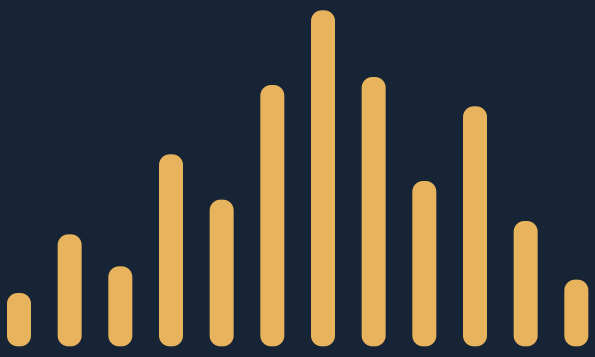
Sampledex

Windows user guide

Version 0.19.0 · Build 54

Install, create, record, mix and export.

A complete guide to the Windows workspace, project exchange and everyday music production.



WINDOWS 10 / 11 X64 | OCTOBER 1, 2026

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This PDF covers the Windows application. Menu names and shortcuts use Windows controls. Screenshots are reference views; their size and panel arrangement may differ from your saved workspace.

Install and start Sampledex

Windows 10/11 x64 · Installer or portable release

Before you install: the Windows prompt

This release is unsigned. If Windows says **Windows protected your PC** when you open setup, choose **More info → Run anyway** to start the installer. Only continue for a Sampledex download from a source you trust.

The warning does not appear on every computer. A school or work computer may prevent continuing; ask its administrator to review the package if **Run anyway** is unavailable. Keep antivirus and your organization's security policies enabled.

1. Extract the entire download

In File Explorer, right-click the downloaded ZIP and choose **Extract All**. Open the new folder. Run setup and the application from an extracted folder so Windows can find the required files.

2. Install Sampledex

1. Open the included file whose name ends in **Windows-x64-Setup.exe**.
2. If **Windows protected your PC** appears, click **More info**.
3. Check that the app name is the Sampledex Setup file you opened. This unsigned release may show **Unknown publisher**.
4. Click **Run anyway** to start setup. If no warning appears, setup opens directly.
5. Follow the setup screens, then open **Sampledex** from the Start menu.

Setup installs for your Windows account and includes uninstall support, runtime files and these guides. You can choose a desktop shortcut. Keep your projects in Documents or another folder you own.

The steps above apply to the unrecognized-app warning. If Windows reports a malware detection or your organization blocks the app, ask the administrator or publisher to review it. You do not need a certificate account to install Sampledex.

3. Optional: run the portable version

Choose this if you want to run Sampledex without installing it. You only need one option: installer or portable.

1. Extract the included portable Windows ZIP into its own folder.
2. Double-click **Sampledex.exe**. The same unrecognized-app prompt can appear on first launch; follow step 2 only if you trust the download and Windows offers that option.
3. Keep the included scanner, DLLs, docs and licenses with the application.

Moving only the EXE leaves required files behind. The included `SHA256SUMS.txt` records release file checksums. A checksum confirms file integrity; it is not a publisher signature.

4. Make your first sound

1. On **Home**, choose **Audio / MIDI settings** and select your playback device.
2. Find the **House** template and choose **Open demo**.
3. Press **Play** or **Space**. If you hear nothing, check Windows volume, the selected output, and track/master mute.
4. Use **Save project** to save a copy in your Documents folder.

On one laptop screen, press **F6** for **Focus timeline**. Click an editor tab when needed; **F7** shows or hides the editor and **F8** shows or hides the browser. See workspace controls for resizing, floating and docking panels.

For audio takes, allow desktop microphone access under Windows Settings → Privacy & security → Microphone (Windows 11), or Privacy → Microphone (Windows 10).

5. Read the Windows user guide

The guide covers the tempo picker, arrangement, Steps and piano tools, sound browser, mixer, audio inspector, recording, VST3 plug-ins and export. See what changed in Build 54, including the backup step before resaving older projects.

Open the Windows user guide

This documentation works offline. Use your browser’s Print command to save a PDF.

Working between Windows and Mac

Windows Build 54 saves project format 13, which the existing Mac Build 51 can open. For a Windows Build 53 project, open it in Windows Build 54 and use Save As to create a compatible copy. Keep the original backup. Transfer the entire .sdxp folder/package, including media; ZIP it first and extract it on the receiving computer. Read the user guide for third-party plug-in requirements.

Uninstalling Sampledex leaves your saved projects and user settings in place. The source repository name mentions 0.18.7; the current code is version 0.19.0.

1. Audio setup

Choose **Audio / MIDI settings** on Home, or open **Audio / MIDI** near the transport in the studio. Select your Windows playback device, playback buffer and sample rate. Device default, 44.1, 48 and 96 kHz are available; unsupported settings are rejected before changing the active output. A smaller buffer responds faster; a larger buffer gives the computer more time to process instruments and effects.

Use a moderate buffer such as 256 or 512 samples, where your device offers it. If you need to change the device’s default sample rate, use Windows sound settings or the interface’s control panel, then reconnect audio in Sampledex. Increase the buffer if you hear clicks or dropouts. The Windows build uses JUCE’s Windows audio backends; ASIO is not included.

To test output, load a factory demo from **New project**, select **Song** and press Play. Headphones are useful when recording a microphone.

Working on a slower laptop

Start with the built-in instruments and a small project. If playback clicks, try a buffer of 512 or 1024 samples where available. A larger buffer adds delay when playing live, so reduce it when recording if playback stays clean. Close other demanding applications and reduce the number of heavy instruments and effects in the project. Keep the laptop connected to power for longer sessions. When an instrument is using too much processing time, select its MIDI track and choose **Track → Freeze instrument**. Sampledex renders the instrument to audio while keeping mixer, effects and routing controls live. Use **Track → Unfreeze instrument** to return to MIDI editing; the original notes are retained. Freeze supports single-output instruments; shared drum-kit parts and samplers with separate pad/zone outputs require a supported bounce/export route or routing changes.

2. Find your way around

Area	What it does
Windows menu bar	File, Edit, View, Track, Clip, Transport, Tools and Help. Press Alt or F10 to enter the menu bar, then use the arrow keys and Enter.
Top bar	Home, quick project commands, Browser, Focus timeline, Editor and Layout.
Transport	Undo/Redo, seek, Play, Stop, Record take, Loop, position, BPM, display units, Live keyboard, Click and recording options.
Left browser	Factory sounds, project patterns, files and buttons to add common instrument tracks.
Arrangement	Track controls, clips, sections, markers, loop range and the tempo row.
Editor strip	Piano, Sound, Mixer, Audio, Steps, Automation and Routing tabs; select a tab to show its editor. Focus editor and Split view switch the editing space.
Footer	Operation status and keyboard hints.

Use the Home page

Home opens at launch and puts project creation and setup in one place. Reopen it with the Home button or **File → Home**. Choose **Blank studio**, **Open project**, or **Continue studio** to return to the current song. **Audio / MIDI settings** opens device configuration, **Scan VST3 plug-ins** scans the configured folders, and **Windows user guide** opens this guide. Add other plug-in folders through Tools.

Each genre template has two choices: **Create project** loads instruments and empty patterns; **Open demo** loads editable notes as well. The descriptions and BPM help you choose. Scroll Home to see the remaining templates on a short display.

Give the timeline more room

1. Click **Focus timeline** or press **F6** to hide the browser and editors, including floating panels. This gives the arrangement the available workspace.
2. Click an editor tab when you need to edit notes, sounds or audio. Press **F7** to show or hide the current editor and **F8** to show or hide the browser.
3. In split view, drag the horizontal divider **down** to enlarge the timeline or **up** to enlarge the editor. Double-click it to give each area equal space.
4. Drag the divider beside the browser to change its width. Double-click to restore its default width.

Use the Windows title-bar maximize button or **View → Maximize / restore main window** to fill the available desktop area.

