

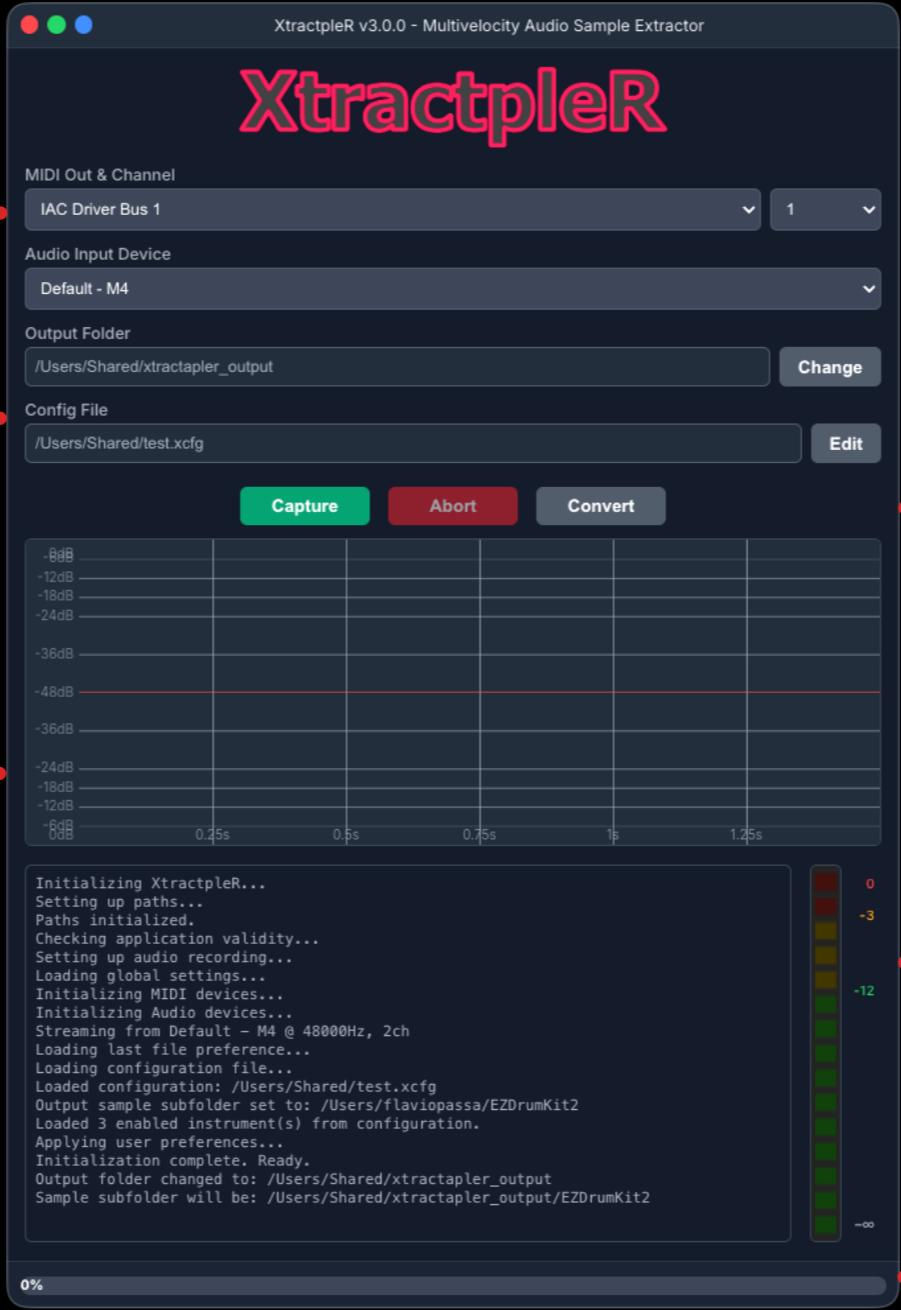
# Xtractpler

## End-User Manual

# Intro

## Xtractpler - Main Window

This is the main window where you'll control your entire audio capture process. It's designed to give you a complete overview, from setup to execution, all in one place.



**Audio & MIDI Setup:** This is where you connect Xtractpler to your equipment. Select your **MIDI Out** port to trigger your instrument and the **Audio Input Device** you'll be recording from.

