KIT CREATOR MANUAL

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Introduction

Kit Creator is a program for 64-bit Windows or a Universal Binary for Mac. It generates sample kits from directories drag & dropped into 16 available slots. Each directory can be assigned as a possible candidate for randomised samples. It supports Kits of up to 128 samples for those formats that support that many. It can also do basic conversion from/to many of the supported formats.

IMPORT/EXPORT SUPPORT

The Requires Column means that you must also export that Format as it is a child Export

FORMAT	IMPORT	EXPORT	EDIT	MAX PADS
MPC PROGRAM	✅	✅	✅	128
ABLETON DRUM RACK	✅	✅	✅	128
SPEEDRUM	✅	✅	✅	32
TAL-DRUM	✅	✅	✅	32
TAL-SAMPLER		✅		128
SITALA	✅	✅	✅	16
IMPACT XT	✅	✅	✅	128
SAMPLE ONE		✅		128
TX16Wx		✅		128
SFZ		✅		128
OCTATRACK SAMPLE CHAIN	✅	✅		64
CUE WAV		✅		128

PARAMETER SUPPORT

FORMAT	VOLUME	PAN	RELEASE	REVERSE	TUNE	ONE SHOT
MPC PROGRAM	✅	✅	✅	✅	✅	✅
ABLETON LIVE DRUM RACK	✅	✅	✅	✅	✅	✅
SPEEDRUM	✅	✅	✅	✅	✅	✅
TAL-DRUM	✅	✅	✅	✅	✅	✅
TAL-SAMPLER	✅	✅	✅			
SITALA	✅	✅	✅	✅	✅	
IMPACT XT	✅	✅	✅	✅	✅	✅
SAMPLE ONE	✅	✅	✅			
TX16Wx	✅	✅	✅			
SFZ	✅	✅	✅			
OCTATRACK SAMPLE CHAIN						
CUE WAV						

Installation/Configuration Directory

Windows 64-bit

Run the installer and choose the location you want. For uninstallation there is an uninstaller located in the install folder, or you can use Add/Remove programs. It will not uninstall all Documents/Homegrown Sounds/Kit Creator as some files get generated post installation. You can delete this directory.

Mac OS

Kit Creator is a universal Binary and so natively supports both Silicon M1 and Intel machines. It should run on 10.11 and later. It has been tested on High Sierra and Monterey.

Open the dmg and drag to applications. To uninstall delete the kit Creator app in applications and the /Documents/Homegrown Sounds/Kit Creator directory.

Config

When Kit Creator first runs it will automatically create Homegrown Sounds/Kit Creator directory structure in your Documents folder. This folder is where all settings and templates etc are stored. If at any time you want to revert back to default, delete this folder or the settings.xml file and Kit Creator runs next it will create a new settings file and extract all the necessary files.

There are individual folders for Presets, Themes, Templates and kit Labels which are visible in the browsers, sub folders are ignored.

Setting.xml contains the current state of Kit creator and is kept updated often so that it will always be as it was left when next run.

Wordlist.txt stores around 30,000 words which are used to generate random File names for presets. This file is copied to the user folder when first run & so if you want to edit or add words use this one instead. It is located in '/Documents/Homegrown Sounds/Kit Creator/User/Wordlist.txt' This should ensure that it doesn't ever get overwritten by future updates however it's always best to keep a backup if you've put a lot of time into it!

Templates for the supported Export targets are stored in the Templates/<export type> sub folder.

Quick Start Guide – Creating

1. Go to the Pads Page & using File Explorer (Windows) or Finder (MAC), drag folders that contain samples to the 16 Folder Slots. This makes these folders available for assigning to Pads.

2. Click on a Pad on the left and then select which Folders are assigned. In this example Pad 1 has the Bass Drums folder assigned. Ideally you want to make sure that each pad has at least 1 folder assigned that will be used as a pool for assigning samples.

   Note that the pad labels are only for your reference you can change the label of each pad by double clicking and editing the text. You can then save that as a preset if you want to in the right section.
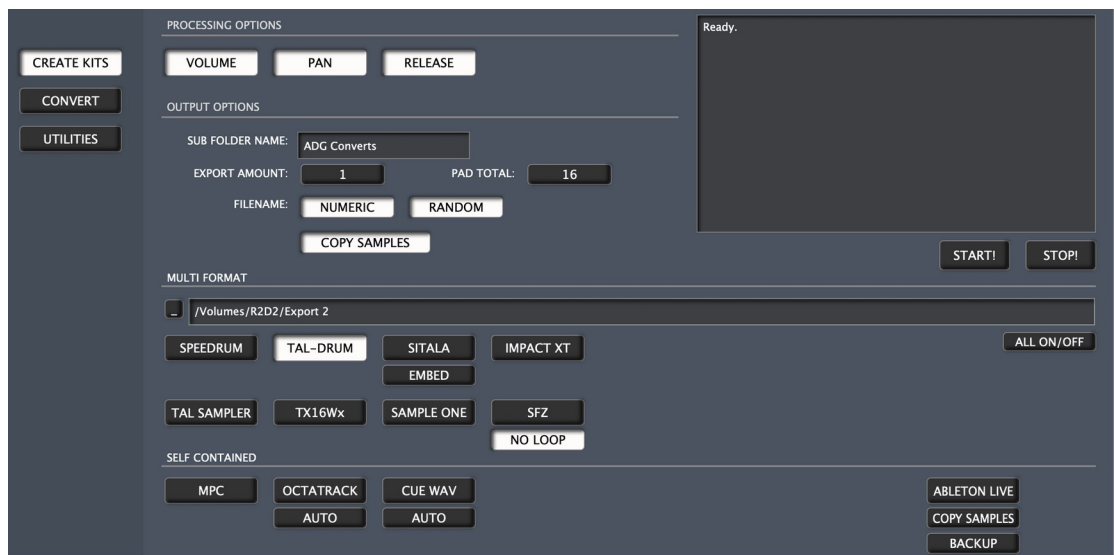
3. Once the Folders are assigned, go to the Process Page and select Create Kits on the left.

4. The Processing Options allows selecting which parameters will be automatically randomized during the creating.

5. In the Output Options, double click the **SUB FOLDER NAME** box to edit the name of the master folder these presets/samples will be exported to. (except Ableton Live which by default will be exported to the Ableton User library).

6. Choose how many presets you want to create, choosing **ALL** will create presets until all samples have been used at least once, **NO REPEATS** will create until a sample is being used for a second time, or you can select an absolute number of presets to create.

7. **PAD TOTAL** decides how many samples will be used in a preset in banks of 16 pads. Multiple banks will always use the same folder assignments but an original section of samples.

8. The **FILENAME** options relate to what the exported file will be named, Numeric assigns a number to the beginning of the filename & Random uses a random name generator to create a unique name. You can leave these set to enabled.

9. **COPY SAMPLES** will copy the samples to the output folder (MPC & Live exports always use this option). It is much safer to leave this option enabled as you will end up with a folder structure where the presets can always find the samples via relative paths & so the entire parent folder can be moved or distributed.

   Note that MPC is exempt from this, MPC presets always require the samples to be in the same folder as the XPM file unfortunately. Also Ableton Live presets expect the samples to be in the Ableton User Library, although in the output section there is a dedicated button for copying the samples (see below).

10. Select the formats you want to export to and the location you want to export them to. The Multi-format formats will all be exported to the given collection name folder at the given path. Inside that folder will be a **SAMPLES** folder which contains all of the WAVs and a **MULTI-FORMAT** folder which contains all of the selected preset formats in their own named folder. It is designed so that it is portable and as long as those 2 folders are moved together the presets will always find the samples.

    The **SELF CONTAINED** section is a bit different as these formats have different specific requirements on where the samples are located:

    MPC – The samples always have to be in the same folder as the .xpm file.
   **OCTATRACK SAMPLE CHAIN** – The samples must be in the same folder as the .ot files.
    CUE WAV – These are just chained wavs with cue markers and so not applicable to any other format.
    ABLETON LIVE – Normally the presets will be saved to the Ableton User Library /Instruments/Presets/Drum Rack/ and the samples save to the samples library. This is the recommended approach, however if you are intending to distribute these files rather than use them in live, you can choose BACKUP which will place the folders in the applicable folder structure within the given export folder. You can also choose to not copy the samples to the live folder although it probably isn't wise.

11. Now all that remains is press **START** & Kit Creator will start scanning & creating presets. Pressing Stop will stop after the current conversion is complete which may not be immediate.

Main Options
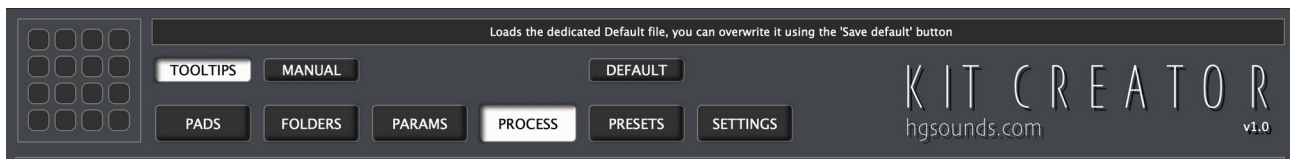
The Pad display on the left is for highlighting which pads on MPC/Live Drum Rack are being used when editing the Directory/Slider pages. It is for display reference only.

The header contains all of the export options:

- **PANELS** – Selects which Panel will be displayed.

- **TOOLTIPS** – Whether hover tooltips are displayed.

- **DEFAULT** – This button will set Kit Creator to the Default file which is a dedicated Preset file to hold a useful init state. You can save the current state to it by using the 'Save Default' button on the presets Panel.

- **OPEN MANUAL** – Opens the Manual in your PDF viewer.

- **INFO DISPLAY** – Displays general information & Tool Tips

Pads Panel

There are two different views of folder to pad assignments coming from different angles. Pads View allows selecting a Pad and choosing which of the folder slots will be used to assign samples when processing. The middle column shows the list of folders and unselected slots are lighter than those which have been selected.

Usually you will want to have all 16 Pads filled with samples in the exported Kits, this is optional however you can leave some pads blank if you wish. Pads which have no sample folders assigned are duller than the assigned pads which makes it easy to see which are yet to be assigned.

When hovering over a folder slot, red markers will highlight which of the Pads it is currently assigned to, which makes it easier to try and spread out samples depending on how many are in the folders.

