serato SAMPLE

User Manual

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Introduction

Serato Sample is a powerful but intuitive music production plug-in, designed for sampling and rearranging audio, for use with supported DAW (Digital Audio Workstation) software.

This user manual will help you get to know the various functions of the plug-in, however further tips, support and additional resources can be found on our website - which we strongly recommend you explore: https://serato.com/sample

System requirements

System requirements can be found on our website, here. These system requirements are what Serato Sample has been developed and tested against. Serato Sample may work with lower computer specifications, but we cannot guarantee performance or stability.

Downloading Serato Sample

Before installing Serato Sample, ensure you have downloaded the latest, most up-to-date version. **Click here to download the latest version of Serato Sample**

Plug-in formats

Serato Sample is available in two different formats, depending on your DAW environment.

- Install the AU (or Component) plug-in format, if your DAW only supports Audio Units (ie, Logic Pro)
- Install the VST* plug-in format, if your DAW supports VSTs

For more information regarding plug-in format compatibility, or if you are unsure about which plug-in format your DAW supports, please refer to your respective DAW user manual.

Supported DAW software

Serato Sample is supported and tested for use in Apple's Logic Pro, Image-Line's FL Studio, Native Instrument's Maschine, and Ableton Live.

As the plug-in is available in VST and AU formats, it may also work in other DAW environments, but is not tested, so we cannot guarantee performance or stability.

*VST is a trademark and software of Steinberg Media Technologies GmbH

Installation

OSX/macOS

Follow the steps below to install Serato Sample on OSX/macOS:

1. Open the Finder and locate the Serato Sample.dmg image, usually in your default download location.
2. Double-click the Serato Sample.dmg image, to begin the installation.
3. The software EULA will appear - please read the license agreement carefully, then choose 'Agree'.
4. Review which plug-in format you'd like to install, and click and drag the desired plug-in format you'd like to install, into the corresponding VST or Component folder.
5. Enter your user password if required, and choose 'Authenticate'.

Windows

Follow the steps below to install Serato Sample on Windows:

1. Open Windows Explorer and locate the Serato Sample.zip file, usually in your default download location.
2. Extract the Serato Sample.exe installer from the zip file, and double-click on the extracted file.
3. The software EULA will appear - please read the license agreement carefully, then tick the

   '*I agree to the license terms and conditions*' check box, and choose 'Install'.
4. Depending on your computer settings, you may see UAC (user account control) prompts asking you for permission to install the plug-in.
   Choose 'yes' to approve these prompts and continue the installation process.
5. Click 'Next' at the initial setup prompt, and then on the next prompt, choose whether you wish to install 32-bit or 64-bit versions of the plug-in, and choose your plug-in installation location.
   For most users the default selection should be adequate - before choosing 'Next' again.
6. Choose 'Install' at the prompt before installation proceeds, and after installation has finished, choose 'Finish', and then 'Close' on the final two prompts.

Setup

Loading the plug-in into your supported DAW requires specific instructions. Please refer to your DAW user manual or check-out our online support, for more information.

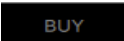Click here to go to the Serato Sample Knowledge Base

Activation

Serato Sample can be activated on your main computer, and on a secondary or back-up device - allowing for 2 simultaneous activations. You can also trial the plug-in for 30 days.
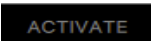
Trial:

1. Launch your DAW software, and from there, launch the Serato Sample plug-in.
2. Choose START TRIAL at the Serato Sample plug-in screen.
3. Either create a Serato.com account by following the steps, or use your existing Serato.com account details to log-in.

Buy:

1. Launch your DAW software, and from there, launch the Serato Sample plug-in.
2. Choose BUY at the Serato Sample plug-in screen.
3. A browser window will open and re-direct you to the Serato Sample purchase page, where you can buy Serato Sample.

Activate:

1. Launch your DAW software, and from there, launch the Serato Sample plug-in.
2. Choose ACTIVATE at the Serato Sample plug-in screen.
3. Enter your Serato.com account details to log-in and complete the activation process.

Managing activations:

1. Launch your DAW software, and from there, launch the Serato Sample plug-in.
2. Choose the ⚙ icon in the upper right-hand corner of Serato Sample to manage your license.
3. Use the DEACTIVATE button to deactivate the Serato Sample license on this computer, freeing up another activation.

