STD and Conclusions For Sonic Core Scope STS-5000 64bits

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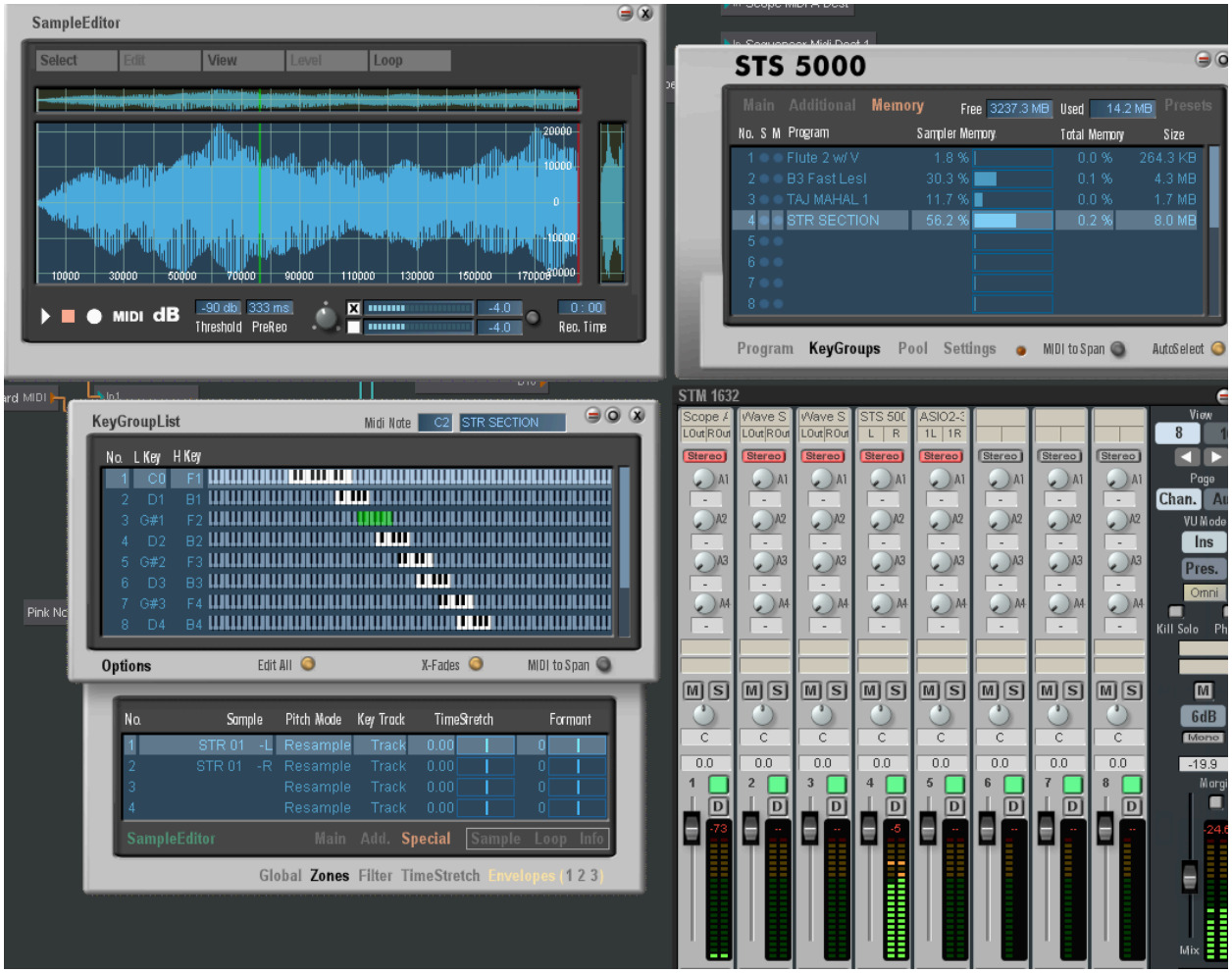
Author: Yaron Eshkar



STS 5000 with two Soundfont and two STS format layers working correctly in windows 7 64bit Scope 7.

Conclusions

STS-5000 requires samples to have loop points set within the loaded wave sample. If samples without loop points are loaded, upon playing them Scope crashes to BSOD with Tstretch.sys mentioned.

