

# AKAI & ATARI Review

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***God created Atari with MIDI and saw it was good !!!!***

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**In the beginning there was nothing and the first day I started to work with my first Atari 1040 stf and my Kawai K4. I had many years of experience working with midi on the Atari st before I finally got one of my own. I used Cubase 1.5, a version with a lot of bugs. The second 'day' I used the improved version 2.0, the version I'm still working with. In those days it was very simple : I started with my cubase 2.0 DD floppy and saved the arrangements on a separate floppy. This was the way it was done for many years.**

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**The third 'day' I bought my first Atari harddisc (60 MB) with an Atari Mega 4. This changed my way of working with soft and hardware radically.**

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**At the end of this 'day' I saw it was good : I had a mega ste (4MB RAM & 500MB harddisc) special prepared for printer jobs and my mega 4 prepared for midi and sample jobs. I rebuilt my hard disc because 60MB was not big enough to work with samples.**

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**The fourth 'day' I bought a second-hand 2 Giga SCSI harddisc and a SCSI link built in and all kind of connectors placed for extern SCSI stuff. In that time I wanted the S2000 SCSI connected to my atari for fast transfer of samples. This process could be possible with 'ZERO X', a program from Soundpool. Later I found out that it was only possible with the Atari Falcon. The Soundpool guys don't say it clear in their text files, but it seems that you only can connect with special Falcon DMA-SCSI and only connect the S2000.**

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**On the fifth 'day' I found out that for transferring samples from sampler to the computer, it's better to use midi because sometimes transferring via SCSI will give bugs. So I developed a way to work with my possibilities and, even it's very time-consuming, the quality is superb. I still had my Atari 16 bit soundcard. This romcard (Replay 16), connected to the rom connector of the Atari, I now use to edit my samples. Because it's 2 times oversampling you almost here the sample as it is with no audio correction, therefore I also use the card to select the good samples. After filtering noise in Wavclean on the pc I always check the sample on this card to find out if it is perfect without any noise or other disturbing sounds.**

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**On the sixth 'day' I fixed it into soundsets that I save on Akai formatted HD floppy's on my mega 4 (with HD floppy drive). Therefore I use the Atari AkaiSex program of Jules Vleugels and a HD auto folder program : HD\_FDC.prg (see AkaiSex manual) to recognize the HD floppy drive in this program. Don't try to do other things than where I use it for. (I wrote the guy because I found many bugs. For example, you can't open samples from Akai-disc without getting clicks. He is not willing to repair them because he stopped with atari). Only write .AIF samples on the Akai formatted floppy's and load them in the Akai.**

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**I make the programs (soundsets) with the Akai sampler and save them on Akai disc's, with the**

# PC Audio : Digital to Digital

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Normally most of the PC users copy their audio CD's with a normal CD-Rom player and CD-ROM Burner, and sometimes use a program to 'grab', or to extract the

audio data. While this method is efficient enough for most people, some of the audio data will be lost resulting this lower quality copy method. Most people don't care too much about the quality of their audio copies, and maybe from their point of view, they're right. But for sampling you need the highest quality, and sometimes if you sample separate sounds from an (copied) AUDIO CD, the quality is really bad and so not suitable for sampling. This is due to the differences between how (normal) DATA and (audio) DATA are treated when copied. These differences are perhaps difficult to explain, but here I'll give it a try.

