Wusik SP22

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Introduction

Interface

Wusik SP22
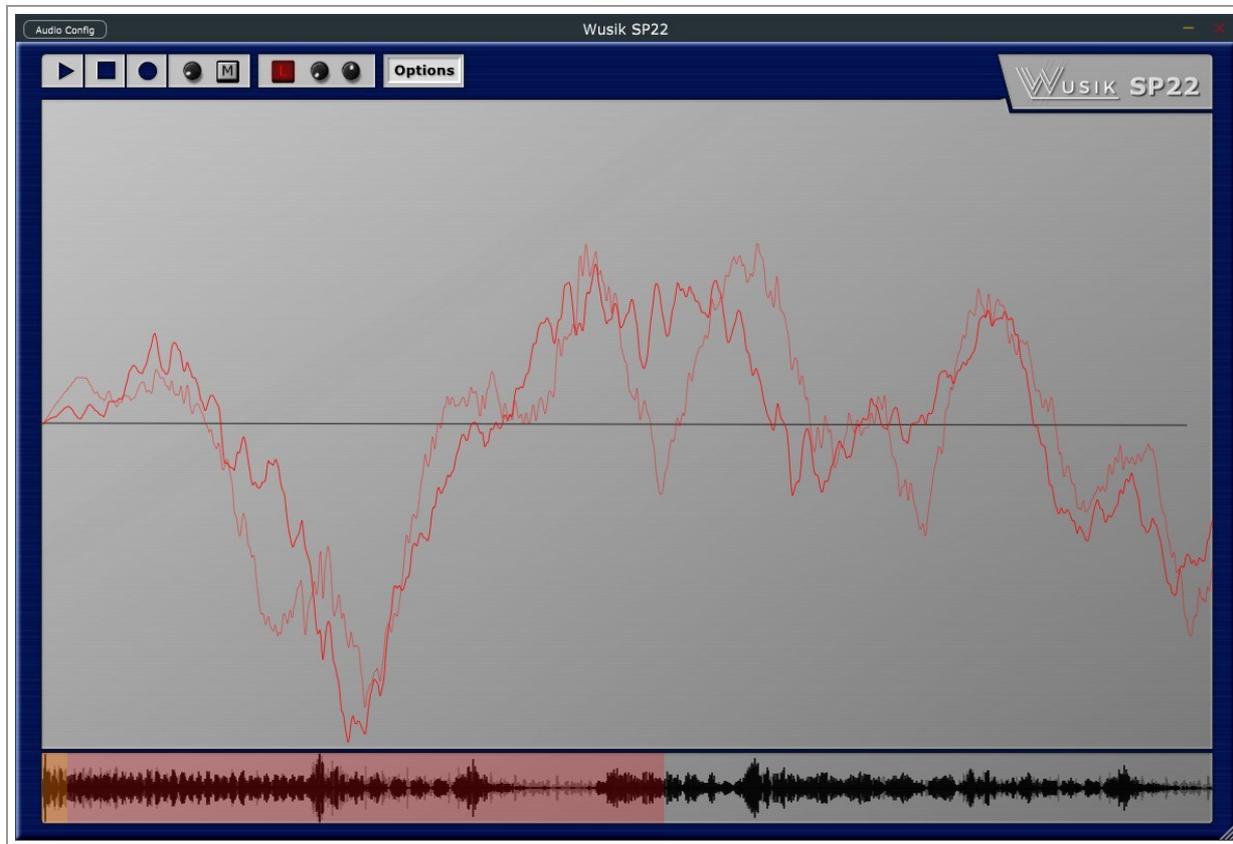
Wusik SP22 is a Sample Recording App/Plugin (Standalone Application and VST2/VST3/AU Plugins) that allows you to sample/record, edit, loop, process and even playback the input audio.