Focus editor gives the selected editor the workspace. Click **Split view** to bring the timeline back. **View → Balanced workspace** shows the browser and docked editor alongside the arrangement. Time and Height controls change zoom within an editor; the dividers change how much screen space it gets. The arrangement has a visible zoom slider. Hold Ctrl while using the mouse wheel over the timeline to zoom around the pointer, or use **View → Zoom timeline in / out**. **Fit arrangement horizontally** shows the song width; **Make timeline tracks taller / shorter** changes the lane height.

Float, dock, hide and restore panels

Each Browser, Piano roll, Sound, Mixer, Audio, Steps, Automation and Routing panel has **Float** and **Hide** controls in its header. Float opens a resizable window that you can move independently. Its **Dock** button returns it to the main workspace. Several different panels can float at the same time.

Closing a floating window hides that panel. It keeps the project and edits intact. Reopen it with **View → [panel name] → Show** or its editor tab. Each panel's View submenu also offers **Hide**, **Float in its own window** and **Dock in workspace**. The top-bar **Layout** button opens the same workspace choices.

For a single laptop screen, keep the editors docked and use F6 to return to the arrangement. Scroll inside compact panels to reach their remaining controls. If you lose track of a panel, choose **View → Reset layout and dock all panels**.

Sampledex saves panel positions and sizes when it closes and restores them at the next launch. Floating panels are moved onto an available display if a previously used screen is disconnected. Workspace settings are separate from your song.

3. Create and save a project

1. From **Home**, choose Blank studio, Create project on a genre template, or Open demo. The File menu also provides New project, New from template and Factory demos.
2. Use the browser's Add Drums, Add Bass / 808, Add Keys or Add Synth buttons for more instruments. Open the **Track** menu to add, rename or remove tracks, choose instruments and manage effects.
3. Select a track to edit its clips, instrument and mixer controls.
4. Choose **Save project** or press **Ctrl**+**S**.

Move projects between Windows and Mac

Windows Build 54 saves format 13 for the existing Mac Build 51. Open a Windows Build 53 format-14 project in Windows Build 54, then use Save As to create a compatible copy. Windows Build 54 also continues to read supported older projects.

Save the project as `.sdxp`. Close it, then ZIP the **entire .sdxp folder/package** for transfer, including `Project.sdx` and its media. Extract the ZIP on the other computer and open the .sdxp. Do not send only Project.sdx. Keep an untouched backup before updating or transferring work.

Windows row mute/solo is carried into the Mac-readable notes as zero hit probability for inaudible sounds. The notes remain editable. In Windows Steps, right-click a hit and choose **Hit chance → 100%** to make it play on every pass. On Mac, use the note/step Chance control to change those hits; Mac Build 51 does not have the newer Windows row mute/solo controls. Existing drum-sampler pads carry custom names. Windows keeps supplementary edit-state files with the project so an unchanged return restores its original row settings and note probabilities. If the Mac edits or resaves the project, Windows honors that newer musical document instead of restoring stale settings. Keep a Windows backup when moving work between these versions. For a single-file `.sdx` project, its adjacent `.<filename>.windows-state` folder holds the supplementary settings; keep it alongside the file. Using a complete `.sdxp` package is simpler for transfer.

Sampledex stock sounds travel with their project settings. Third-party instruments and effects need compatible plug-ins installed on both computers. Audio Units are Mac-only; bounce those tracks to audio when sharing with Windows. The project retains unavailable plug-in state, but that plug-in cannot sound until a compatible installation is available.

Use a `.sdxp` project package for projects with audio. It is a folder containing `Project.sdx` and the project's media. Move or back up the whole package. Open project asks whether you want a **Project folder (.sdxp)** or a **Project file (.sdx)**, then opens the matching Windows picker. Choose the complete package folder, or choose its internal `Project.sdx` through the file picker. Both open the package and its media.

Save As creates a separate destination. Save checks for changes made to the destination outside Sampledex so it does not silently overwrite a newer project. Keep working copies outside the application's installation folder.

Import audio and MIDI

1. Select one or more audio and MIDI files in Windows File Explorer. You can mix file types in the same drop, up to 64 files within the project's track limits.
2. Drop them on the arrangement at the desired time. The snap grid sets the position, and the files become separate tracks at that position. Dropping elsewhere in Sampledex uses the playhead position. The File menu and browser also provide import commands.
3. Review **Import audio and MIDI**. The summary shows each file's audio tempo information or MIDI tracks, tempo and meter events.
4. Leave **Project timing → Keep project tempo and meter** selected to preserve the current clock. To adopt MIDI timing, explicitly choose **Use tempo and meter from [file]**. Only that chosen MIDI file supplies the project's timing over its imported span.
5. Click **Import**. Wait for completion before editing the new tracks. One Undo removes the entire batch.

Cancel the review or press Escape during preparation to leave the project unchanged. A file that cannot be decoded stops the batch with an error; Sampledex does not publish a partial import. A Sampledex project must be opened on its own rather than mixed into an audio/MIDI drop.

MIDI uses the project clock unless you choose a timing source. Standard MIDI File formats **0 and 1** with ticks-per-quarter-note timing are supported. Format 2 and SMPTE-timed files report an unsupported-format error; export a supported MIDI format from the source application first. Tempo-only files have no importable performance tracks and are rejected. MIDI brings in musical events, not the source application's instruments or sound.

4. Playback, tempo and time signature

Song plays the arrangement. **Pattern** auditions the selected MIDI pattern in a repeating loop. Return to Song to hear every track. The transport can show bars/beats/ticks or minutes/seconds. The arrangement ruler seeks within the song.

Change the tempo

1. Use the BPM field in the transport or the visible tempo picker above the tracks.
2. Choose **Fixed** for one tempo across the song, or **Tempo Map** for changes over time.
3. In Tempo Map mode, a BPM edit creates or updates the point at the playhead. Step holds its BPM; Linear and Smooth change it toward the following point.

Tap estimates BPM from repeated taps. The **Tempo** button opens the graph, where you can add, drag or remove tempo points. **Tools** includes half/double tempo, constant tempo over a loop and map reset. Tempo-follow audio is prepared after timing changes; watch the status area while it is processing.

Meter, markers and looping

Use **Tempo / meter**, or Tempo Tools at narrow window sizes, to set a time signature. The **Markers** menu adds a marker, jumps to one, removes it, or sets a loop from the selected clip. Click **Loop** to enable arrangement looping and **Click** for the metronome. **Transport → Position display** switches between bars/beats/ticks and time; **Transport → MIDI recording count-in** selects Off, 1 bar or 2 bars.

5. Arrange clips

Double-click an empty area of a MIDI track to create a pattern clip. Select a clip to edit its source pattern below. Pattern clips can share their notes: editing one source updates all linked placements. Use **Clip → Make pattern unique** before changing only one placement.

Tool	Action
Select / Move	Choose and drag a clip. Ctrl-drag duplicates it. MIDI clips can be moved to another MIDI track.
Trim	Drag the nearer edge to change the retained clip range.
Fade	Adjust an audio clip’s fade from either side.
Split	Click inside a clip to split it at the snapped position.
Erase	Remove the clicked placement.

Shift-click selects several clips on the same track. The Clip menu provides Copy selected clips, Cut selected clips, Paste clips at playhead, Duplicate selected clips and Delete selected clips. Paste onto a track of the same type; the snap grid sets the paste position. Choose **Clip → Join selected clips** or press **Ctrl**+**J** with the timeline focused to join the selected MIDI patterns or consolidate audio clips. Undo restores the original placements.

MIDI notes and pattern controller events move, copy and join with their clips. **Track automation stays at its arrangement positions**, including imported pitch-bend automation. Review and edit those automation lanes independently after rearranging clips.

The **Tools → Timeline tool** menu exposes the same editing tools as the arrangement toolbar. The **Clip** menu includes duplicate, split at playhead, delete and the available audio-processing commands for the selected clip.

Choose the snap grid before editing. Use the visible bar count, zoom, overview and scrollbars to navigate. **+ 8 bars** extends the arrangement. Right-click a clip for commands; Undo restores the previous project state.