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## NORMAL AND AUDIO DATA

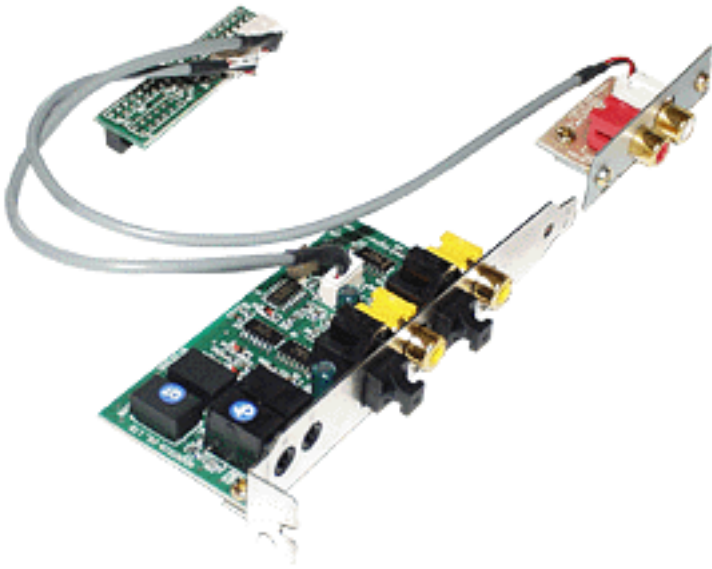
**NORMAL DATA** stays exactly the same if you copy it or burn it on CD. Because the process of copying is entirely digital, the bits and bytes will just be duplicated without any loss of data. Only in case of failing media or hardware loss of data can occur. **AUDIO DATA** however, is not treated the same. Audio data, when played with a CD-player, or extracted, and then copied, is modified and therefore not exact data. This is because this method is not entirely digital. First, the digital data is converted through a D/A converter, to make it suitable for your speakers. Then, this analogue data is converted again, through an A/D converter. These two conversions alone can already result in loss of quality. Without going through the painstaking process of explaining the differences between analogue and digital audio, I think it's safe to say that CD audio (16 bits 44.1 KHz), just isn't sufficient enough to create a natural (analogue) sound. Digital audio resembles analogue audio good enough for the untrained ear, but it's still different. A sine wave will be chopped into square waves and therefore some harmonics will be lost, the loss of quality can become audible. To overcome part of this problem and make the sound more natural, or analogue sounding, an **AUDIO CD-player** uses **OVER-SAMPLING** to reshape those squared curves into more natural, sine waved shapes (see picture). Also, **AUDIO CORRECTION** filters are applied in order to correct errors (such as not correctly read data resulting in clicks and pops) and to correct or enhance the harmonics of the sound. This however, is a very complicated process, and has to be done almost real-time. In general, the better the audio correction and over-sampling filters and A/D D/A converters, the more expensive audio CD-players are. But they read even damaged CD's better and faster and so they provide a better sound quality.

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## EQUIPMENT AND TECHNIQUE

Now it's time to explain some of the differences in quality of techniques and equipment. Stand-alone, professional audio players and recorders are solely designed for one task: playing and/or recording audio. Depending on the quality of DA/AD converters, oversampling and audio correction filters, the copy can even be better than the original. This is possible because you can have the digital audio signal corrected twice. Once by the CD-player itself and a second time by the CD-recorder. In some occasions, even errors that have occurred during the production of an audio CD can be corrected this way. Some cheaper (stand-alone) audio recorders can only use special (consumer only) audio CD's which are copy-protected. With these CD's, it's not possible to create a copy from a copied disc. Also, these discs are more expensive but also of better quality than the normal data CD's (also suitable for recording audio data, but for better result use audio CD's). Most PC CD-ROM players / burners are more for general purpose. They are of a far lesser quality considering hardware, and generally the recorders don't have audio correction filters and over sampling. Therefore by coping disk to disk on a PC will give a lesser quality of audio CD than on a special audio set. Because the quality of the copy mainly depends on the quality of the CD player and recorder (and it's audio correction filters), the conclusion is that the best way to copy audio CD's is to use a stand-alone, professional CD player and recorder. The most important things to take into account when buying an audio CD player or recorder are: it should have at least 16 times over-sampling and an OPTICAL or COAXIAL DIGITAL output/input with audio correction. (AKAI uses coaxial). Of course you need to connect the Player and the Recorder with a special digital cable. In case of Coaxial I/O you need a Now-Noise cinch cable of the best quality, in case of an Optic I/O, you will find a lot of different quality in fibre cables. The real ones are quite expensive.





## PC & AUDIO DATA

If you want to do it with your PC equipment, the **DIGITAL-TO-DIGITAL** technique is the best way to copy audio CD's or record samples with a minimum of quality loss. The best thing to do is to buy one of the best **AUDIO** players (external with digital out connector) and the best burner for your PC (in my opinion a Plextor). Also buy a good quality PCI Soundcard with a digital in bracket. In order to create digital-to-digital copies, always connect the audio CD player's digital output with the digital input of the PC audio card. Now you can record samples or

stream the entire audio CD digitally to your PC without any loss of quality. The best way to record and store your samples, is to record them in a sample-program like WaveLab and save them as a wave (.wav) file. Because a .wav file is treated as normal data when copied, you can record it on CD without any loss. Also data for audio CD's can record in wavelab and saved as .WAV, later burned in NERO to audio CD. Some other tips to avoid quality loss: buy the best CD's (in my opinion TDK). Restart your computer and make sure no other programs are running. Also reducing the burning speed will help: 1 x speed will give the highest quality. The higher the speed the more quality loss you will have due to read-faults. Also SCSI player & recorder give better results when recording and copying audio CD's. And of course a high-end (fast) computer will help!