The Kit labels are simply a visual guide to help with selecting directories for Pads. These fields can be edited and changed to whatever you want. You can then save this as a pad label set and it will become visible in the file browser on the right.
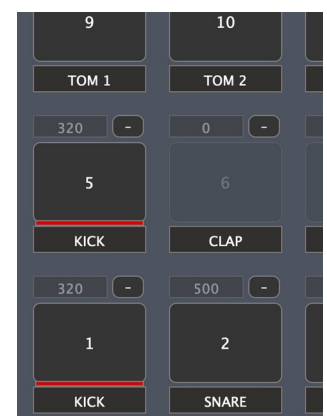
Preset Estimates

The top number provides an estimate of how many unique samples will be assigned to the pads. This number will take into account how many pads a folder is assigned to, so for example if a folder contains 100 samples and is assigned to 2 pads, the 50 will be added to each Pad Sample totals. This is especially useful if using 'All Mode' as the highest number will provide the minimum number of presets that will be created. This will inevitably be a bit higher as folders are selected randomly on pads with multiple assignments & so will probably end up with slightly more kits. This number is automatically displayed at the bottom of the folder option. NO REPEATS Mode estimate is also shown. Overall the idea is to get these numbers as even as possible to minimise sample re-use in kits.

ALL MODE ESTIMATE:	488
NO REPEATS ESTIMATE:	139

Choke/Mute Groups

The top right box allows assigning a Choke/Mute group to the pad. This means that the samples will cut each other off mimicking the behaviour of a hi-hat for example. The formats that support it do work differently to each other & have different amounts available but Kit Creator tries to normalise this by limiting to 8 groups. If converting from non Kit Creator presets, any choke groups above 8 will be ignored. Also TAL-Drum voice groups can't be imported as it just works too differently having all pads assigned to unique voice groups by default.

Managing Folders

To add Folders just Drag and drop onto the slots. Multiple folders can be dropped and successive folders will replace the following slots until reaching the final slot. Slots can be rearranged just by dragging a file to the new destination slot.

The 2 columns on the right show the amount of files and the storage space the require, the top displays the total, so if exporting samples you can see how much space this will require for the samples (although it doesn't include the instrument sizes, which for MPC is around 1.5mb per preset, and Live is dependent on how many pads are used).

Right Clicking on a folder slot will show an options menu, the Folder options will apply to the folder which was clicked on.

- **REMOVE FOLDER** – This will clear the slot removing the reference (it does not delete the physical folder, there are no options for deleting Samples of their folders in Kit Creator).

- **REMOVE ALL FOLDERS** – Clears all slots.

- **COPY PATH TO CLIPBOARD** – Copies the full path to the Folder.

- **OPEN IN FINDER/EXPLORER** – Will open up the Folder for viewing the files.

- **CLEAR PAD ASSIGNMENTS** – This will untick all slots for the currently selected Pad.

- **CLEAR ALL PAD ASSIGNMENTS** – This will untick all slots assignments.

- **ASSIGN ALL SEQUENTIALLY/REVERSE** – These functions will clear all assignments & assign Folder 1 → Pad 1, Folder 2 → Pad 2 etc… Reverse does the same in reverse.
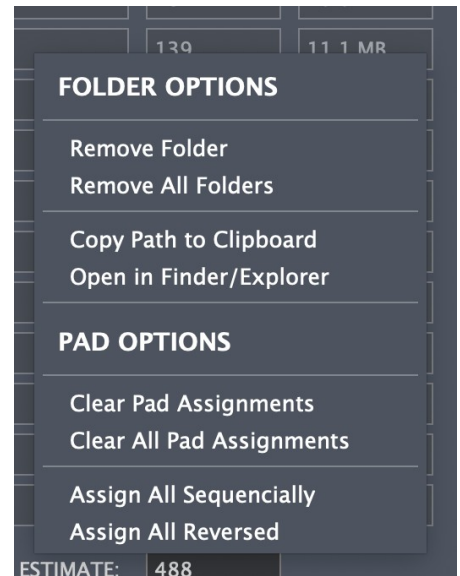
The Pad Label Presets store the 16 Text Labels used for the Pads. If you have edited the labels use 'Save As' to save a Preset so it can be recalled anytime.
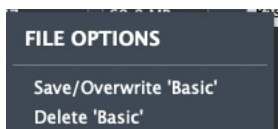
Right Clicking on a file brings up an options menu which allows overwriting the selected file or deleting it.

Folders Panel

Select up to 16 sample folders to be used for building collections and assign them to Pads

TOOLTIPS MANUAL DEFAULT

KIT CREATOR
hgsounds.com v1.0

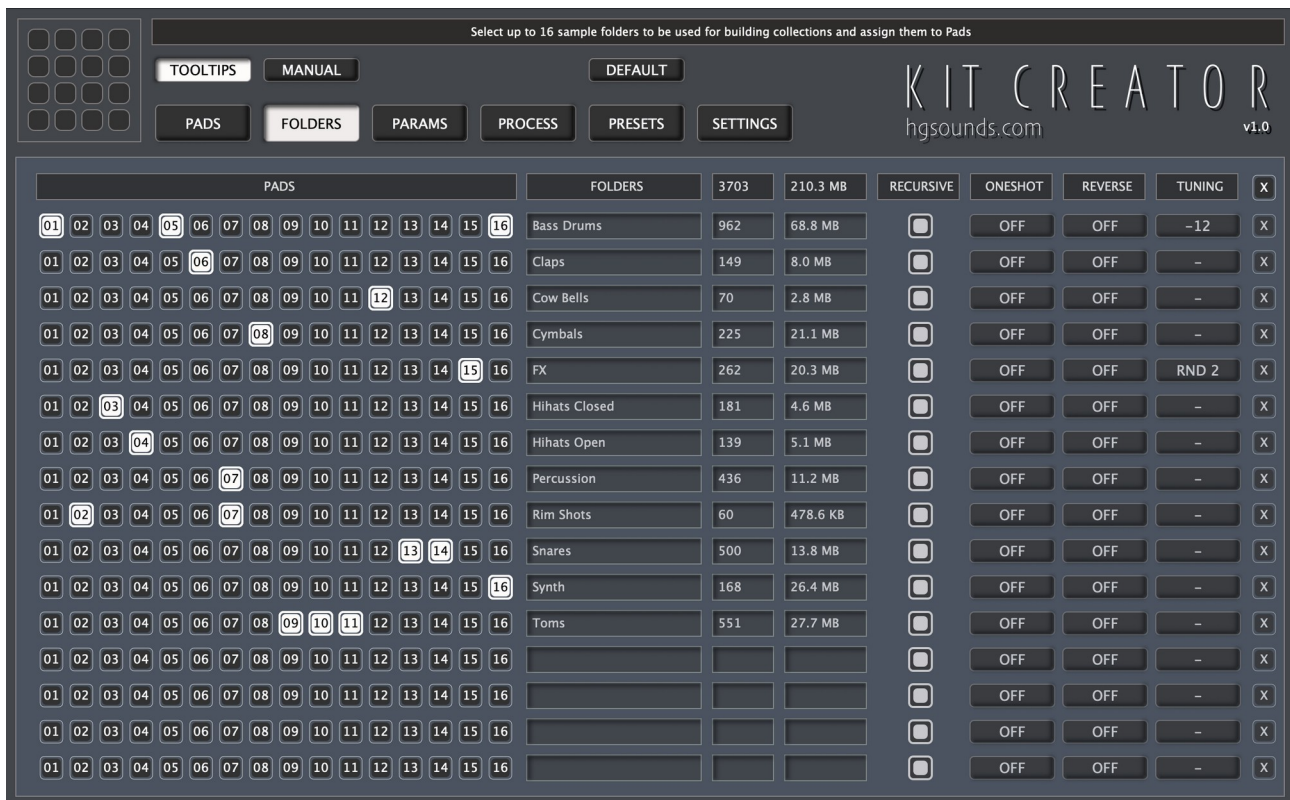PADS FOLDERS PARAMS PROCESS PRESETS SETTINGS

PADS	FOLDERS	3703	210.3 MB	RECURSIVE	ONESHOT	REVERSE	TUNING	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Bass Drums	962	68.8 MB		OFF	OFF	−12	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Claps	149	8.0 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Cow Bells	70	2.8 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Cymbals	225	21.1 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	FX	262	20.3 MB		OFF	OFF	RND 2	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Hihats Closed	181	4.6 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Hihats Open	139	5.1 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Percussion	436	11.2 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Rim Shots	60	478.6 KB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Snares	500	13.8 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Synth	168	26.4 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16	Toms	551	27.7 MB		OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16					OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16					OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16					OFF	OFF	–	X
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16					OFF	OFF	–	X

The Folders Panel offers a different perspective to Pads Panel and allows assigning multiple Pads to Folders rather than multiple folders to pads. It also adds some further parameters that can be used on a per folder basis. This is interesting as you may have multiple folders assigned to a Pad & so only samples from a particular folder can be Reversed or detuned for example. There are also random possibilities for each parameter.

Each folder of samples uses a randomised order and samples are selected until they have all been used once, then the order is re-randomised and the process begins again. The added folders also scan sub directories that have '**RECURSIVE**' Enabled.

If '**ALL**' is selected '**EXPORT TOTAL**', Kit Generator will create kits until every single sample has been used at least once. Using '**NO REPEATS**' will stop as soon as any folder has used all its presets once. Using a fixed amount for the '**EXPORT TOTAL**' ignores this and just generates x amount of presets.
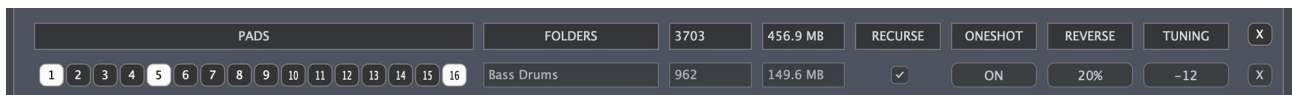
- **PADS** – This allows assigning a directory to any of the 16 target Pads. They will then be used as a valid sample pool when creating Kits. When more than one directory is assigned to a pad, one directory will randomly be selected as the source for each Preset.

- **FOLDERS** – Directory slot are filled by dropping directories from Finder/Windows Explorer onto one of the 16 slots. You can also drop multiple folders onto the header and they will automatically populate empty slots. If a folder contains no WAV or AIFF files it will not be added.

- **TOTAL** – This shows the Total number of audio files found in the folder structure. The directories are scanned recursively and so includes sub folders. You can use these numbers as a guide for balancing dispersal, so directories with many samples should be assigned as candidates for more pads than those with only a few samples.

- **TOTAL SIZE** – The size of all selected samples by Folder & the total at the top.

- **RECURSE** – This decides whether the Folder should also scan its sub folders recursively for samples.

- **ONE SHOT** – The default behaviour of Kit Creator is to assign envelopes to Exports when possible which means that holding the midi note & Release time are a creative factor when playing. However you can also assign 'ONE SHOT' Mode which means that the sample will play in its entirety unless cut by a choke group. In this mode the Release parameter is ignored.
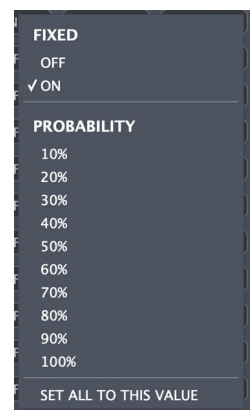
  - **FIXED** – This is a a fixed setting always applied to the Folder.