**File Path Management:** This section tells Xtractpler where to work.

- Output Folder:** The main folder where your final sample folders will be saved.
- Config File:** The .xcfg file that contains all your capture settings. Click "Edit" to open the Configuration window.

**Live Waveform Display:** This gives you a real-time visual of the audio being recorded, helping you confirm that a signal is coming in correctly.

**Main Controls:** These are the three action buttons for the app.

- Capture:** Starts the automated recording process.
- Abort:** Safely stops any process that is currently running.
- Convert:** Skips capture and runs the "Trim & Process" step on your *last* recording.

**Log and VU Meter:** The **Log** (text area) shows you a step-by-step status of what the app is doing. The **VU Meter** (right) shows the live volume of your audio input.

**Progress Bar:** This bar at the bottom of the window shows the real-time progress of your "Capture" or "Convert" task.

# Intro

## Configuration Window

This window is the heart of XtractpleR. Here, you will load and save your settings, define the audio format for your output, and create the list of samples you want to capture. The window is divided into three main sections.

### Configuration File & Collection Details

This section manages your project files and naming conventions.

**Load Config:** Opens a dialog to load an existing `.xcfg` settings file.

**Save As...:** Lets you save all your current settings as a new `.xcfg` file.

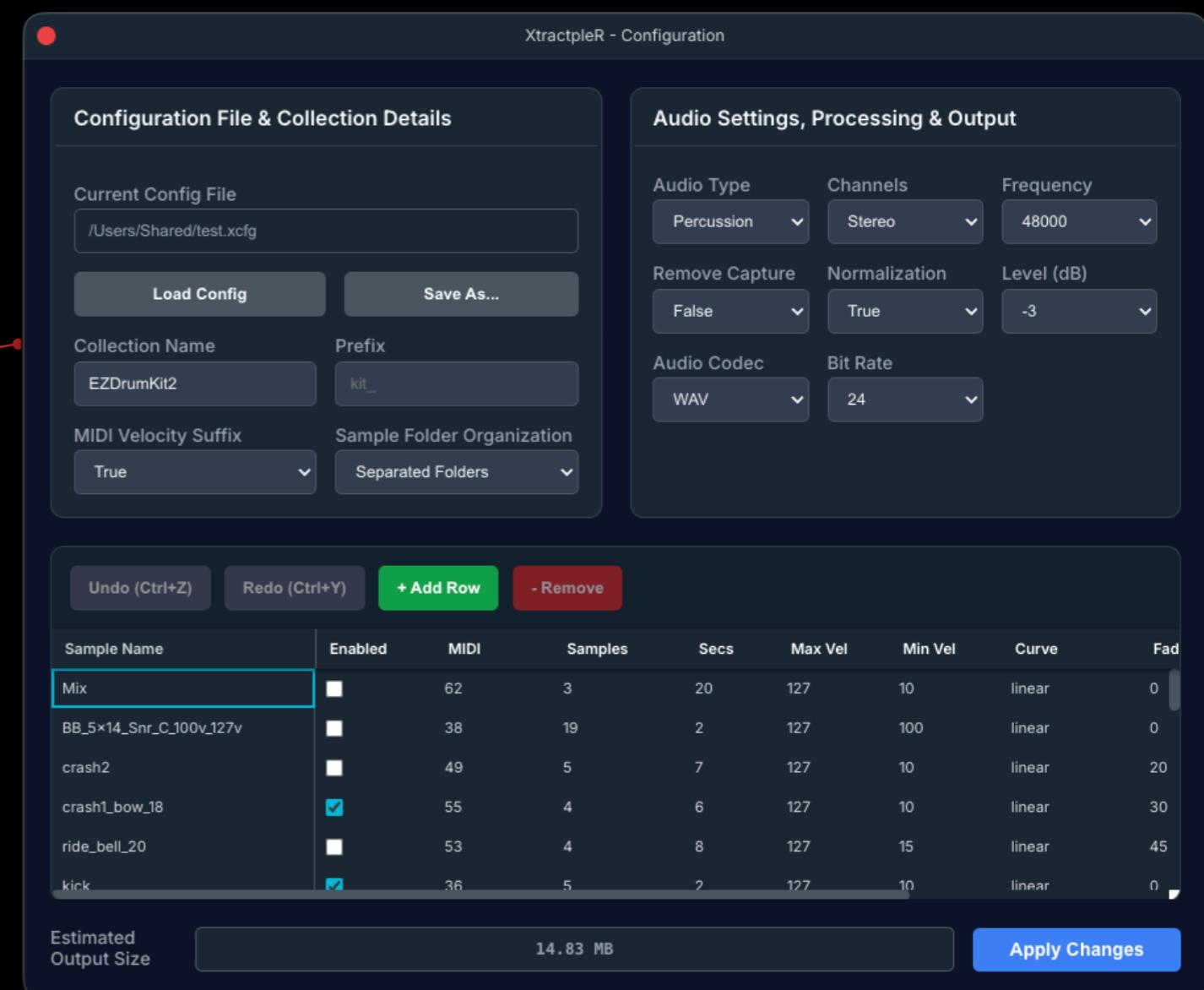
**Collection Name:** The name of your sample kit. This will be used as the main subfolder name for your samples (e.t., `/YourOutputFolder/EZDrumKit2`).

