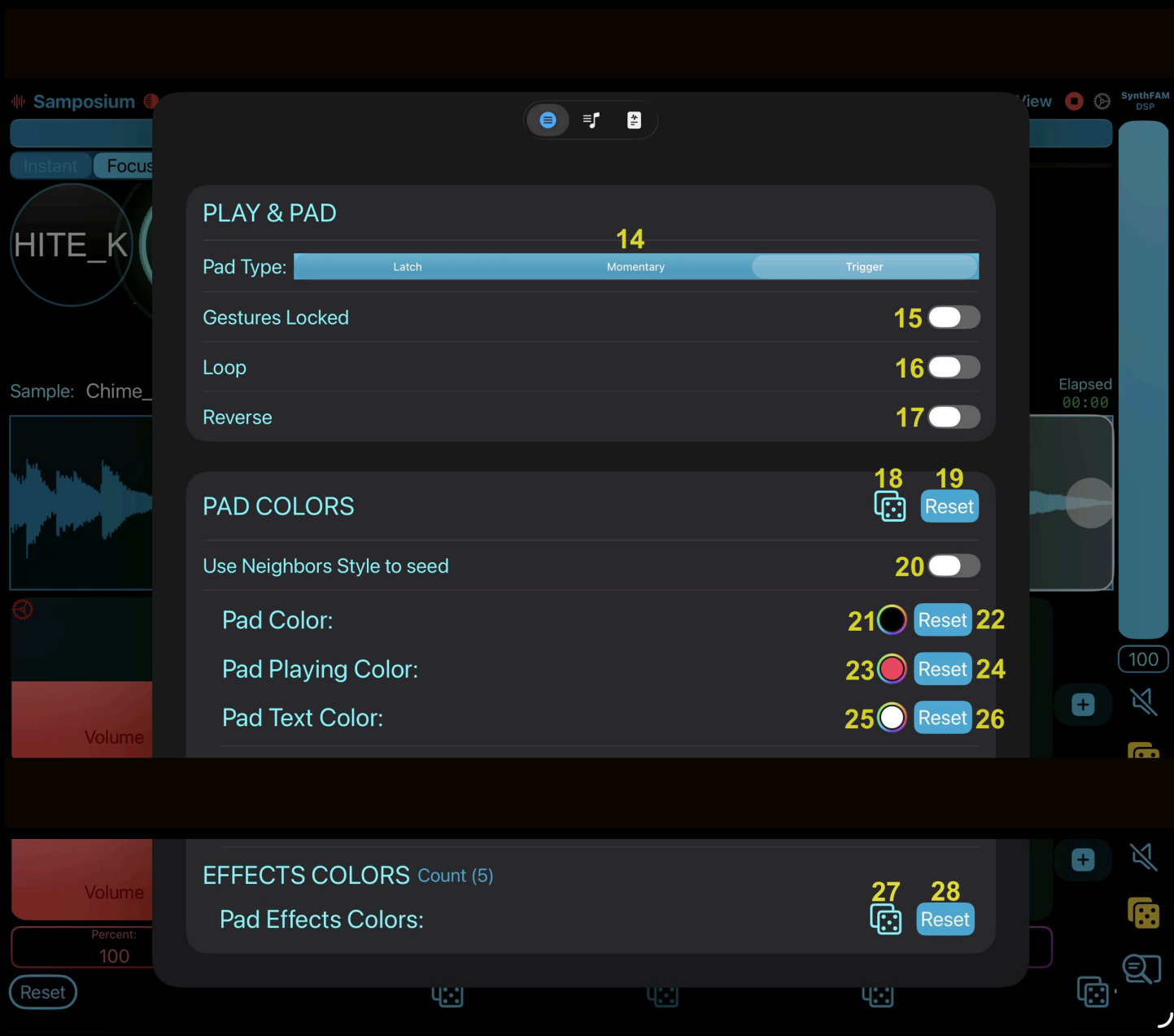
There are two ways to open a sample pad's preferences.

1. Tap on the sample's name in the Sample Info Area.
2. Touch and hold the sample pad then slide right.

Note: *Anywhere a sample's name is displayed, you can tap on it to open up a Sample Pad's Preferences.*

Sample Pad Preferences Tab 1

1. Sample name is the external facing display name
2. Play/Stop button either stops or plays the current sample pad in focus
3. Randomizes ALL parameters of the sample pad which is useful for quick inspiration
4. Deletes the sample pad
5. Editable field for changing the sample's display name
6. Internal path to the sample file (not editable)
7. Randomizes the sample's starting position
8. Resets the sample's starting position to the beginning of the sample, 0
9. Randomize the sample's selected length
10. Resets the sample's selected length to full length, 100%
11. Randomize the sample pad's size
12. Resets the sample pad's size to its default size
13. A slider for resizing the sample pad



14. Pad Types:
    a. Latch - First tap starts sample playback. Second tap stops sample playback.
    b. Momentary - Sample playback only happens while you are holding down the sample pad.
    c. Trigger - First tap starts sample playback. Second tap re-triggers the sample playback.
15. Gesture locking is useful because it locks out other gestures such as Deleting/Adding a Sample, Recording/Resampling, and opening up Sample Pad Preferences while performing
16. Looping a sample is when a sample repeats indefinitely or until it's stopped
17. Reversing a sample reverses the audio file.
18. Randomize sample pad colors: pad color, playing color, and text color
19. Reset all sample pad colors to their defaults

20. Takes a sample pad’s neighboring pad’s colors to generate its color
21. A color picker for the sample pad’s color
22. Reset the sample pad’s color to its default
23. A color picker for the sample pad’s playing color
24. Reset the sample pad’s playing color to its default
25. A color picker for the sample pad’s text color
26. Reset the sample pad’s text color to its default
27. Randomize all effects colors for the sample pad
28. Resets all effects colors back to their defaults

Sample Pad Preferences Tab 2

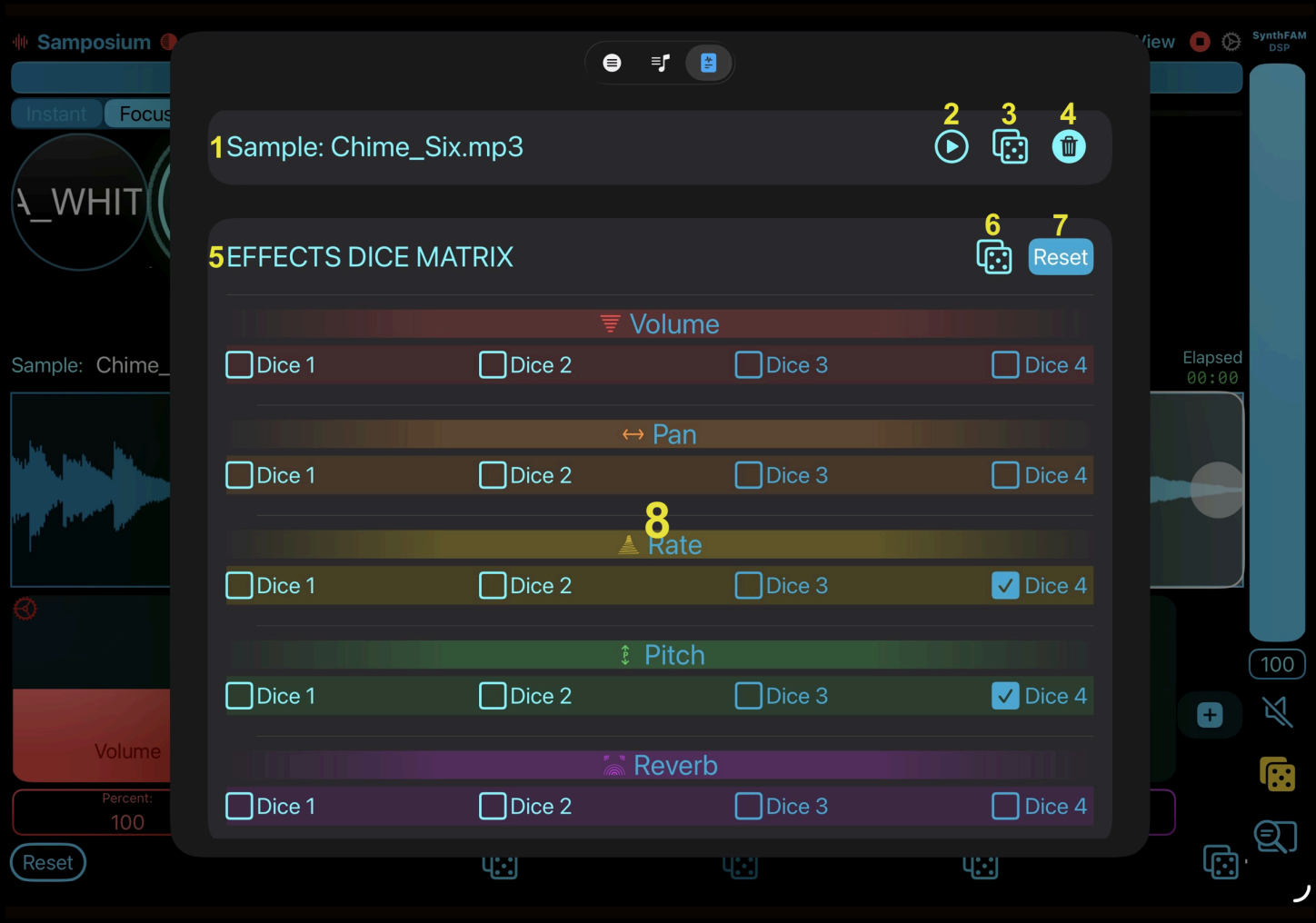
The second tab on Sample Pad Preferences includes Clock controls, MIDI assignment and Choke Groups. Choking happens when a sample in a Choke Group gets triggered and causes the other samples in that Choke Group to stop playing. This helps to reduce overlapping/bleeding of sounds or can be used for performing.

1. Sample name is the external facing display name
2. Play/Stop button either stops or plays the current sample pad in focus
3. Randomizes ALL parameters of the sample pad which is useful for quick inspiration
4. Deletes the sample pad
5. MIDI devices and mapping section for the sample pad
6. Push to learn an external MIDI device for the sample pad
7. Current assigned MIDI channel to communicate with external MIDI devices for the sample pad
8. Current mapped MIDI CC note number
9. Choke Groups assignment section that the sample is in
10. Randomize active choke groups that the sample is in

11. Removes all active choke groups from the sample
12. Active choke groups that the sample is in

Sample Pad Preferences Tab 3

The third tab in Sample Pad Preferences is the Effects Dice Matrix. Earlier, to add dice to an effect we had to go to each effect and add the dice. But there is an easier and more convenient way to do this with the Effects Dice Matrix. Here we see all effects for a sample pad and the associated dice in one section. You can manually assign dice to each of the effects but you can also randomize all the dice assignments.



1. Sample name is the external facing display name
2. Play/Stop button either stops or plays the current sample pad in focus
3. Randomizes ALL parameters of the sample pad which is useful for quick inspiration
4. Deletes the sample pad
5. Overview of all effects for a sample and the dice assignment for each effect
6. Randomizes all effects active dice assignments
7. Resets all effects active dice assignments to none
8. Per effect dice assignment list

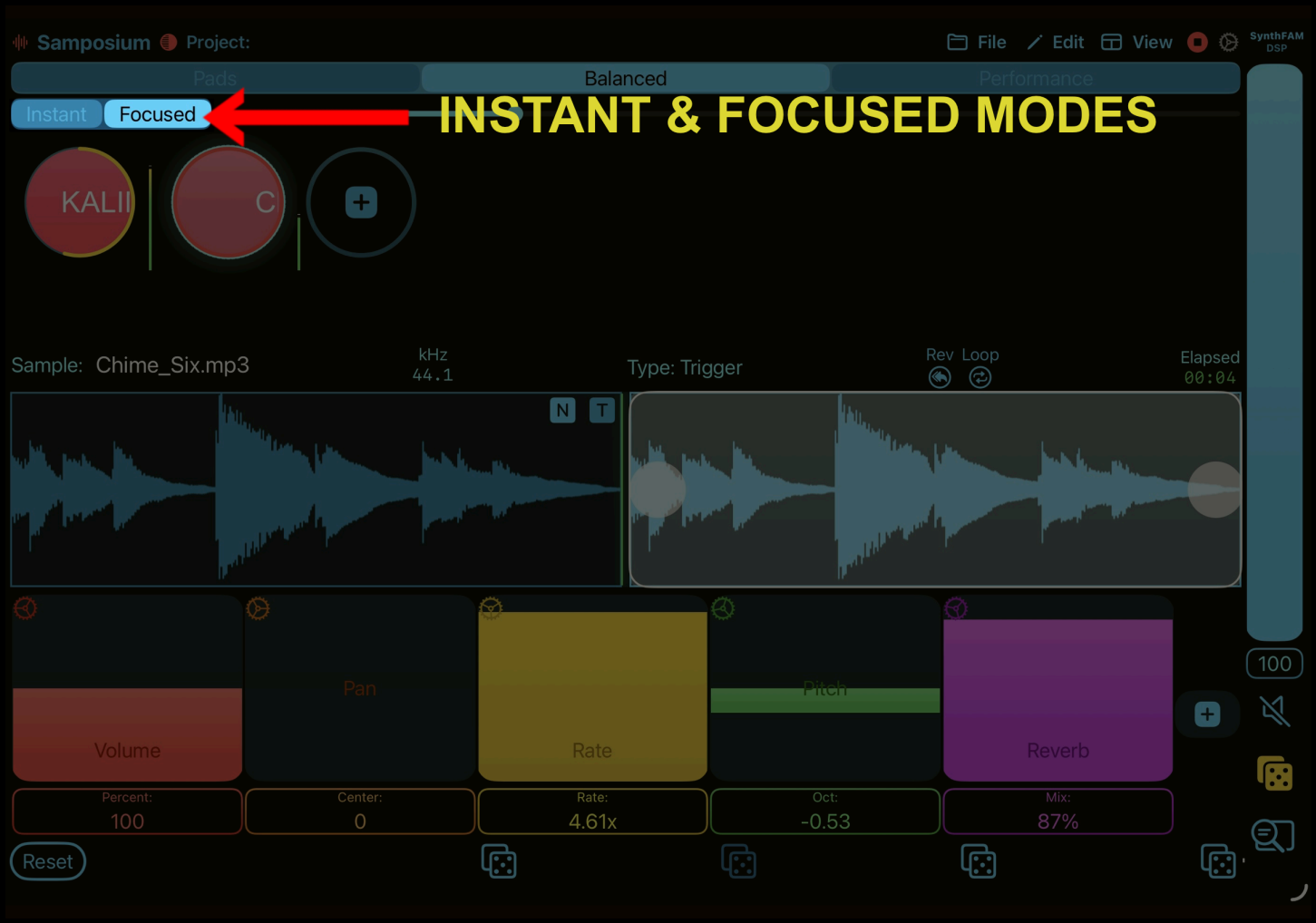
Now that we've gone through the Sample Pad Preferences, let's close them and take a look at other features in our main view.

Note: *Each sample pad has its own unique FX, FX chain, and preferences. Changes you make apply only to the currently selected pad, not to all pads.*

Tip: *Randomizing effects is a good way to assign dice to all effects but don't forget you can go into each effect's preferences to manually assign dice.*

Instant and Focus Mode

Above the Sample Pad Area are two different sample pad modes and a global sample pad size scaler.



When Instant mode is on, tapping any sample pad will bring it into focus and will play that sample instantly.

When Focus mode is on, tapping any other sample pad will bring that pad into focus but not play the sample instantly. If the sample pad is already in focus then it will play the sample.

Scaling the Sample Pad Area

The Sample Pad's Scaler is useful for seeing as many pads or as few pads that you would like in the Sample Pad Area by scaling all the pads' sizes uniformly. You can pinch zoom in the Sample Pad area to resize all sample pads at once.