6. Edit MIDI notes

Select a MIDI clip and open **Piano**. The vertical keyboard auditions the selected instrument. The note grid spans all 128 MIDI pitches; scroll or change Height to reach another register.

Tool or control	Use
Select	Select notes or drag a selection rectangle. Shift-click toggles individual notes in the selection.
Draw / Paint	Draw a note or paint repeated notes while dragging. Snap and Length determine placement and duration.
Erase	Remove an unlocked note.
Length	Drag to resize selected notes.
Velocity	Drag vertically to change note strength. You can also drag stems in the velocity lane.
Time / Height	Zoom horizontally or change the note-row height.

Selected groups move together and stay within the pattern and MIDI pitch range. Locked notes are protected. Click the piano roll first, then use Ctrl+A to select all, Ctrl+C/X/V to copy/cut/paste notes, and Delete to remove selected notes.

Quantize pattern aligns notes to the current grid. **Tools** also quantizes starts, ends or lengths, snaps pitches to the selected scale, transposes by an octave, reverses timing or humanizes velocity. The key and scale controls set the highlighted pitches; highlighting does not itself change notes.

7. Sounds and sampling

The browser contains 74 factory presets. Search by name or choose a category. **Load** applies a preset to the selected track; when an instrument needs a MIDI destination, Sampledex can create one. Use a preset’s Preview button to hear it without replacing the project instrument. Preview level controls audition volume; Stop preview ends it. Click the star to save a favorite and choose Favorites only to narrow the list. Project Patterns places an existing pattern, and Files navigates local folders for audio, MIDI and projects.

The **Sound** tab opens the selected instrument editor or a sampler inspector. For a melodic sample or drum pad, set the root note, tuning, gain, pan, envelope and playback options. Loop and One-shot control playback. Source and loop range fields specify the retained sample region.

On a narrow panel, controls wrap into a vertical list; scroll to reach the source, loop and envelope controls. Sampler edits remain pending until **Apply**; **Revert** reloads the saved settings. Apply affects the selected instrument or pad. Select an unlocked MIDI track before loading a sample. A drum rack’s pad selector chooses the pad being edited.

8. Build a beat

1. Select a MIDI track and its pattern, then open **Steps**.
2. Choose a sound row. Drum instruments show their pad names; other instruments show note names. **Rename row...** gives a pitch your own name. Leave the name blank to restore its instrument name.
3. Click a step to add a hit; click it again to remove it. **Shift-click** selects a hit without toggling it.
4. Use the **Bar** selector, arrow buttons or numbered tabs to edit another bar. The selector shows the current and total bars; hover over a numbered tab for its meter and partial-bar status. Beat divisions and the number of sixteenth-note cells follow the pattern’s time signature.
5. Start playback to see the active step. Enable **Follow playhead** to follow the playing source bar; choosing a bar manually turns this off.

Hear and balance each sound

Each row has **>** to audition its pitch, **M** to mute it, **S** to solo it within the instrument, and **...** to open its sound settings. The lower **Sound...** button opens the selected row’s sound. Row names, mute and solo are saved with the track and apply across its patterns. Separated drum parts share these controls with their kit’s instrument. Muting keeps the notes available for editing.

Row mute and solo work with sounding MIDI pitches. Transposed shared drum parts retain their correct pad controls. For an ordinary instrument track with transposed clips, row mute and solo are disabled; use the Mixer for track mute and solo.

Velocity and swing

Drag an active step up or down to change its velocity. Release to keep the change as one Undo step. The velocity lane below the grid edits existing hits on the selected row. You can also select a hit and set **Velocity** numerically from 1 to 127; with no hit selected, this sets the level for new hits. Locked hits retain their values.

Set **Swing** from 0 to 75%, then click **Apply swing**. This edits eligible notes throughout the shared pattern, not just the visible bar. Zero is straight timing; the percentage is the delay applied to alternate sixteenth-note steps. Applying the same amount again does not keep moving those steps later. Locked notes and notes that do not lie on the nominal step grid are preserved. Existing note ends are retained, so a delay that cannot fit a note is rejected; reduce swing or lengthen that note in Piano.

Copy bars and change pattern length

Control	Result
Copy bar	Copy the current bar’s notes and MIDI controllers.
Paste bar	Replace the destination bar’s notes and controllers. Its time signature stays unchanged. A longer copied bar or a note tail that cannot fit is rejected.
Duplicate +bar	Append a copy after the pattern’s final bar boundary, including the copied bar’s meter. Existing bars stay in place; note tails can extend the result.
Clear bar	Remove the current bar’s notes and controllers. Unlock protected notes first.
Length...	Choose the shared source length in bars. Shortening asks for confirmation, removes later events and trims crossing notes. Protected notes cannot be removed or trimmed.

These edits affect every placement linked to the source pattern. Use **Make unique** first for an independent variation. Each completed operation is one Undo step. When changing the length, a selected placement showing the complete source follows the new length; trimmed or looping placements keep their own arrangement windows. Other linked placements keep their existing windows.

Work on one screen

Opening Steps gives its grid more initial height; the workspace divider remains adjustable. **Compact** reduces row height; short panels use compact rows automatically. **Used sounds** shows pitches used anywhere in the current pattern; turn it off to add another sound. Scroll vertically for more rows. Use Shift+mouse wheel, a horizontal trackpad gesture or the horizontal scrollbar when a bar has more cells than fit. **Focus Steps** docks a floating Steps panel if needed, hides the browser and gives the editor more room; **Split view** restores the divided workspace. If the grid is too short to work comfortably, use Focus Steps or enlarge the editor with the workspace divider. Use Piano for detailed pitches, note lengths, off-grid timing and note locks.

Hit chance

Right-click an existing hit and use **Hit chance** to choose 0%, 25%, 50%, 75% or 100%. Zero is silent and keeps the note; 100% plays on every pass. A zero-chance hit is dimmed and shows 0% when space allows. Locked hits cannot be changed. Each change is one Undo step.

Use the keyboard in Steps

Click the grid or a row name to focus Steps. Arrow keys move the selected row or cell and scroll it into view without changing notes. **Enter** toggles the selected hit; **Delete** or **Backspace** removes it. **Page Up / Page Down** changes bars, **Home / End** selects the first or last step in the visible range, and **F2** renames the selected row. Ctrl shortcuts keep their application-wide behavior; use the bar buttons to copy or paste a bar. Text fields retain their normal typing controls.

View 1-64 bars in Steps

Use the **View** selector to show 1, 2, 4, 8, 16, 32 or 64 bars together. The default is four bars. View zoom changes only what is visible. Use **Length…** to change the actual pattern length. Short patterns show their existing bars without adding empty music.

The bar selector and numbered tabs choose the active bar. Clicking a step or moving the keyboard selection into another bar makes that bar active for Copy bar, Paste bar and Clear bar. Beat headings show bar and beat when space allows. Zoom in to edit individual hits in a dense overview. Follow playhead advances the visible range when playback leaves it. Duplicate +bar appends a copy of the active bar.

9. Edit audio clips

Import audio and MIDI from File Explorer, the browser, File commands or the Audio tab. Select the audio track and use the Audio tab’s clip selector to choose the clip.

- **Start bar / Move clip:** move the clip to a musical position.
- **Source offset / Length / Apply trim:** set the portion of the source to retain.
- **Duplicate after:** place a copy immediately after the selected clip.
- **Lock clip:** protect it from edits; unlock before changing it.
- **Fade in / Fade out:** set fades in seconds.
- **Reverse, Normalize and Split:** process or divide the clip.
- **Processing tools:** slip the source, change gain, repeat, stretch or revert processing.

Scroll the Audio panel to reach all controls at smaller window sizes. Choosing a processing operation sets its amount to a useful starting value; check that amount before applying it. Revert does not use an amount.

Source tempo and original playback speed

Imported audio keeps its original speed. Sampledex reads embedded tempo tags when available, otherwise estimates the pulse from a bounded part of the audio. The import review and Audio editor distinguish metadata, an estimate, an uncertain estimate and unknown tempo. Unknown tempo leaves the Source BPM field blank. An estimate can be half or double the intended BPM, especially for sparse or changing rhythms; listen and verify it.