Overview

Main screen
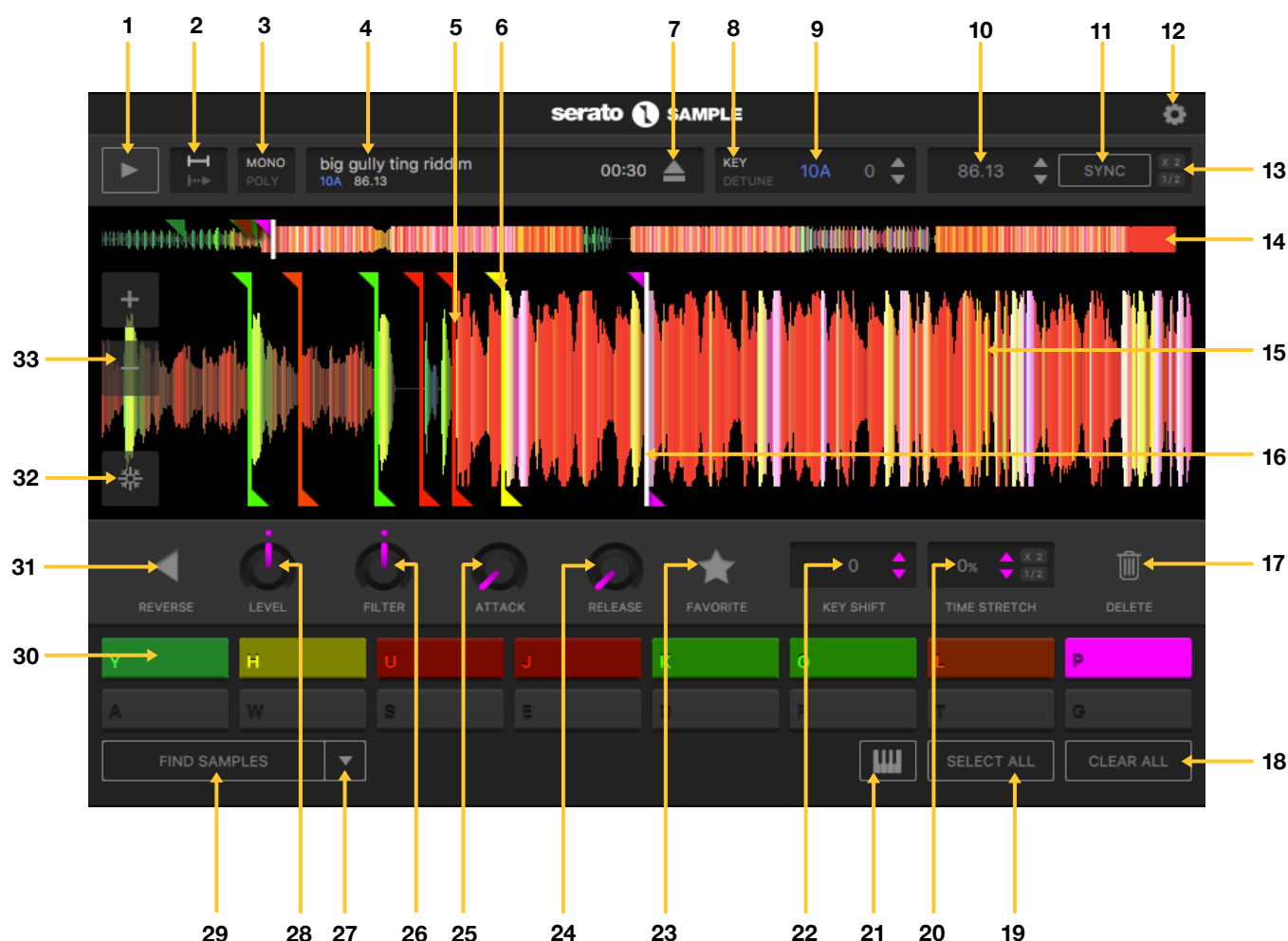
#	Item	Description
1	Play / Pause	Toggle Play or Pause for the source file
2	Cue play mode	Toggle between Hold and Trigger modes for triggering Cues SEE HOLD & TRIGGER MODES
3	Voice mode	Toggle between Mono and Poly voice modes for Cue playback SEE VOICE MODE
4	Track info display area	Artist and track title / original key / original BPM / elapsed time
5	Cue	Cue position in the waveform
6	Cue handle	Flag at the top and bottom of Cue that can be manipulated to change the position or length of a cue
7	Eject	Eject source file, in order to load a new file
8	Key / Detune	Toggle between showing Key or Detune value
9	Current Pitch / Key	Shows current Key or Detune value. Click and drag up or down to make changes, and hold command / control while doing so, to make smaller incremental changes