Tip: *To reset all sample pads to their original size simply double tap on the scaler.*

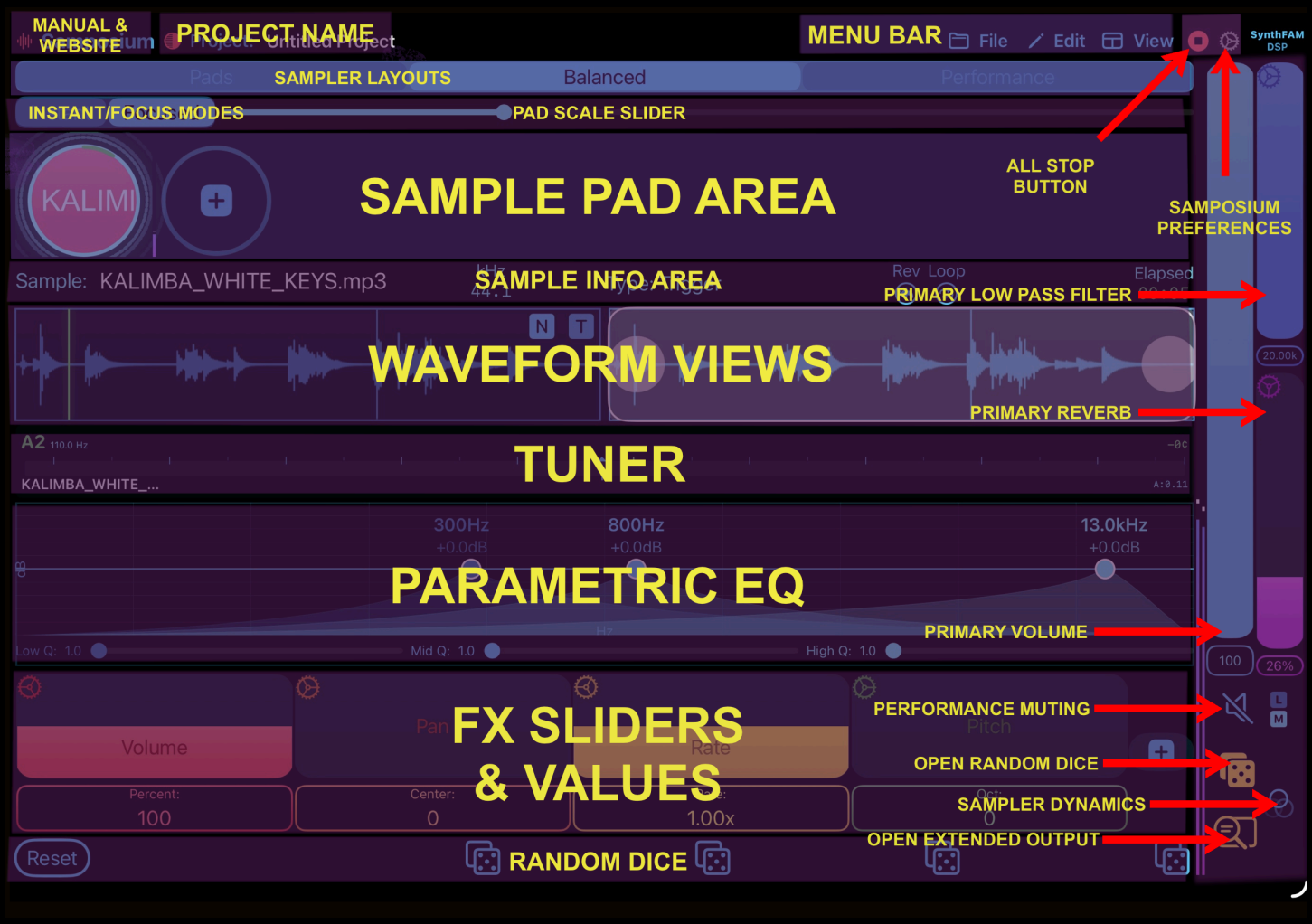
Note: *This scaler is independent from the Sample Pad's pad size.*

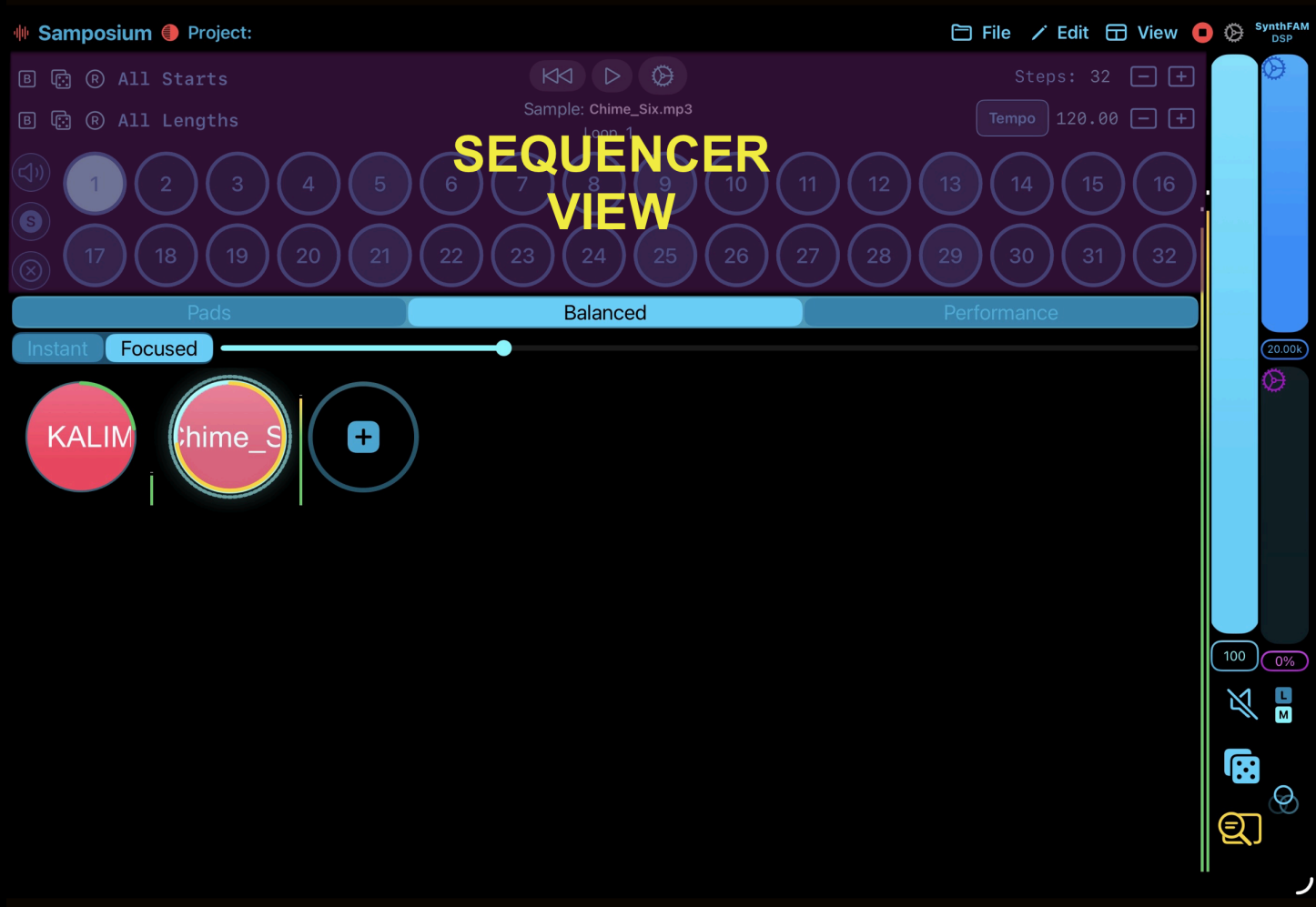
Sampler Layouts

Sampler Layouts are different utilizations of screen real estate depending on what you want to emphasize.

Balanced Sampler Layout

This sampler layout is what you have seen in this guide up to this point. It gives equal space for display features on the screen. Some areas seen below have not been shown yet in this guide.




Samposium
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All Starts
All Lengths
Steps: 32
Sample: Chime_Six.mp3
Tempo
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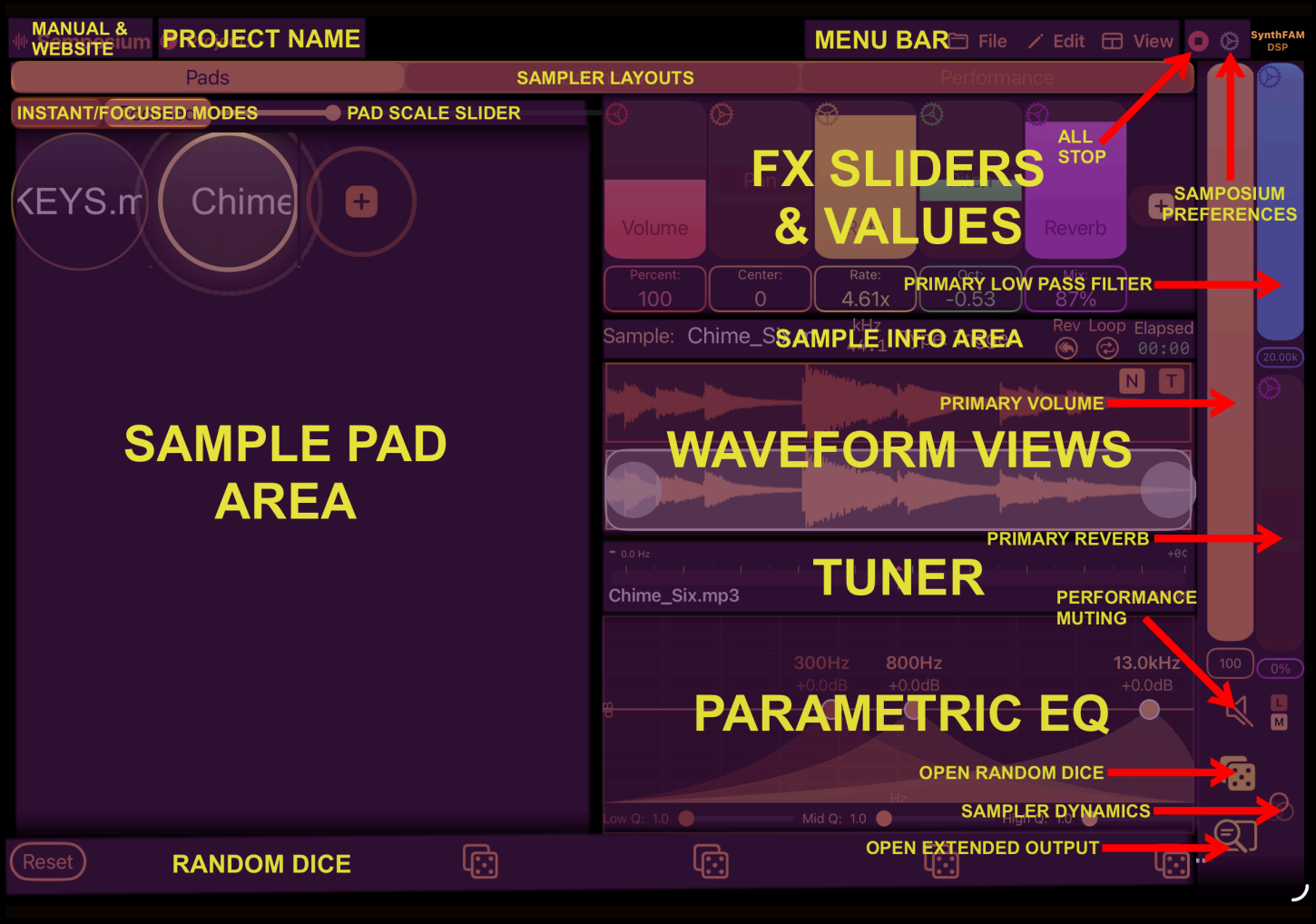
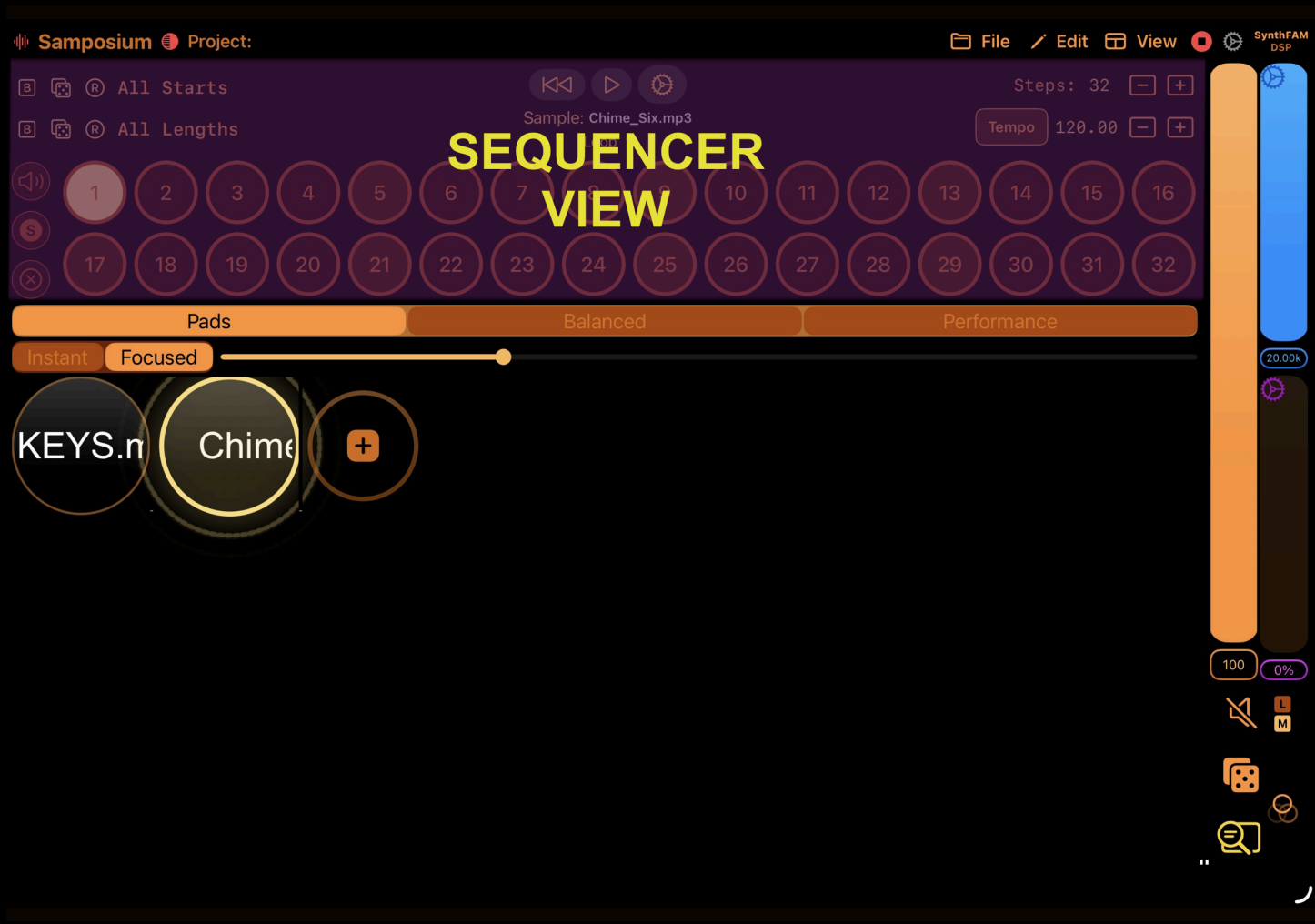
Pads Sampler Layout

This layout prioritizes the Sample Pad Area providing more room to play with multiple sample pads at the same time with one or multiple hands.