Success with copying and sampling.....MNX2010....March 2003 (corrected by JB03)



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# AKAI S2000 Expansions & Specifications

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## *Expansion Boards for S2000 :*

*FMX008 - 8 Mbyte flash memory board*

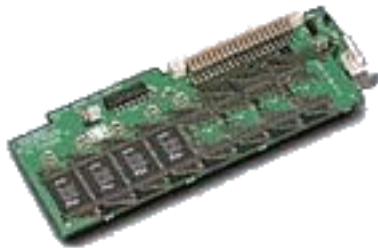
*IB208P - 8 parallel Analog output and Digital I/O board*

*IB304F - 2nd LSI filter board*

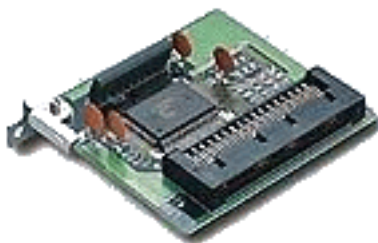
*EB16 - Multi Effects processor board*

*2 x 16Mb Pc SIMMs - Use SIMMs at a speed of 70nS (nanosec.)*

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**IB208P - The expansion boards for the S2000 are way too expensive in my opinion. I think it's better to buy a S3000, S3200 or even more expensive 16 bits Akai sampler than to buy all expansion boards for the S2000. That is because the more expensive S-series have a lot of these expansions already built in and often have more possibilities to expand to a higher level like hard disk recording. I own a S2000 and I only bought the 8 analog output & digital in/out expansion for it. In that time I had 2 CD players with digital coaxial output (Philips & Marantz). Because of this I had the possibility to sample digital to digital without any loss of sample quality.(Try my dig to dig samples) But if you have a big mixer table, the 8 separate outputs expansion board might come in very handy as well.**



## **2 x 16Mb Pc SIMMs**

**I used 2 second-hand 16 MB PC SIMMS with an access speed of 70 nanoseconds as memory expansion, and it works fine. It's also much cheaper than the conventional Akai memory expansion.**



**IB304F & EB16 - Two expansion boards where I am curious about are the +12 db filter and the digital effects. If you own such expansions, I would like to now your experiences with it. Mail me about it, and if I like your story, I will add it to this review...mnx**

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# COURSES INFO 1.0 ENGLISH

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There is at this very moment not enough information when and where we will give classical courses, but if you contact us we will give you reply what we can organise.

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We also give lessons in the more private atmosphere for a minimum of two persons. Prices depends on income and travelling distance. This is not for MIDI beginners, because we give lessons on your own system. Therefore you need at least a Pentium II 500 Mhz, a good soundcard with full duplex and extern midi keyboard, modules & samplers.

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We give the following courses : MIDI beginners - MIDI for profs SAMPLING beginners - SAMPLING for profs I & II

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We work with the following programs :

- Cubase VST SX for PC - Wavelab 4 - Rebirth 2.01 - Reason 2.0 - Recycle 2.0 - Wavclean (old version) - Midi sound editors for PC & Atari - Soft synth's like Orange / Stomper / Retro etc. - VST plugs & VST Instruments.

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These are your teachers :

- MNX 2010 : Works for 14 years with midi. Started with Amiga making house with a 8 track sequencer. Followed many courses at the CEM (centre electronic music) like 4 years working with Atari & Trans v5, a special developed midi generator, based on mathematics. Also analogue studio engineering and composition. Started giving Cubase lessons in 1993. Is still making house and jungle music with Cubase and performs with two bands. Last year he was not so active in making music because he was studying his sampler and wanted to find out all of it. Is a sampling specialist, and can learn you to make perfect loops and sounds. Let's make this world a better place. For more info about DJ work or party's / performances: [link >>> DJ MAN-X](#)

- Doc.Beni : Keyboard/piano player (piano/synth's) & composer. Started with organ lessons, then piano (classical & Jazz). Followed courses AMV & Jazz-workshops at the school of music. Played in many bands (Jazz/rock/pop/funk/blues/fusion). Last performance with MNX 2010. Works with MIDI for 12 years. Started with a 48 track sequencer on the Atari 1040, later on with cubase and score perfect professional, a classic notation program. Teaches piano/keyboard/cubase for 10 years. Improvises very well and makes divergent compositions.