  - **PROBABILITY** – This allows randomly assigning Reverse when creating presets, 10% is very little chance, 100% is always.

  - **SET ALL TO THIS VALUE** – Sets all 16 Folders to this slots ONE SHOT value.

- **REVERSE** – This will cause the sample to be reversed in Exports that support it. This used the same options as ONE SHOT & so has Fixed and Probability.

- **TUNING** – This settings will offset the semitone pitch for samples in this folder.
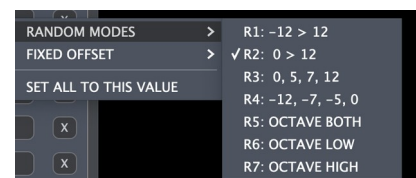

  - **RANDOM MODES** – Allows randomising the value in specific ways using a range such as -12 > 12 or a fixed selection like -12, -7, -5, 0. Octaves will just use -12, 0 & 12.

  - **FIXED OFFSET** – This is a fixed value that will apply to every sample from this folder. The range is from -12 > 12 but also has the option to select -24 & 24.

- **CLEAR ('X')** – This will remove the directory from the slot.

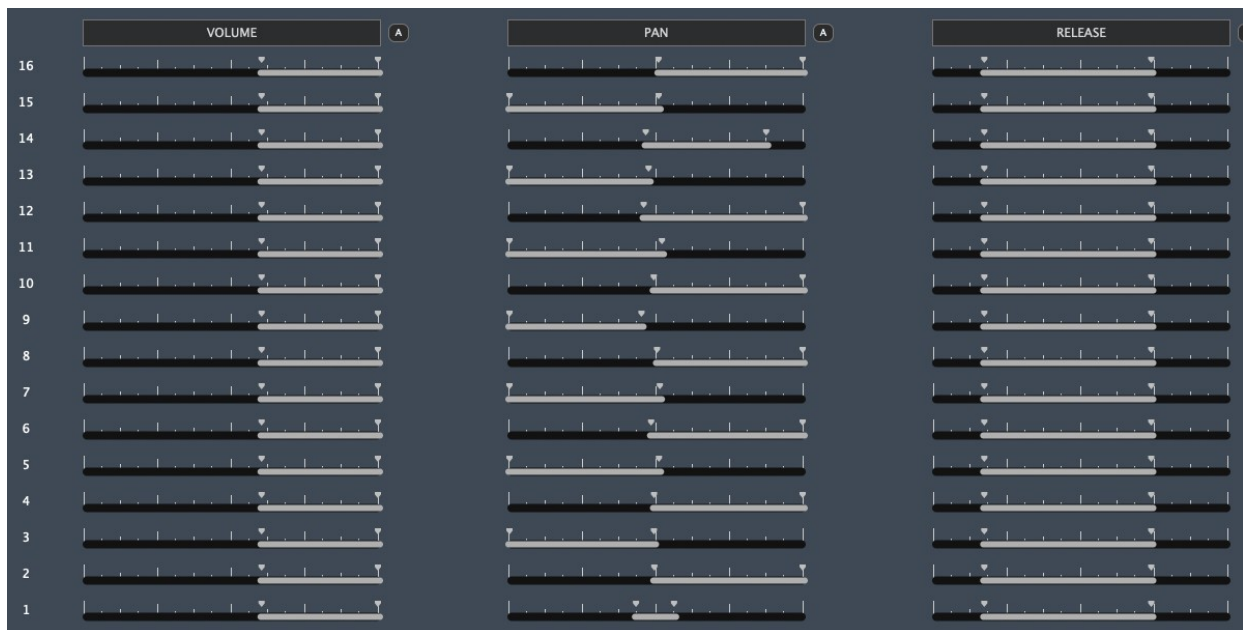- **CLEAR ALL** – At the top this will clear all slots.

When hovering, the Pad Display will visually show which Pads the current Directory will be used for.
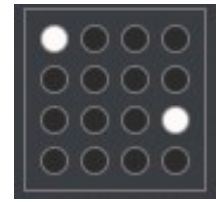
The right click options are more or less the same as the Pad Panel menu.
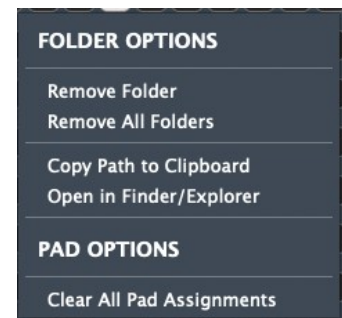
Parameters Panel

This panel allows setting definable ranges for randomization of parameters which are used by the randomizers when creating Kits. So as an example you can determine a specific Pan range for each Pad and the final value will be somewhere within that range.

When hovering over a slider Row the Pad display will highlight the actual Pad you are editing for a handy reference.
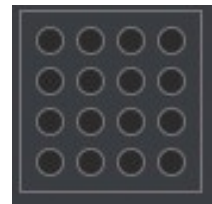
To change values you can click and drag either slider node.

The following Parameters are supported:

- **VOLUME** – The volume of the Pad

- **PAN** – The panorama of the Pad.

- **RELEASE** – The Release time of the sample. All instruments are set to ADSR mode for this to work which makes for a much more expressive instruments than standard triggering.
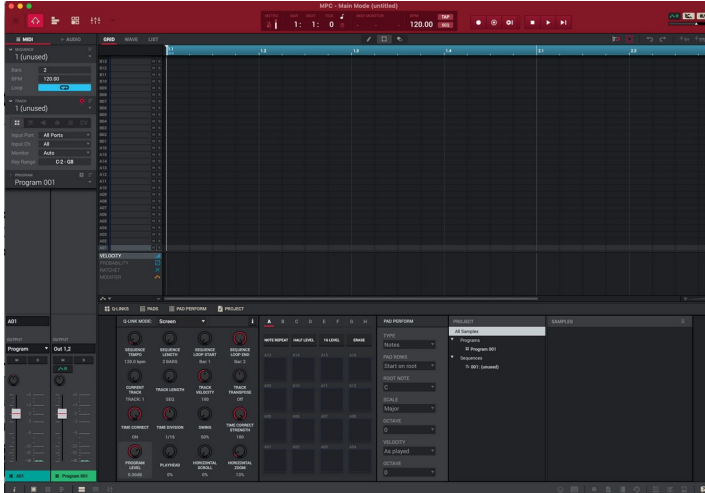
Each Column also has 2 Buttons in the Header:

- **ENABLE** – Decides if this Parameter should be Randomised when exporting.

- **SET ALL** – Sets all Sliders to the top Sliders values as a quick way of making them all the same.

Export Destinations

Currently Supported Exporters:

AKAI MPC

These Drum Programs are compatible with the current hardware (ONE, Live, X, Keys) as well as the MPC 2 Software/MPC Beats. When exporting to the selected folder all samples and XPM files are added directly to that folder. Unfortunately sub folders for samples are not supported, they have to be in the same folder as the .xpm.

MPC site

ABLETON LIVE DRUM RACK

Instruments are exported to the user/instruments/presets/drum rack directory and samples to the user/samples directory.

APISONIC LABS SPEEDRUM

Pad Based sampler with a good feature set. You can save the Presets anywhere.

[Speedrum Page](#)

TAL-DRUM

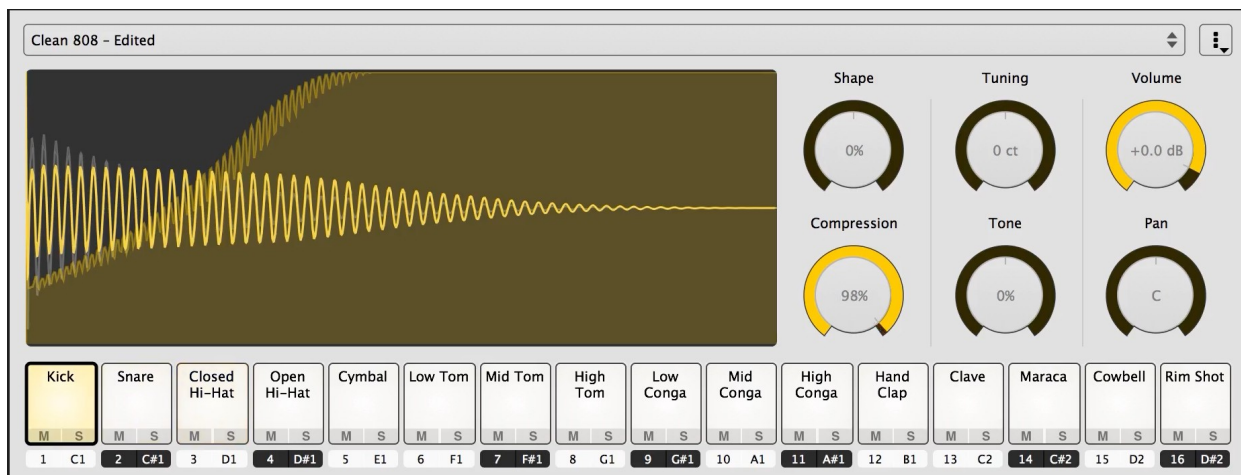Pad Based sampler with a good feature set. You can save the Presets anywhere.

[TAL-Drum Page](#)

DECOMPOSER SITALA

A totally free (Windows/Mac, low cost on iOS) easy to use Pad Based sampler.

[Sitala Page](#)

PRESONUS IMPACT XT

Included with all versions of Studio One.

PRESONUS SAMPLE ONE XT

Studio One's built in sampler, Kit Creator exports mapped sample presets for it.

[Website](#)

TAL-SAMPLER

When selecting TAL-Drum as an export destination, there is now also an option to export for TAL-sampler at the same time. The samples are mapped as well as volume & Pan.

TAL Sampler isn't available as a conversion source.

SFZ

SFZ is an open format designed to be used as a generic Sample mapping/preset system. Many samplers can import this format which is at least useful for getting samples mapped within a sampler. This is a very basic output with sample mapping, volume & pan opcodes.

This implementation is based on TAL-Sampler SFZ export.

SFZ is not available as a conversion source.

Bitwig can import SFZ into its sample (not the drum sampler unfortunately).

CWITEC TX16Wx

A free very sophisticated Sampler. Kit Creator makes a basic Preset with the   samples laid out.

Website

ELEKTRON OCTATRACK

Elektron Hardware Sampler. It can use what are known as Sample Chains which is when a WAV is divided into slices determined by an accompanying .ot file. Kit Creator exports 16 Sample versions of the Kits. They are automatically resampled to 44.1khz at either 16 or 24 bit, which is the native sample rate. The exported WAVs also contain cue markers. Sample Chains can also be converted to other formats.