| #	Item	Description
10	Current BPM	Shows current BPM. Click and drag up or down to make changes, and hold command / control while doing so, to make smaller incremental changes
11	Sync	Toggle to sync source BPM with the host DAW
12	Settings	Manage licenses & preferences
13	2x & 1/2	Double or halve current BPM
14	Waveform Overview	Overview of source file waveform, click to move quickly through the loaded file SEE WAVEFORM OVERVIEW
15	Main Waveform	Main waveform view, click and drag to move the playhead through the loaded file SEE MAIN WAVEFORM
16	Playhead	Indicates current playback position in source file
17	Cue Delete	Delete Cue and Cue parameter from currently selected pad/s SEE DELETING CUES
18	Clear All	Clear all Cues (except favorite Cues) SEE CUE FAVORITE
19	Select All	Select all pads with assigned Cues SEE CUE SELECTION
20	Cue Time stretch	Adjust selected Cue time stretch parameters, and 2x or 1/2 the value SEE CUE TIME STRETCH
21	Keyboard mode	Toggle Keyboard mode for selected Cue, to play across piano roll SEE KEYBOARD MODE
22	Cue Key shift	Adjust selected Cue key parameters SEE CUE KEY SHIFT
23	Cue Favorite	Favorite the currently selected Cue or Cues SEE CUE FAVORITE
24	Cue Release	Adjust Cue release value SEE CUE RELEASE
25	Cue Attack	Adjust Cue attack value SEE CUE ATTACK
26	Cue Filter	Adjust Cue filter value SEE CUE FILTER
27	Autoset mode	Select Autoset mode SEE AUTOSET MODES
28	Cue level	Adjust Cue level SEE CUE LEVEL
29	Autoset	Perform Autoset function SEE AUTOSET
30	Pads	Click a pad to set or trigger playback of a Cue
31	Cue Reverse	Reverse Cue playback direction SEE CUE REVERSE
32	Freeze	Toggle Freeze mode on / off SEE FREEZE MODE
33	Zoom controls	Zoom in & out (only viewable when mousing over waveform) SEE ZOOM CONTROLS

Keyboard shortcuts

Action	Device	Control	Notes
Navigate source waveform left / right	Mouse	Left-click, and hold, anywhere on the waveform and drag left or right	
Change musical key format	Mouse & Keyboard	Alt + Click on key value	
Zoom into source waveform	Mouse & Keyboard	Scroll wheel up & down / '-' keyboard shortcuts to zoom out / '+' keyboard shortcut to zoom in	You can also use + and - buttons in the UI which become visible when cursor is within the source track waveform view area
Play / Pause	Keyboard	'~'	
Play / select any Cue	Mouse	Left-click on respective pad	
Play Cue (MIDI)	General MIDI	C1 - D#2 (some DAWs start at C3)	
Favorite a Cue	Keyboard	'\'	
Change start position of Cue	Mouse	Left-click and drag upper left handle	
Source Key / Detune Increase	Keyboard	Shift + Up arrow (one press = one increment)	+1 semi-tone increment per adjustment
Source Key / Detune Decrease	Keyboard	Shift + Down arrow (one press = one increment)	-1 semi-tone increment per adjustment
Source Tempo Increase	Keyboard	Shift + Right arrow (one press = one increment)	+1 bpm increment per adjust-ment
Source Tempo Decrease	Keyboard	Shift + Left arrow (one press = one increment)	-1 bpm increment per adjustment
Key shift cue audio	Mouse & Keyboard	Left-click, hold, and drag mouse up or down / Up and down arrow keys	1 +/- semi-tone increment per adjustment
Time stretch cue audio	Mouse & Keyboard	Left-click, hold, and drag mouse up or down / Left and right arrow keys	1% +/- increment per adjustment
Delete selected Cue	Mouse & Keyboard	Click the "trash can" icon, with the Cue selected you wish to remove / Delete or Backspace	
Toggle between Cue play mode	Mouse & Keyboard	Click on trigger or hold icon / '/'	
Adjust cue parameter knobs	Mouse + Keyboard	Left-click, and hold mouse button whilst cursor is over a knob, drag up or down to increase or decrease / Shift + left-click to set knob value to default setting / Ctrl + left-click will adjust knob in finer increments	