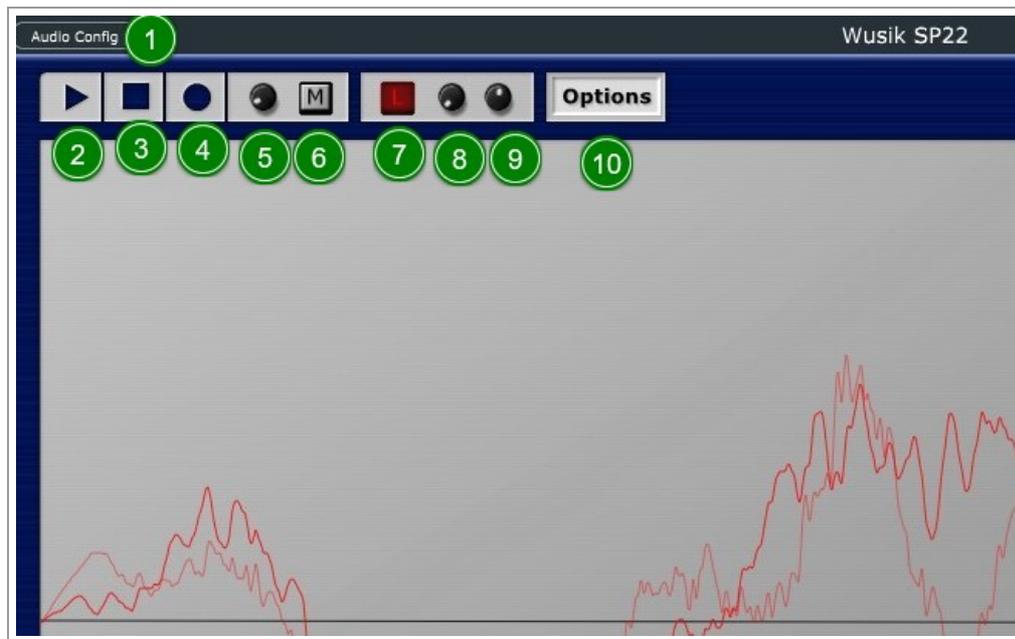If you are using it as a Plugin, all the audio and settings gets saved in the host project file.

If you want to use the audio in a synth like Wusik Station, click on Options and Export the file.

Resizing the Interface

You can change the size of the interface by using the small triangle at the bottom-right. Just click and drag it around to set the size.

Buttons and Knobs

(1) In the Standalone version you can click on Audio Config to open the Audio/MIDI Settings.

(2) Playback Button, will play one time if not looped, or will play and loop until Stop (3) is pressed.

(3) Stop Playback/Recording.

(4) Prepare to Record. When you click it, it will wait until the audio goes over the (5) Detection Level, or if you have enabled.

(6) MIDI Recording will only start once you play a note and will stop when you release it.

(5) Recording Detection Level. When the audio goes over this value and Record was pressed, recording will start. And will only stop when there are two seconds of silence below the detection level or if (3) Stop is pressed. Or, in the case of (6) MIDI Recording, until you release the note you just pressed.

(7) Looped On/Off.

(8) Loop Start.

(9) Loop End.

(10) Options: Fade In/Out, Crossfade, Export to WAV and Normalize.

By default normalization is ON. To disable click on Options and click on Auto Normalize.
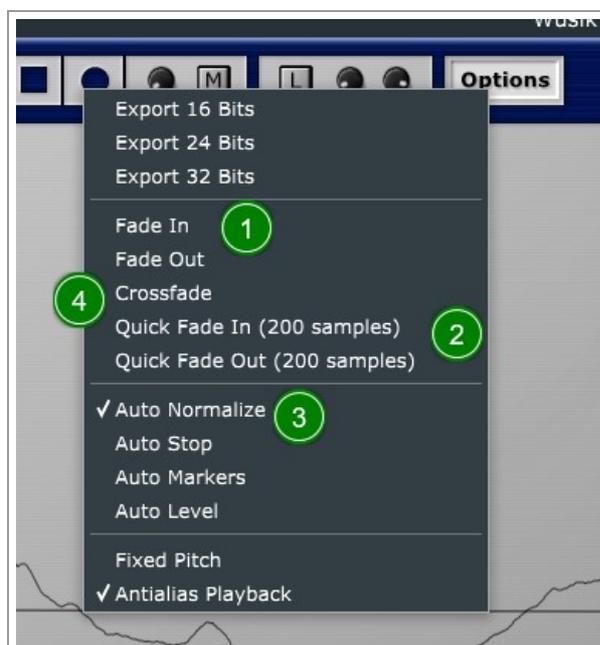
(1) The first two Fade options will apply to the whole audio.

(2) The Quick Fade options will only apply to the start of the sample - Fade In - or the end of the sample - Fade Out. And only for 200 samples.

(3) Auto Normalize will lower or raise the audio level by checking the loudest volume in the entire sample.

(4) Crossfade will use the audio before the sample start to do a X crossfade between that audio and the rest of the audio after the sample start.

Keyboard Usage

Parameters - such as the Knobs - can also be changed with the computer keyboard using the up/down arrow keys. Click on a parameter and use the keys to change the value.

Crossfading
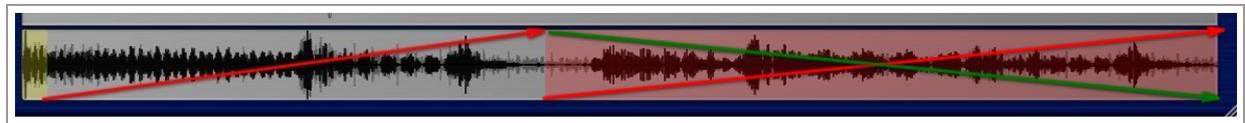
This is how the crossfade works. The audio before the sample start is ramped up and mixed with the audio after the sample start ramped down. That's why it is called X Crossfade. Note that you need enough samples before the sample start to fit inside the whole sample start -> sample end. So the initial samples must be larger or equal to the size of the loop.