Website

CUE WAV

Basically same as the Octatrack Sample Chain WAV exports except these can be any sample rate/bit depth. All samples are joined together and CUE markers are used to denote the slices. These can be used by anything that can read cue markers.

Processing Panel
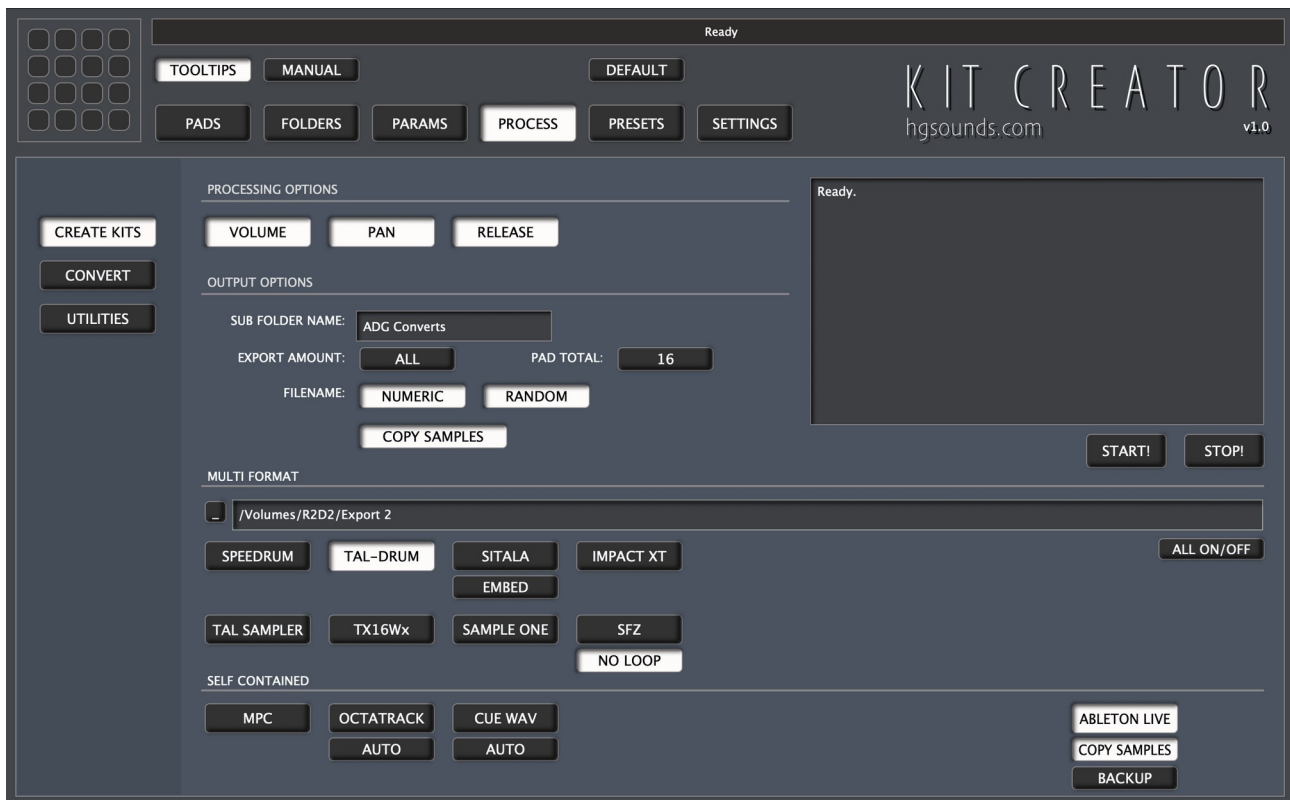
The processing panel is where file creation, conversion & editing takes place. It provides all the applicable options & processing begins when the start button is pressed.
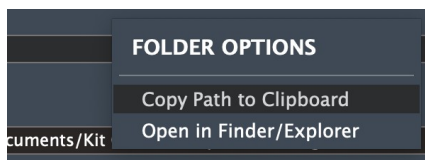
Right clicking on the Common Export box opens a popup menu for copying the path or revealing in explorer/finder.

Multi-Format

All formats that can use relative paths are exported to the Multi-Format Folder in a folder named using the Collection Name. If 'COPY PATHS' is selected all samples will be copied to a 'Samples' subfolder and referenced by all the various presets.

Octatrack Sample Chains are stored in a top level folder as are CUE WAV files as they have their own specific WAVs.

MPC

In the case of the MPC Programs, unfortunately the presets and samples all have to be in the same folder, sub folders do not work. In this case The presets & samples are exported to the Common Folder sub folder with the collection name which is within a folder called MPC.

Ableton Live

Ableton Live needs presets & Samples to be in the Ableton User Library folder for them to work properly. When Ableton is exported these are always created within this folder so they are available to work & the sample paths work correctly. Unfortunately Live doesn't seem to support relative paths that use '../' & so presets with this kind of relative path do not work.

As a result of this the 'COMMON BACKUP' option instead will create direct copies of the user Library structure for these files for the purpose of archiving. But they must be copied to these library locations to work if distributed.
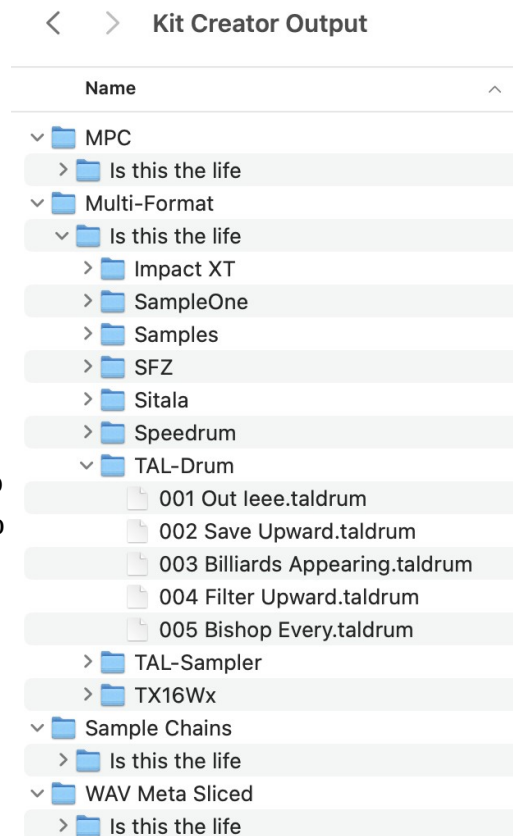
NOTE: these backup files should not be selected for converting to other formats, only presets that are in the Live User Folder otherwise the samples will not be found.
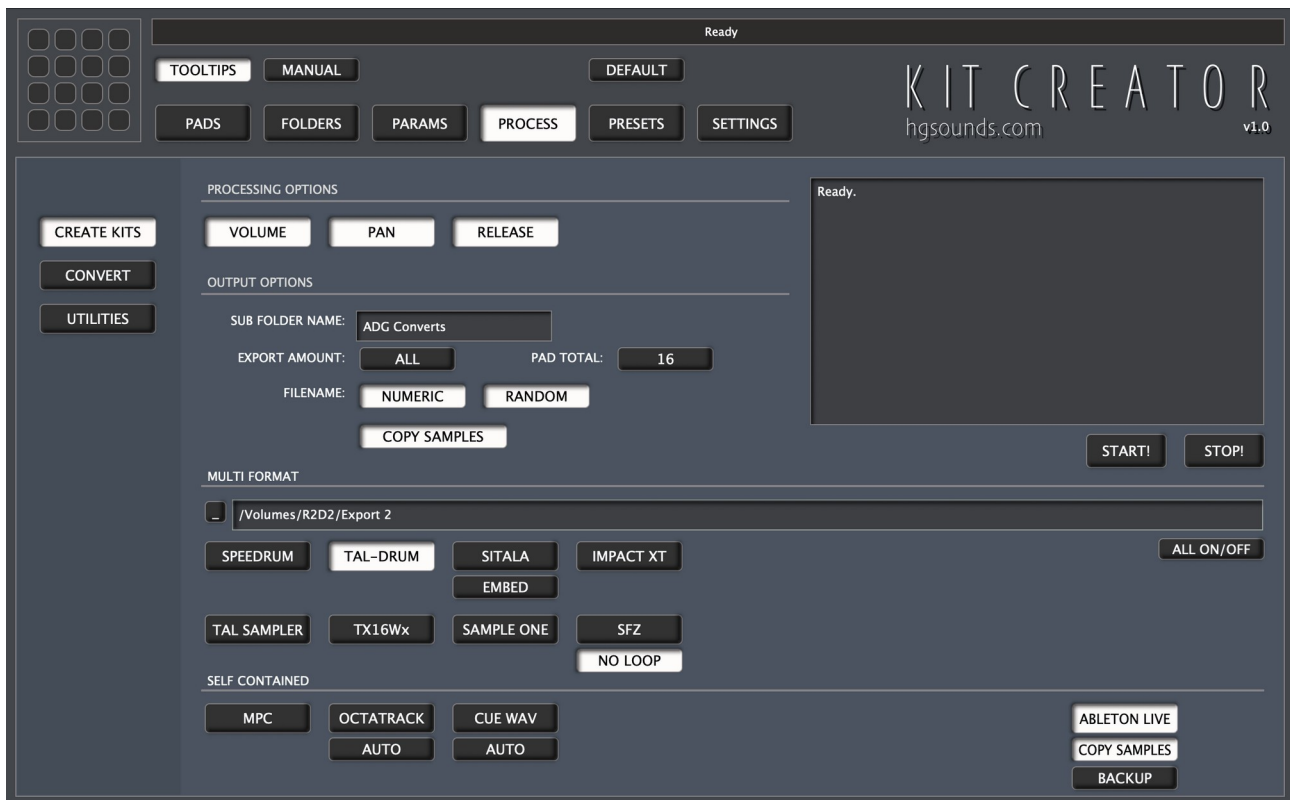
The preset path is:

<Path to User Library>/Presets/Instruments/Drum Rack/

and the samples:

<Path to User Library>/Samples/

Create Kits

This mode is for creating Kits using the templates as the base, the selected parameters are then generated and the samples assigned to pads.

- **PROCESSING** – Select which Parameters will be randomized.

- **OUTPUT** – Options for the file output:

  ○ **COLLECTION NAME** – This will be used as a Parent Folder for the exported instruments.

  ○ **EXPORT AMOUNT** – This menu allows selecting a specific number of Exported files. **ALL** will create instruments until every single sample has been used at least once. **NO REPEATS** will stop making Kits as soon as a Sample is re-used.