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for more information, [fill in the form](#) or send your email to :

[mnx2010@wanadoo.nl](mailto:mnx2010@wanadoo.nl) or [docbeni@wanadoo.nl](mailto:docbeni@wanadoo.nl)

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# MY AKAI sampler Review

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I got my AKAI S2000 2 years ago. It was very cheap because the person I bought it from was not able to handle it. His uncle gave it to him as a birthday present. Luckily he didn't know the prices for that kind of hardware, so I paid less. I took one year to study the manual but was not able to get the multi trimble mode working.

It was very frustrating, and I only got a single sound midi playing. In that time my sampler was staying with a friend, because we were sampling his drumcomputers.

I found that the sound of the sampler and drumcomp were likely of the same sound quality !!!

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When I had my S2000 at home I really had it quick working in multi mode. I designed my samplesets in a way I use my synthesizer. With a standard pack of controllers and key sensitivity.

But still I'm not satisfied with the results. Two things still don't work : a good key sensitivity and a whole range of the modulation wheel. I hope I will work that out later.

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Expansion board for AKAI S2000 : IB-208P I also bought myself an expansion board with 8-channel analogue output and digital 'coax' in/out. I found it important to work with digital to digital sampling, because you will have no dynamic loss.

The sample will stay exactly the same as on the cd. But first I had to find out that this expansion board had another kind of SP-DIF connector than my cd player.

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You have two kinds of SP-DIF connectors :

the coax one, looks like a cinch connector and the optical one. The optical one works with a light signal and therefore you need a special fibreglass cable. The expansion board has a coax SP-DIF and my cd player had a optical connector, so I sold my cd player and bought a Philips cd player, because of the superb quality and it has a (standard) coax SP-DIF connector. Now I was ready to sample and a new world opened-up for me. I found out that digital sampling with a cd player with coax out and my digital input on my s2000 is the best way to sample, because there is no loss of digital information. If you stream audio cd's with your PC you will lose data about 10 to 15%. So this is the only way to make your perfect samples. For more info about digital sampling see [dig\\_dig.txt](#).

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I'm very fond of my sampler and I know that it's better to have some real hardware than put some cards in your computer.

It makes it real slower and midi routings are a real mess.

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Also the software is a real problem, it is not professional and works unfriendly. So most of the time you must find out how it can work, with maybe the possibility that it won't. For me Steinberg is the only one that works with real professional software to create your own songs, but you need a real fast computer for it. So don't try stuff on your PC that you do with your hardware sampler.



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# AKAI 16 Bits Samplers History

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## *A short history of Akai 16 bits professional samplers :*

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--\* S1000 \*-- The Akai corp. makes (still) the best samplers in the world. That's why the Akai s1000 became a world standard format for samples : The Akai s1000 was a revolution in sampling. For the Atari computer, Steinberg developed Avalon ; the first professional sampler editor. It was a normal procedure to send samples via midi. Well, it takes a long time but it's reliable and bugs free !

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--\* S1100 \*-- The second Akai 16 bits sampler came after the s1000 on the market. It has the same akai standard. A not very improved model. A lot has changed since then and professional sampling gets cheaper. Nowadays modern samplers are more efficient and have a up to date digital standard.

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--\* S2000 \*-- This sampler is an improved version. It has all the modern features what you can aspect of a modern sampler. Standard the sampler has a SCSI transfer and stereo in/out, DSP AD/DA converter, midi and small display (To small for my taste). With expansion boards you can modify your s 2000. 8 Channel analogue outputs, sp-dif in/out, extra +48 db filter, extra ROM & RAM memory and effect board. With those extras you will have a complete modern sampler but it will cost you (a lot of money). For internal RAM you can use old PC fast RAM and second hand it's very cheap. For more details see : [MYAKAI](#)

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--\* S3000 XL/CD \*-- S3000 Series sampler standard Akai samplers. This big brother of de s2000 has a lot of extras built in, like 8 analogue out & sp-dif in/out. The display is big, but sample editing looks like the s2000. There is also a CD version. It can stream audio cd's direct into samples without loss. The S 3000 standard for Akai samplers created for home studio's is like a complete harddisc recorder.

