

## **YAMAHA DTXTREME III QUICK START – LOAD A “LOOP” FROM USB DEVICE**

Another option for adding samples to the DTXTREME III is to load a pre-recorded sample such as a “loop” wave from a USB memory device.

**SAMPLING ADVISORY:** Unauthorized copying of the commercially available musical data including audio data is strictly prohibited except for your personal use.

### **Preparation – WHAT YOU NEED:**

Before starting – make sure you have installed the correct **DIMM memory chips** inside DTXTREME III.

You will also need a **USB memory device** and an **audio loop**. There are many loop files available on CD-ROM and many can be found on the web. A loop file has information that tells the DTXTREME III to play the sound continuously from beginning to end.

Use a computer to copy the desired sample from CD-ROM onto the USB memory device. The file must be 16-bit and should have the extension .wav OR .aif.

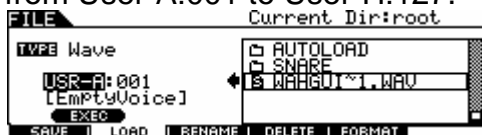
### **LOAD a WAVE to a USER VOICE:**

Insert the USB memory device into the “To Device” port of the back of the DTXTREME III. The LCD will flash “Connecting USB device” and then return to the previous display.

Press the **[FILE]** mode button then press the **[F2] LOAD** button. Move the cursor to the Type parameter and set it to “Wave” which allows us to view any waveforms (samples) residing in the current directory on the right side of the LCD. Move the cursor to the right and highlight the sample to be loaded.



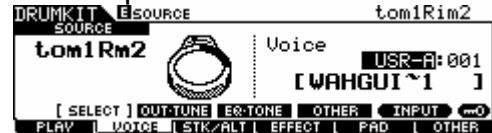
Press **[SF1] EXEC** and select an empty user voice from User-A:001 to User-H:127.



Press the **[SF1] EXEC** button again to execute the load operation.

### **Assign the Loop to a TRIGGER SOURCE**

Now that we have a looped user voice in memory it can be assigned to any trigger source just like an internal drum voice. Press **[F2] VOICE** and press **[SF5] SOURCE** to assign the loop to “tom1Rm2”.



However, since it is a *looping* sound, playing the trigger will cause the sound to play indefinitely unless we make a few changes to the trigger source parameters. Pressing **[EXIT]** will stop a looped voice from sounding, but this is not practical in a live situation. We'll set the trigger source so that a single hit will start the loop and another hit will stop it.

Press **[F1] VOICE** then **[SF4] OTHER** and highlight the **RcvKeyOff** parameter and set it to “on”.



Press **[F5] PAD** then **[SF4] TRIGGER** and cursor to the right until you get to the **HoldMode** parameter and set it to “on”.



Now when you play Tom1 Rim 2 alternately it will start and stop the looping user voice.

### **STORE the kit to User Memory:**

Press the **[ENTER/STORE]** button, cursor to the right and select the User kit destination and then press **[ENTER]**. Confirm your selection by pressing **[INC/YES]**.

### **SAVE the “AllData” file to the USB device.**

Because the newly created kit uses a sample you need to save an “AllData” file so you can load your kits and samples together. See the Quick Start guide on FILE MANAGEMENT for more information.