  ○ **PAD TOTAL** – Determines how many Pads to use in the exported Kit. Most export formats support 128 as a maximum, although Sitala supports 16, Speedrum & Tal-Drum support 32 maximum. In the case of these formats, presets are split into separate kits with A, B, C, D etc appended to the filename. That way the kits of 16 samples are available across all formats.

  ○ **FILENAME** – Determines how the files are named. Numeric adds a number to the start of the filename, random name generates a random file name using the wordlist database.

  ○ **COPY FILES** – This will copy the samples to the multi-Format folder to create self contained collections.

DESTINATION FORMATS

Unless stated otherwise Presets will be stored in:

<Common Path>/Multi-Format/<Collection Name>/<Export Type>

If Copy Samples is selected, the Samples are stored in:

<Common Path>/Multi-Format/<Collection Name>/Samples/

- **MPC** – Outputs Programs for the modern MPCs (ONE, Live, X and software), note that samples must be in the same folder as the programs for them to load unfortunately and so samples are automatically copied. These will be exported to an MPC subfolder of the common export path in a folder named after the Collection Name. Simple Audition Previews will also be generated in Ogg Vorbis format which are a basic sample chain. Not as nice as something sequenced but at least gives an idea of what sounds are used.

- **ABLETON LIVE DRUM RACK** – Exports to the correct Ableton Folders so they are instantly available within Live. Samples are optionally copied to the Live samples Folder, or they can be used from their current location instead. Currently only presets which use samples in the Ableton User library samples folder can be converted to other formats.

- **APISONIC LABS SPEEDRUM** – These are exported to a 'Speedrum' sub folder of the common path.

- **TAL-DRUM** – Exported to a sub folder in the selected common folder.

- **TAL-SAMPLER** – This is an add-on format to TAL-Drum which must also be enabled. This creates a simple preset with sample mapping, volume & pan parameters.

- **SITALA** – Stored with a sub folder of the selected Common folder. Sitala also supports embedding samples which stores them within the preset as a self contained unit.

- **IMPACT XT** – Exported to a sub folder in the common folder.

- **SAMPLER ONE XT** – Studio One's built in standard sampler, this is an optional component of Impact XT which must also be selected for them to export.

- **FXP** – Exported to 'FXP' sub folder in the common path/collection name folder. Basic format which can be imported into many samplers to map the 16 samples.

- **TX16Xw** – Exported to a TX16Xw sub folder of the common folder. Basic Sample mapped preset for this sophisticated sampler.

- **OCTATRACK** – These are exported to a 'Octatrack' Sub folder in the Common Folder. Known as Sample chains, all samples are merged into a single WAV & an '.ot' file is created which contains the split information. The WAV also contains CUE markers for use elsewhere. These are always exported at 44.1k.

  The dropdown menu sets the mode used for the created WAV file. 'AUTO' will get the

settings from the first WAV used for the kit. Alternatively a fixed value can be used & the file will be converted to those settings.

- **CUE WAV** – These are exported to a WAV Meta Sliced folder in the Common Folder. The popup menu allows selection the Sample Rate, Bit Depth & number of channels for the exported WAV. 'AUTO' will get the settings from the first source WAV used for the kit.

START will begin the batch Processing, if you want to stop whilst it is running then you can press **STOP** and it will end after the current file is created.

Convert Presets
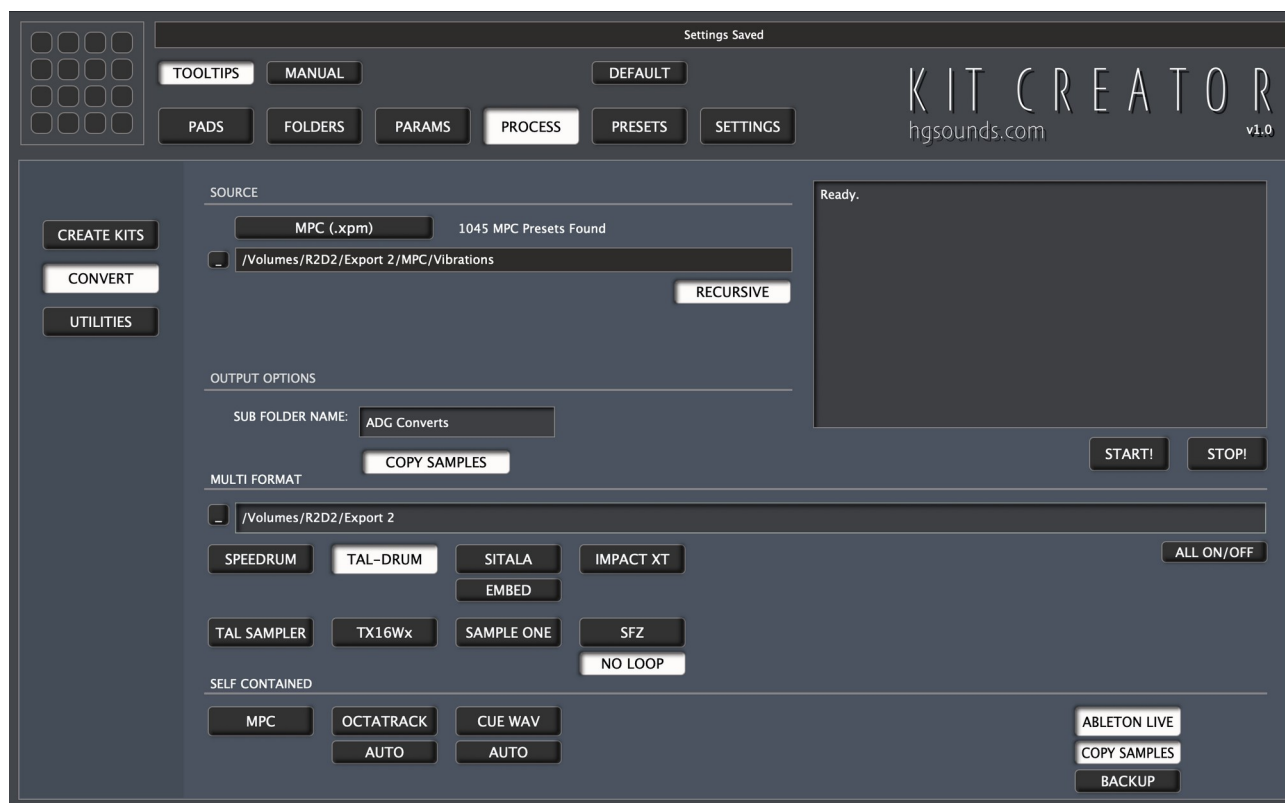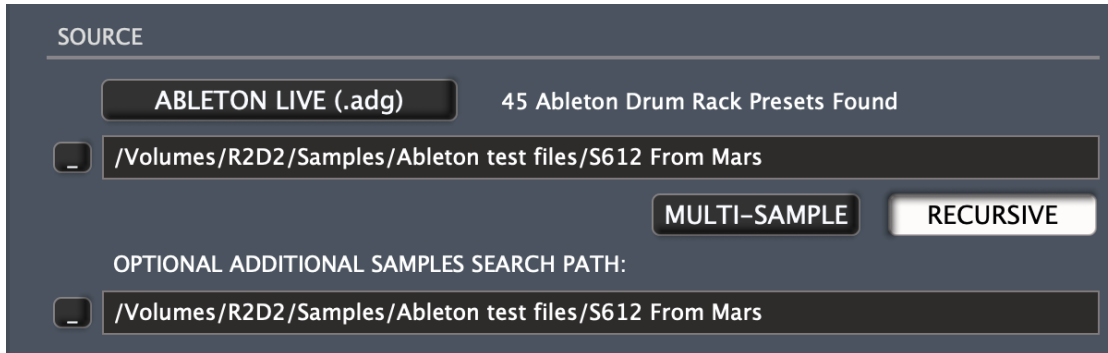
This mode can do a basic conversion between many of the supported formats. Start by selecting an import Type from the popup menu & browsing to the source folder. This will then show how many presets were found ready to convert.

The Destination options are identical to 'Create' Mode, you can select as many formats as you want although it won't export to the same format as the source.

The conversion is based on the scope of Kit Creator and so is limited to single sample mapping of 16 Pads & the volume, Release & Pan data for each (except Ableton Live – see below). There are some differences in how things are done in each software & KC attempts to approximate as much as possible.

Recursive – This looks in sub-directories of the selected Folder for any presets of the selected type.

Ableton Live Import

The Live format is an extremely complex & convoluted format to understand, I've had many attempts to try & build functions which can properly read all the different files I've been sent & come to the conclusion that it's pretty much impossible to get the Volume, pan & Release etc with my understanding of the format.

So for v1 I have scrapped the idea & instead written a set of functions to grab the sample mapping. So far this is 100% successful with all the files I have. I've also written a mode which can convert multi-Sample Simpler based adg presets. Usually these are used for chromatically mapping samples but there are Kits that used this method in the past. You have to enable the Multi-Sample option.

Optional Additionally Search Path

This box is only available for the Ableton format & allows adding a folder which will be searched for samples if they are not found in the standard searches.

Usually Ableton Live Presets are kept in the Ableton User folders in the Drum Presets folder so they can be seen within Ableton. Additionally, the samples are kept within the Ableton user sample folder so the preset can easily locate them.

When it comes to converting it is a much more complex scenario, generally bought presets will provide 2 folders to move within the Ableton library folder, but there is every chance that the person converting does not own Ableton etc… So for Kit Creator I had to come up with a system that will cover all scenarios. When converting the following will happen:

1. The last folder a sample found is checked first

2. The current folder & sub folders of the preset being converted is searched.

3. The Ableton User Sample library is searched

4. The Optional Additional Path will be searched.

Commonly people will have some collections they have bought such as Samples from Mars where the samples are in a top level folder called WAV & the presets are a few folders deep. You can use the optional Search path to locate the WAV folder, but another option is just choose the top level Samples from mars folder so that presets & samples are below it. If Recursive is enabled all presets will be found ready to convert & all samples will also be found with little effort.