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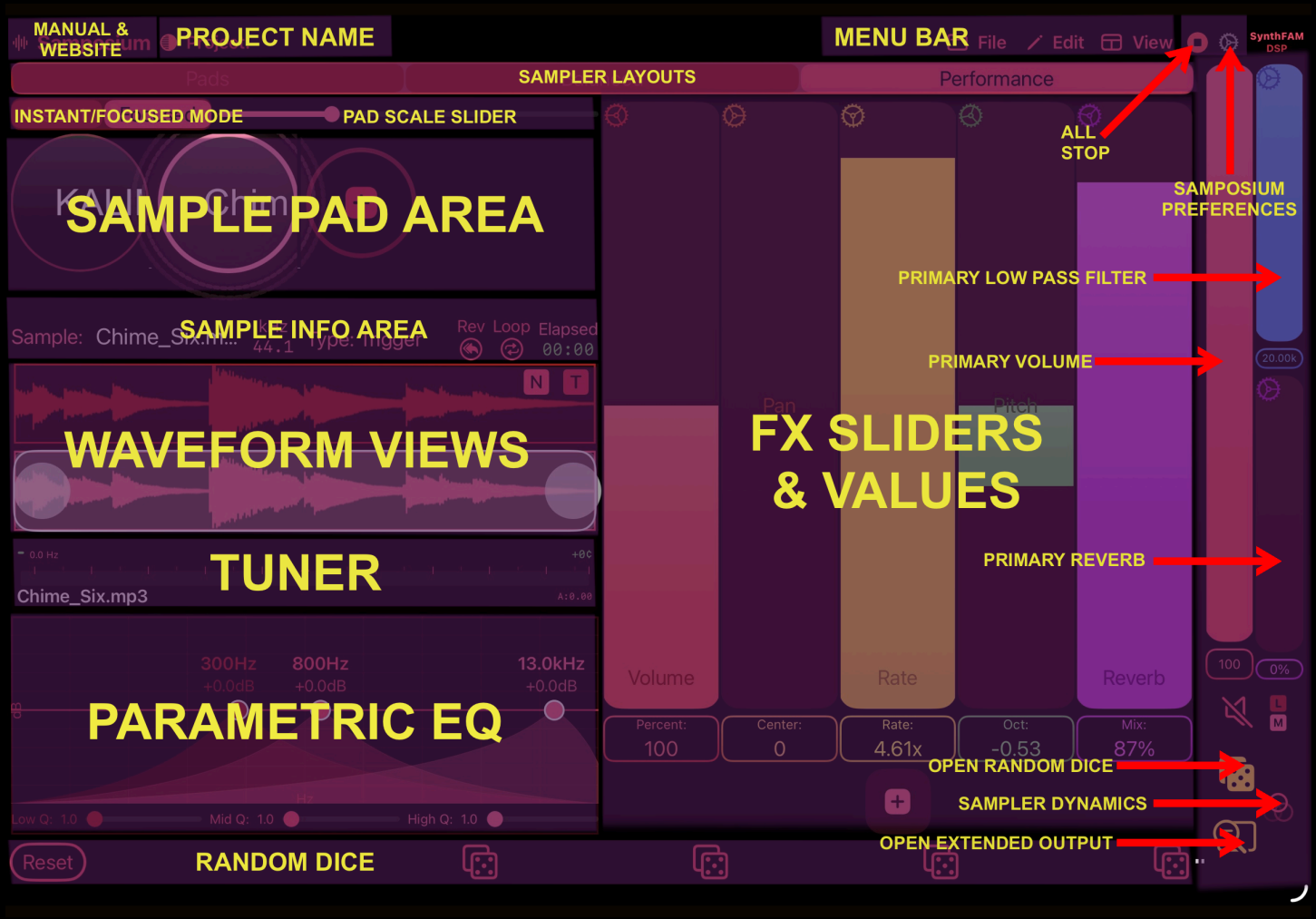
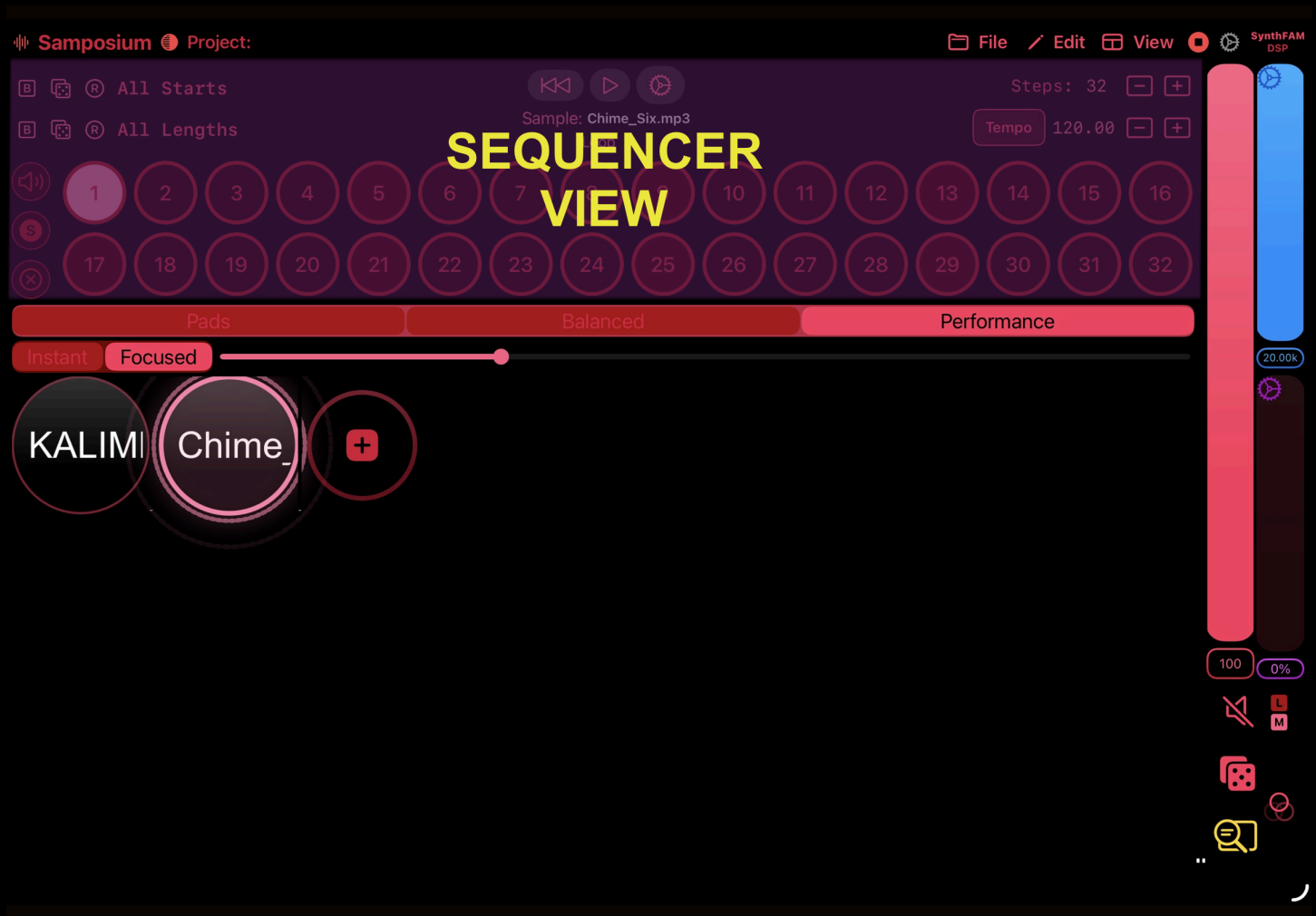
Performance Sampler Layout

This layout prioritizes the Effects Area providing more room to play with multiple effects at the same time with one or multiple hands.




Samposium
Project:
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SynthFAM DSP
All Starts
All Lengths
Steps: 32
Sample: Chime_Six.mp3
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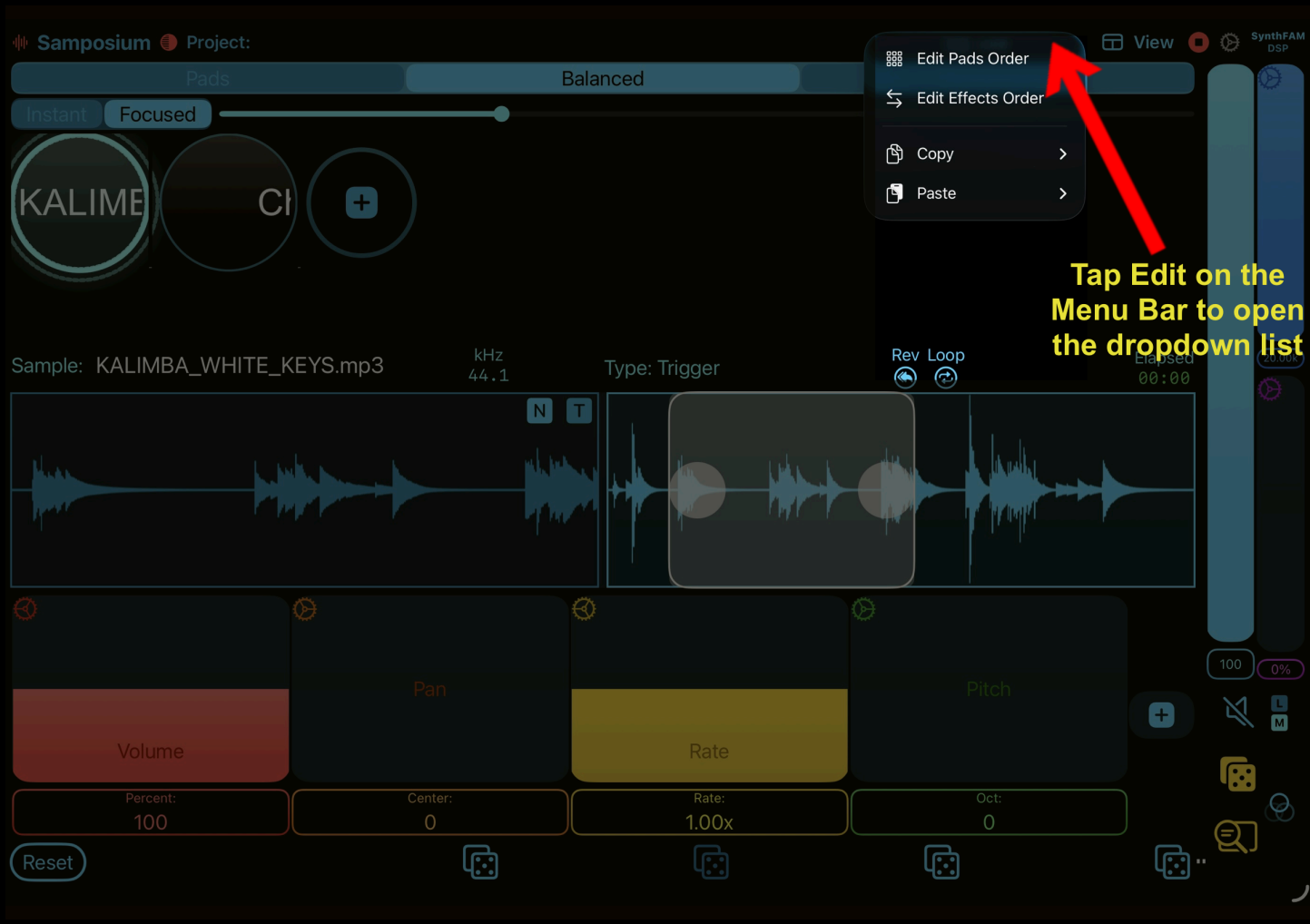
File Menu

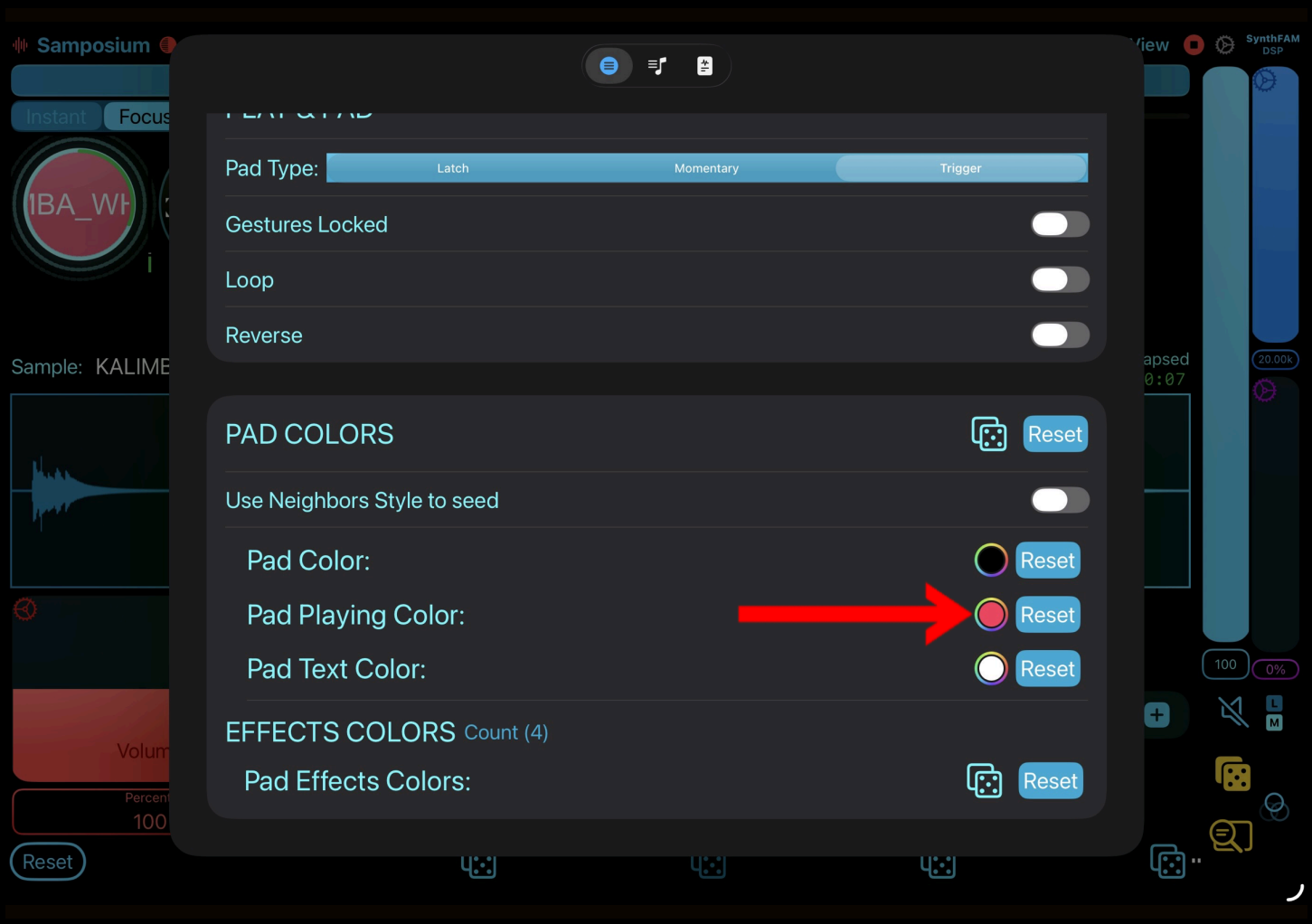
Under the File Menu you can create New projects, Load projects, and Save projects. Projects are a way to save entire Samposium sessions. Adding a sample from the File menu will assign the sample to the first available sample pad unless “Load Sample Creates New Pad" is turned on in Samposium Preferences which we will discuss later. If all sample pads are full when adding a sample from the File Menu it will overwrite the first pad.

Edit Menu

Under the Edit Menu is where you can copy characteristics from one sample pad to use on other sample pads for convenience. Let's change the Pad Playing color and copy it to the first pad.