**Prefix:** A short text prefix added to the beginning of every audio file (e.g., `kit_kick_v100.wav`).

**MIDI Velocity Suffix:** If "True," adds the velocity value to the filename (e.g., `_v100`).

### Sample Folder Organization:

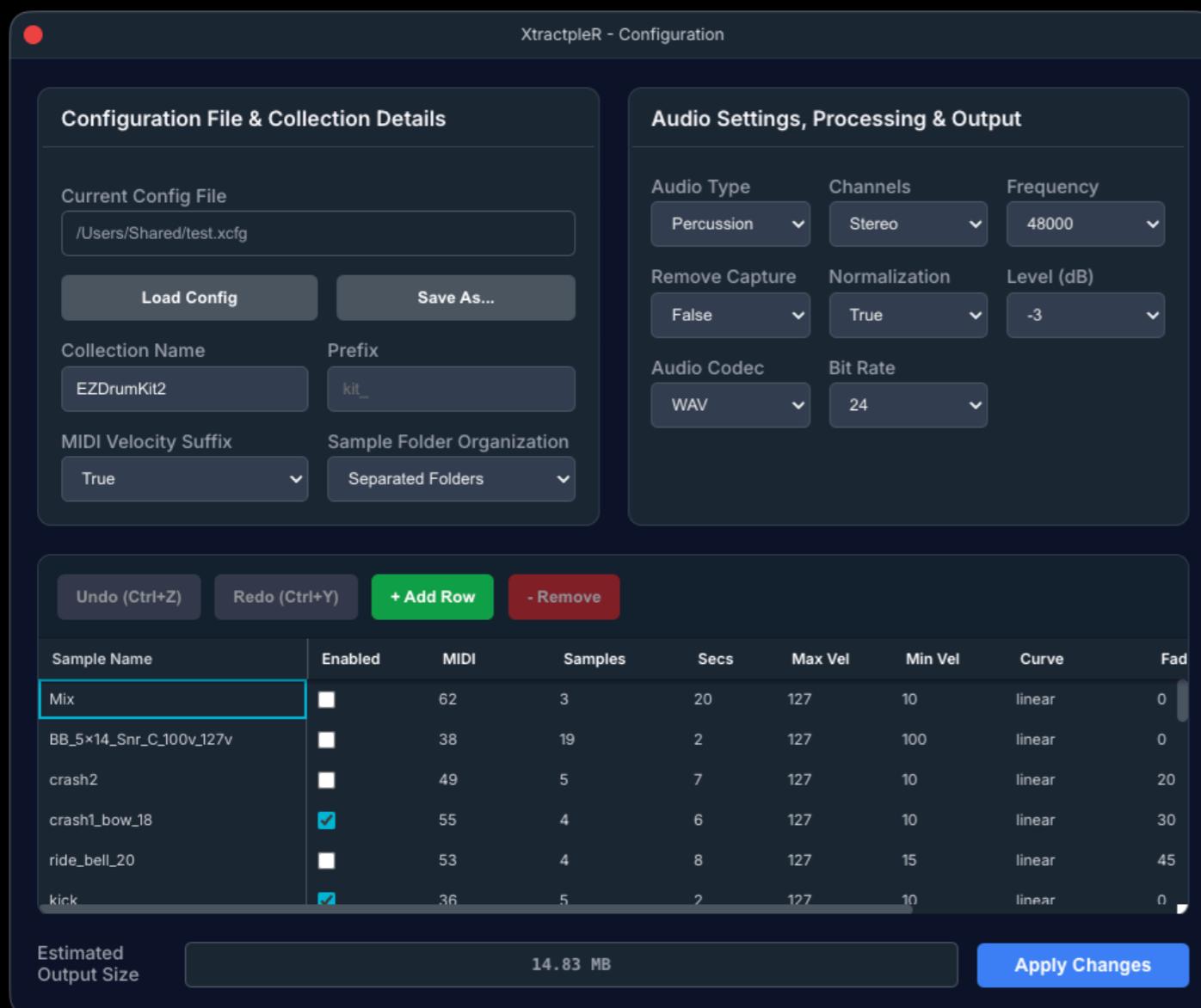
- Separated Folders:** Creates a new folder for each instrument (e.g., `/kick/`, `/snare/`).
- Single Folder:** Saves all samples together in one folder.