Markers
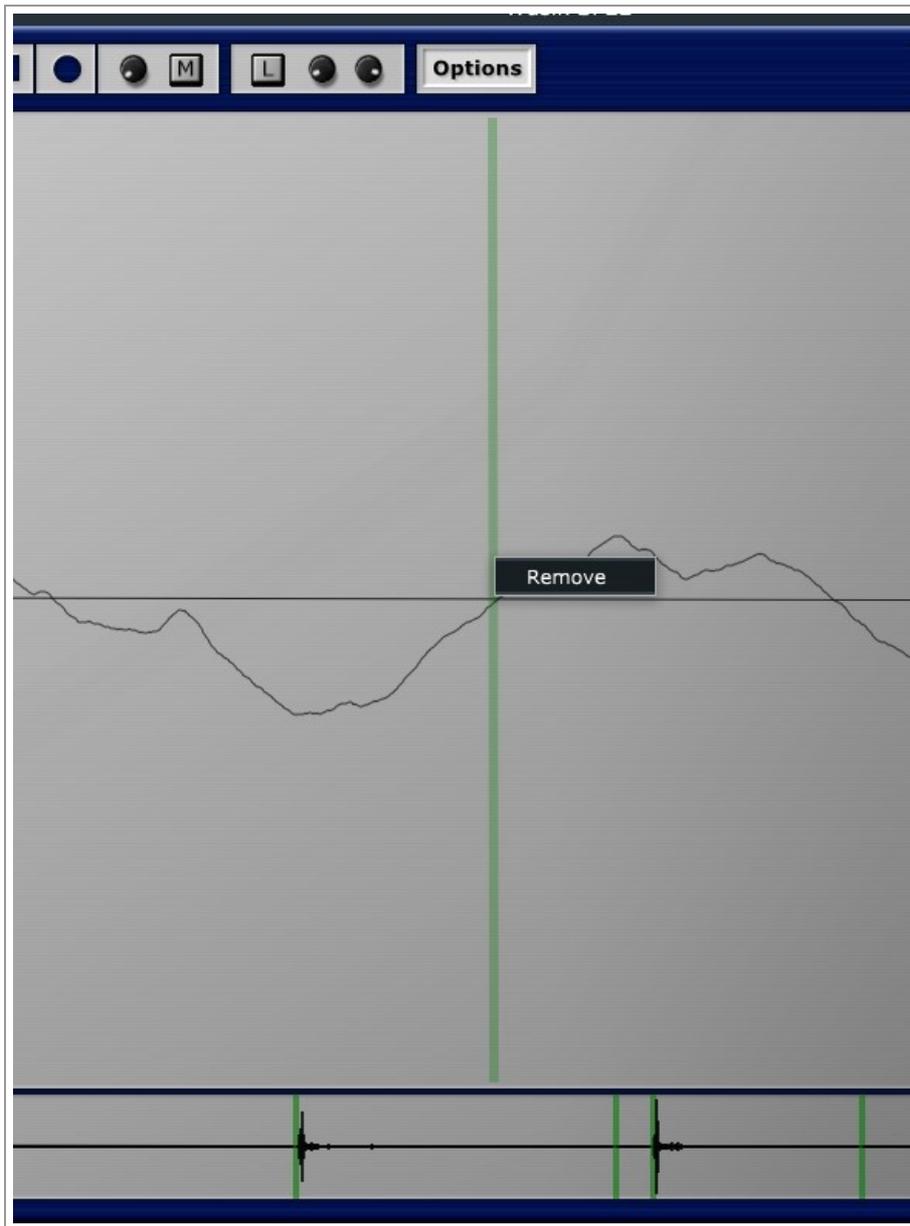
You can also add markers into the samples. To adjust markers just select one and drag it left and right. Clicking without dragging will open the Remove option. Clicking on an area that has no marker will show the Add Marker option.

When you have at least one marker, the keyboard will now play starting at each marker in such order: middle note C (#60) is the first one, and the next note is the second one and so on. It will stop when it reaches the next marker. A short Attack/Release Envelope will be added when playing back markers.

You can also set to create markers during recording. It will check if the audio level is lower than the Record Detection Level, and if the next audio is with at least one second distance, it will create a new marker.

The Auto Level option will sample the input for 2 seconds and adjust the Recording Level Detection knob according to the maximum input value.