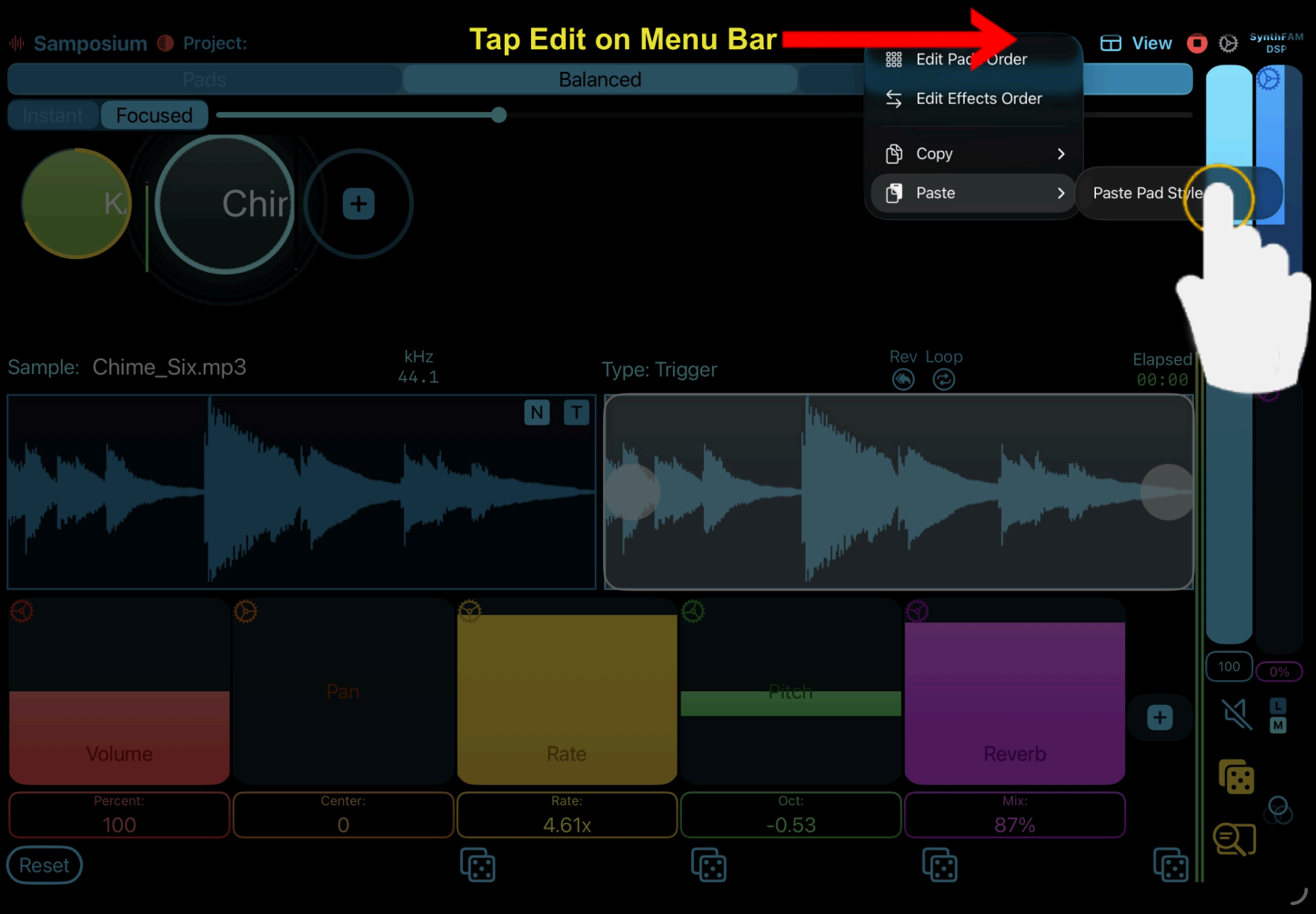


Open up Sample Pad's Preferences on the first sample pad by touching and holding the sample pad then slide right to show the gear icon. Scroll down to PAD COLORS and tap the color picker next to Pad Playing Color. Change the color to what you want and close the Sample Pad Preferences.



When you play the first sample pad the color is different from before. Now, go back to the Edit Menu while the first sample pad is playing and select Copy Pad Style.

Tap the second sample pad to bring it into focus then go back to the Edit Menu and choose Paste Pad Style. This menu changes based on what has been copied or not.



Now our sample pads have matching Pad Playing Colors. The other options under the Edit Menu make setting up characteristics for additional sample pads convenient.

View Menu

You saw this View menu earlier when we showed features like Sample Info, Waveforms, and FX but it's important to note the screen real estate is dynamic depending on what you are showing or hiding. Let's look at the other View options.

Tuner

Tap the Show Tuner menu item under the View Menu.

The Tuner appears below the Waveform Views in the balanced Sampler Layout. It displays note information for the currently focused sample pad and responds to the sample playing in real time. This can be used to aid in pitching samples to other samples with the Pitch effect as well as other general information (amplitude and frequency). Remember you can only see tuning information for one sample pad at a time. Make sure to start sample playback to see the Frequency, Amplitude, and Note Name values.

Tip: *Sometimes changing the sample's start point/length and slowing down the sample's rate helps make tuning to other samples easier*

Parametric EQ

Tap the Show EQ menu item under the View Menu.

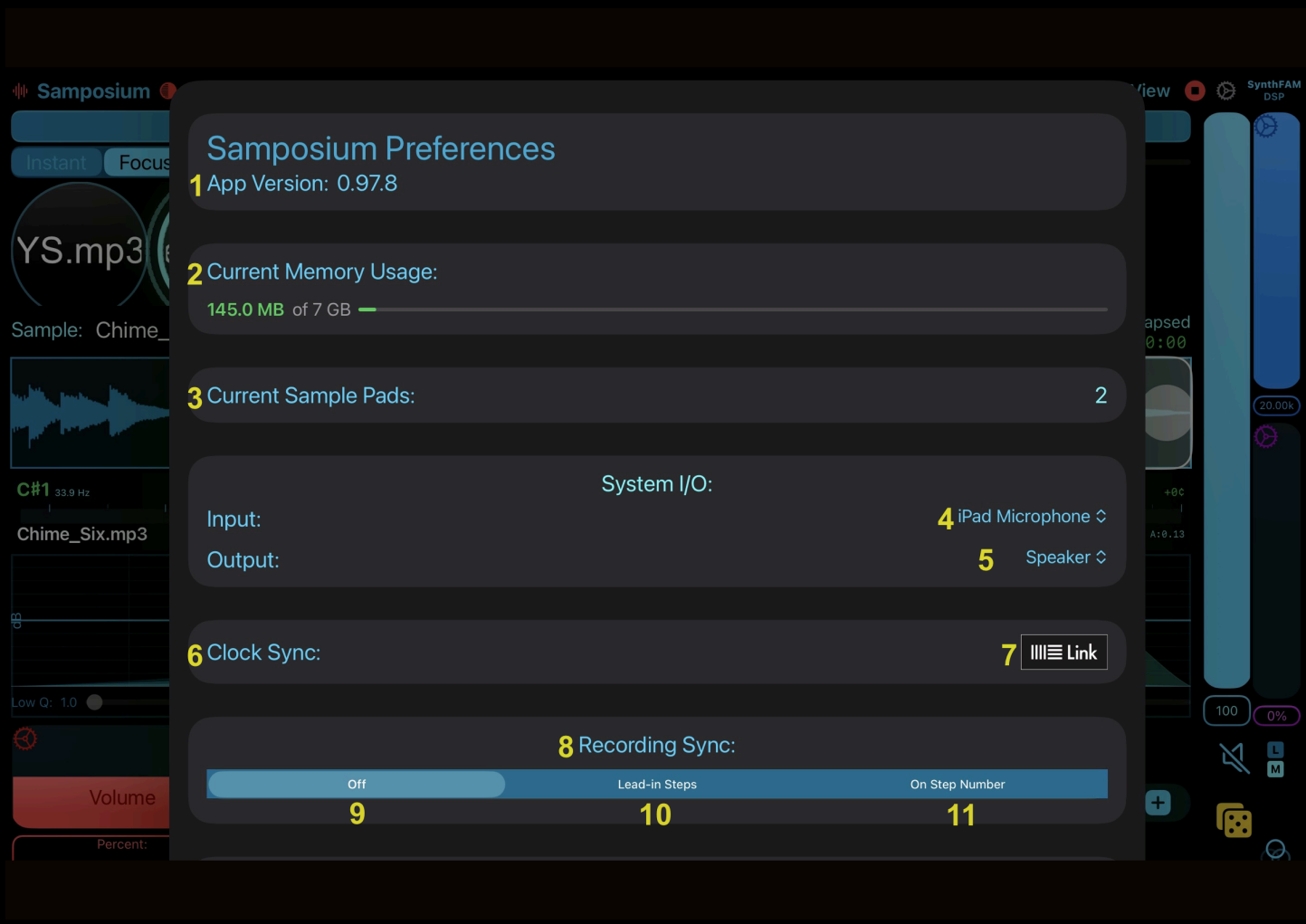
In the balanced layout the EQ appears in between the tuner and core effects. Before effects are applied, the parametric EQ can be used to sculpt frequencies (low, mid, high) of the sample before it gets routed into the effects.

All Stop Button

Next to the View Menu is the All Stop button which stops all sample pads from playing but does NOT stop the sequencer. The gear icon opens Samposium Preferences.

Samposium Preferences

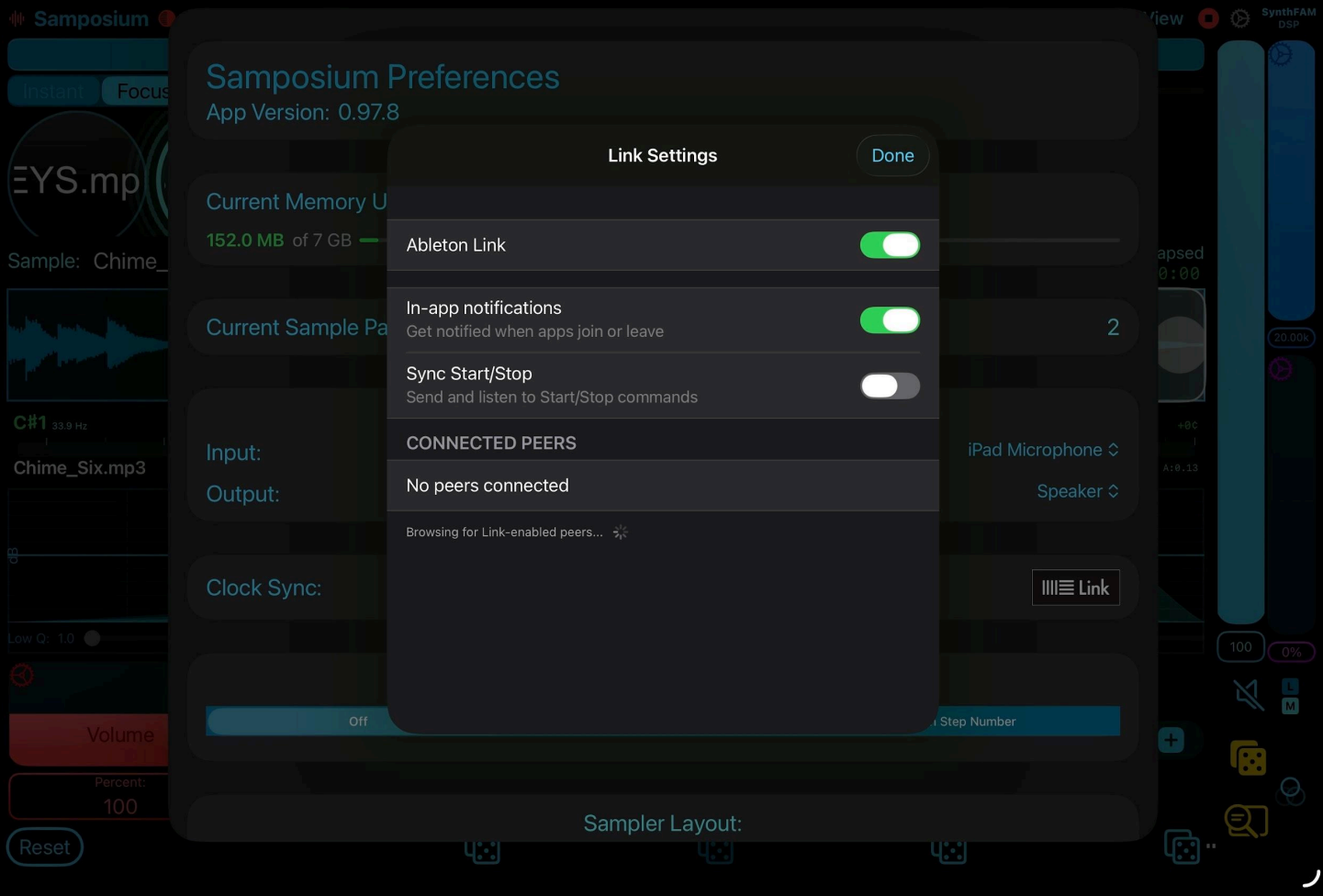
These preferences are different from a Sample Pad's Preferences. These settings apply to features across the app as a whole instead of applying to individual sample pads and their effects.



1. The current app version you are running
2. The current memory usage of Samposium and the maximum memory of the device
3. Current count of the sample pads in the current session
4. A dropdown list of devices that can be selected for the input source for the app. Used for mic or line-in recording.
5. A dropdown list of devices that can be selected for the output source for the app
6. Clock Sync keeps your sequencer perfectly in time with other music apps and devices. It uses Ableton Link that synchronizes tempo, beat position, and start/stop controls wirelessly across multiple apps and devices on the same network.
7. Access to Ableton Link settings

8. Recording Sync automatically times your recordings to match the sequencer's beat grid, ensuring your recorded samples are perfectly aligned with your patterns and loops.
9. Off - Manual recording mode. Press record to start immediately, press stop when finished. No synchronization.
10. Lead-in Steps - Counts down a set number of steps before recording starts automatically.
11. On Step Number - Recording starts and stops on specific step numbers you choose.

Ableton Link Settings



What it does:

- Syncs tempo automatically - When you enable Link, your BPM will match other Link-enabled apps. Change the tempo in any connected app, and all others follow instantly.
- Aligns beats perfectly - All connected apps stay locked to the same beat grid, so loops and patterns play in perfect sync without drifting.
- Coordinates playback - When you press play or stop in one app, all connected Link apps can start and stop together (depending on their settings).

Record Sync

Instead of manually starting and stopping recordings, Record Sync lets the sequencer control when recording begins and ends based on specific step positions. This guarantees your recordings are musically timed and loop-ready.

- Off - Manual recording mode. Press record to start immediately, press stop when finished. No synchronization.

