So you’re excited to upload your own samples, eh? But you say you don’t know how to do it. Well don’t worry; we’ll coach you through the basics.

For the clued in users, Star6 is able to calculate and cut samples based on 4/4 loops in lengths of 1, 2, 4, 8, 16, 32, bars of music. Max audio size is 2MB. Star6 can automatically calculate tempos between 80-180 BPM at the moment and if you’re making samples faster or slower, you just have to adjust accordingly by doubling or halving the time. But you’re a pro, so you know what I’m talking about, yeah?

For those of you who have NO IDEA what that means, no worries, this part’s for you. First you have to get some music on your computer. You can record something or you can make an edit to an existing bit of audio. There are literally hundreds of audio programs out there for both Mac and PC that record and/or convert audio into Wav of Aiff format audio. If you’re REALLY a beginner, best take a quick look at these links first:

http://en.wikipedia.org/wiki/Sampling_(music)
http://en.wikipedia.org/wiki/Music_loop

For a list of samplers (both hardware and software):

And here’s a list to other sites that you can download more samples:
http://www.dmoz.org//Arts/Music/Sound_Files/Samples_and_Loops//

Ok, so we assume you’ve gotten to the point where you are looking at an actual waveform like this:

That shows you a section of music and the bold part to the left shows what you THINK is a 4-beat/1 bar section of the sample. The lighter section is just the rest of the track, and if you don’t need it, go ahead and delete it.

Now you have a waveform that looks like this:

Go ahead and just count out the tempo by ear as you play it, because it’s easiest to find the first beat of the loop this way. I went ahead and made a designation where first beat is, labeled by the blue lines.

You’ll notice that we have a little bit of the next bar on our first edit, go ahead and trim that off.

Now you should have a smooth 1 bar loop of music and can load that into Star6, no problem!

But you know, humans aren’t as exact as machines, so if you really want to maximize your samples and if you have a program such as Ableton Live, Logic, Cubase (or one of the many programs on the market) you can then go through and isolate the main beats (i.e.: set sample markers) for the rest of the sample. The advantage of doing this is that your newly sliced sample will perform better in Star6 and you’ll have more fun too! The blue lines on my example above show where the main beats are as well as the divisions of the beat. The objective is to get the beats as regular as possible so Star6 can do the rest!

That’s just a very brief overview and check the links above if you need more help. The Internet: great place to learn stuff!