Use **Analyze tempo** to analyze the selected clip again, or enter the known source BPM manually. Only clicking **Follow BPM** adapts that clip to the project's timing. Entering a number or importing a file does not itself stretch the audio or change project tempo. The source timing of a clip already following tempo is retained in the project. Detailed beat-marker editing is still a difference from the macOS editor.

Imported tempo tags and estimates are cached for the current app session. After restarting Sampledex, a fixed-speed clip may show unknown source tempo; use Analyze tempo again or enter its BPM. Saved Follow BPM timing remains part of the project.

Full-file imports are limited to two hours, mono or stereo, and 8-192 kHz. Oversized recordings are rejected rather than silently truncated. WAV and AIFF are the most predictable interchange formats; compressed support depends on the decoder and Windows codecs.

10. Mix and route

Open **Mixer** for track, bus and return strips. Master stays in its own column while channels scroll horizontally. Volume, pan, mute, solo and meters are at the top; short strips use horizontal level controls to keep the mix visible. Scroll below these controls for instruments, inserts and channel routing. Click an instrument to open its editor. Click an insert for a menu with Open editor, Toggle bypass and Remove insert.

Click **Sends** in the Mixer header to show or hide the selected track's sends below the strips. The count in the button shows how many sends the track has. Drag a send to hear its level change during playback; release to keep one Undo step, or enter a level in decibels. Send headings show Pre/Post, Off and Read state. Read automation controls its fader while active; turn the lane Off or edit its points before adjusting the level manually. The send area scrolls when more sends are present.

Open **Routing** to add buses and returns, change a channel's output, and create or edit sends. Post-fader sends follow the source fader; pre-fader sends do not. Sidechain sends feed a compatible effect's detector input. Invalid feedback routes are rejected. Shared reverb and delay returns start fully wet.

11. Automation

1. Select the destination track and open **Automation**, or use A in its track header.
2. Create a Volume, Pan, Modulation or Pitch bend lane.
3. Click the graph to add a point. Drag a point to adjust time and value; right-click to remove it.
4. Choose Linear, Hold or Smooth for a point's transition to the next point.
5. Enable the lane's Read mode to hear it during playback.

The toolbar wraps when the panel is narrow so Read and Delete remain available. Switching tracks changes the available lanes. Creating plug-in parameter and send automation from this interface remains a difference from the macOS application; existing saved lanes still use the shared playback engine.

12. Record MIDI and audio

MIDI

1. Select an unlocked MIDI track with an instrument.
2. Open Live keyboard or select a MIDI input in Audio / MIDI.
3. Choose the starting position and optional one- or two-bar count-in.
4. Press **Record take**, play, then press Stop to finish.

The take becomes an editable MIDI pattern. The count-in holds the arrangement start until recording begins. Selecting computer keys without a hardware MIDI device is supported.

Audio

1. Open **Audio / MIDI → Recording input** and choose your microphone or interface. System default input follows Windows sound settings. Allow desktop microphone access in Windows.
2. Choose **Recording channels → Mono** for the first input channel or **Stereo** for the first two. The selected device must provide the requested channels.
3. Set the arrangement start and press **Audio take**.
4. Press Stop to finish and import the recording into an audio track.

Audio takes use the selected input and start without a count-in. Input device and mono/stereo choices are remembered. Device selection does not open the microphone; pressing Audio take does. A disconnected named input reports an error instead of switching silently to another microphone. Startup lead-in is trimmed when the take is placed. If importing a completed take fails or is cancelled, the raw WAV remains in the temporary directory and Sampledex reports its path. An incomplete take is rejected if the writer overflows or a disk write fails. Check the input level and available disk space before a long session.

13. Use VST3 plug-ins

Install a **Windows x64 VST3** edition of the plug-in. Open Audio / MIDI to manage scan folders, then run the scan. The scanner runs separately so a failing vendor scan can be stopped without running it inside the main app.

Load an instrument onto a MIDI track or add an effect to a track, bus, return or master. Apply changes in the editor as required before saving or changing the project. Missing plug-in identities remain in the project and are reported during playback.

Audio Units, VST2 and macOS plug-in binaries do not run in this Windows build. The supplied macOS Indie collection binaries are excluded; use available Windows editions separately.

14. Export and share

Open **File → Export** or use the Export shortcut button. Choose a WAV or AIFF mix for audio delivery, WAV stems for separate audio files, or MIDI/MIDI stems for notes and controller data.

For audio, choose 44.1, 48 or 96 kHz. WAV offers 24-bit PCM or 32-bit float; AIFF uses 24-bit PCM. Set an **Effect tail** of 0, 1, 2, 5 or 10 seconds to retain reverb and delay after the arrangement ends. Export uses the captured project's mute, solo, routing and effects. Choose the destination and wait until the status confirms completion.

Bounce a track inside your project

Select the track and choose **Track → Bounce selected track to audio**. This renders its effects and routing to a new audio track. The original remains editable and is muted after a successful bounce; master processing stays live. Choose a sample rate and effect tail, then wait for the new track. One Undo restores the state before the bounce.

Sampledex stops the bounce if muting the source would change a sidechain detector, or if shared bus/return effects process it together with another unmuted source. Use **Freeze instrument** for a MIDI instrument, or export a WAV while keeping the original routing active.

Audio export renders the instruments and effects. MIDI files contain musical events; they do not carry VST3 software or its sound. A MIDI file export also creates a companion `.json` file with arrangement and routing reference information. Keep the exported pair together. Share the complete `.sdxp` folder when another Sampledex user needs the editable project and its audio.

15. Keyboard shortcuts

Shortcut	Action
Alt / F10	Open the Windows menu bar; use arrow keys to navigate and Enter to choose a command
F6	Focus timeline: hide browser and editor panels
F7 / F8	Show or hide the current editor / browser
Space	Play / pause
Ctrl+N / Ctrl+O	New / Open project
Ctrl+S / Ctrl+Shift+S	Save / Save As
Ctrl+Z / Ctrl+Y / Ctrl+Shift+Z	Undo / Redo
Ctrl+A / C / X / V	Select all / Copy / Cut / Paste in the focused piano editor or timeline
Shift-click clips / Ctrl+J	Select clips on one track / join the selected clips with the timeline focused
Delete	Delete selected notes or clips in the focused editor
Ctrl-drag a clip	Duplicate a clip
Arrows / Home / End	With Steps focused: move between rows and cells / first or last step; notes stay unchanged
Enter / Delete / Backspace	With Steps focused: toggle / remove the selected hit
Page Up / Page Down / F2	With Steps focused: previous bar / next bar / rename row
Escape	Cancel a supported background job

Text fields handle typing and text-editing shortcuts while they have focus. **Help → Keyboard shortcuts** opens the shortcut reference. The Help menu also opens these offline guides.

16. Troubleshooting and current limits

Symptom	Check
Timeline too small	Press F6 for Focus timeline, or drag the horizontal divider down. Use F7 and F8 to hide the current editor and browser.
Panel hidden or on another screen	Use View → [panel name] → Show, or View → Reset layout and dock all panels.
Controls below the panel edge	Scroll inside the panel, make it taller, or use Focus editor.
Missing DLL or app will not start	Extract all portable files together, or reinstall with setup. Keep the packaged runtime files.
No sound	Output selection, Windows volume, Master mute, track mute/solo and the instrument. Try a factory demo.
Clicks or dropouts	Increase the audio buffer, reduce simultaneous heavy effects, and check background CPU/disk activity.
Recording is silent	Selected recording input, microphone privacy access and the interface input level.
Plug-in missing	Use its Windows x64 VST3 build, add its folder and rescan. Keep the scanner executable beside Sampledex.exe.
A control will not edit	Stop recording, wait for the current operation, select the appropriate track/clip, and check locks.
Project media missing	Restore or transfer the entire .sdxp folder, including media.