- Lead-in Steps - Counts down a set number of steps before recording starts automatically. For example, with a 4-step lead-in:
    - Press record
    - See a countdown: "Start in 4 steps... 3... 2... 1..."
    - Recording begins automatically on the target step
    - Recording stops on your chosen stop step

- On Step Number - Recording starts and stops on specific step numbers you choose. Perfect for capturing exact loop lengths:
    - Set start step (e.g., step 0)
    - Set stop step (e.g., step 16)
    - Press record
    - Recording automatically starts at step 0 and stops at step 16
    - Creates perfectly looped samples every time

1. Pads sampler layout: prioritizes the Sample Pad Area providing more room to play with multiple sample pads at the same time with one or multiple hands
2. Balanced sampler layout: gives equal space for display features on the screen
3. Performance sampler layout: prioritizes the Effects Area providing more room to play with multiple effects at the same time with one or multiple hands
4. Color picker for changing the Pads sampler layout color
5. Reset the Pads sampler layout color to its default
6. Color picker for changing the Balanced sampler layout color
7. Reset the Balanced sampler layout color to its default
8. Color picker for changing the Performance sampler layout
9. Reset the Performance sampler layout color back to its default
10. Color picker to change the highlight color which is used to call attention to certain UI elements
11. Reset the highlight color back to its default
12. Waveform downsampling = Smaller pictures of your audio, same great sound quality
13. Darkmode toggles between light and dark modes for the entire UI
14. Turn the pad text that scrolls on a sample pad on or off
15. Turns the volume meters for sample pads and primary output to its alternative color

1. A sample pad's style will be random when you create one unless Use Neighbor's Style to Seed is toggled on

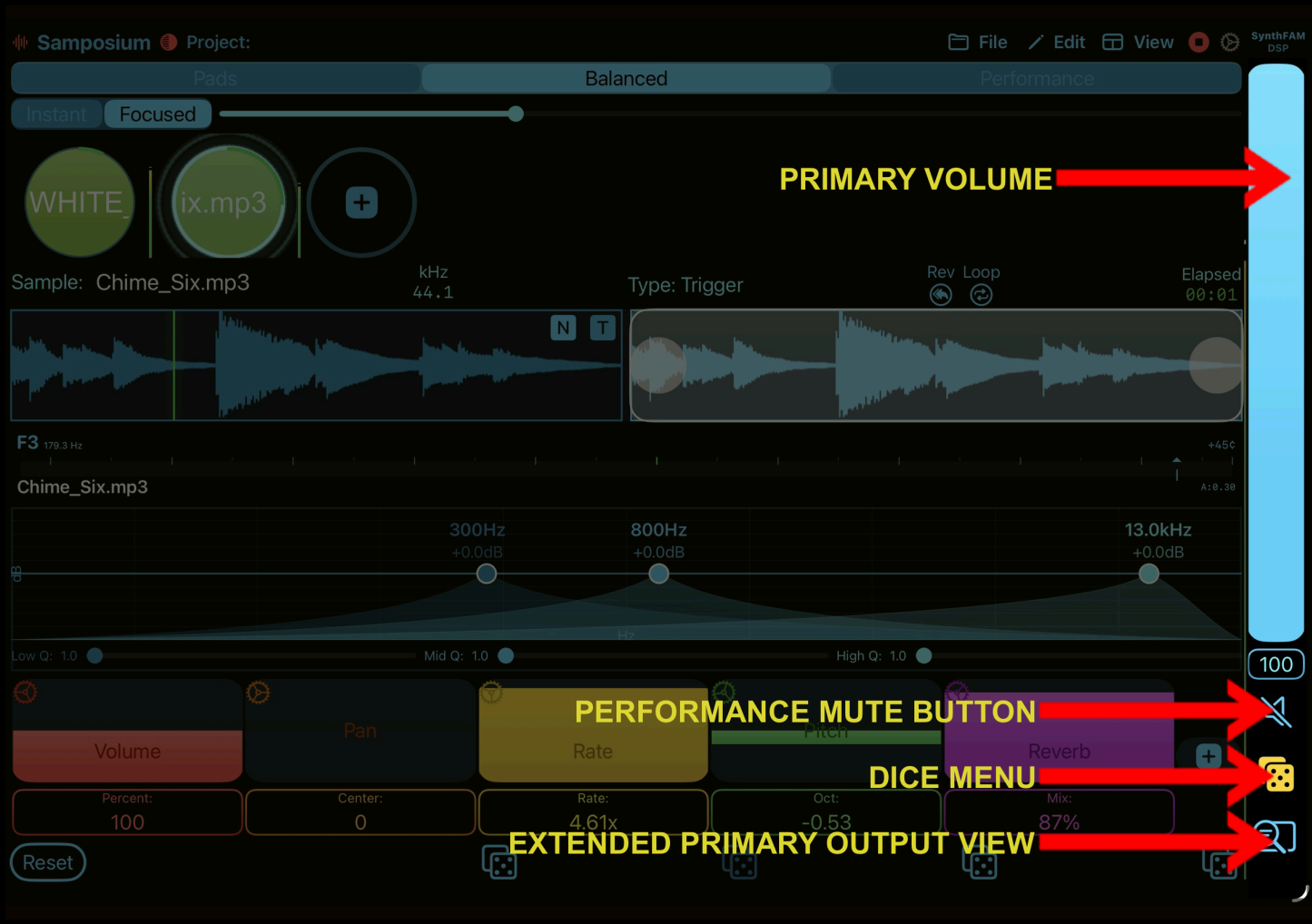
2. Takes a sample pad's neighboring pad's colors to generate its color when toggled on
3. When loading a sample from the file menu a new sample pad is created when toggled on
4. Toggles Welcome Screen on/off for when the app launches
5. Randomize all sample pad's colors which includes pad color, pad playing color, and pad text color. Having Use Neighbor's Style to Seed on effects the color choices that the sample pads get randomized to.
6. Reset all sample pad's colors to their defaults
7. Randomize all sample pad sizes
8. Reset all sample pad sizes to their default
9. Sampler Compressor smooths out volume spikes so loud hits don't jump out too much, and quiet sounds can feel a bit more present.
10. Sampler Dynamics is a more flexible dynamics processor that can compress loud sounds and also gently expand quiet passages. Think "smart leveling" that can shape transients and sustain.
11. Sampler Dynamics Range Compressor targets the overall dynamic range, narrowing the gap between the softest and loudest parts so mixes feel tighter and more controlled.
12. Sampler Limiter acts as a "ceiling" for peaks so nothing clips or distorts if things get too loud. It catches fast transients right before the output.
13. You can reload the manual if it accidentally gets deleted
14. You can reload the stock sample library and all of its substructures if it gets deleted
15. You can reload the stock projects library if it gets deleted
16. Toggles on/off the anonymous analytics for feature use tracking
17. Enables developer debug logs

Close Samposium Preferences and let's look at the Primary Output Area.

Primary Output View

The sampler's primary volume is the tall vertical slider on the right side of your screen. It controls the volume for the entire sampler. Below the primary volume slider are three icons:

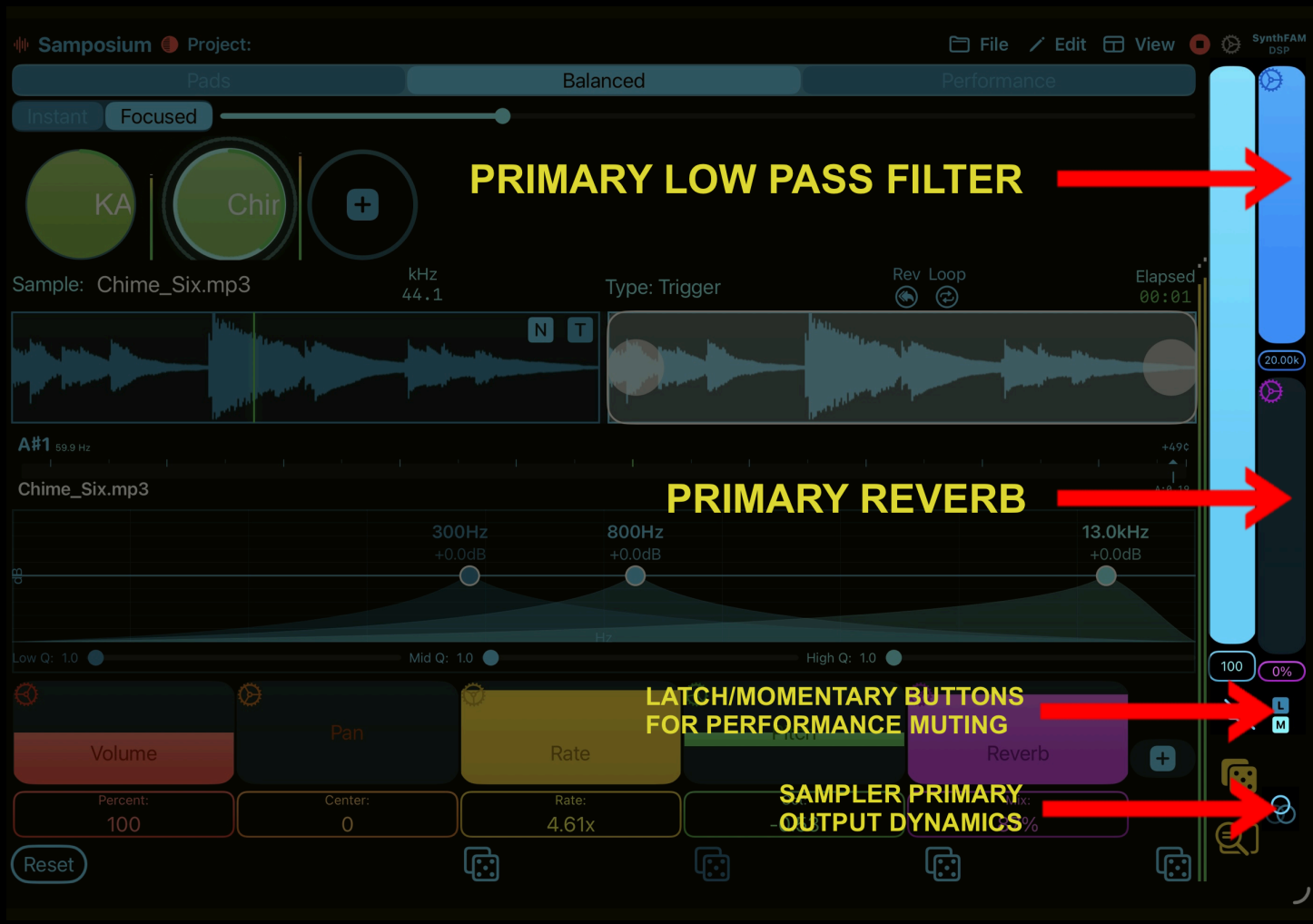
- Speaker icon: A performance mute button with Latch and Momentary options which can be seen in the extended Primary Output view
- Dice icon: Opens the Randomize Dice Section
- Magnifying glass icon: Opens the extended Primary Output view



Tap the magnifying glass underneath the dice icon to open up the Extended Primary Output View.

Extended Primary Output View

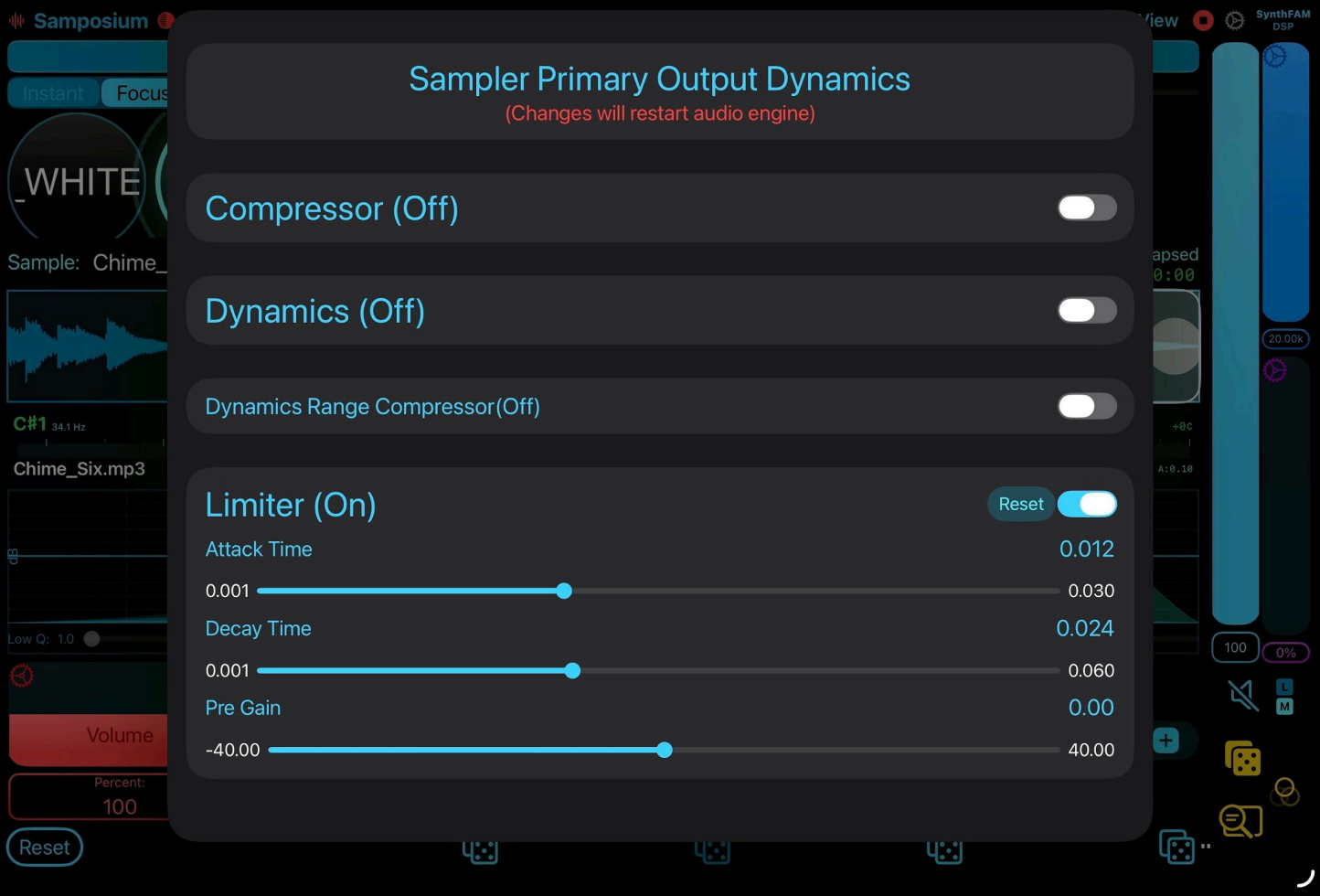
Next to the primary volume are two more sliders. The top slider is Samposium's Primary Low Pass Filter (blue) and the lower slider is Samposium's Primary Reverb (purple). Each of these primary effects have secondary parameters that can be accessed like other sample pad effects by tapping the gear.



Tap on the three-rings icon to open Samposium's Primary Output Dynamics.

Primary Output Dynamics

Samposium's Primary Output Dynamics include a wide range of settings you can adjust.



Sampler Compressor

- What it does: Smooths out volume spikes so loud hits don't jump out too much, and quiet sounds can feel a bit more present.
- When to use: To make your overall sampler output sound more consistent and punchy without big jumps in level.

Sampler Dynamics

- What it does: A more flexible dynamics processor that can compress loud sounds and also gently expand quiet passages. Think "smart leveling" that can shape transients and sustain.
- When to use: If you want more detailed control than a standard compressor—for example, softening sharp hits while retaining body, or adding a bit of life to quieter content.

Sampler Dynamics Range Compressor

- What it does: Targets the overall dynamic range, narrowing the gap between the softest and loudest parts so mixes feel tighter and more controlled.
- When to use: To create steady, loop-friendly material that sits well in a mix by gently “pulling” extremes toward the middle.