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--\* S3200 XL \*-- The bigger brother of the s3000; more RAM, SMPTE, digital interface and this S3200 XL model has also the possibility to make harddisc recording (streaming direct to disc).



**--\* S5000 \*-- Complete studio sampler/harddisk recorder with possibilities for SCSI harddisc's built inside. 64 voices polyphone, 8 analogue outputs, sp-dif in/ out, 26 filter types, 2 external SCSI connectors, very big display, digital EQ and AES/EBU.**



**--\* S6000 \*-- The biggest Akai sampler made until now. Special about this model is the removable front. 128 voices, 16 analogue outputs, sp-dif in/out, effectboard and AES/EBU. The last sampler in the 16 Bit S Series, nowadays Akai samplers are 24 bit.**



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# Akai S2000 : Sampler Editors



## MESA Sample data transfer

MESA, Akai's free sample-dump program, is exactly what you may expect of it. It's compatible with the SCSI interface on the S2000, you'll only need a SCSI PCI card and a cable for your sampler or PC. Nowadays you can buy cheap, second-hand ones on the internet for about 25 euro/dollar. You need a

SCSI cable as well, with a 25 pins connector for samplers and (most of the times) a 50 pins mini connector for PC. SCSI transfer is much faster, close to the speed of a hard disk, and rarely give errors. In MESA you can receive/transmit SAMPLE DATA, but also receive/transmit all parameters of the S2000. MESA possesses a special section for editing these parameters and gives a good total view on the adjustments of your programs. MESA is one of the best transfer programs for the S2000, and it is free. So you don't have to buy an expensive program, what often can't do even half. For Sampling (Processing Samples) you need a good sample editors like WAVELAB (Steinberg), which is also capable of receiving/transmitting S2000 DATA. But it won't transmit any of the S2000 parameters, so for this you still need MESA. These two programs combined multiply the quality, the speed and the possibility's of the S2000. Jjuull (from France) report me that MESA can give problems in combination with Windows 2000 / XP. He already solved this problem, you can find his tips on this page >>> [link MESA / Win 2000](#) <<<. If you also experience problems with MESA in combination with W2000/XP you can mail [jjuull](#) >>> [mail link jjuull](#) <<<.



## Sampler Editors

WAVELAB is based on standard sampling principles, same as a lot of other sample editors. But this program has a lot of possibility's, much more than other similar programs like SoundForge. This means that you will have to search sometimes to find the function that you want to use, but in time you will find that this program is extended indeed. Besides the standard sample functions WAVELAB can also load VST and DX plugins



to modify, shape and edit your sample. For how to cut samples and how to use sample editors in general: >>> [here a short manual](#) <<< An other good sample editor is SoundForge (Sonic

Foundry). It's not very expensive, but it has only the more basic and standard functions you need to create good samples. My experience with SoundForge and SF plugins are very good though. If you don't have a high-end computer and plenty of money, SoundForge is the best alternative for WaveLab. The biggest problem with sampling is noise reduction. Sonic Foundry is in my opinion one of the best makers of plugins for noise reduction, so you should try them out!

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### S2000 INI files

From my colleague in France, who has a S2000 site as well, I got some information about S2000 INI files for Windows 95/98.

On his site [>>> link here <<<](#) he explains how to install them and the possibility's of those INI files, but it's written in French! (Can somebody translate this for me?) He sent me this INI driver (S2000 .INI install file) and I already tried it out on windows 2000 but it didn't work. The .INI file says, in notepad, that it's only compatible with Windows 95/98. So if u use one of these OS's, [>>>> download akaisamp.inf <<<<](#) here. I have downloaded an other INI file somewhere, but I forgot where exactly. This INI file is made to locate the following Akai samplers: S2000 / S3000 / S3000 XL, and is also 95/98 compatible. [>>>> download Lockeakaisamp.inf <<<<](#) Of course you need a SCSI connector to make this driver working. I've never tested these INI files, but they should make it possible to access the S2000 directly in many sound programs, if properly installed. This way you could even use the S2000 as a soundcard, of course with a lot of latency, but with the high AKAI sound quality. Download the INI files and please report me your experiences with them.