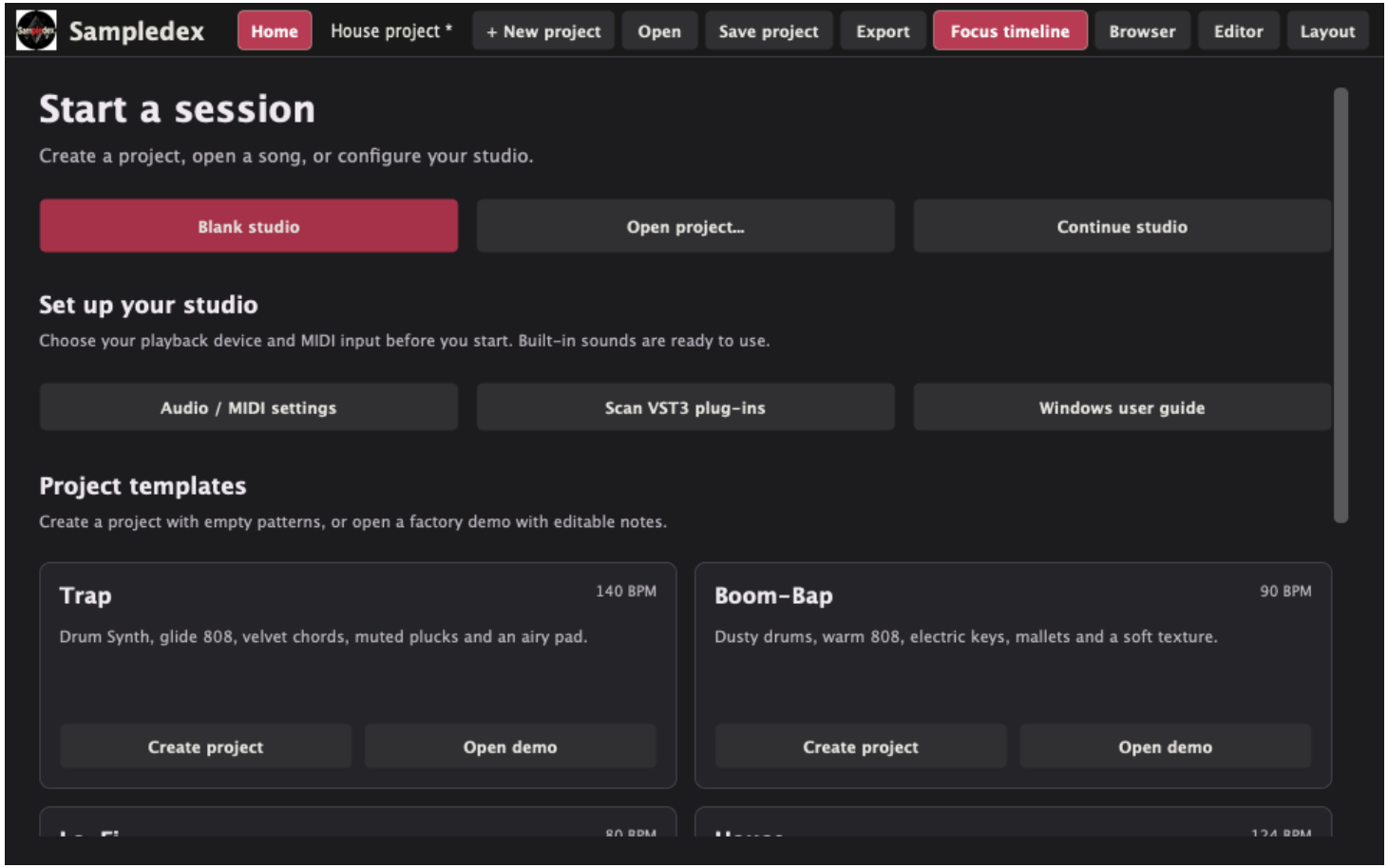
The Windows interface follows the original Sampledex workspace, but some native workflows remain incomplete: detailed warp-marker editing, direct marker/loop dragging, full section editing, plug-in/send automation creation and parts of native accessibility. Audio count-in is not implemented. This guide describes the available Windows controls rather than assuming every macOS command is present.

Windows hardware, third-party plug-ins and recording sessions still need testing on the target machine. Local tests on another operating system do not establish Windows compatibility.

Screen reference

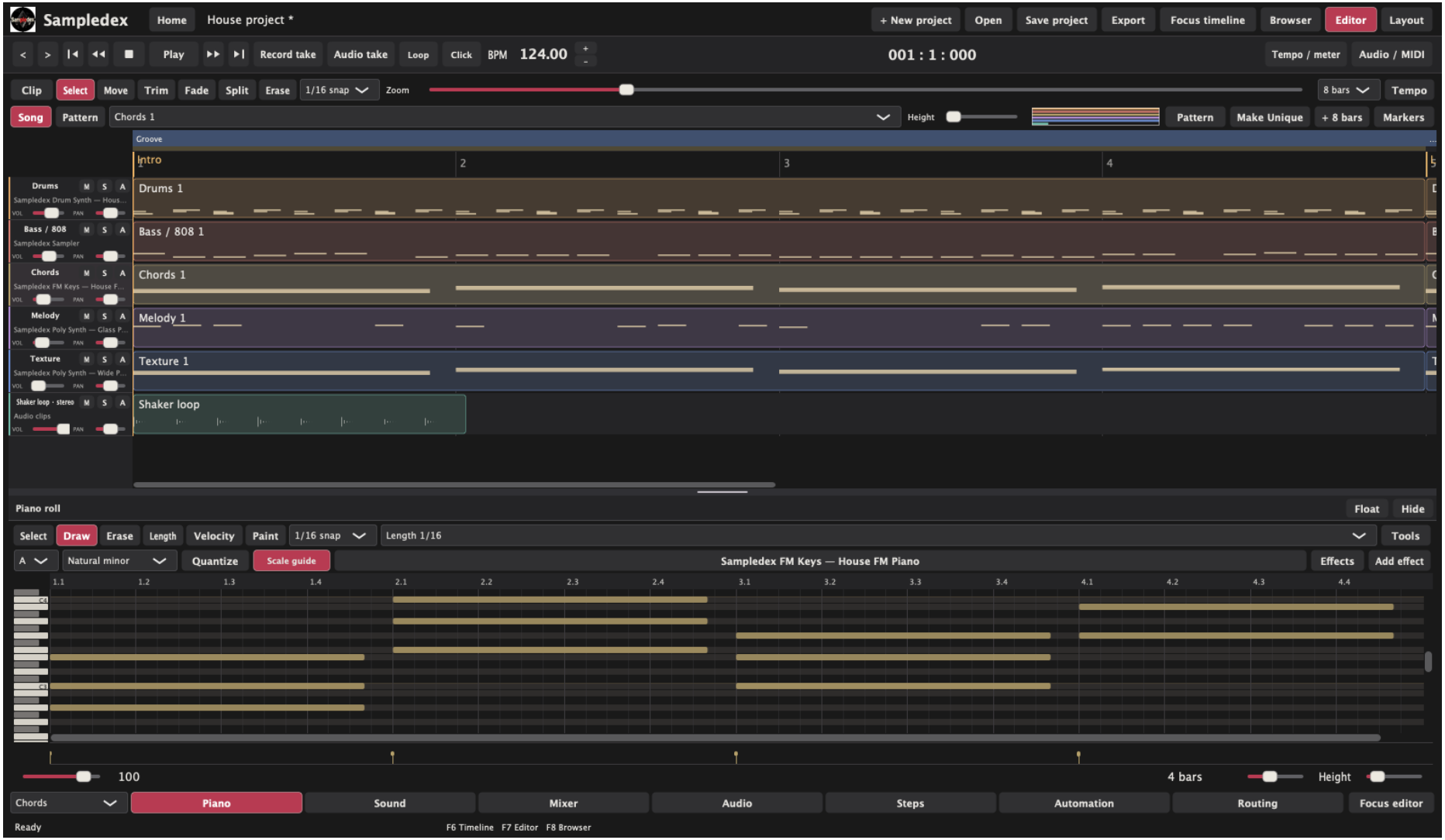
Full-width views of the Windows workspace. Zoom in when reading on screen to inspect fine labels. Reference images preserve their original resolution.