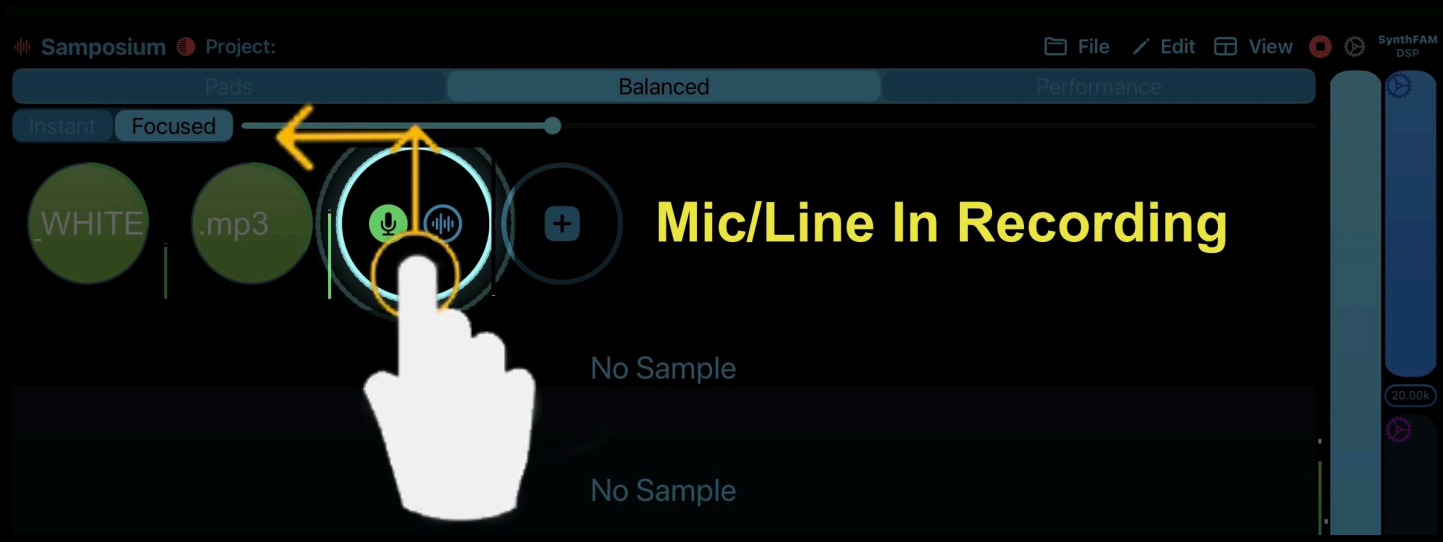
Sampler Limiter

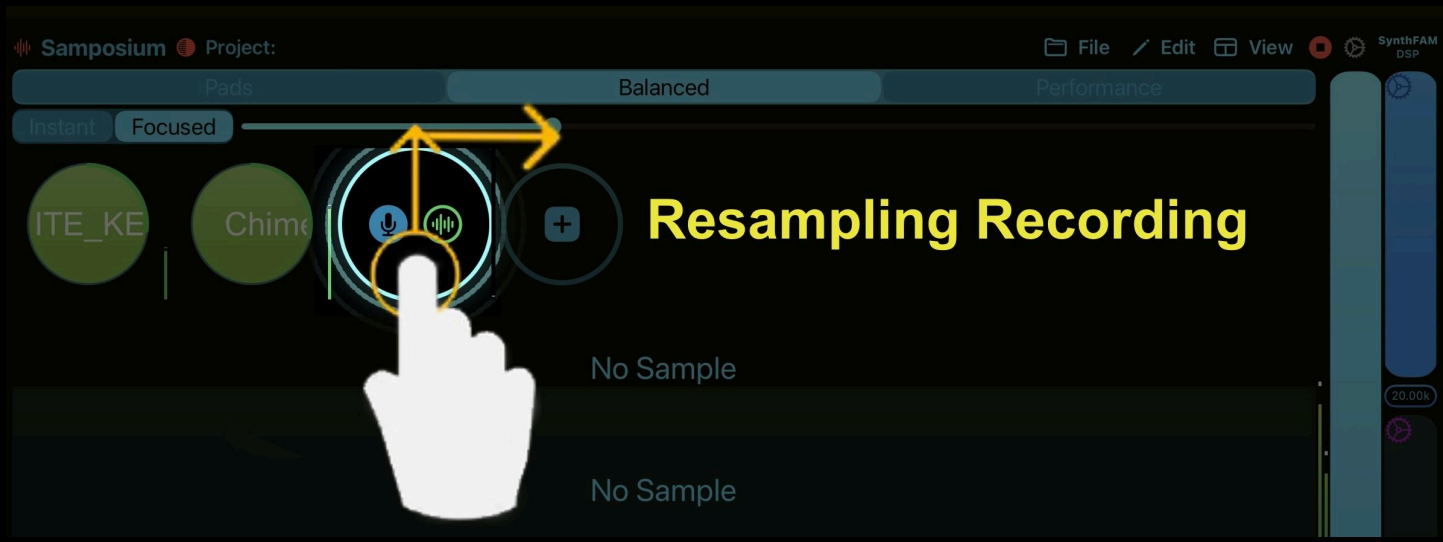
- What it does: Acts as a “ceiling” for peaks so nothing clips or distorts if things get too loud. It catches fast transients right before the output.
- When to use: Always a good last step to prevent clipping; especially useful when layering many samples or driving other dynamics.

Next we will look at recording and resampling. Go ahead and close the Output Dynamics and make a new sample pad that we will use for recording.

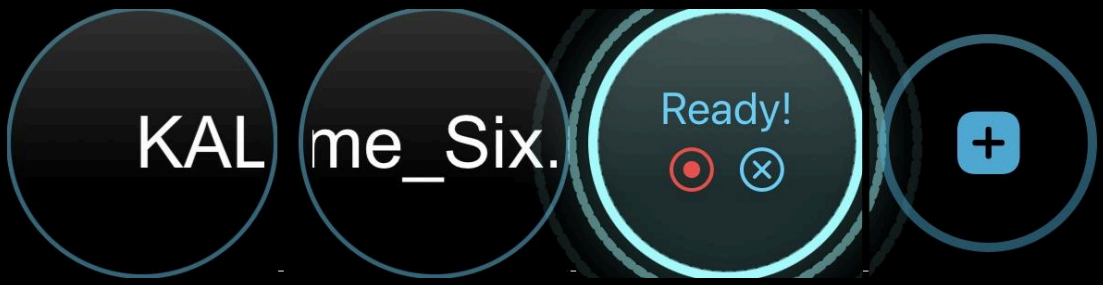
Mic/Line In and Resampling Recording

To open the recording controls on a pad, place your finger on the pad and drag up. While your finger is still down, slide to the left side to choose Mic/Line In or slide to the right side to choose Resampling. Lift your finger to reveal recording controls.

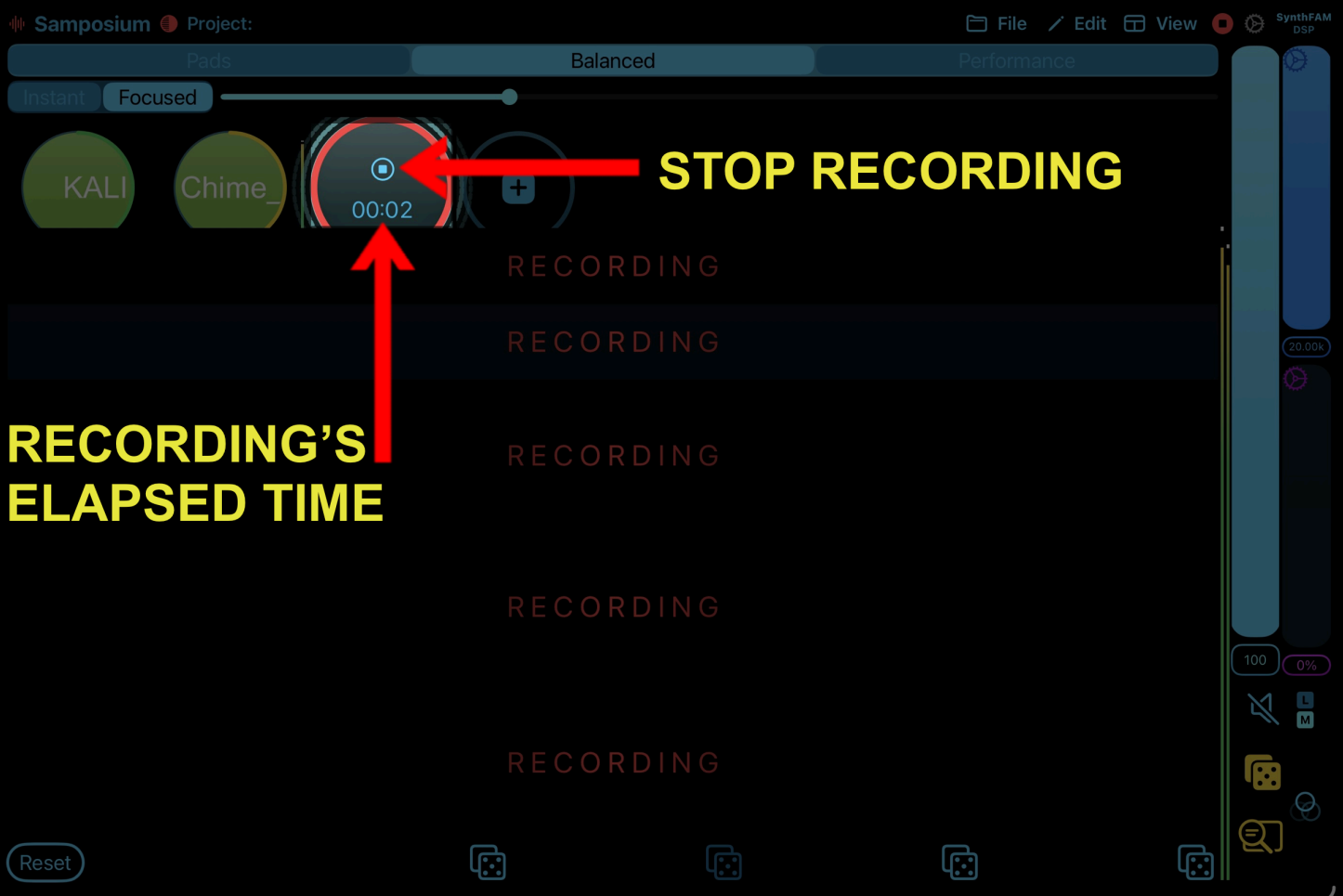




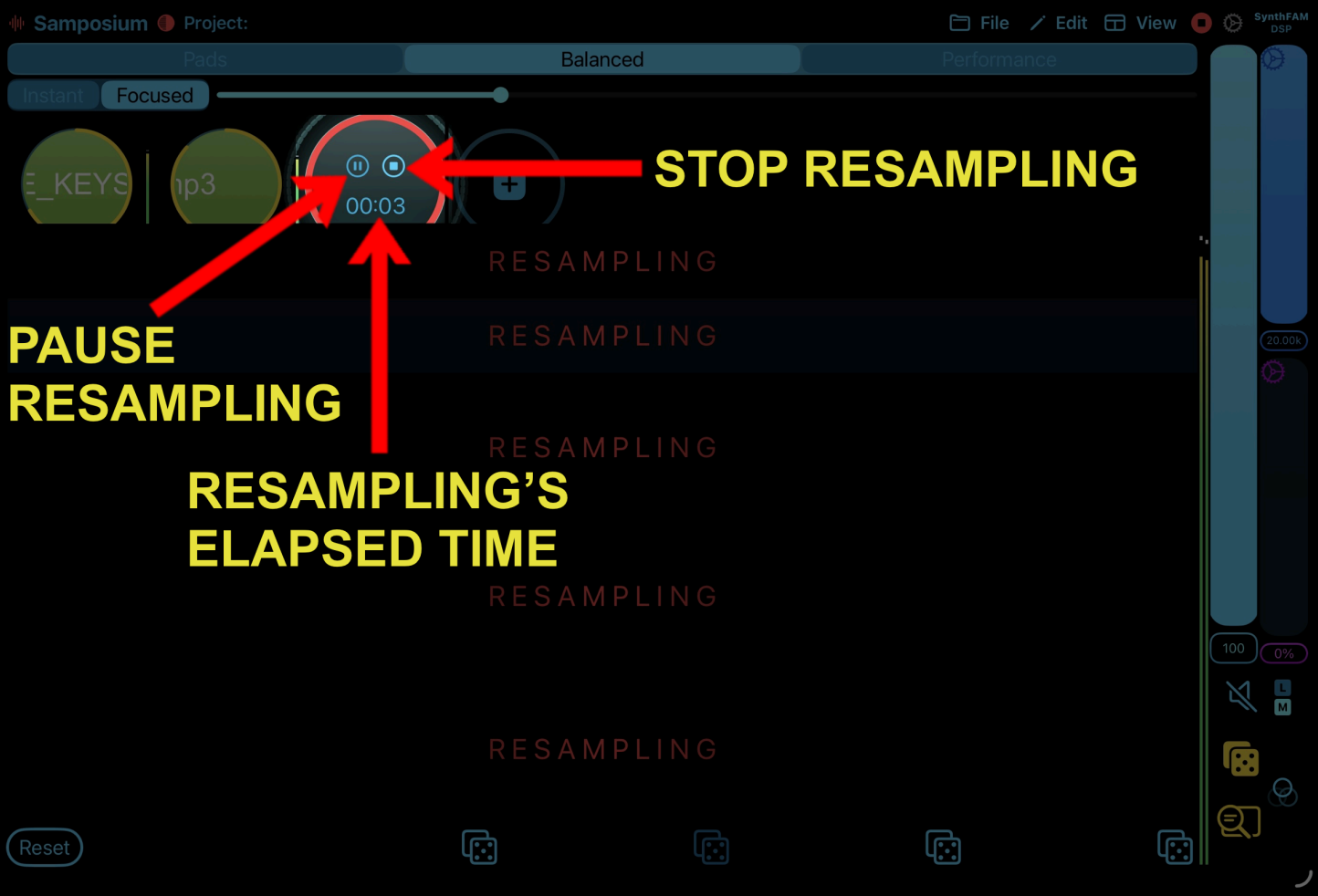
This opens the pad's recording panel with a red record button and a close button. Mic/Line In doesn't offer a pause; you either record or stop. If you change your mind before recording starts, tap the X to close the recording controls.



If you picked Mic/Line In, tap the red record button to begin capturing from your microphone or line input. You'll see a "Recording" label and a timer showing the elapsed time increasing. When you're done, tap the stop button.



If you picked Resample, tap the red record button and start performing—trigger pads, tweak effects, anything you want to capture. You can pause and resume if you need a breather; the pause button turns back into the record button until you're ready to continue resampling. Tap the stop button when you're done.