Loading a file

Loading a file

Without a source file loaded, or after ejecting a source file, Serato Sample will show the 'Load file' screen.
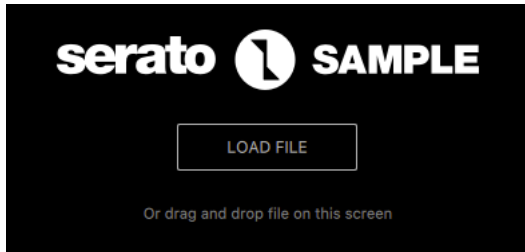
The Serato Sample 'Load file' screen

Click and drag a supported file from OSX/macOS' Finder or Windows' Explorer into the plug-in window, or click 'Load file' to open the respective dialog box and locate the source file you wish to load.

Ejecting a file

You can use the button to eject the currently loaded source file from Serato Sample, in order to load a new file.

You can also drag and drop a file from OSX/macOS' Finder or Windows' Explorer directly into the plug-in window, to eject the currently loaded source file and quickly load a new file.

Note: Ejecting a file will discard all existing Cues.

Analyzing a file

Source files are analyzed when a file is successfully loaded.
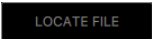

Analysis in progress

A progress bar will be shown to indicate the process of the current analysis, and can be terminated by pressing the button.

Locating a file

Moving a source file to a new directory on your computer will result in the file becoming 'missing' in Serato Sample, if an existing instance of Serato Sample is opened from a previously saved project.
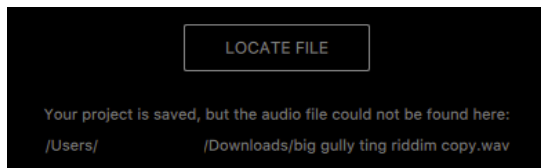
The 'Locate File' prompt in Serato Sample

When loading the session in your host DAW, you may be prompted by the host to locate the file, however you can also locate the new file path directly within Serato Sample, by clicking the LOCATE FILE button in the 'Locate File' prompt.

It is good practice to move your source files to a permanent location, before importing them into Serato Sample for use in your productions, to avoid having to locate files more often than necessary.

Supported file formats

Sample supports the following file formats:

- aac (Mac only)
- aif/aiff
- mp3
- mp4 (Mac only)
- m4a (Mac only)
- wav
- ogg
- flac
- wma (Windows only)

And supports the following bit-depth & sample rates:

- 44100 Hz
- 48000 Hz
- 88200 Hz
- 96000 Hz
- 176400 Hz

- 16 bit
- 24 bit
- 32 bit

Source Player

Main waveform

The main waveform shows a selection of the source file, and will indicate Cues as well as the playhead position. You can 'scrub' the waveform by clicking and dragging with the mouse, to move the playhead position throughout the source file.
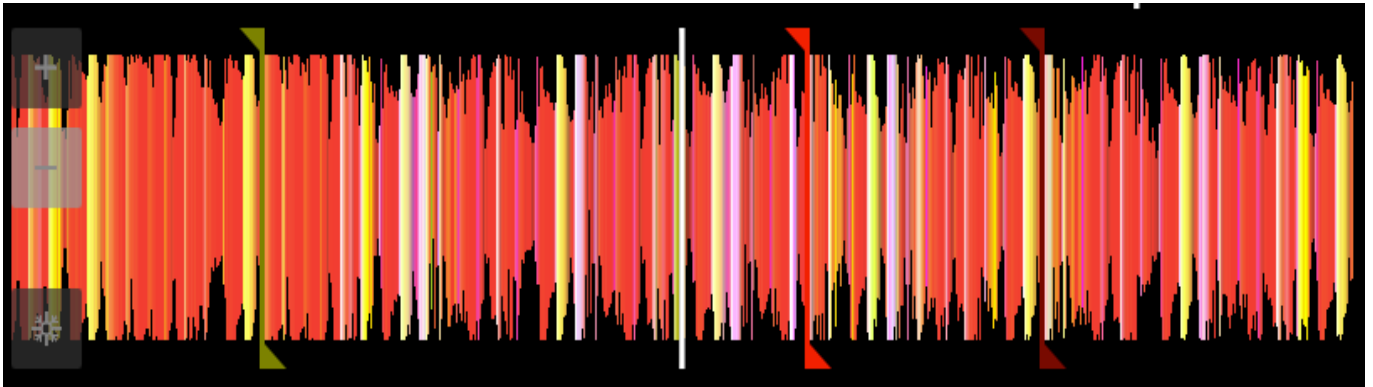
Main waveform, showing set Cue points in the selection, alongside Playhead position, and the Zoom & Freeze mode controls visible