# Intro

## Configuration Window

Audio Settings, Processing & Output



The screenshot shows the XtractpleR Configuration window. The top left panel, 'Configuration File & Collection Details', includes fields for the 'Current Config File' (set to '/Users/Shared/test.xcfg'), 'Collection Name' (EZDrumKit2), 'Prefix' (kit\_), 'MIDI Velocity Suffix' (True), and 'Sample Folder Organization' (Separated Folders). The top right panel, 'Audio Settings, Processing & Output', contains dropdowns for 'Audio Type' (Percussion), 'Channels' (Stereo), 'Frequency' (48000), 'Remove Capture' (False), 'Normalization' (True), 'Level (dB)' (-3), 'Audio Codec' (WAV), and 'Bit Rate' (24). Below these are two tables. The first table, 'Sample Grid Configuration', has columns for 'Sample Name' (Mix, BB\_5x14\_Snr\_C100v\_127v, crash2, crash1\_bow\_18, ride\_bell\_20, kick), 'Enabled' (checkboxes), 'MIDI' (values 62, 38, 49, 55, 53, 36), 'Samples' (values 3, 19, 5, 4, 4, 5), 'Secs' (values 20, 2, 7, 6, 8, 2), 'Max Vel' (values 127, 127, 127, 127, 127, 127), 'Min Vel' (values 10, 100, 10, 10, 15, 10), 'Curve' (linear, linear, linear, linear, linear, linear), and 'Fad' (values 0, 0, 20, 30, 45, 0). The second table, 'Estimated Output Size', shows a value of '14.83 MB'. At the bottom right is a blue 'Apply Changes' button.

This section controls the technical specifications of your final audio files.

**Audio Type:** Sets the dynamic validation rules for the grid, optimized for different capture types (Percussion, Sound, Live, Speech).

**Channels:** Choose Stereo or Mono for your final audio files.

**Frequency:** Sets the sample rate (e.g., 44100 Hz, 48000 Hz) for your final files.

**Audio Codec:** The file format for your samples (WAV, MP3, AIFF, FLAC, OGG).

**Bit Rate / Bit Depth:** Sets the audio quality. This dropdown intelligently changes to show Bit Depth (e.g., 16, 24) for lossless formats (WAV, AIFF) or Bitrate (e.g., 128, 320 kbps) for lossy formats (MP3, OGG).

**Remove Capture:** If "True," automatically deletes the large, raw, untrimmed recordings after the conversion is complete.