- *For Windows 10 Scope must be loaded in Windows 7 compatibility mode or dropping any STS to the routing window causes BSOD with MVCvxd.sys mentioned.*
- Loading SF2 Soundfont files that have loop points set functions correctly with no crashes. It is easy to set loop points to soundfonts that might not have them. Can be done via the STS Sample Edit window or faster via batch setting entire SF2 files with a program like http://polyphone-soundfonts.com (free).

- Loading SF2 Soundfont files that do not have loop point set crashes to BSOD upon playing a midi note or attempting to delete the file.
- Sampling into STS works correctly if after recording a sample loop points are set and loop protect turned on in the STS Sample Editor.
- Sampling into STS will crash to BSOD if no loop points are set on the recorded sample and midi notes playback is attempted.
- Loading AKAI S Sampler Series format files that have loop points set functions correctly with no crashes. It is easy to set loop points to akai files that might not have them. Can be done via the STS Sample Edit window or via the STS Loop window. For quickly settings a loop via STS Loop window just set the entire sample as a loop (start=0 end=whatever ending number).
- Loading AKAI S Sampler Series format files that do not have loop point set crashes to BSOD upon playing a midi note or attempting to delete the sample.
- Loading 16bit wave samples that have loop points set functions correctly with no crashes. It is easy to set loop points to wave files that might not have them. Can be done via the STS Sample Edit window, via the STS Loop window,or using a wave editor like Sound Forge. For quickly settings a loop via STS Loop window just set the entire sample as a loop (start=0 end=whatever ending number).
- Loading 16bit wave samples that do not have loop point set crashes to BSOD upon playing a midi note or attempting to delete the sample.
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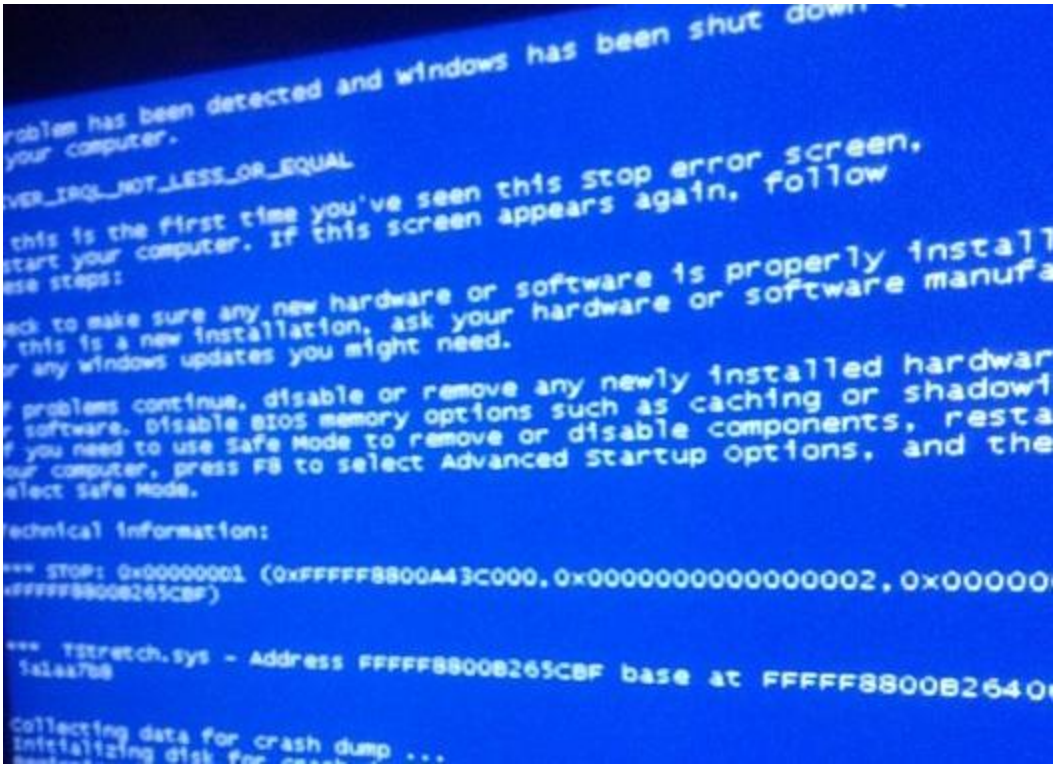
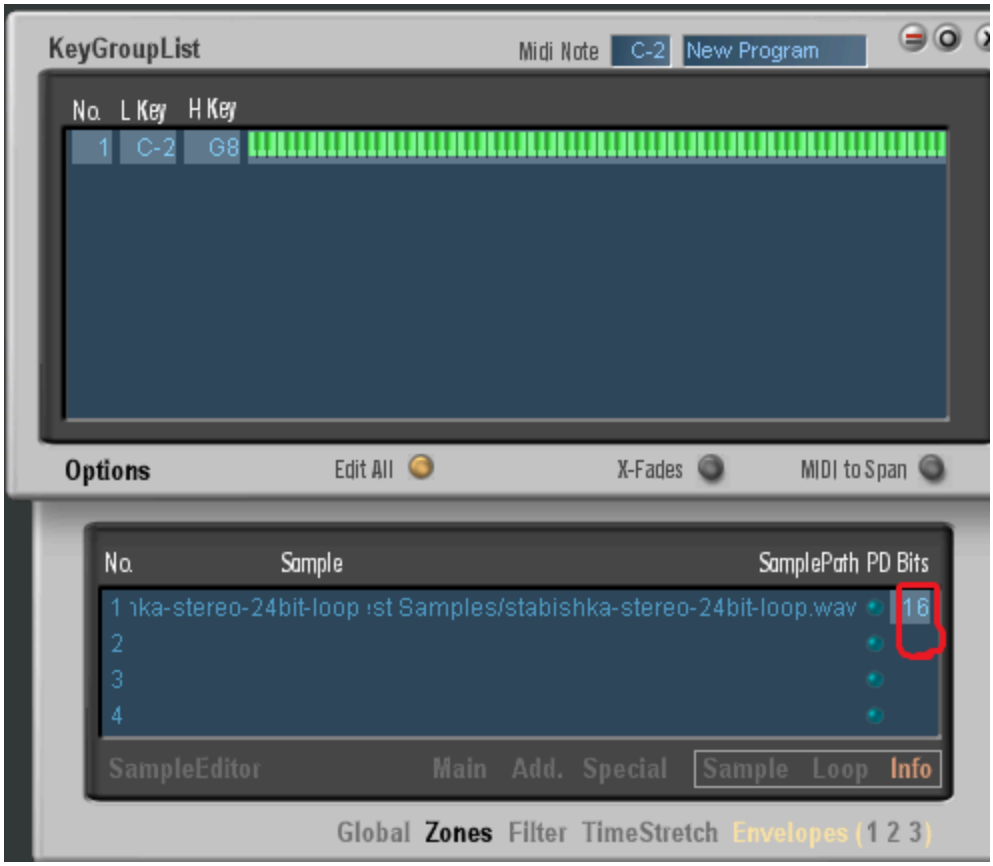