Waveform overview

The waveform overview shows the entire source file waveform, with Cues and the playhead clearly indicated. Click and release on any part of the waveform overview to quickly move the playhead to that part of the source file, changing the main waveform selection.
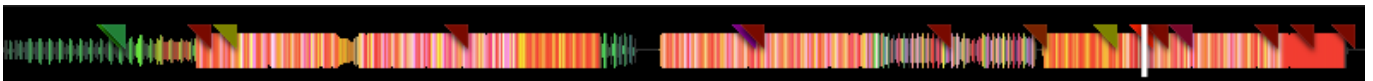
Waveform overview, showing all set Cues and the Playhead position

Zoom controls

While mousing over the main waveform, you'll notice that two zoom controls become available, which are useful for zooming in and out of parts of the waveform to more accurately place Cues.

Zoom is available by clicking the aforementioned ➕ or ➖ buttons, using the keyboard shortcuts, or scrolling the mouse wheel while the cursor is positioned over the main waveform.

Freeze mode

Freeze mode is useful for 'freezing' the waveform while you edit Cue length or Cue parameters, stopping the playhead from moving through the source file. This is particularly useful when editing Cue parameters during playback of a sequence or while auditioning the project in your host DAW.

Enable Freeze mode by pressing the ❄ button in the main waveform area.

Autoset

The Autoset feature is useful for quickly setting Cue points in Serato Sample, based on one of four preset modes. Using it will populate the pads with these cue points, according to the rule set by the Autoset mode preset.

Autoset can be found in the bottom left-hand corner of the plug-in, with the currently selected mode.
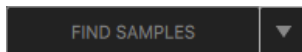
To choose another Autoset mode, click the button and a drop-down menu option will appear to reveal the other three modes.
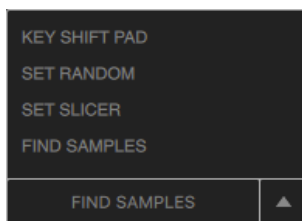
Once you've chosen an Autoset mode, press the Autoset button again to populate the pads with Cues. You can continually press the Autoset button to search for alternative cue points, if you find the ones that are initially set, are not to your liking.

Repeatedly pressing the Autoset button will continue to re-populate every pad, however, Cues that have been 'favorited' will not be overwritten when using Autoset.

SEE CUE PARAMETERS

Autoset modes

- **Find Samples (default):** Find Samples uses an algorithm to find regions of the song that are more suitable for sampling. Cues are then placed randomly but on beat within those regions.

- **Set Slicer:** This mode creates 16 consecutive Cue points in a row (a domain), with a set length, starting from the current playhead position. The starting position of the domain can be adjusted using the Slice Region controls that appear after using the Slicer Autoset mode - via the left and right arrows.
  The length of each cue can be set using the beat value and the two left and right arrows. Cue length can be changed to several values between 1/16, and 16 beats, and adjusting the length will immediately reset all Cue points to match the respective setting.

- **Set Random:** This mode creates Cues at 16 randomly selected positions on the track. Clicking 'Set Random' again will randomize the 16 Cue points.

- **Key Shift Pad:** This mode allows the user to quickly duplicate a single pad across all 16 Cues, at different key increments, for creative, melodic performance possibilities.
  This is achieved by selecting the Cue you wish to 'duplicate', and then pressing the Autoset button - whereby the key selected for that Cue pad will become the 'root' value and each subsequent pad will increase by increments (of 1 or 2), ranging from -12 to +12.