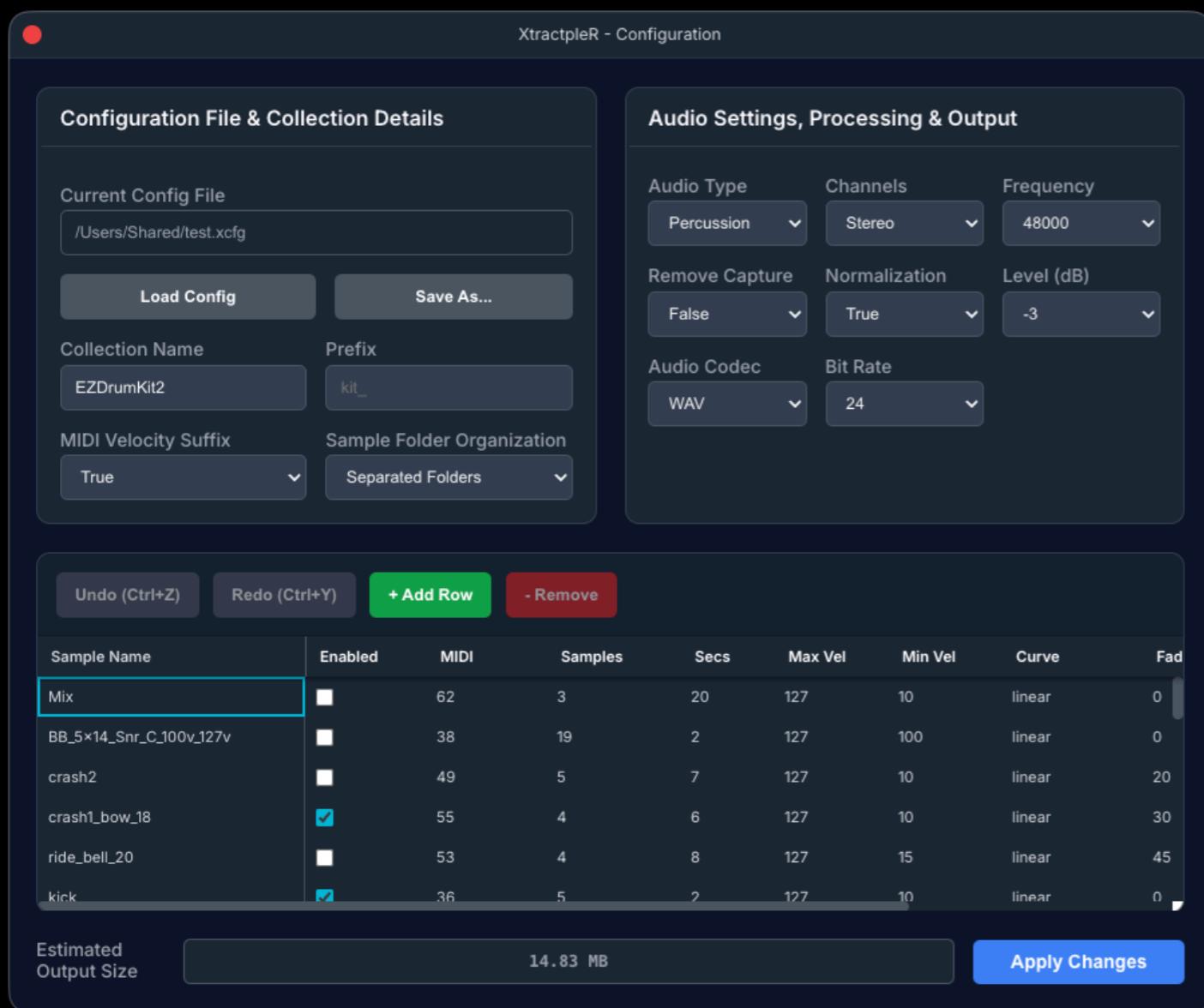
**Normalization:** If "True," boosts the volume of all final (trimmed) samples to the specified level.

**Level (dB):** The target peak volume (e.g., -3 dB) to use if Normalization is "True".

# Intro

## Configuration Window

### Sample Grid & Footer section



The screenshot shows the XtractpleR Configuration window. The top section contains 'Configuration File & Collection Details' and 'Audio Settings, Processing & Output' settings. Below is a sample grid with columns for Sample Name, Enabled, MIDI, Samples, Secs, Max Vel, Min Vel, Curve, and Fad. The grid lists various samples like Mix, BB\_5x14\_Snr\_C100v.127v, crash2, crash1\_bow\_18, ride\_bell\_20, and kick. The footer shows an 'Estimated Output Size' of 14.83 MB and an 'Apply Changes' button.