- STS format programs *.sts and samples *.p have loop points and do not crash.
- Loading 24bit samples and attempting to play them produces no crash but also no sound. Workaround: load 24bit sample and In Sample Info screen change to 16bit.



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- For samples to play and to avoid BSOD the STS5000 must be kept in a “Loop Rel” mode.

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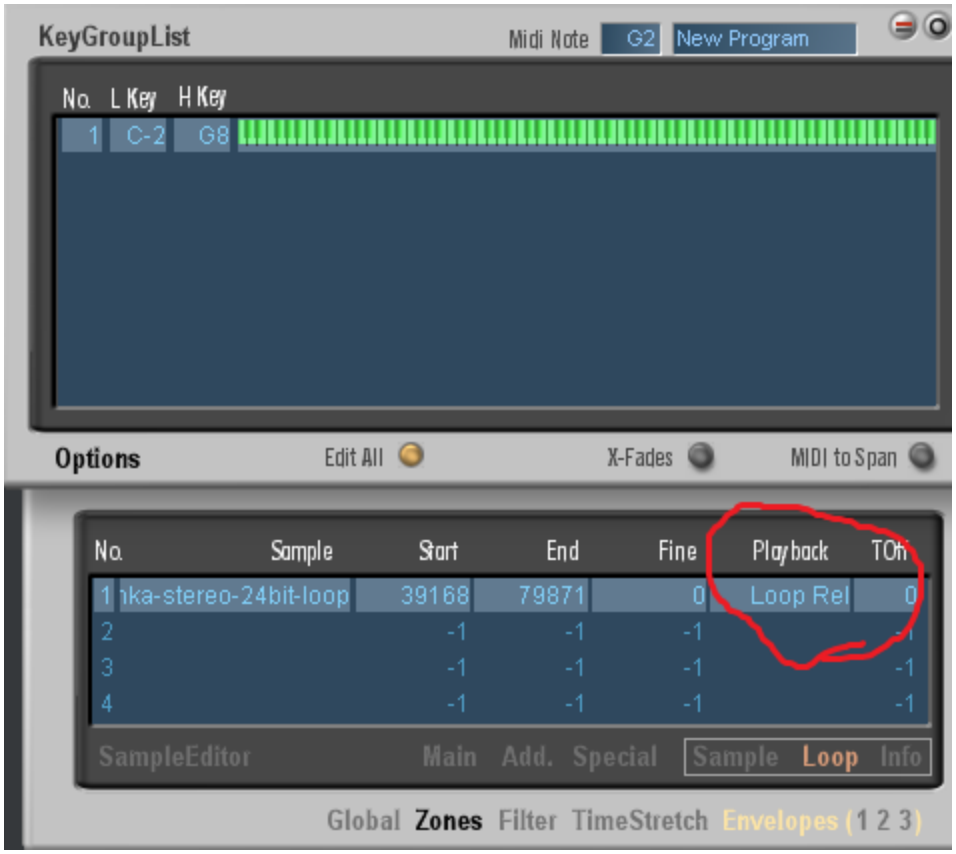


Prerequisites

- 64bit OS
- Scope 7
- STS5000
- STS testing sample folder "STS Test Samples". Download: https://drive.google.com/file/d/1GnnI2-BKH73QIIifZJuo4wnCTBAb0dA2/view?usp=sharing
- Copy Contents of "STS Test Samples\STS" into \SCOPE PCI\Samples
- Set Scope sample rate to 44100

STS-5000 Test Scenarios

16bit samples

Test number: 1

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup

- go to Keygroup options and drag-drop file dogDafi16bit-stereo.wav
- Play Midi note
Bug Result: Crash to BSOD with tstretch.sys mentioned

Test number: 2
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file dogDafi16bit-mono.wav
- Play Midi note
Bug Result: Crash to BSOD with tstretch.sys mentioned

Test number: 3
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file French Horn A#2 - ff.wav
- Play Midi note
Result: Sample plays with no crash

Test number: 4
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file French Horn A#2 - ff.wav
- Play Midi note
Result: Sample plays with no crash
- In STS Delete the sample French Horn A#2 - ff.wav
- Drag-drop file French Horn C#3 - ff.wav
- Play Midi note
Result: Sample plays with no crash
- Drag-drop file dogDafi16bit-mono.wav to second sample slot
- Play Midi note
Result: Both samples play together with no crash.
- Delete file dogDafi16bit-mono.wav
- Play Midi note
Result: Horn sample plays with no crash

- Drag-drop file dogDafi16bit-stereo.wav to second sample slot
- Play Midi note
Result: dogDafi16bit-stereo.wav plays with no crash.
- Delete file French Horn C#3 - ff.wav
- Play Midi note
Bug Result: Crash to BSOD with tstretch.sys mentioned

Test number: 5
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file dogDafi16bit-mono-short-loop.wav
- Play Midi note
Result: Sample plays with no crash
- Delete file dogDafi16bit-mono-short-loop.wav
- Delete STS 5000
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file dogDafi16bit-stereo-loop.wav
- Play Midi note
Result: Sample plays with no crash
- Delete file dogDafi16bit-stereo-loop.wav

Test number: 6
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS load program Beats120.sts
- Play Midi note C2
Result: Sample plays with no crash

Test number: 7
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop file dogDafi16bit-stereo-foredit.wav
- DO NOT PLAY MIDI YET OR BSOD!