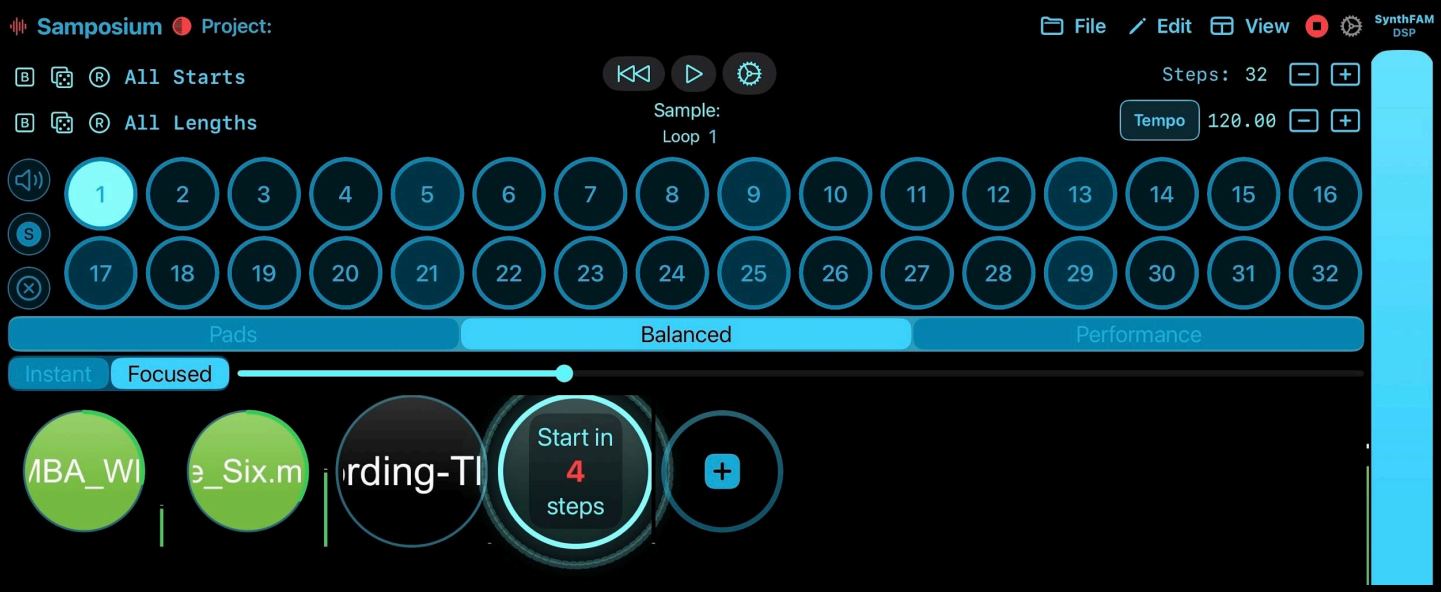


Note: *Mic/Line In recording is disabled in AUv3 mode and requires microphone permission in standalone.*

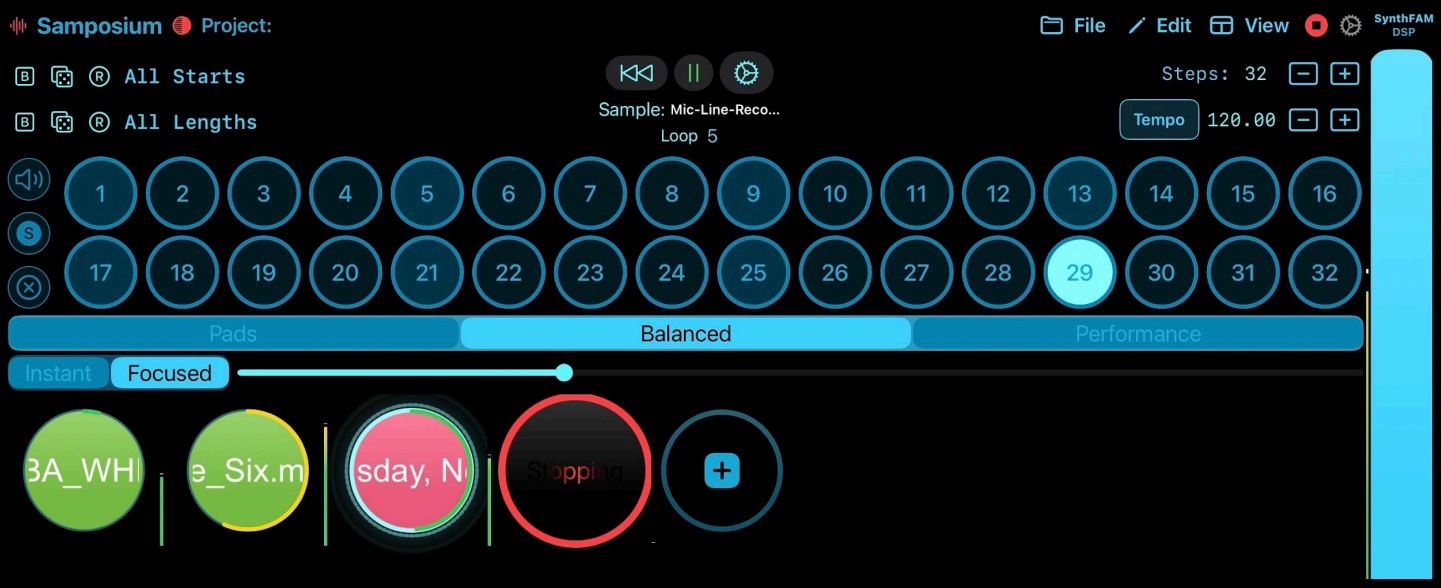
Clock-Synced Recording

If you want your recording to start and stop exactly on sequencer steps, enable a clock-sync mode in your recording/clock settings. There are two ways to sync: choose a lead-in (for example, start in 4 steps and stop at a specific step), or choose exact start and stop step numbers in the recording sync options in the Samposium preferences.

Once a recording sync mode is enabled, use the same drag-up gesture on the pad to choose Mic/Line In or Resample and open the panel. Tap the red Record button to arm recording. Instead of starting right away, the app will show “Start in X steps.” When the sequencer reaches the target step, the app begins recording automatically and the timer appears. This means that for recording sync to work the sequencer MUST be running. We will go over the sequencer in the next section.



When you want to stop in sync, tap stop during the take. You'll see a brief "Stopping" indicator; the app will finish cleanly on your chosen stop step. If you're not using sync, stop ends immediately. Mic/Line In gives you step-accurate start and stop without pause, while resample gives you step-accurate start/stop plus the option to pause and resume mid-take.

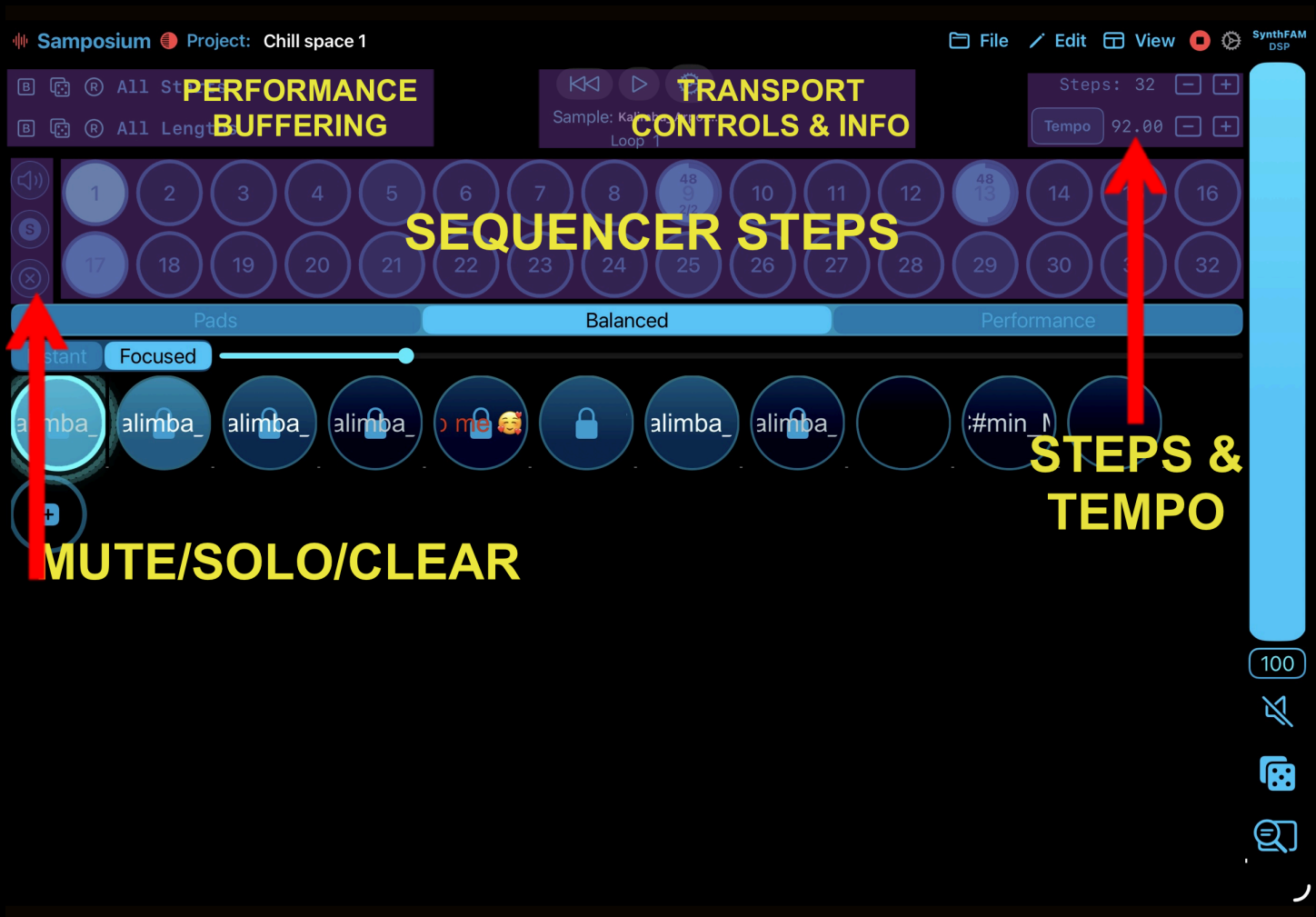


You'll always see clear visual cues as you go: a countdown before recording starts, a prominent "Recording" or "Resampling" label with a timer during the take, and a "Stopping" banner if you've armed a synced stop.

Note: *Remember that only one pad can be armed or recording at a time.*

Clock and Sequencer

The sequencer is a step-based pattern player that advances through a grid at your chosen tempo and length, lighting each step in order and triggering any pads you've activated on those steps. You can toggle steps on/off per pad, mute steps, and use features like step probability and simple loop patterns so parts feel dynamic but stay tight. Playback is always locked to the app's clock or your host (AUv3), so what you hear and what you see stay perfectly in time. Press play to loop your pattern, edit steps live, and combine multiple pads to build complete grooves.



Note: *Each sample pad has its own sequence and steps.*

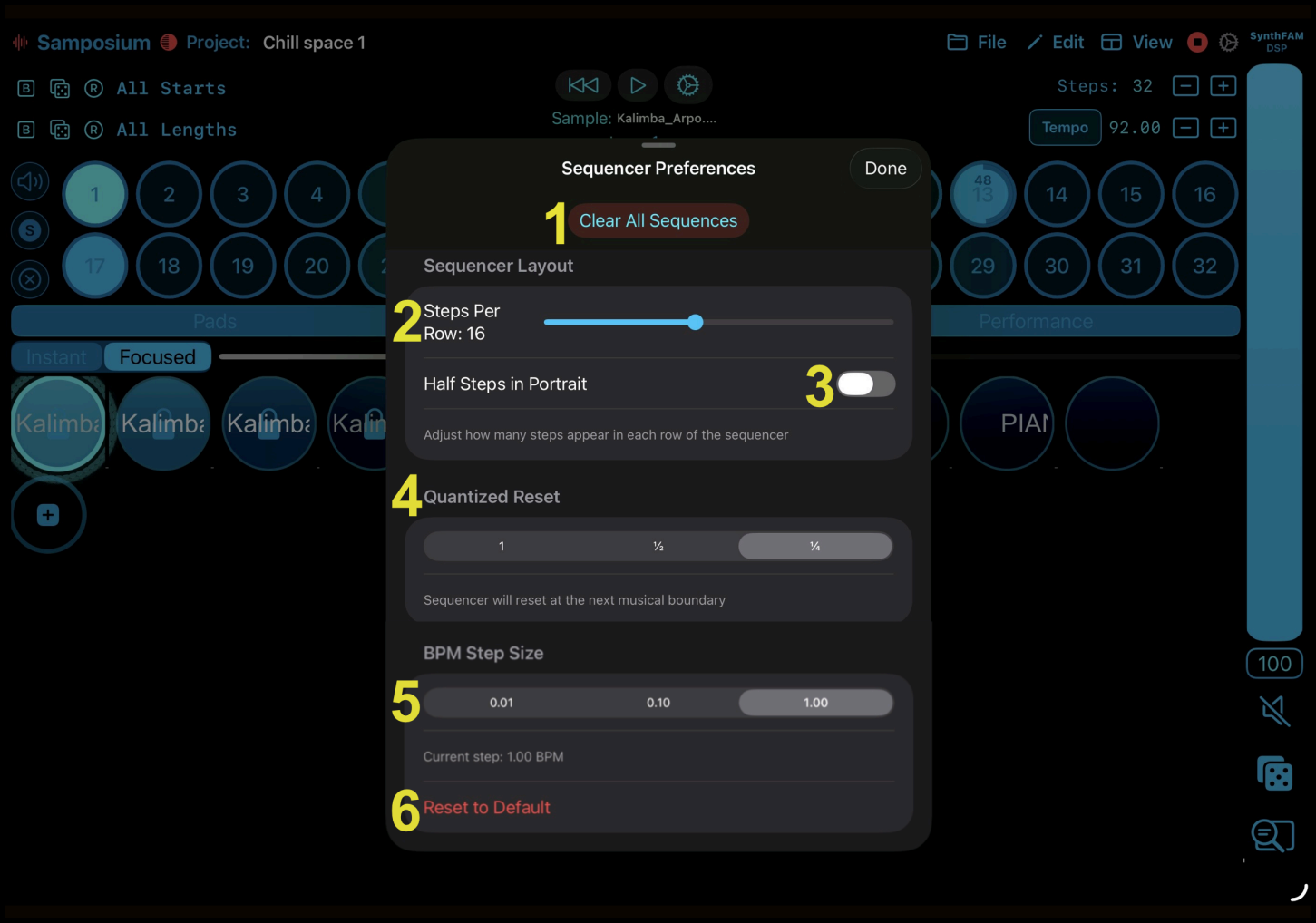
Performance Buffering

1. Buffers all sample starts (saves a copy)
2. Randomize all sample starts (starting positions can never exceed the length)
3. Recalls all sample buffered starts
4. Buffers all sample lengths
5. Randomizes all sample lengths (sample lengths can never precede the starting position)
6. Recalls all sample buffered lengths

Transport Controls & Info

1. Quantized Reset/Back button. This resets our sequencer to the first step. In Ableton Link network session and AUv3, this resets our current loop counter.
2. Play or pause the sequencer. This is hidden in AUv3 if host start/stop sync is enabled.
3. Sequencer preferences
4. Currently focused sample pad’s sample name that opens up sample pad preferences when tapped.
5. The current loop that the sequencer is on.