Utilities
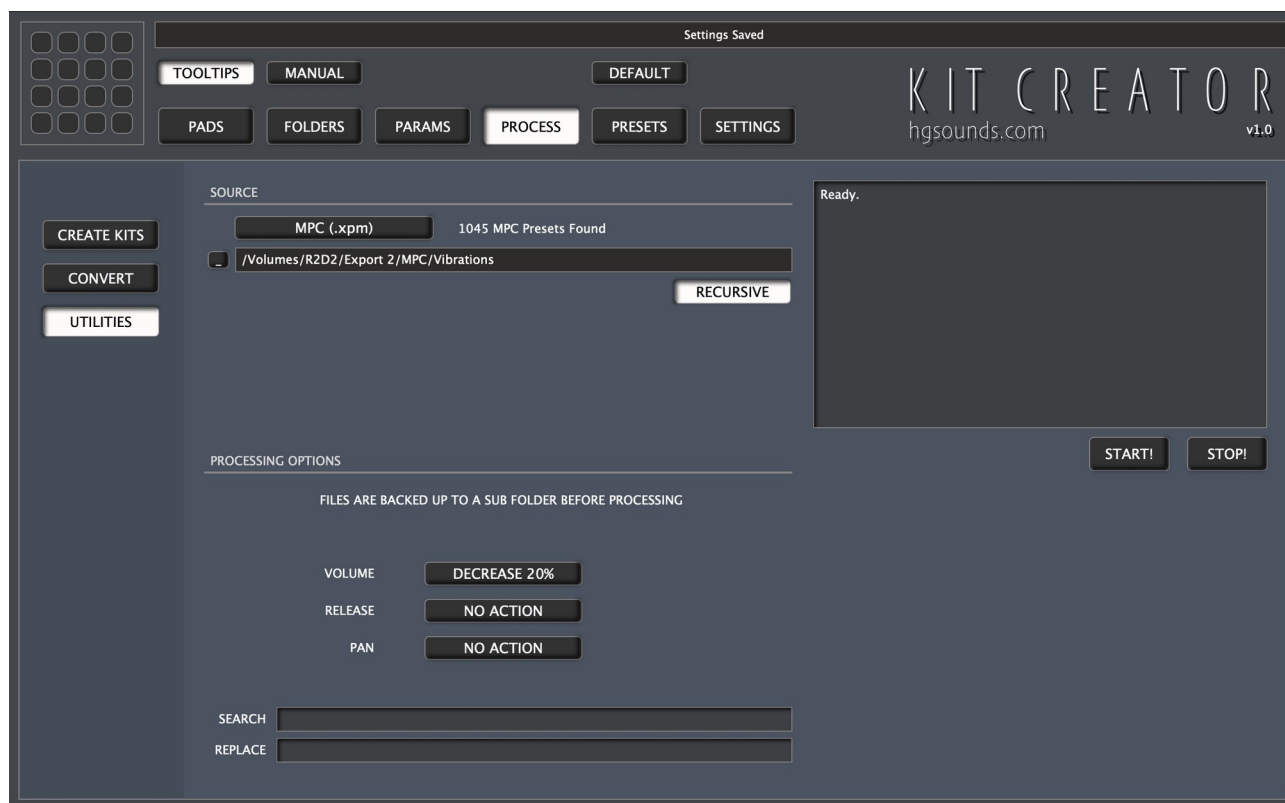
This page allows batch editing a folder of Presets in any of the supported formats. Once the Folder is selected it will display how many presets there are.

The processing section can do the following:

- **VOLUME** – These are options for changing each Pads Volume levels, they can be randomized using the PARAMS Page settings (the same as Create mode), or they can be increased/decreased by a set percentage or all can be set to a specific Fixed Volume Level.

- **RELEASE** – This offers the same Options as Volume but will be applied to the release values.

- **PAN** – This affects each Pad Pan setting, it can be randomized using the PARAMS rules, the spread can be increased/decreased or all can be centralised.

- **SEARCH & REPLAC**E – This is a powerful command that can replace sections of the raw text of the XML file. It can useful for changing Absolute sample locations for example. Use carefully as there are no checks in place, although backup files are created before the edit.

Backups are stored in sequential backup folders in the target directory, please check the Kits work as expected before deleting them especially after using the Search & Replace function!

Templates

The Template system is one of the most powerful elements of Kit Creator. You can add existing presets to each Export Type's template folder and they can then be used as the basis for created Presets. You add them by drag & dropping anywhere on the Templates panel, they will automatically be checked and added to the correct folder and visible in the File Display box.

Each of the export Types has it's own Folder within the Templates folder, and it's own settings. The left Buttons decide which is currently viewed. You can delete a file by right clicking and selecting delete. You should drag & drop the files rather than adding them to the folder as Kit Creator will perform some checks to see if they are valid (especially necessary for Ableton live templates).
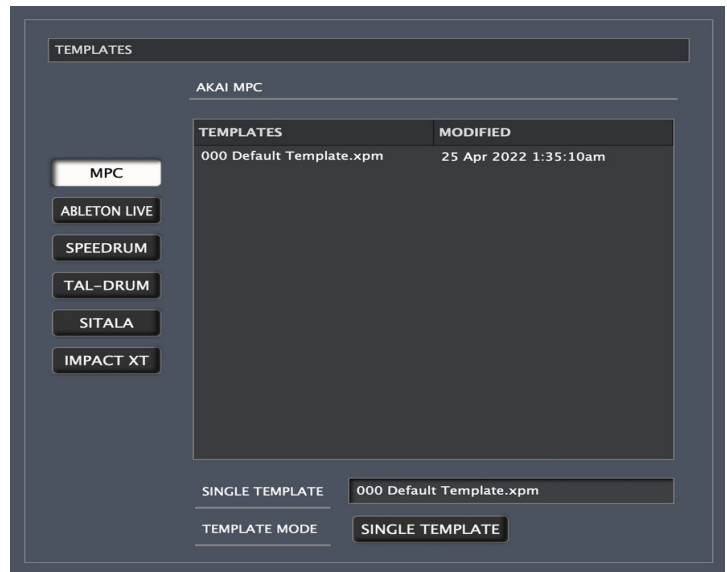
There are 3 modes that decide how templates are used when creating presets.

- **SINGLE TEMPLATE** – Double click one of the files and it will be assigned to Single Template box. If this mode is selected it will be used for all presets.

- **CYCLE MODE** – This will start with the 1st template and then incremental use the next etc and then cycle back to the beginning.

- **RANDOM MODE** – This will select a Random Template from all those available for each created Preset.

Template Rules

Being able to use templates is a great way of expanding the functionality of Kit Creator. As an example, you could have an MPC preset that has Delay assigned to pad 2 and reverb assigned to Pad 4. Then another preset which has a completely different set of FX. You can add as many templates as you want. The only Parameters that Kit Creator will change when creating are the ones selected in the Processing options. So you could add a wide assortment of presets as templates to go far beyond the generating capabilities of Kit Creator.

There are specific requirements for some of the Presets used as follows:

- **MPC** – There are no special requirements, but only the first 16 layer 1 samples & supported parameters will be replaced. Currently other layers will be left intact.

- **ABLETON LIVE DRUM RACK** – Live only uses xml for used pads and so there must be a sample assigned for the first 16 pads otherwise the template will not load.

- **APISONIC LABS SPEEDRUM** – Sample Layers are now created programmatically.

- **TAL-DRUM** - There are no special requirements, but only the first 16 layer 1 samples & supported parameters will be replaced. Currently other layers will be left intact.

- **SITALA** – When creating presets with Sitala it will embed the samples, so it's advisable to use very small samples as placeholders to save some space if using any. When creating presets the samples are not carried over or used.

- **IMPACT XT** – There are no special requirements for Impact XT Templates.

NOTE – You can delete the factory presets, if you want to get them back, you will need to delete the settings.xml which will replace them when the app is next loaded.

NOTE – FXP & TAL-Sampler do not use templates as they are just primarily for sample mapping.

Parameter Factors

The Factors are best left by most people unless you are exporting multiple formats and need to fine tune them so they are closer to the same settings. Each format has different scaling methods and so it's not a simple thing to achieve.

At the moment the notable factors are the following:

- **Live Release** – Max milliseconds

- **Speedrum Release** – Max Seconds (default is 2.0)

- **Speedrum Volume** – Multiplies the Volume, default is (1.4)

- **Sitala Release –** It seems that Sitala uses a percentage of the sample Length I think.

I plan to spend some time with fine tuning these settings, note that they will be replaced with each update and so currently you need to make a note of any changes you make. Once I've reached a set of factors that I'm happy with I will add some save functionality for users.

If you are only using 1 export type these settings are meaningless, just use the Parameter Sliders to set the desired ranges.

Also on this page   is DEBUG MODE. When enabled the last processed XML file is saved rather than deleted before it is zipped by formats that use Compression. Currently live uses GZIP, and Impact XL & Sitala use ZIP. In the case you want to open up the generated file in a text editor, this makes it easier than having to decompress the presets first.

| FACTORS	VOLUME	RELEASE	SET DEFAULTS
MPC	1.0	1.0	
ABLETON LIVE	0.5	4000.0	
SPEEDRUM	1.2	0.35	
TAL-DRUM	0.6	0.7	
SITALA	0.9	0.9	
IMPACT XT	1.0	1.0	
SFZ	1.0	1.0	
TX16Wx	1.1		
TAL-SAMPLER	0.9		
SAMPLE ONE	1.0		
GLOBAL	0.8	1.0	DEBUG MODE

Export Status

The status display shows the preset creation in real-time. You can press Stop at anytime to cancel the operation and it will stop after the current files are created.

```
------------------------
19 Jun 2022 12:25:13pm
------------------------
Ableton Full Instrument Base: /Users/hgs/Music/Ableton/User
Library/Presets/Instruments/Drum Rack
Ableton Full Sample Base: /Users/hgs/Music/Ableton/User Library/Samples
MPC Export Folder: /Users/hgs/Documents/MPC Programs

Folder Scan: 16 Folders – found 3558 Audio Files

FILENAME: 007 Nipples Bellicose
Exported: 007 Nipples Bellicose.xpm
Exported: 054 007 Nipples Bellicose.adg

FILENAME: 008 Beatitude Outcast
Exported: 008 Beatitude Outcast.xpm
Exported: 055 008 Beatitude Outcast.adg

FILENAME: 009 Latitude Windmill
Exported: 009 Latitude Windmill.xpm
Exported: 056 009 Latitude Windmill.adg

FILENAME: 010 Chamberlain Pens
Exported: 010 Chamberlain Pens.xpm
Exported: 057 010 Chamberlain Pens.adg

FILENAME: 011 Guano Rerun
Exported: 011 Guano Rerun.xpm
Exported: 058 011 Guano Rerun.adg


5 PRESETS CREATED!
```