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### Loop Editors

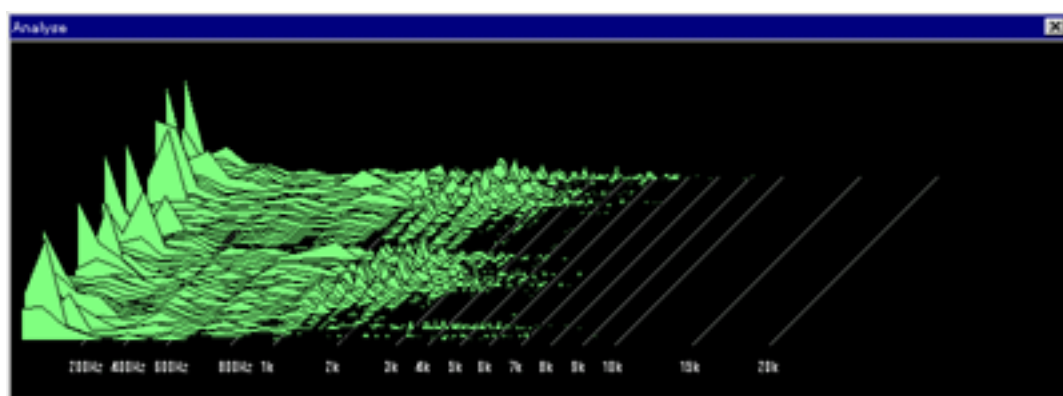
To create loops you could use a special loop editor, like Cycle 2.0 (Propellerhead).

This is in my opinion one of the best. It has a lot of looping editing parameters to cut loops into little parts

with auto zero, cuts without clicks etc. With these parameters you can make loops very quickly. It's possible to save the loops into sample kits or sound fonts (with midi file). Cycle 2.0 can also directly receive/transmit S2000 SAMPLE DATA, so you can use the possibilities of the sampler (like Time stretching) and Cycle together to create your own loops. WaveSurgon is a much cheaper alternative and also has a lot of editing possibility's. Try them out, they're shareware! ...

Success mnx

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# 16 Bits Sampler Sequencers

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## History of Akai 16 bits Sampler / Sequencers :

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The MPC series from AKAI consists of a sampler- and a sequencer section. The sampler section is based on the Akai sampling standard, for example the MPC 2000 is based on the S2000, the MPC 3000 on the S3000 and the latest 16 bits MPC is based on the newer series, with the same sampling quality. The sequencer is split into internal sample triggering and external midi sequencing. Real-time editing, a stable interface and the professional sound quality, make the MPC series very suitable for live performances. But these benefits will also be there in your studio, when connected with a computer midi interface program! The big keypads can be a good alternative for a standard keyboard, especial when you don't play keyboard very well. Connected to a (computer)sequencer you can work out the sequences recorded with the MPC better. When the song is ready, you can store it in the MPC, in .MID file (standard midifile), for performances purposes. This way you don't have to carry heavy computer equipment with you, which are also very sensitive for electrostatic fields. The sequencer - sampler interaction is maximum and without delay. Perhaps the best part is it's real-time editing: you can change and edit your presets without changing the beat sync. If you go live, this is the machine !



--\* MPC 2000 / XL \*-- Like the s2000 (19 inch rack), the MPC 2000 has a built in sequencer, but in this case editable. Very suitable for live performances, based on the s3000 possibilities. The built in sequencer has the same possibilities as a professional sequencer. It has 2 midi outputs, SMPTE and the same expansion boards as the s2000.



--\* MPC3000 / XL \*-- S3000 standard Akai samplers. This big brother of de mpc2000 has a lot of extras built in, like 8 analogue out & sp-dif in/out. Sample editing looks like the s2000.

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# AKAI DIGITAL Sampling (dig\_dig.txt)

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I also bought myself an expansion board for my AKAI S2000 (IB-208P) with 8-channel analogue output and digital 'coax' in/out, to work with digital-to-digital sampling. It has no loss of quality. The sample will stay exactly the same as on the cd. You have two kinds of SP-DIF connectors : the coax one, looks like a cinch connector, and the optical one, that works with a light signal and therefore you need a special fibreglass cable. The expansion board has a coax SP-DIF and the quality is better than the optical SP-DIF connector. There is no loss of digital information, which means 100% copy of the CD. If you stream audio cd's with your PC you will lose data about 10 to 15%. The PC is not really a music computer, it's simply not built for audio information. To stream correctly without interruption of the main ship you need a non calibrated harddisc ; the Audio-Visual (AV) disc. It calibrates only when streaming of data stops. Also for video we have this problem ; you don't want to miss some pictures when you are streaming video.