01 / Home



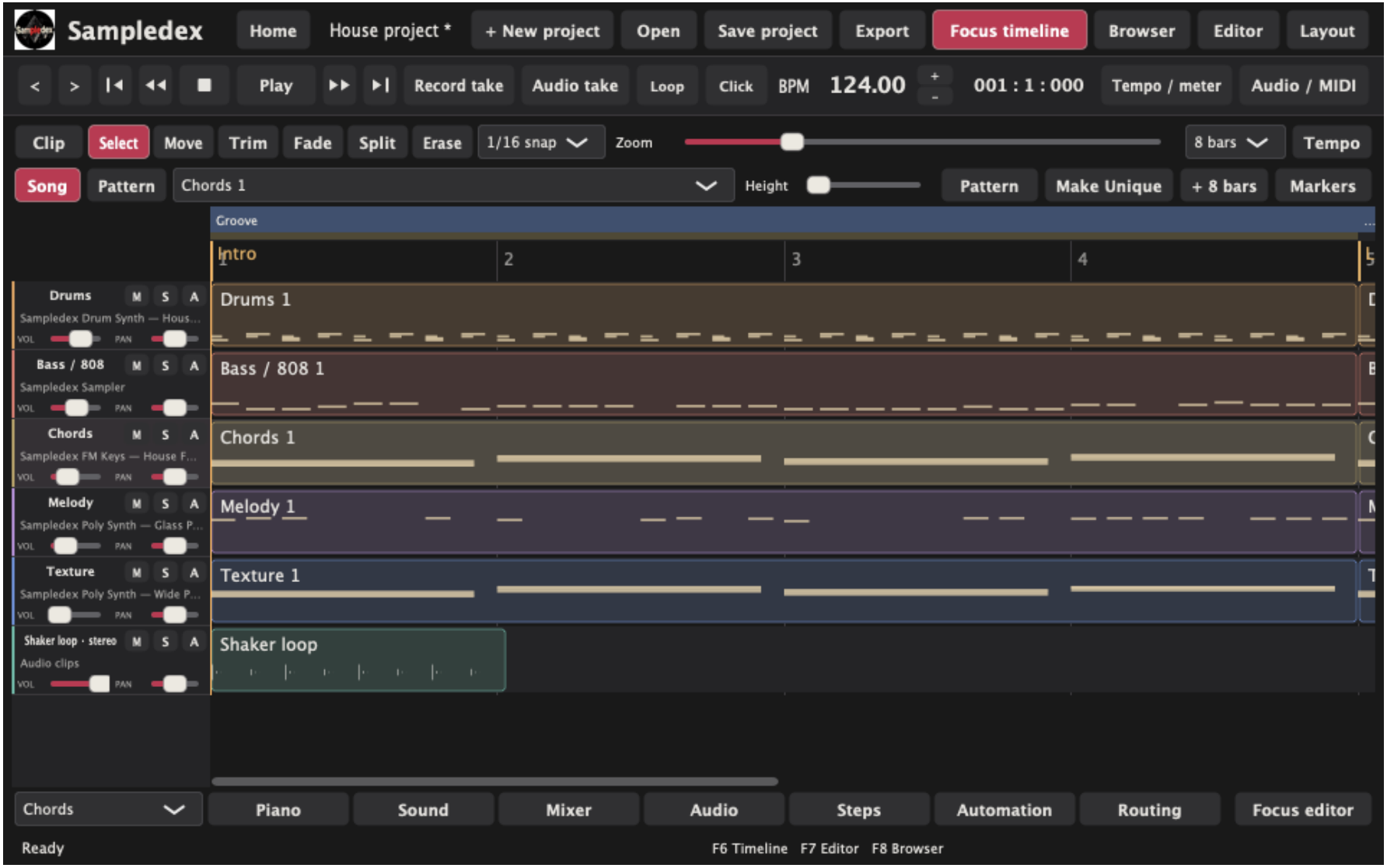
Home keeps project creation and configuration together.

02 / Piano



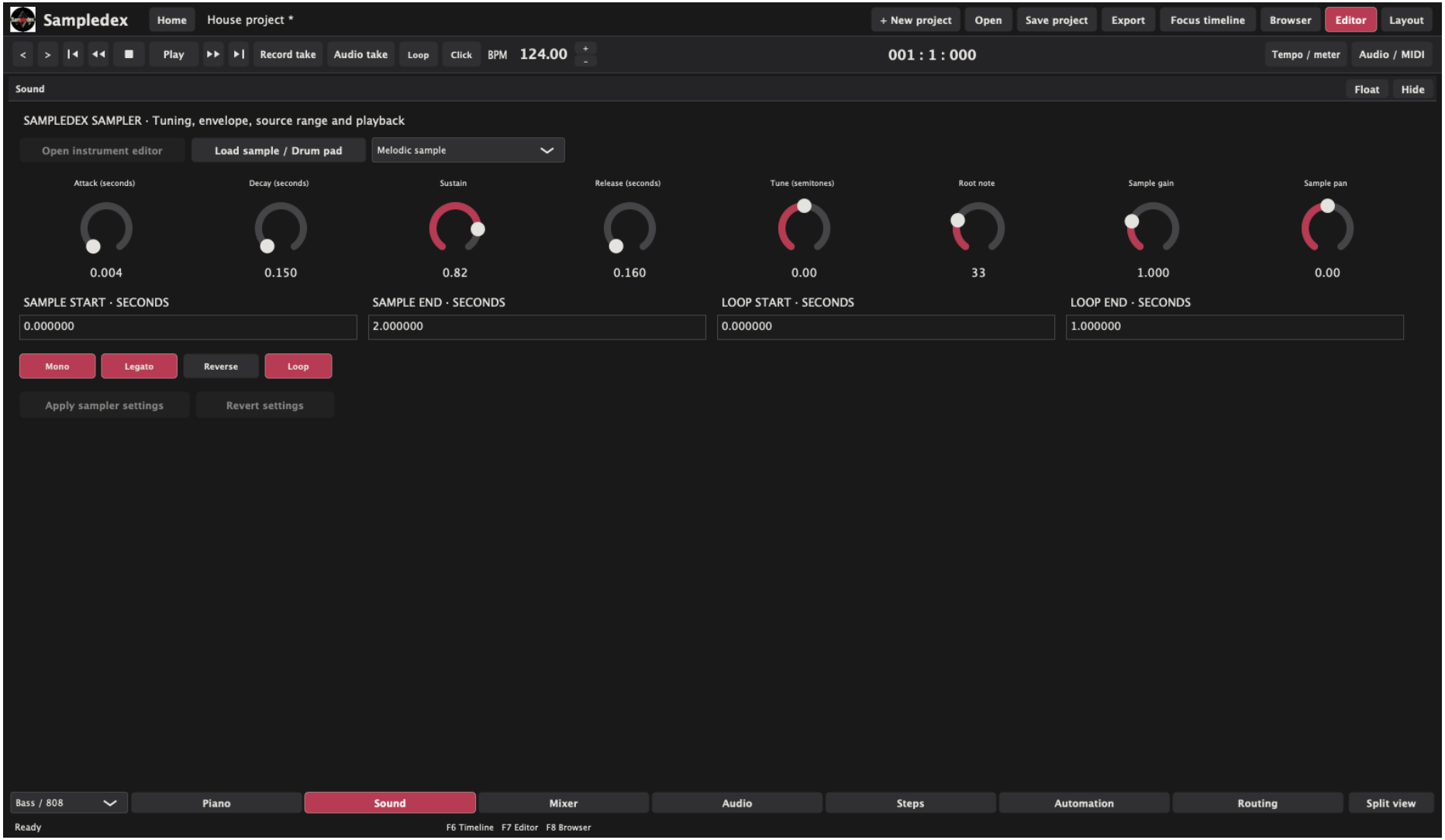
Desktop layout reference with resizable arrangement and docked piano editor. Zoom in to inspect the controls.