Sequencer Preferences



1. Clears all sample pads' active steps in our sequencer
2. The number of steps that are seen in each row of our sequencer
3. When toggled on and the device is in Portrait orientation the steps per row for each sequencer row uses half the steps
4. The granularity for our quantized reset button which are: whole, half, and quarter notes.
5. The granularity of our tempo controls
6. Resets BPM step size to its default size which is 1

Steps & Tempo Controls

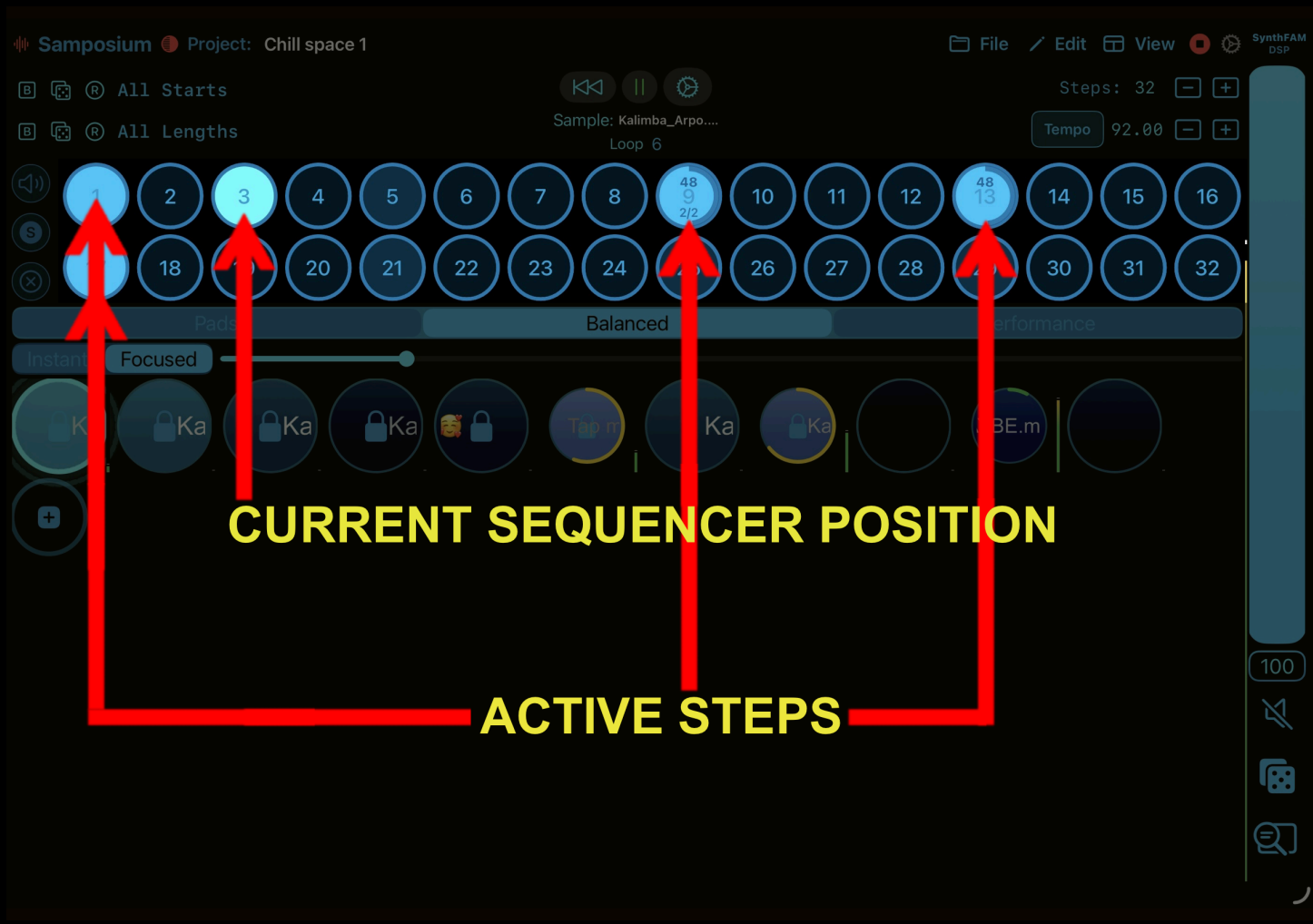
1. The current total number of steps in our sequence
2. Decreases the total number of steps in our sequence by 4
3. Increases the total number of steps in our sequence by 4
4. A button where you can tap in a desired tempo
5. The current tempo of our sequencer
6. Decreases the tempo of our sequencer based on the BPM step size in the sequencer preferences
7. Increases the tempo of our sequencer based on the BPM step size in the sequencer preferences

Mute/Solo/Clear Controls

1. Mutes the currently focused sample pad's sequence
2. Solos the currently focused sample pad's sequence which mutes all other non-soloed sequences. You can have multiple soloed sequences.
3. Clears the currently focused sample pad's sequence.

Sequencer Steps

Tap any step to turn it on or off—active steps light up and trigger their sample pad when the sequencer reaches them. Drag vertically on an active step to adjust its probability (drag up to increase, down to decrease); you'll see a colored arc and percentage showing how likely that step is to play. Drag horizontally on an active step to open the step preferences to access the loop pattern editor (a gear icon appears), where you can set patterns like "2/4" to make a step trigger only on the 2nd time through every 4 loops. When you're done editing loop patterns, just tap outside the overlay to close it and return to your sequence.



This is a normal active step. It contains no probabilities or on-loop triggers. This step will play on every loop.

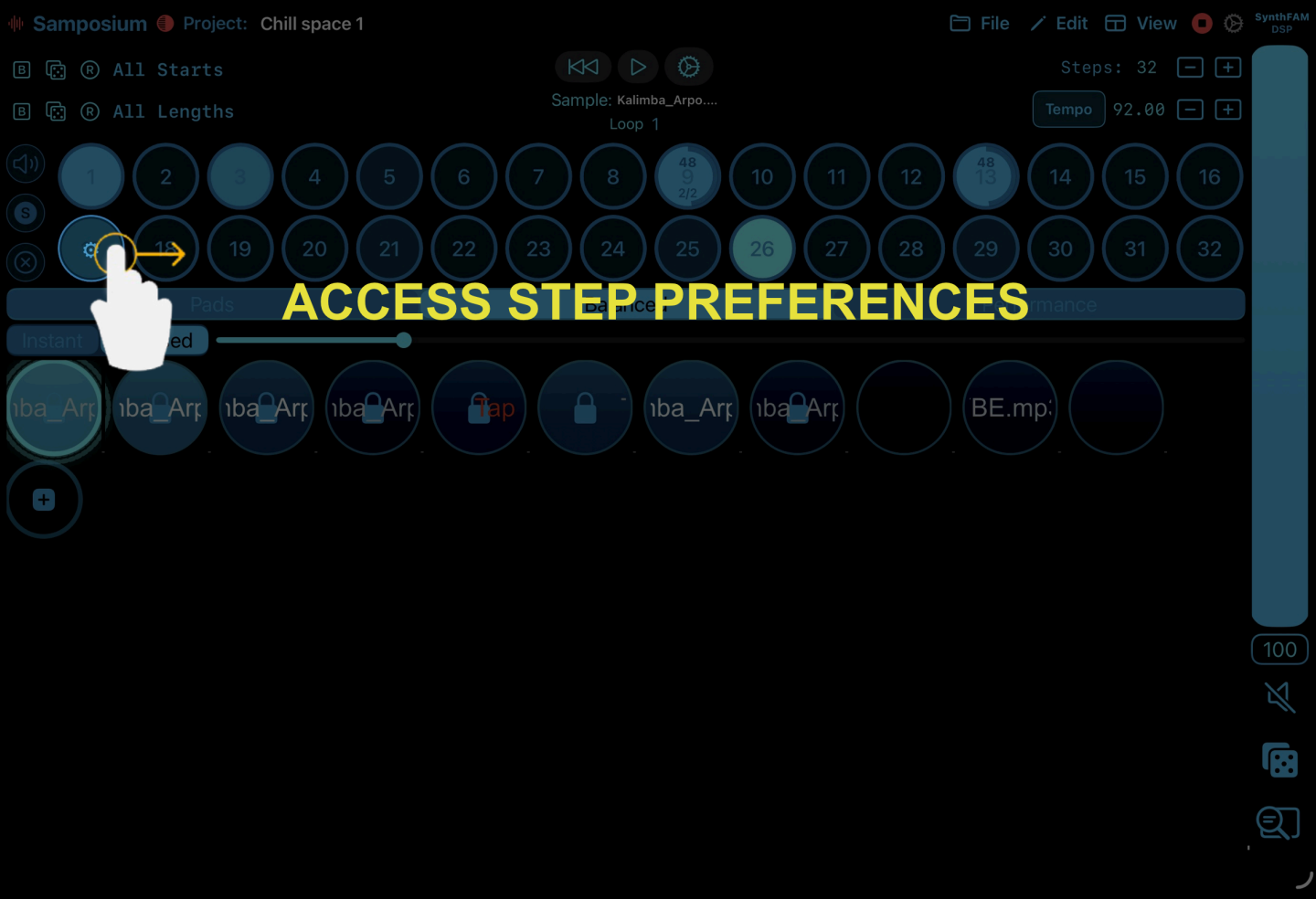
This is an active step with probability and on-loop trigger. The probability is set to 48% and the on-loop trigger is on the 2nd loop of every 2 loops to play the step. This step first checks if it has met the on-loop trigger requirements then it will do its probability check.

This is an active step with probability set to 48%. Note that there is no on-loop trigger set so it will try to trigger every loop if it meets the 48% probability.

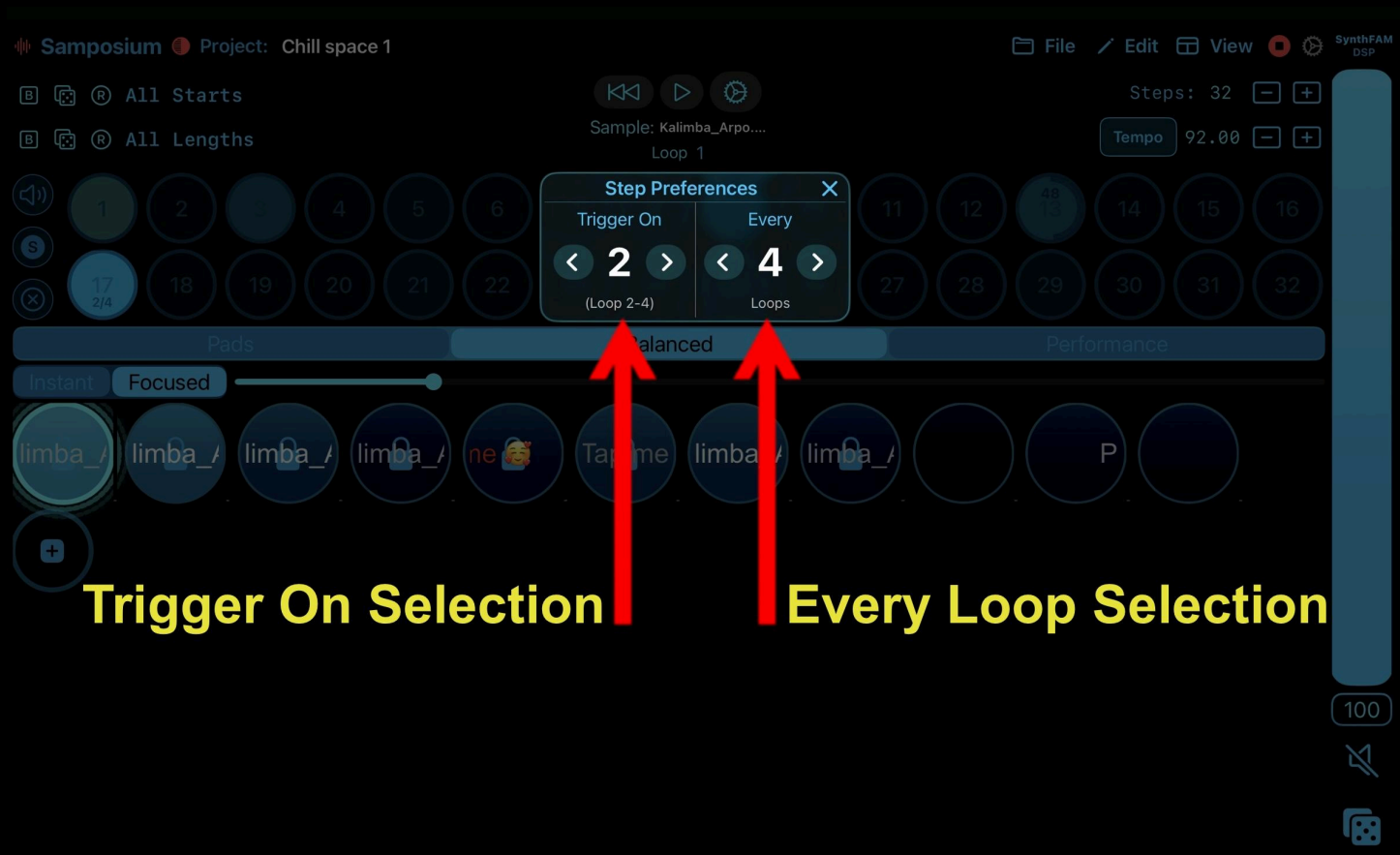
This is an active step with an on-loop trigger. The on-loop tripper is on the 2nd loop of every 4 loops to play the step. Note that this step does not have probability.

Step Preferences

Drag horizontally on an active step to open the step preferences and access the loop pattern editor (a gear icon appears).



On-Loop Trigger Step Preferences

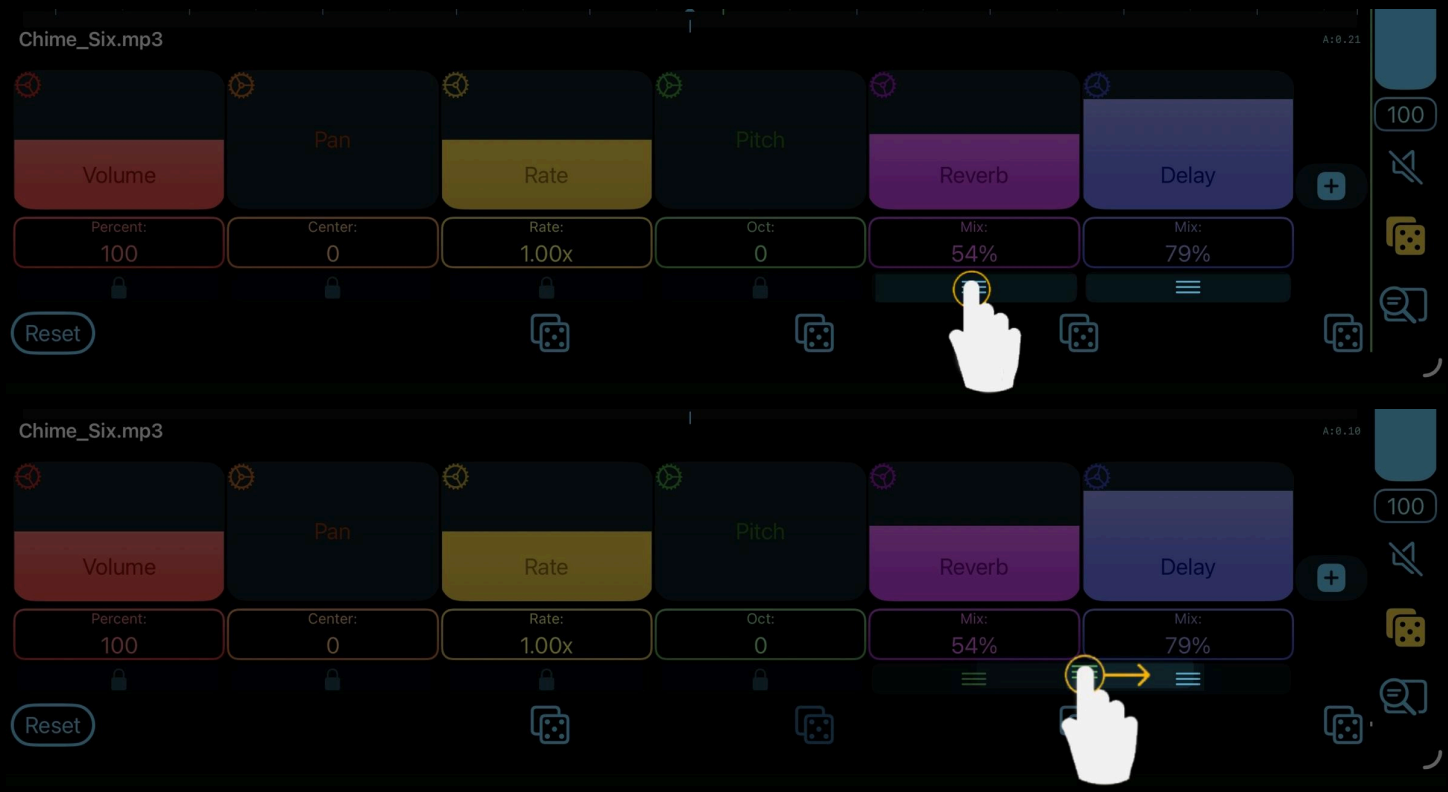


Miscellaneous

Edit Effects Order

When you have two or more additional effects, you can rearrange their placement. Go to the Edit Menu and select Edit Effects Order to unlock the effects. When the effects area is unlocked you will see a hamburger/triple line grabber below each effect.

Touch the hamburger/triple line grabber under the effect you want to move and drag it into another position.



Now the Reverb effect is where the Delay effect used to be.

Note: *Core effects cannot be edited/moved.*

Edit Sample Pads Order

You can move sample pads around as well. Go to the Edit Menu and select Edit Pads Order to unlock the pads. When the sample pads are unlocked you will see a hamburger/triple line grabber inside each pad.

Touch the hamburger/triple line grabber inside the sample pad you want to move and drag it into another pad.

Note: *Currently empty sample pads cannot be moved.*