Sample Name	Enabled	MIDI	Samples	Secs	Max Vel	Min Vel	Curve	Fad
Mix	<input type="checkbox"/>	62	3	20	127	10	linear	0
BB_5x14_Snr_C100v.127v	<input type="checkbox"/>	38	19	2	127	100	linear	0
crash2	<input type="checkbox"/>	49	5	7	127	10	linear	20
crash1_bow_18	<input checked="" type="checkbox"/>	55	4	6	127	10	linear	30
ride_bell_20	<input type="checkbox"/>	53	4	8	127	15	linear	45
kick	<input checked="" type="checkbox"/>	36	5	2	127	10	linear	0

This is your main workspace where you define what to record. Each row is one instrument.

**Undo/Redo:** Reverts or re-applies changes to the grid.

**+ Add Row / - Remove:** Adds a new blank row or deletes the currently selected row.

**Enabled:** Only checked rows will be captured or converted.

**MIDI:** The MIDI note to trigger.

**Samples:** The number of velocity layers to record.

**Secs:** The recording duration (in seconds) for each velocity sample.

**Max Vel / Min Vel:** The loudest (e.g., 127) and softest (e.g., 10) velocities to record.

**Curve:** The velocity curve used to space out the samples (linear, exponential, or logarithmic).

**FadeOut %:** Applies a fast, clean fade-out to the end of each sample to prevent clicks.

**Threshold:** The silence threshold (in dB) used by the "Convert" process to detect the start of the audio.

**RR:** (Round Robin) The number of times to repeat the entire capture for this instrument to create variations.

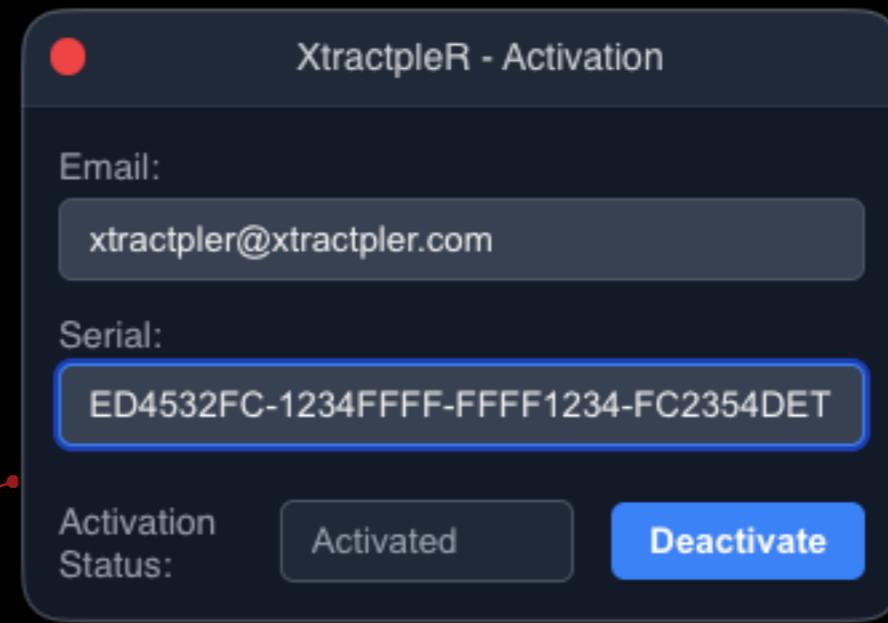
**Estimated Output Size:** Shows a real-time calculation of the final file size. This field will also display any validation errors in red.

**Apply Changes:** Saves all settings to your .xcfg file, closes this window, and returns you to the main screen.

# Intro

## Activation Window

This window manages your XtractpleR license. You can access it from the "File" menu (or by pressing **Cmd+T / Ctrl+T**). Use this screen to activate your software with the serial key you received after purchase or to deactivate a license to move it to another computer.



**Email:** Enter the email address you used when you purchased your license.

**Serial:** Paste your full serial key into this field.

**Activation Status:** This is a read-only field that shows the current state of your license (e.g., "Activated," "Not Activated," or "Demo").

**Activate / Deactivate Button:** This button performs the main action.

**Activate:** If your license is not active, this button will read "Activate." Click it to connect to the server and validate your Email and Serial.