03 / Timeline Small



Timeline focus at 960×600 logical pixels. Browser and editor can be restored with F8 and F7.

04 / Sampler



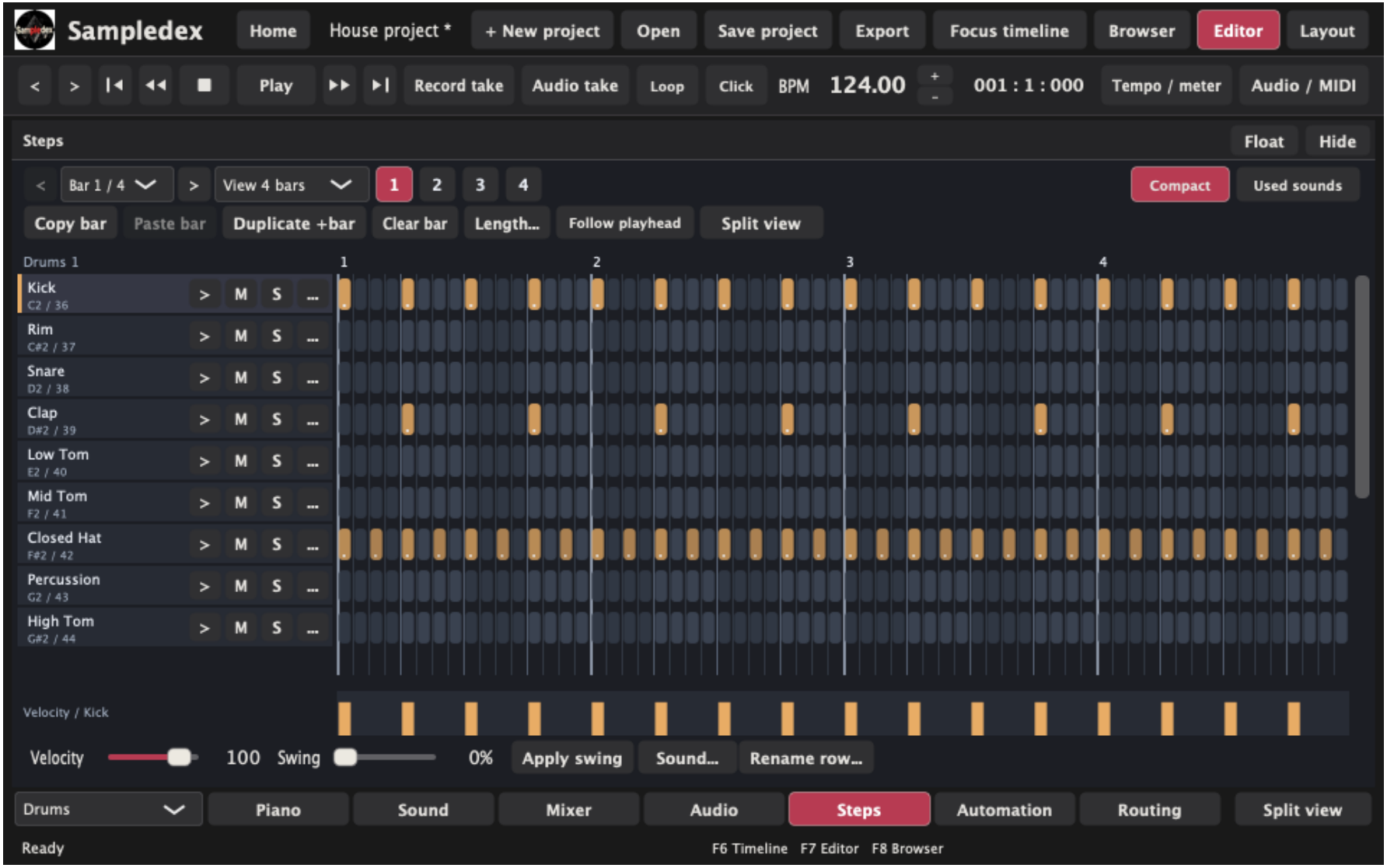
The sampler inspector keeps source, loop and envelope controls together. Zoom in to inspect the controls.

05 / Steps Small



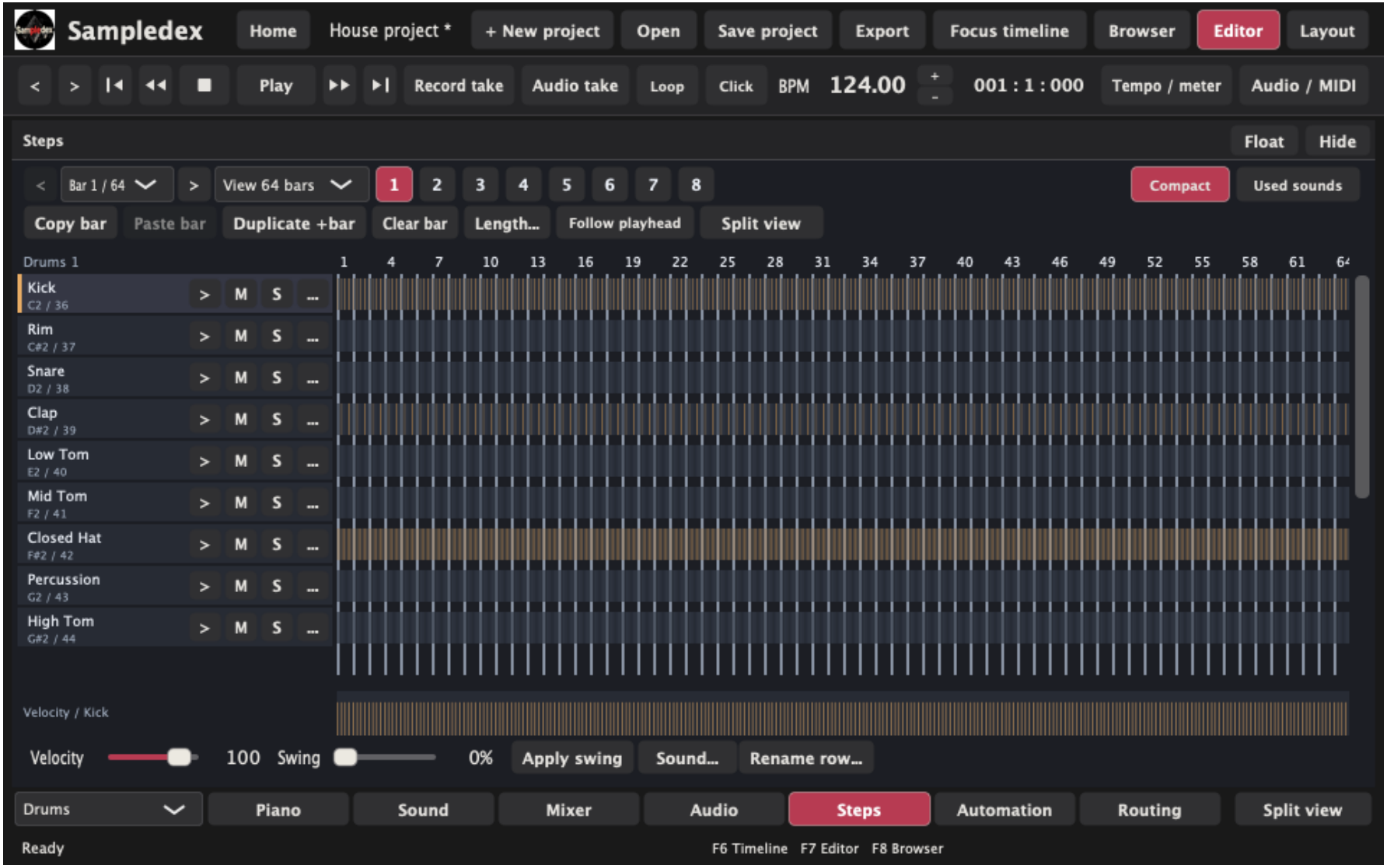
Steps split view at 960×600 logical pixels. Drag the divider to change the balance, or choose Focus Steps.

