

Cheatsheet 7: Logic's EXS24 mk II Sampler

Loading the Plugin

- Launch Logic and create an empty project choosing Software Instrument as your initial track.
- Click the channel strip's I/O instrument slot (just above "Stereo Out") and choose ESX24 (Sampler) [NOTE: the EVP88 EP may be in this slot. If so, simply replace it.]

Preparing Samples

- Use Amadeus Pro to record and trim your samples for importing into Logic, *or...*
- Record onto an audio track, then trim your samples using the scissors tool. I recommend selecting the samples when you are done trimming them, then choosing **Audio > Convert Regions to New Audio Files**, then naming them something descriptive. This will make it much easier to locate the files you want from the long list of audio files that appear in the Bin.

Loading Samples

- If the sampler doesn't automatically open, double-click the EXS24 plugin button on the track's channel strip.
- Loading samples one-at-a-time: You can now drag prepared samples from the desktop or the bin directly into the master audio file list in the center of the Edit window.
- Loading external multiple samples: Choose **Zone > Load Multiple Samples** from the Edit window's menu. Navigate to your samples and add them just as you would when you import any audio file into Logic.
- If you load multiple samples, Logic will ask you how you would like to map them to the keyboard:
 - "Auto map" will map files that have a pitch name in their title to the corresponding key on the keyboard (e.g. guitar_f# will map to the F-sharp key).
 - "Drums" is appropriate for individual drum sounds (snare, kick, etc.)
 - "Contiguous zones" will place the samples side-by-side starting with a key you specify.

Instrument Options

- Logic will automatically map to keys on the keyboard. You can manually adjust mapping by changing values in the Key Range columns, or by dragging the grey regions that appear over the keyboard at the bottom of the Edit window.
- Checkmark boxes appear in the Edit window, allowing further playback options:
 - Pitch: when checked, the sample will play at the pitch of the key to which it is mapped. Note that this also affects the speed of playback.
 - 1Shot: when checked, depressing the corresponding key will cause the sample to play back in its entirety. Unchecking it will allow you to cut the sample playback short when you lift the key.
 - Reverse, obviously, plays the sample in reverse.

Naming Your Instrument

- In the Edit window, you can give your sampler instrument a descriptive name via **Instrument > Save, Instrument > Save As...**, or **Instrument > Rename**.

Saving Your Instrument

- To ensure that your samples are consolidated within the project's folder, in the save dialogue box, make sure the following advanced options are check-marked:
 - Copy EXS instruments to project folder
 - Copy EXS samples to project folder