**Deactivate:** If your license is already active, this button will read "Deactivate." Click this if you want to remove the license from this computer (for example, to install it on a new machine).

# Keyboard Shortcuts

XtractpleR has full keyboard support for app navigation, grid control, and cell editing. Shortcuts are grouped by where you are in the app.

## Global Application Shortcuts

Action	macOS	Windows / Linux
Open Configuration	Cmd + O	Ctrl + O
Open Activation	Cmd + T	Ctrl + T
Open Help Manual	Cmd + Shift + H	Ctrl + Shift + H
Cut	Cmd + X	Ctrl + X
Copy	Cmd + C	Ctrl + C
Paste	Cmd + V	Ctrl + V
Close Window	Cmd + W	Ctrl + W
Quit Application	Cmd + Q	Ctrl + Q

# Keyboard Shortcuts

## Configuration Grid Navigation

Action	Key(s)
Start Editing	Enter (or start typing any character)
Toggle Checkbox	Enter or Spacebar
Add New Row	Cmd + A (macOS) Ctrl + A (Windows/Linux)
Delete Selected Row	Delete
Undo (Grid)	Cmd + Z (macOS) Ctrl + Z (Windows/Linux)
Redo (Grid)	Cmd + Y (macOS) Ctrl + Y (Windows/Linux)
Jump to Row Start	Home
Jump to Row End	End
Jump to First Cell	Cmd + Home (macOS) Ctrl + Home (Windows/Linux)
Jump to Last Cell	Cmd + End (macOS) Ctrl + End (Windows/Linux)
Scroll Grid	Page Up, Page Down

## Cell Editing Shortcuts

Action	Key(s)
Confirm Edit	Enter
Cancel Edit	Escape
Confirm & Move Right	Tab
Confirm & Move Left	Shift + Tab

# Appendix

## The Live Waveform Display

The large graph in the center of the window is your Live Waveform Display. It gives you a real-time visual of your audio input, helping you check your signal and set your capture times.

### How to Use It

**Check Your Signal:** When you start a capture, you should see the red waveform appear (like in the screenshot). This confirms your audio is routed correctly and XtractpleR is hearing it.

**Check Your Volume:** The vertical grid is marked with decibel (dB) levels. If the waveform is constantly hitting the top 0dB line, your signal is clipping (distorting). You should lower the volume on your audio interface or in your sound module.

**Check Your Capture Time:** This is the most important function. The horizontal axis is time in seconds (e.g., **0.25s**, **0.5s**).