Cues

Serato Sample offers 16 colored Cues, which can be mapped across the visual pads in the central area of the plug-in. You can then playback different parts of the source track via the Cues, to create new arrangements and productions.
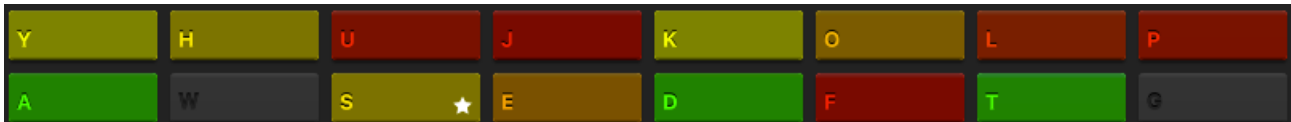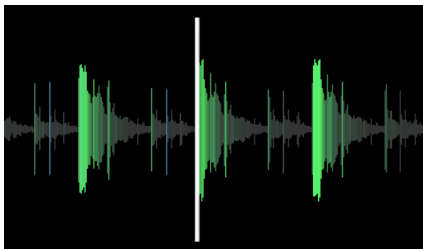

Creating Cues

You can create Cues in one of three ways:

- Using the Autoset feature
  SEE AUTOSET

- Clicking a pad using your mouse

- Triggering a MIDI note associated with the respective pad

Cues created by triggering a pad (either via mouse or via MIDI note), will be set determined by the position of the current playhead position.

Current playhead position indicated by the white marker, ready to set a Cue

Empty pads are shown to have a 'dark grey' color, and set pads (with a Cue loaded) will change color, to represent the position of that Cue in the waveform.


5 of the 6 pads have been populated with Cues (indicated by their respective colors), while the dark grey pad is empty and ready to be set

Cue position and length

The start point of a Cue is illustrated by the small triangle (called the Cue handle) near the top of the Cue, and the end point, by a Cue handle near the bottom of the Cue.
Click on, and drag the start Cue handle to change the position of the Cue, and do the same to the end Cue handle, to change the Cue length.

The area between the two Cue handles is known as the Cue region, and is further distinguished by an opaque shade covering the area, which matches the selected Cue color. The Cue region will only be shown when the Cue has a set length.
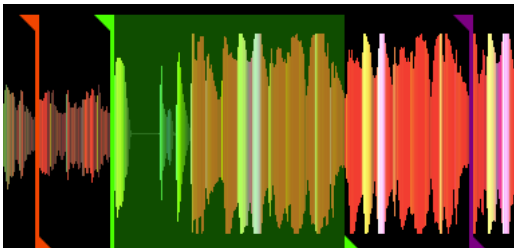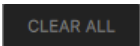

The green Cue shows a specified set length,
with start and end Cue handles clearly shown, and the
Cue region between them

Cues are shown on both the main waveform, and the waveform overview, the former has the currently selected Cue and playhead in view, and the latter shows the entire source track waveform, with Cues and the playhead clearly indicated.

Deleting Cues

Cues can be easily deleted, by selecting the Cue you wish to delete, and pressing the [trash] button or holding shift whilst clicking on a Cue.
The corresponding pad will turn a dark grey color to indicate the pad is now empty and ready for another Cue to be assigned.
You can also clear all pads of their respective Cues, by using the [CLEAR ALL] button near the bottom of the plug-in - with the exception of 'favorited' Cues.

Cue playback

Cues can be triggered by using your mouse to click the respective Cues' pad, or the respective MIDI note for that pad.
When triggering a Cue, the corresponding pad will light up, and the source track playhead will jump to the cue location, and begin playing.

Two different Cue Play modes are available, and can easily be changed in via the Cue Play mode toggle. The currently selected Cue Play mode will be highlighted to indicate it has been selected:

Hold mode: This is the default playback mode, whereby triggered Cues will continue to play, while the 'trigger' is being held down, and will cease to playback if the trigger is released.
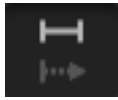
- When hold mode is enabled, release time begins after Cue trigger is released.

- When hold mode is enabled, and the release time ends, the playhead will jump to the start of the Cue.

- When hold mode is enabled, and the playhead reaches end of a Cue with set length, it will pause and remain stationary until the Cue trigger is released, where it will then return to start of cue.

Trigger mode: Trigger mode means Cues will continue to play until the end of the Cue length, or the end of the source track if no Cue length is set - regardless of how long the Cue trigger is held down for.
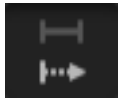
- When trigger mode is enabled, release time begins after the attack time of the Cue Parameter has elapsed.

- When trigger mode is enabled, and release time ends or the playhead reaches the end of the Cue length, playhead will pause and remain stationary until further action.