- Click the sample editor in STS5000
- In the sample editor set loop points for the sample
- Play Midi note

Result: Sample plays with no crash

Test number: 8

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS load program Taj Mahal 1.p
- Play Midi Chord

Result: Sample plays with no crash

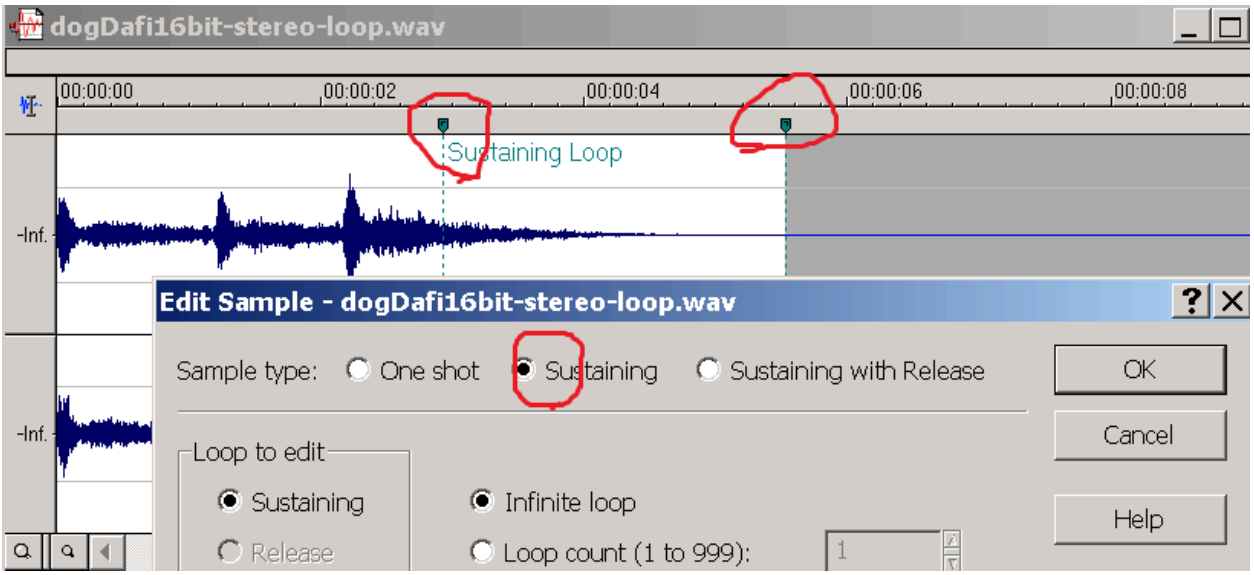
Test number: 9

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS load program STR SECTION.p
- Play Midi Chord

Result: Sample plays with no crash

Test number: 10

- Open Wave Editor (Soundforge 10)
- Load a random 16bit wave sample from your hard drive
- Enter function to edit sample properties
- Change sample mode from one shot to sustaining
- Set loop points



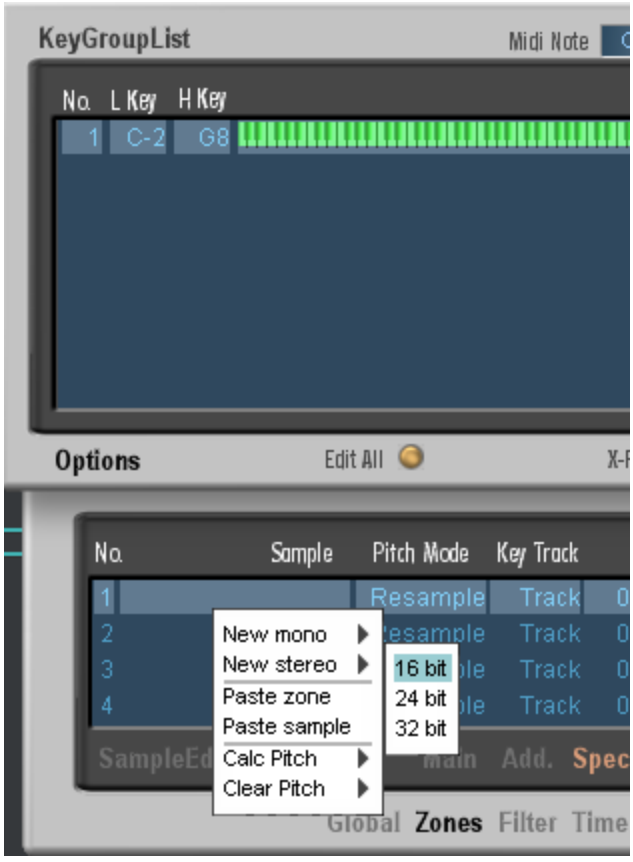
- Save the sample

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- go to Keygroup options and drag-drop the file you saved
- Play Midi note

Result: Sample plays with no crash

Test number: 11

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- Go to Keygroup options, right click on first sample area and chose "New Stereo - 16bit"