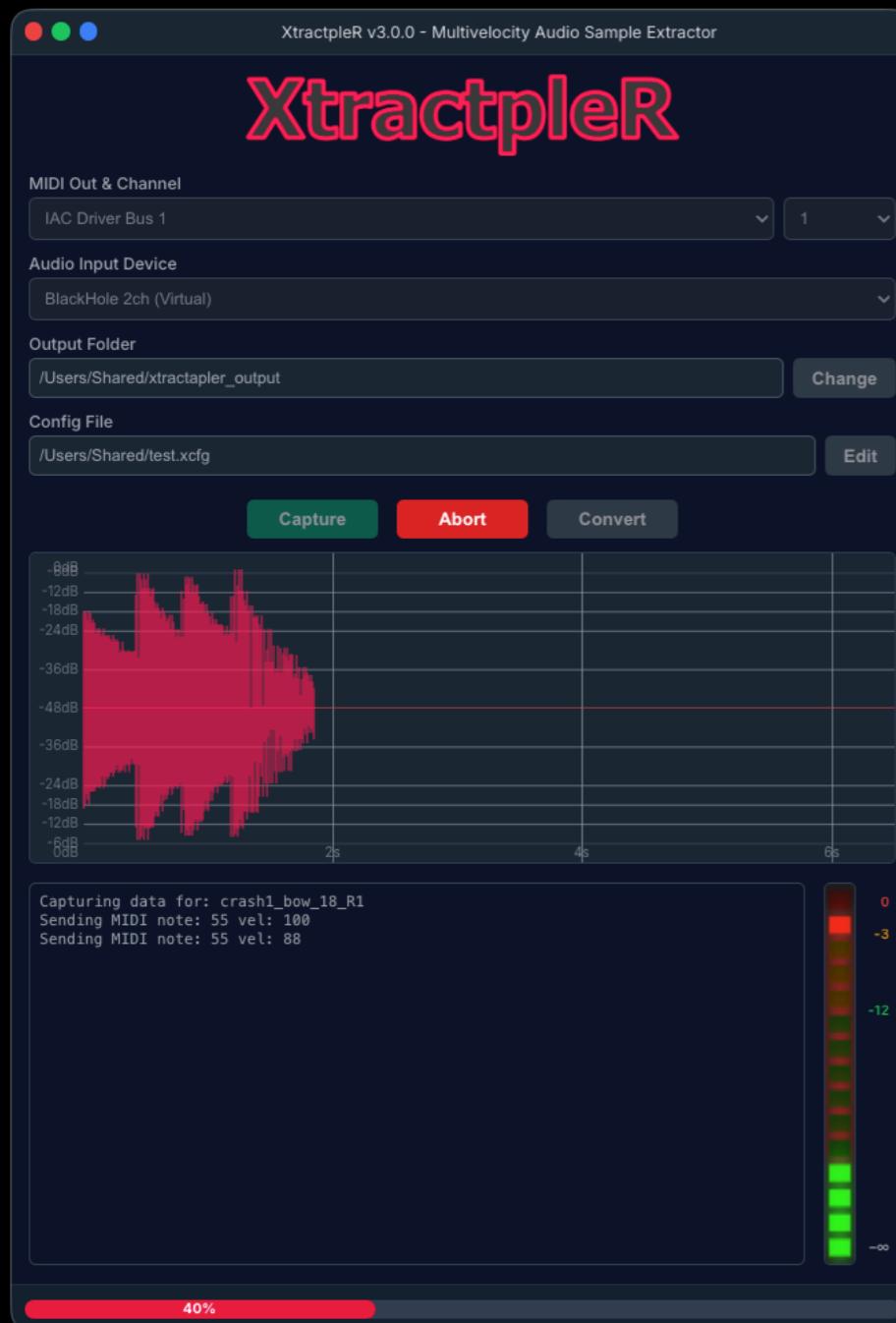
- **Good:** If you see the waveform decay to silence before the time runs out, your "Secs" value in the Config window is perfect. The screenshot shows a good example—the crash cymbal has almost completely faded out by the 1-second mark.
- **Bad:** If the waveform is suddenly cut off while it's still "fat," it means your "Secs" value is too short and you're losing the end of your sample's tail. You must go back to the Config window, find that instrument's row, and increase its "Secs" value.



# Appendix

## Checking Your Signal: VU Meter & Live Monitoring

XtractpleR provides two ways to check your audio signal before you start a capture: the **Live VU Meter** (to see the signal) and **Live Monitoring** (to hear the signal).



### The Live VU Meter

The vertical bar on the bottom-right of the window is your main VU (Volume Unit) Meter.

- **How it Works:** Unlike the main waveform display, which only draws during a capture, the VU Meter is always active. It shows the volume of any audio coming into the "Audio Input Device" you've selected.
- **How to Use It:** This is your best tool to confirm that audio is successfully routing into XtractpleR. If you play your instrument, you should see the green bars light up.
- **Reading the Levels:**
  - **Green:** A healthy signal level.
  - **Red:** Your signal is peaking at or above 0 dB. This means it is "clipping" (distorting), and you should lower the input volume on your audio interface or sound module.

# Appendix

## Checking Your Signal: VU Meter & Live Monitoring

XtractpleR provides two ways to check your audio signal before you start a capture: the **Live VU Meter** (to see the signal) and **Live Monitoring** (to hear the signal).

### Live Audio Monitoring (Monitor Button)

On the main window, you will find a Monitor button (which looks like a blue dot). This button toggles live audio monitoring, allowing you to hear the input signal through your computer's speakers or headphones.

#### ⚠ Warning: Risk of Feedback!

Before activating this feature, **make sure you are not using speakers if your input is an open microphone.**

This will create a loud, high-pitched feedback loop (your microphone will pick up the sound from the speakers, which is then fed back into the microphone, and so on).

This feature is safest to use with **headphones** or when recording a **line-in source** (like a synthesizer or drum machine) where no microphone is active.