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SCSI integrated in the mainboard works like the AV harddisk, when you are streaming you don't miss data because of calibration. For data this is normal. When you write data to another place it will verify the data. If it's missing some bits it will give an error message. For an Audio system this is fatal. No matter how fast your computer will be, you always lose data on it. If the audio bits have been converted to sample data (datafiles) you don't have this problem anymore, because it is already streamed.



Sampling digital, so with no loss of dynamics, does not shorten a perfect sample. You need a few things to make your sets perfect : 1. Noise reduction and improving the dynamics : For this I use the program WAVCLEAN.exe. A very simple program to remove only the noise and improve the dynamics. This noise reduction is very smart, it will not affect your sample. Try out yourself, it's shareware for short samples.

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*WAVclean 'launders' Waves and leaves the sample intact, try it ! WAVclean is SHAREWARE. Unregistered version of WAVclean cannot launder Waves longer than 15 seconds.*



>>>> [Click on waveclean logo for link](#) <<<<

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2. A bad noisy soundcard : It sounds funny but you need a bad sound card to hear the real sample data. For this I use a two time oversampling card so I hear the 'naked' sound data. On

my AKAI even bad samples sounds great. For my sample sets I'll use only the clean and dynamic samples, the rest I'll delete.

3. Good selection by trying out : Now the last test : will it sound still great when you try out your sample set with midi? Sometimes sounds are too short or not useful for your sets. Well, cut them out and load new samples on top of them.

Succes!!! MNX2010

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# CURSUS INFO 1.0 NEDERLANDS

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Op dit moment is er geen informatie waar en wanneer we cursussen geven in klassikaal verband. Als je contact met ons opneemt geven wij je een antwoord hoe we dat gaan aanpakken.

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Ook geven we prive lessen voor minimaal twee personen. De prijs is afhankelijk van inkomen en de te reizen afstand. Dit is niet bedoeld voor MIDI beginners, want we geven les op je eigen systeem. Je moet wel minimaal een Pentium II 350 Mhz of hoger bezitten. Ook heb je een goede soundcard met een full duplex mode en externe midi hardware, zoals keyboards, modules en samplers, nodig.

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We geven de volgende cursussen : MIDI beginners - MIDI voor gevorderden SAMPLING beginners - SAMPLING voor gevorderden I & II

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We werken met de volgende programma's : - Cubase VST SX voor PC - Wavelab 4 - Rebirth 2.01 - Reason 2.0 - Recycle 2.0 - Wavclean (oude versie) - Midi sound editors voor PC & Atari - Soft synth's like Orange / Stomper / Retro enz. - VST plugs & VST Instruments.

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Dit zijn jouw leraren : - MNX 2010 : werkt al 14 jaar met midi. IS begonnen op een Amiga en maakte house op een 8-sporen sequencer. Volgde cursussen bij de CEM (Centrum Elektronische Muziek) zoals 4 jaar lang werken met een Atari & Trans v5, een speciaal door de cem ontwikkelde midi generator, gebaseerd op wiskundige functies. Verder analoge studio techniek en compositie. Begon in 1993 met les geven op Cubase. Maakt nog steeds house en jungle muziek met Cubase en treedt op met twee bands. Is afgelopen jaar niet zo actief geweest op het gebied van muziek omdat hij studeerde op zijn sampler en er alles van wilde weten om er mee te kunnen werken. Is samplespecialist en kan jou leren perfecte loops en geluidssamples te maken. Let's make this world a better place. Voor meer info over zijn DJ werk of party's / optreden : [link >>> DJ MAN-X](#) - Doc.Beni : Toetsenist (piano / synthesizer) & componist. Begon met orgelles, later piano. Achtergrond klassiek & Jazz. Volgde cursus AMV & Jazz workshops aan de muziekschool. Heeft in diverse bands gespeeld (Jazz/rock/pop/funk/blues/fusion). Laatste optreden met MNX 2010. Werkt al 12 jaar met MIDI. Eerst met 'n 48 sporen sequencer op de Atari 1040, later met cubase en score perfect professional, een klassiek notatieprogramma. Heeft al 10 jaar leservaring (piano/keyboards/Cubase). Is goed in improviseren en maakt uiteenlopende composities.