Two additional modes are also available, to allow for more creative Cue playback possibilities:

- **Keyboard mode:** Allows for the playback of a single Cue across a standard piano keyboard, with each key applying a relative shift of pitch to the Cue in addition to playback.
Click on the ▦ button to enable keyboard mode, for the currently selected Cue.
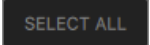
Set Cue with Keyboard mode enabled

- **Voice mode:** Allows for 16 voices (or Cues) to be played back simultaneously.
Click on the MONO POLY button to enable poly mode (shown), and click it again to enable mono mode.

Cue selection

Triggering a Cue will highlight that Cue, allowing you to adjust Cue parameters or change the Cue position and length.

Adjusting Cue parameters on several different Cues simultaneously, can be achieved by selecting multiple Cues. Hold down the Control / Command key while clicking multiple Cues, and repeat the action to deselect highlighted Cues.

The SELECT ALL button can also be used to quickly select all Cues.

- When a single Cue is selected, Cue parameters change to match the color of the Cues and when multiple Cues are selected, Cue parameters change white.
White colored Cue parameters indicate that changing one Cue parameter, changes them for **ALL** selected Cues.

- If multiple Cues are selected, Cue parameters show the default value, except when all selected Cues share the same value.

Moving & Copying Cues

Cues can be moved by clicking and dragging them onto other pads. A white outline will appear around the new pad destination, to help illustrate where the Cue will be moved to, when the mouse button is released. Dropping a Cue onto an already occupied pad, will cause the Cues to swap pads.

Cues can also be copied across different pads, by holding Alt / Option key while clicking and dragging a Cue, onto an empty pad - to duplicate Cue parameters quickly.
If the pad already has a Cue assigned to it, the copied Cue will overwrite the parameters and color of the existing Cue.

Cue parameters

The Cue Parameters are settings that can be individually adjusted per Cue, for a selection of Cues or globally (for all Cues).

Simply use your mouse to click and drag the selected parameter to make a change. You can hold shift while clicking a parameter to return it to the default setting, or hold control / command while adjusting the parameter to make smaller, incremental changes.

Cue Parameters change color according to the selected Cue point and it's color, unless multiple Cue points are selected, in which case the Cue Parameter controls turn white.
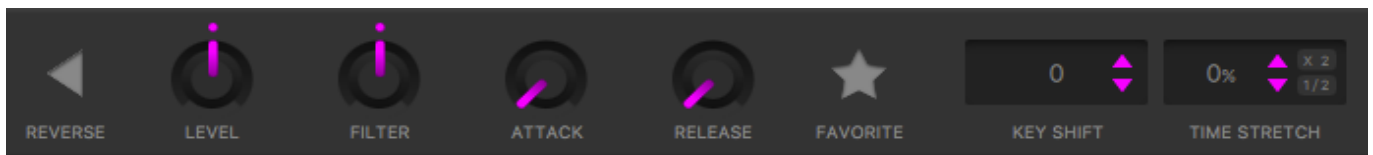
Cue parameters, with their descriptions below, from left-to-right

Cue Reverse: Allows the user to reverse the playback direction of a Cue.

Cue Level: Adjusts the volume of the selected Cue, from -12dB to +12dB.

Cue Filter: Applies a filter to the selected Cue, values range from 80hz to 17khz.

Cue Attack: Adjusts the time it takes for the selected Cue to reach it's peak volume, which range from 0.00ms to 10.0s.

Cue Release: Adjusts the time it takes for the selected Cue to drop from it's peak volume to silence. Values range from 0.00m to 10.0s.
Note: Cue Play modes affect the Cue Release parameter differently.
SEE TRIGGER & HOLD MODES

Cue Favorite: 'Favorite' a Cue, to prevent it from being overwritten by the Autoset function. Using this allows you to retain useful Cue points from the Autoset function and quickly acquire new ones for less preferable Cue selections.

Cue Key Shift: Allows for individual adjustments to the key of the selected Cue, without changing the source key of the loaded track. Values range from -24 semitones to +24 semitones. The value displayed, is relative to the source key of the track however, so changes to global key will affect each of the Cue Key shift values.

Cue Time Stretch: Allows the user to change the playback tempo of the individual Cue, with values ranging from -75% to +300% (or 1/4 to 4x) of the original speed.
Cue playback tempo is calculated with the source track tempo in mind, so increases to the Cue Time Stretch are in addition to the source track tempo.
Doubling and halving of the playback tempo can be quickly achieved with their respective 2x and 1/2 toggles.