Presets and Themes
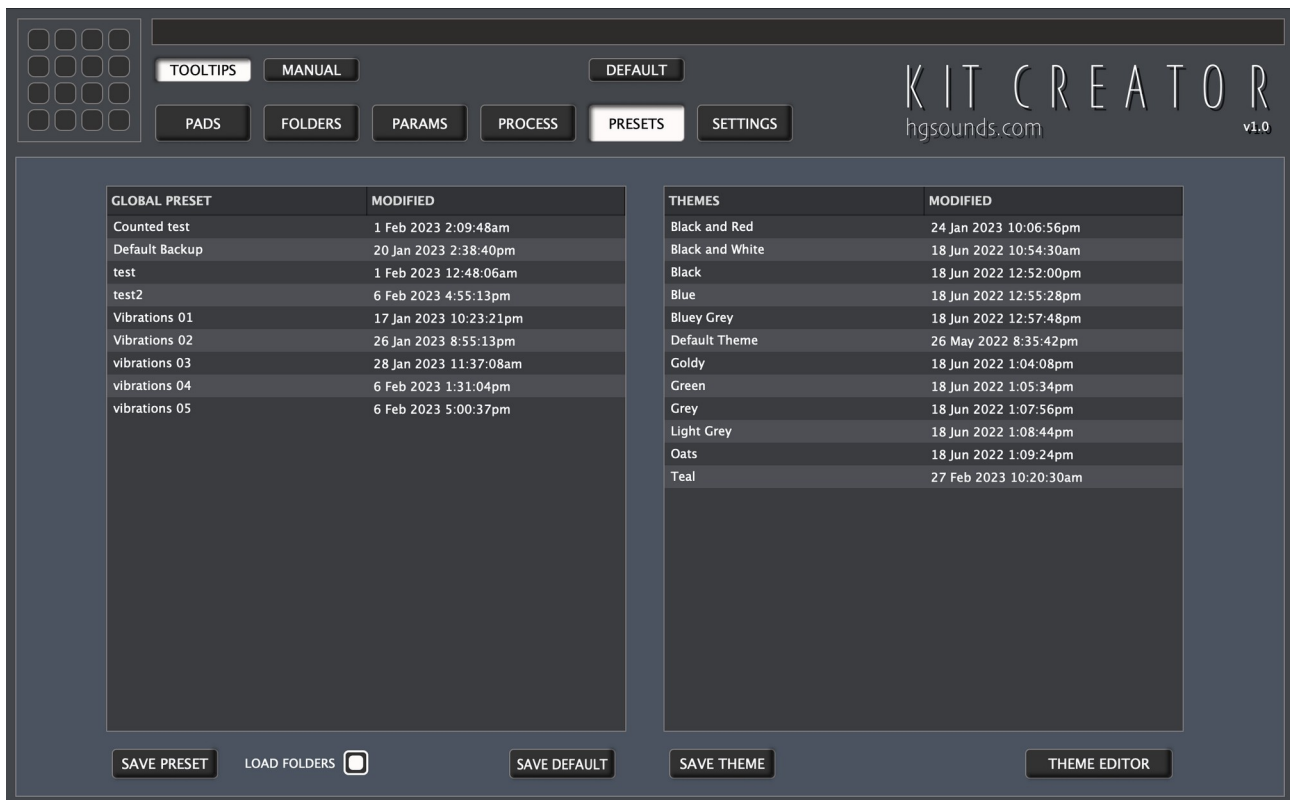
Kit Creator can store Global Presets that stores all options relating to exporting Kits. The Presets are stored in /Documents/Homegrown Sounds/Kit Creator/Presets. It doesn't come with any presets as the settings are more relevant to your own wishes and location of samples etc… Presets are useful for storing & recalling your own profiles. Double click on a file to load it. Save will open up a browser, give it a name and save and it will instantly be listed.

'Load Folders' decides whether the Folder list should be included when loading a Preset. Folders are always stored when saving.

'Save Default' is a special dedicated Preset which holds the Default file used by the Default Button in the Header. This button will replace it with the current state so you can create your own.
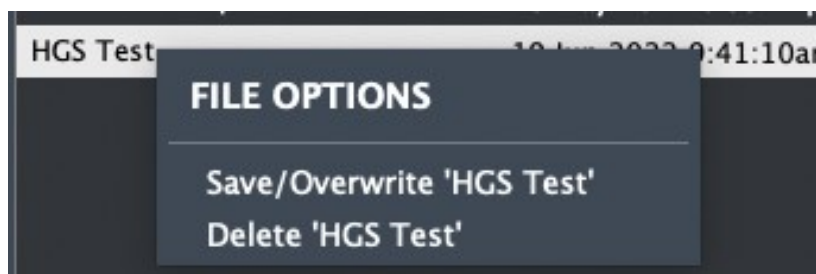
There is a right click context menu for deleting or overwriting the selected preset.

Themes

The themes are based on 24 Colours and edited by selecting one of the Category buttons and choosing the colour. The categories should be pretty logical and you can see the changes in realtime. The Theme Editor is a popup window since v0.999 which means it is much easier to edit whilst viewing any of the panels.

Just like Presets, the themes can be saved via the 'Save Theme' button and loaded by double clicking in the main box. The themes are saved in /Documents/Homegrown Sounds/Kit Creator/Themes/
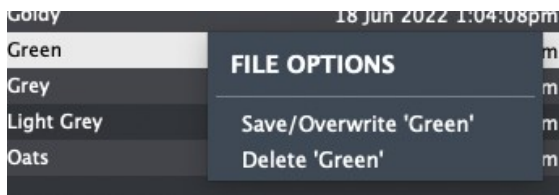
There is a right click context menu for deleting or overwriting the selected theme.
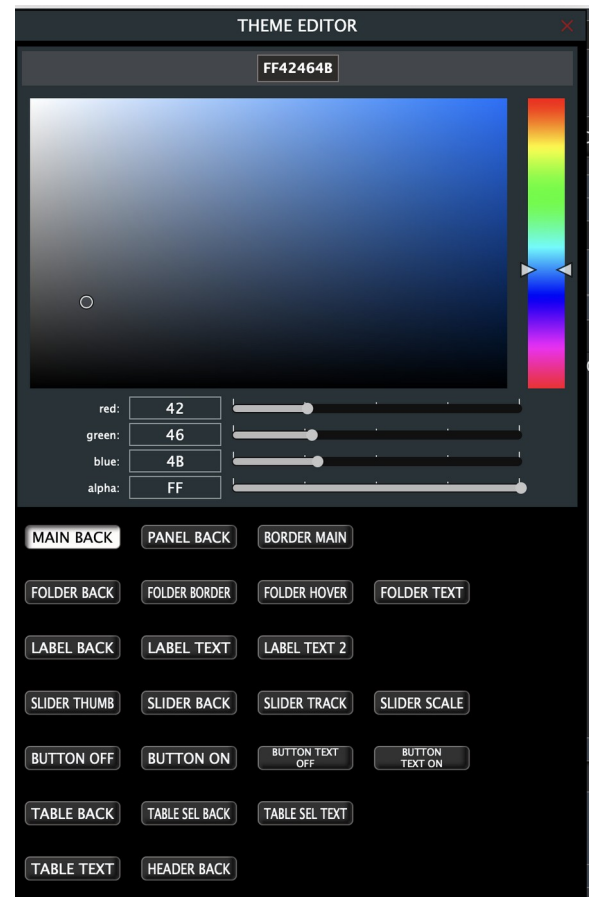
Version History

- 1.0
    - Quick Start Guide to creating presets added to the manual.
    - When on the conversion screen it is now necessary to select the type of preset you are going to convert. Previously this was done automatically based on what was found, although in the case of different formats being found, it would always select the first found. Now recursion is added, it has made it more essential that this be pre-selected by the user.
    - Ableton Live Import Function has been rewritten for the ground up.
    - Optional Additional sample search path has been added for Ableton Live imports. Search will look in the current directory/sub directories first, then in the Ableton User Sample library, and if the sample is not found it will then look in the provided additional directory & its sub directories.
    - Option to convert Multi-Sample based .adg files (Simpler). Usually this would not be very useful because they tend to be chromatically mapped sample instruments, but some old presets do use this method to map drum samples & so they can now be converted.
    - Recursive search option available when selecting a folder of presets to convert, this means it will search sub folders although all outputs will be saved to the same selected output directory. This option is enabled by default & is very useful when converting something like the samples from Mars sets which have the samples in a top level folder. By choosing the parent folder, all presets will be found as well as the samples.
    - Various Tweaks.
- 0.999
    - Lots of visual UI improvements.
    - Theme Editor now opens up in a separate window to make life easier.
    - Tooltip now uses the main Information display instead of a popup.
    - Processing Page Redesigned.
    - Fixed some spelling errors.
    - Fixed Recursive Button was linked to Pad 1 assign.
    - Added options to set SFZ to no loop mode.
    - Reworked AKAI MPC import to account for legacy tags & ignoring files that use binary encryption.
    - Minor fixes/enhancements
- 0.9981

- ○ Fixed: Convert from MPC caused a crash.
- 0.998
  - ○ Choke/Mute groups are now supported for Speedrum, MPC, Ableton Drum Rack, Impact XT & TAL-Drum. 8 drum groups are supported which is the maximum Speedrum allows. TAL-Drum works differently as it has pre assigned voice groups, the groups are converted to this format but there is currently no conversion from TAL-Drum to choke group, whereas all other formats that use the standard method can be imported (with a maximum of 8 groups).
  - ○ MPC Previews are now generated, it is a simple chain of the samples in Ogg Vorbis format.
  - ○ Kit Creator now uses a User Words list which is stored in the 'User' Folder. If it doesn't exist the default wordlist will be copied there. This means you can edit it without fear it will be replaced by program updates.
  - ○ Folder Panel now only shows the Folder name instead of the full path, the full path is still shown at the top when hovering and can be copied or opened from the right click menu.
  - ○ Added per folder option for whether it should scan recursively (scan sub folders).
  - ○ Added per Folder option for reversing the Samples in Formats that support it. Probability can also be used to decide based on chosen percentage.
  - ○ Added per Folder option for semitone tune offset for exports that support it. This can either be a fixed value per folder or one of a set of random modes for setting random semitone offsets.
  - ○ Added per Folder option for whether One Shot Mode should be used, this plays the entire sample & therefore Release will no longer do anything.
  - ○ Preset Estimates now reflect the number of Pads used & adjust accordingly.
  - ○ Wordlist is now alphabetically sorted & a few words have been removed.
  - ○ Fixed: a multiplier was making the volume quieter than it should have been when generating presets.
  - ○ Fixed Clear Pads didn't always work & on rare occasions all Pads & folders would be removed.
  - ○ Fixed occasional crash if a pad doesn't have folders assigned.
  - ○ Fixed issue with non existent Layers when converting from Speedrum.
- 0.997
  - ○ Kits of up to 128 samples can now be created, they use the 16 Pad template for each set of 16 as a basis for samples, pan, volume & release, basically treated as multiple presets in one. With formats that support less Pads than the selected amount, multiple Kits will be saved with A, B, C, D etc appended to the name.

- Preset Conversion now supports up to 128 single layer pads, with formats which have a smaller maximum Pad count multiple files will be created with A, B, C, D etc appended to the filename.

- Edit has also been updated but not fully tested yet. Please report any issues.

- **KNOWN ISSUE** – With Ableton, it's a tricky format to work with due to only using having data for pads which have a sample assigned. At the moment conversion may not work correctly if there any gaps in the pads, ie; Kit Creator currently expects a sample assigned to consecutive pads. A conversion 'from' may also map samples to different pads if the 1st pad isn't set to C1. Improving this is on the todo list.