- Enter a sample name and accept
- Go to Scope routing window and drag Pink Noise from tools to routing window
- Connect Pink Noise outputs to STS5000 inputs
- In STS Keygroups options click on sample you created and then click on the Sample Editor
- In the Sample Editor click record. Wait 2 seconds and click stop

- Click yes to replace sample
- In the Sample Editor click Loop-Innit in the menu
- Click Loop-Snap to deactivate snap
- Drag the green and red markers so a portion of the sample so to set a loop
- Click Loop-Protect
- Play Midi note

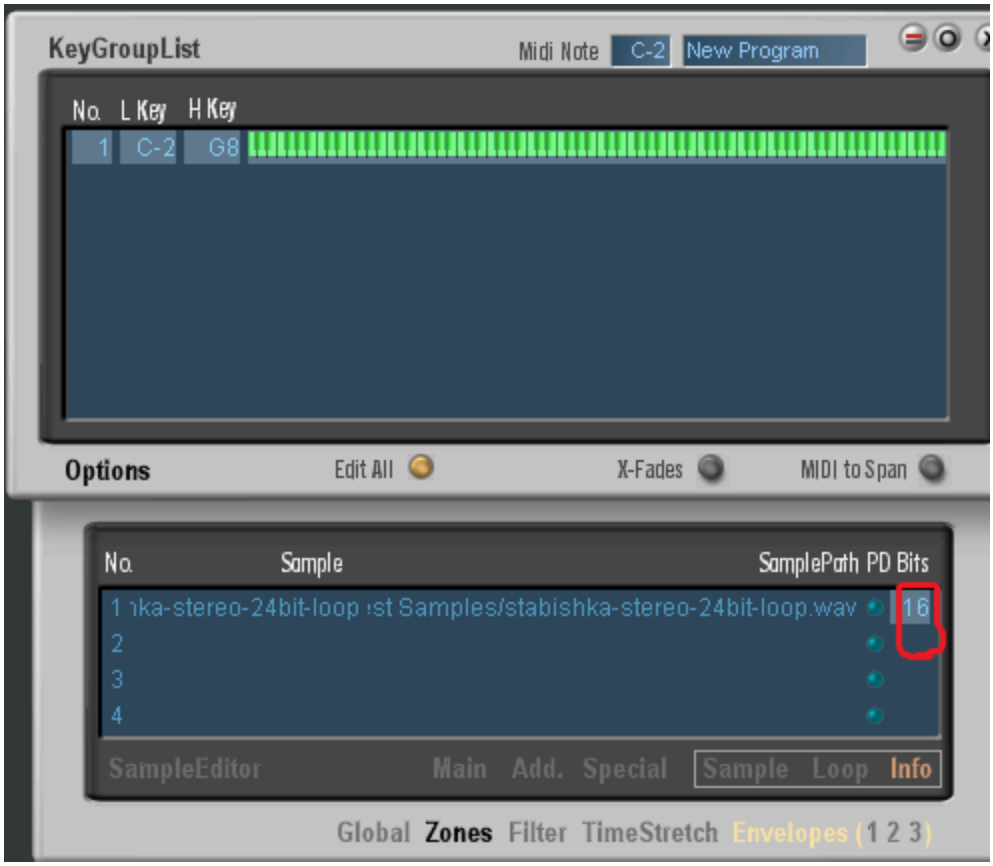
Result: Sample plays with no crash

24bit samples

Test number: 12

- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- In STS create new program
- Go to Keygroups and create new keygroup
- Go to Keygroup options and drag-drop file stabishka-stereo-24bit.wav
- Play Midi note

Bug Result: No Sound



- Go to Keygroup options->Info and change the sample to 16bit

- Play Midi note
Result: Sample plays with no crash

SF2 Soundfont Files

Test number: 13
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- Load Cadenza Strings.sf2 into the STS Programs
- Play Midi note
Result: Sample plays with no crash

Test number: 14
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- Load Cadenza Strings Not Looped.sf2 into the STS Programs
- Play Midi note
Bug Result: Crash to BSOD with tstretch.sys mentioned

Akai S Sampler Series Files

Test number: 15
- Open Scope
- Load STS 5000
- Connect Midi and Audio to STS
- Load dogDafi16bit-mono-short-loop.s into the STS Programs
- Play Midi note
Result: Sample plays with no crash