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voor meer informatie, [vul het formulier in](#) of stuur je email naar :

[mnx2010@wanadoo.nl](mailto:mnx2010@wanadoo.nl) of [docbeni@wanadoo.nl](mailto:docbeni@wanadoo.nl)

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# AKAI samplers INTRO v 1.0 (akaihead.txt)

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Akai samplers are one of the best samplers in the world. Because of his DSP superior AD-DA converting, the sound quality is still better than most PC soundcards ! One of the best is the Yamaha SND Factory, also a DSP systemcard. In the coming years the quality will become better for PC soundcards and I'm waiting for the first AKAI PC soundcard.

But for now even when you have Cubase VST it is real handy to have also a hardware sampler in your midi setup. Today a lot of cards work with sample sets, but it is not always working fine. Sometimes it's too difficult like the Terratech EWS card. The software for this card is often bugging and not user friendly. The sound quality is suburb and you can stream the sample set to a stereo wav.

The Soundblaster live has better working software but the sound quality is bad. If you have a hardware sampler with digital in/out you can also stream it to a PC with a digital 'coax' in/out without loss of sound quality. So that's why you still need a hardware sampler. A lot of people have one or more soundcards, software synth's, sample sets and wavetable's, all in one machine. And you may buy yourself a fast (1-2 Ghz) computer and still find a lot of system crashes and incompetent midi drivers that will outrun your system.

The newest soundcards like the '**power sampler**' have a hardware midi chip to overcome this problem. I think that together with this special developed software, it's the best sampler emulation set I know. Buy it.....,but it will take some time before the PC will become a reliable music workstation (mark my words).....

June 2000...MNX2010

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## AKAI - S 2000 Specifications

<b>Name :</b>	S 2000
<b>Factory :</b>	AKAI Professional
<b>Type :</b>	Polyphone Sampler (32 voices)
<b>Sound System &amp; Rate :</b>	16 Bits linear / 44.1 kHz & 22.05 kHz
<b>Memory :</b>	2 MB (standard) / 32 MB RAM + 16 MB ROM (Maximum)
<b>Samples &amp; Programs :</b>	Maximum Samples : 255 & Programs : 254
<b>Filters :</b>	Digital moving low-pass filter (-12 dB/octave with resonance)
<b>Envelope &amp; LFOs :</b>	2 Envelope Generators(1 multi-stage) & 2 LFOs
<b>Display :</b>	Back-lit 16 x 2 characters (128 x 16 dots)
<b>Storage :</b>	3.5-inch 2HD/2DD floppy disk
<b>Standard Inputs :</b>	1/4-inch phone jack (balanced) x 2
<b>Standard Outputs :</b>	1/4-inch phone jack (unbalanced) x 2 / 1/4-inch stereo phone jack x 1 / Footswitch : 1/4-inch phone jack x 1 / SCSI interface 25 pins.
<b>MIDI :</b>	DIN-5P IN x 1, OUT x 1, THRU x 1
<b>Dimensions (mm) :</b>	483mm x 88.1mm x 429mm (W x H x D) (EIA 2U size)
<b>Weight :</b>	7.7 kg
<b>Power Requirements :</b>	120VAC 60Hz 42W / 220-240VAC 50Hz 42W
<b>Extraas :</b>	Standard MIDI File player / Assignable Program Modulation (APM) for flexible sound control / Powerful DSP features including Timestretch / Resonant Filters / Multitimbral / Compatibility S1000 & S3000 Series
<b>Expansion :</b>	EB-16 Multi Effects processor (optional) / IB-208P 1/4-inch phone jack (unbalanced) x 8 Outputs & Digital Input - Output (optional) / FMX008 Flash Memory (optional) / IB-304F 2nd LSI Filter (optional)
<b>Midi Implementation :</b>	1..16 midi channel / 1..127 Notenum / After Touch / Pitch Bender / Control Change : Modulation (1), EWI Breath Controller (2), Foot Switch Controller (4), Volume (7), Hold 1 (64), Soft Pedal (67) / Prog Change 1..127 / System Exclusive / Aux Messages : All Notes OFF



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samples. Later on I'll use a harddisc for this but still make a backup on floppy.

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On the seventh 'day' I'll rest, listening to my recordings, and hearing that the sound is very good

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For further information about Atari software and where to download AKAISEX & HD\_FDC.prg, you can visit my Atari Music site >>> [link to mnx Atari Music site.](#)

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The most of my self-made samples are Digital to Digital sampled with a digital output on my CD player and digital in on my sampler expansion board. For more info see DIG\_DIG.

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