- Ableton Live code has been rewritten so that it now only needs a single Assigned pad in a template to use as a reference. If multiple layers are not found then this will be used as a basis. This format is tricky to deal with as it only creates instrument layers when they are assigned a sample. This new method allows using anything between a complex template preset or one with a simple single Pad layer.

- Speedrum Code has been switched into dealing with xml rather than ValueTree which brings it inline with all other formats.

- Changed Ableton Backup folders to more instructional 'Copy to' folder names.

- Fixed Divide by Zero error on.

- Numerous changes & improvements that wouldn't mean anything to anyone.

- Fixed double percentage sign on TX16Wx exports.

- 0.996

  - Octatrack now has a menu to select the bit depth & mono/stereo WAV export options which includes 'AUTO' for grabbing the settings from the first Kit WAV. If the bit depth is less than 16, 16 will be used or if higher than 24, 24 will be used to maintain compatibility with the OT.

  - Added estimated Counts to the Pads (on the Pads Panel) showing unique WAV amounts with the aim of helping to balance WAV usage.

  - Overhauled the Sitala Factors Release code, the Release parameter is actually a Macro for 3 settings. For the purposes of Kit Creator it needs to behave like a release & so has been rescaled appropriately.

  - Added more choices to the increase/decrease volume functions.

  - Added 'NO REPEAT' Mode which stops creating as soon as one of the folders have been used completely.

  - Improved the Speedrum Code.

  - Tweaked the TAL-Drum Factors.

  - Global Volume Percentage added to Factors.

  - Factors added for SFZ, TX16Wx, Tal-Sampler & SampleOne.

- Factor text edit fields now respond to the return Key & give away focus.

- Sample Layers are now manually created for SpeedDrum

- Added 'Assign All Sequentially' which assigns each folder slot to the corresponding numbered pad. There is also a reversed version & a randomized version.

- Export now aborted if no folders are assigned to pads.

- Fixed: All Mode now creates the correct number of presets when not all 16 folder slots are used or a folder is unassigned.

- Fixed: STOP now works in Utilities Mode.

- Fixed: Parameter Enable settings are now ignored in convert & edit mode.

- Fixed: SFZ now using relative paths correctly

- Fixed: first Octatrack export wasn't written if the folder didn't exist.

- Fixed: Edit will now only operate on the first found type in a mixed preset folder.

- Fixed: Pads Panel now updates folder assignments on entering.

- Fixed: Right Click clear all assignments only worked the first time in the Apps lifetime.

- Fixed a crash converting to Octatrack when the export destination directory doesn't exist.

- 0.995

  - Advanced Mode has been removed, the new mode is much simpler to understand & makes all of the Advanced options unnecessary. As a result of removing Advanced Mode the backend is now also more refined & much less prone to potential errors creeping in.

  - The sub directory option is no longer an option & now standard behaviour.

  - Export support for **Presonus Sample One**.

  - Export support for **TX16Wx** has been added.

  - Import/Export support for **Elektron Octatrack** Sample Chains has been added. Samples are always re-sampled to 44.1 khz which is the samplerate of the Octatrack, the samples will be exported in 16-bit however 24-bit is an option. By default the export will be stereo but Mono is available. Sample Chains are a WAV and a corresponding 'ot' file which contains the split information. Sample chains can also be imported to convert to any other format.

  - Export for CUE Marker based WAVs has been added.

  - TAL-Sampler is now a distinct Export type & no longer requires exporting TAL-Drum at the same time.

  - All formats that can use relative paths to samples are now stored in a sub folder Called 'Multi-Format' which also contains a 'Samples' sub folder which they link to. This entire folder is therefore portable.

  - Fixed: converting from TAL-Drum didn't get the correct sample length.

- Fixed: Utilities Pan menu out of sync with the options.

- Fixed: Speedrum exports now set to 'Note On' mode & enables the volume envelope.

- Lots of other improvements.

- 0.994

  - Added Simple Mode. This exports everything to the same top folder structure with a global copy samples option. Primarily designed as a way to make a self contained portable folder with all releases. Works with all formats except MPC & Ableton Live which are special cases.

  - Option to create each type of preset in its own individual folder which makes things much more organised.

  - Simple mode is now the Default mode, the Advanced Mode Button can be used to get back to the individual settings.

  - Simple Mode saves the kit Creator preset to the common output folder.

  - Fixed some first time startup settings to sensible default values & updated Default file.

  - Overhauled & Improved backend Preset System.

  - Removed vertical bars on Utilities Page.

  - Fixed STOP not working in convert mode.

  - Added some Amp Release to generated presets.

- 0.993

  - Presonus Impact XT support added.

  - TAL-Sampler support added when exporting TAL-Drum presets for Sampler can also be exported at the same time. This is not available as a conversion source.

  - SFZ Export added, basic sample mapping that many samplers can import. This is not available as a source.

  - File conversion between most formats is now available. The conversion is based on the scope of Kit creator & so converts 16 Samples/Pads, Volume, Pan & Velocity. It should work with 3rd party presets but will ignore any extra samples or pads beyond the supported 16.

  - The Edit section has been completely replaced with a task based section to perform common tasks such as Reduce Pad Volumes etc.. as well as a search & Replace function for targetting the Raw text of the xml file.

  - Added the ability to edit & convert Sitala files with embedded samples.

  - Added a Debug option on the settings page which will leave the last created raw xml file in the output directory for those formats that compress their presets (Sitala, Live & Impact XL).

- Spent some time working on the factors & balancing the formats against each other. The new factors will update when running the new version for the first time wiping out any user edits, so make a note if you've changed them. Whilst the factors can never be perfect due to the different ways samplers use values, I'm confident this is pretty good.

- Added a default button that can restore the factors to the embedded settings at any time.

- Fixed path issues with exported TAL & Sitala Kits.

- The underlying system has been dramatically improved & Modularized further.

- Hundreds of fixes & improvements under the bonnet to the export sections, they have all basically been rewritten or refined.

- Re-organised the Process page to make it easier to see the exports & use more of the screen.

- 0.992

  - TAL-Drum export added.

  - Sitala export added with the option of embedding samples into the preset.

  - Settings panel added.

  - Factors panel for fine tuning the relationship between the various formats, most people should probably leave this alone.

  - Templates section in the setting panel. The ability to drag & drop your own presets for use as Templates for each format. This opens up the power to make complex presets that use effects etc that Kit Creator can then replace its samples and parameters.

  - 3 Template modes introduced that decide how the user templates are used, use the currently selected, cycle through all, randomly select from available.

  - Improved Speedrum Volume parameter

  - All Factors are now enabled from changing the scaling between the different outputs.

  - Further Modularisation of the Scan code.

- 0.991

  - Apisonic Labs Speedrum Export Support added.

  - Template Files are now in a Templates subfolder of the settings inside 'Factory', alongside that is a 'User' Folder, if you place your own files in here, as long as they are the same name they will be used instead. See manual for the template requirements for Live.

  - MPC wasn't always exporting samples.

  - Export path Displays now have right click menus with Reveal and Copy path options.

  - Internal restructuring of the parameter randomization code.

  - Number now starts at 1 when auto numbering exports.

- ○ Numerous small fixes and optimizations.
- • 0.99
  - ○ Added a new Pad Screen which shows which allows clicking on a pad and showing/enabling which of the folders are assigned. Pads can also be labelled and saved as label presets.
    - ▪ Pads will display folders faded if they do not have any folders assigned. Folders will be faded if they are not assigned to currently selected Pad.
    - ▪ Pad Screen allows drag & dropping multiple folders and drag & drop re-ordering.
    - ▪ Pad Panel shows which pads a folder is assigned to when hovering over a folder.
  - ○ Folder Displays now have a right click menu that provides various options such as remove, clear, copy Path & open in Finder/Explorer.
  - ○ Processing Panel added and all previous top controls moved to it, it has a modular design so different inputs, tasks and outputs can be assigned now as they are developed.
  - ○ Possibility to randomize Volume, Pan and Release in existing folders of files.
  - ○ Added options to enable/disable the numeric/Random name generators.
  - ○ Numeric name now counts existing files and starts numbering at total+1.
  - ○ Added Folder Size Display to Folders Panel and total at the top.
  - ○ Folder Highlight Colour added to themes.
  - ○ Folder Border added to themes.
  - ○ Added Mouse Over highlight to the dummy folder box on the themes page so that Folder highlight can be previewed on that page.
  - ○ Output Amount now displays 'All' instead of -1.
  - ○ It's now no longer possible to load the exact same directory twice.
  - ○ Folder and Slider Headers were using the wrong Text Colour, should have been Header text.
  - ○ Folders now support Drag & Drop to change the order instead of the up/down arrows.
  - ○ Slider number labels now use the correct theme colour.
  - ○ Slider panel parameter Enable controls moved to processing Panel.
  - ○ Rewritten how the messages are used throughout the app, now hovering over controls will display messages at the top instead of through the Tooltip system.
  - ○ Right click menu added to file displays with delete file/save etc…
  - ○ Preset Table Border now uses the border colour correctly.
  - ○ Manual rewritten to reflect the many changes.
- • 0.961

- - Fixed issue with crashes related to aif cache files or other non audio files with .aif + further extension.

  - Added Version Number to the Logo Display.

- 0.96

  - Folder Tooltip now shows full Folder path in case it's too long to fit and the Folder field truncates the path so you can always see the end Folder. This also applies to the MPC output field.

  - Option to disable copying samples for Live Kits so the kit points to their current location instead. Note that this isn't possible for MPC as Programs and samples have to be in the same folder.

  - Boiler Plate code implemented, I've hopefully covered all scenarios now.

  - Scan logging implemented. Each time process is started log.txt is cleared & created in documents/Homegrown Sounds/Kit Creator.

  - Improved the Collection name text editor so that it saves correctly on enter and restores previous name on escape.

  - Fixed the scan message not displaying.

  - Added Reveal buttons for opening the destination folders in Finder/Explorer.

- 0.95

  - Settings storage improved so they can easily adapt to additional settings in future updates and a pathway towards themes and presets.

  - Preset System added. Saves Slider, Folder and Export options. You can decide whether the folder paths are loaded as they are only really relevant to the local machine. Presets are stored in /documents/Homegrown Sounds/Kit Creator/Presets and presets need to be created in this folder.

  - Info display now shows Slider values as they are edited.

  - Added Set All Buttons for each Slider Bank "A" which sets all Slider values to the same as the top slider.

  - Each Parameter now has an Enable Button to decide whether those values should be randomized.

  - Global Default implemented, click the 'D' button. You can overwrite the Default file by using the 'save default' button.

  - Theme system implemented using all 22 Colours with an in application colour selector and load/save mechanism. Themes are stored in documents/Homegrown Sounds/Kit Creator/Themes.

- 0.94

  - Initial beta release