06 / Steps Focus



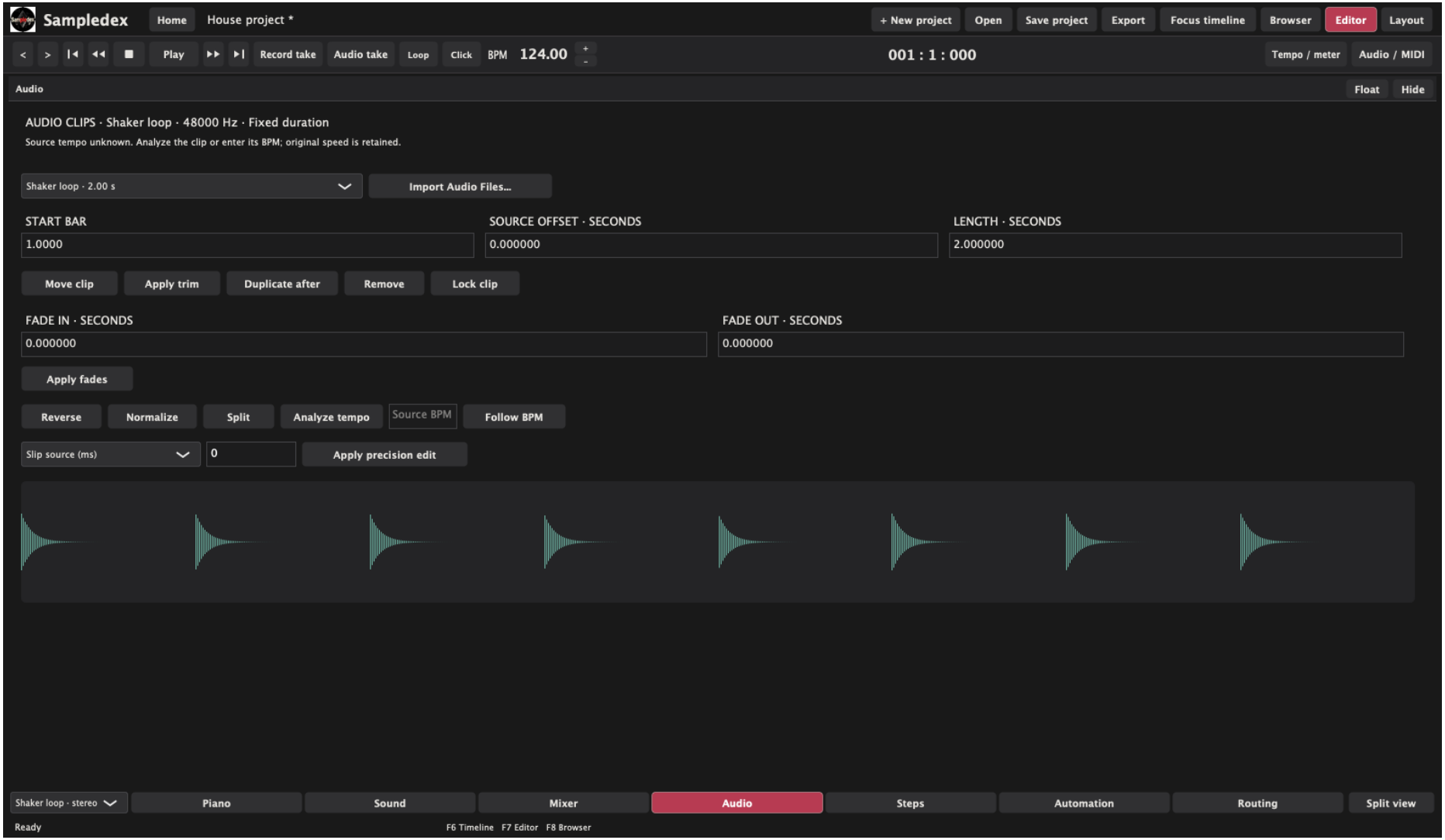
Focus Steps hides the browser and arrangement while programming drums. Split view restores the arrangement.

07 / Steps 64 Bars



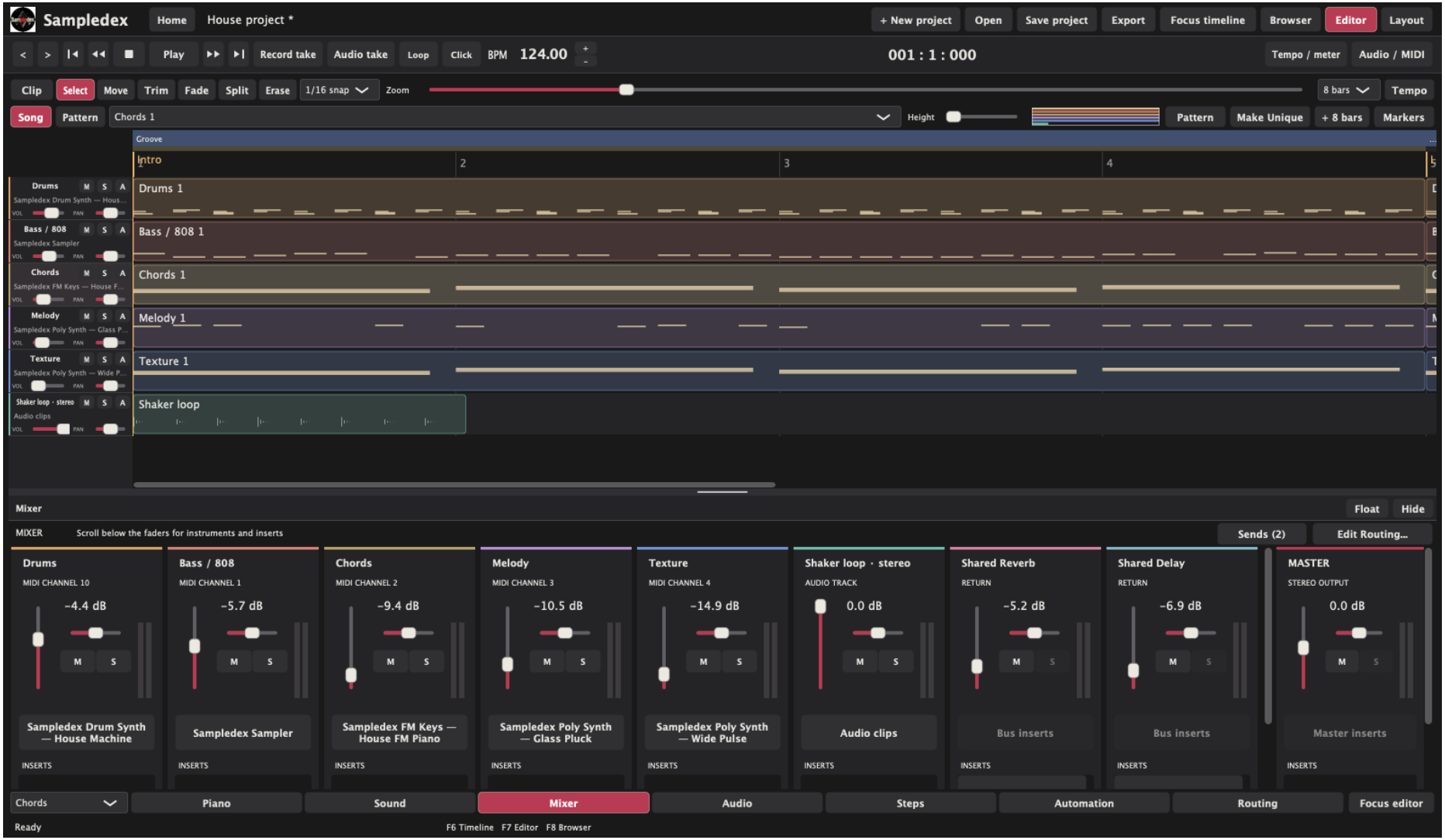
A 64-bar overview at 960×600 logical pixels. Choose fewer bars for precise editing.

08 / Audio



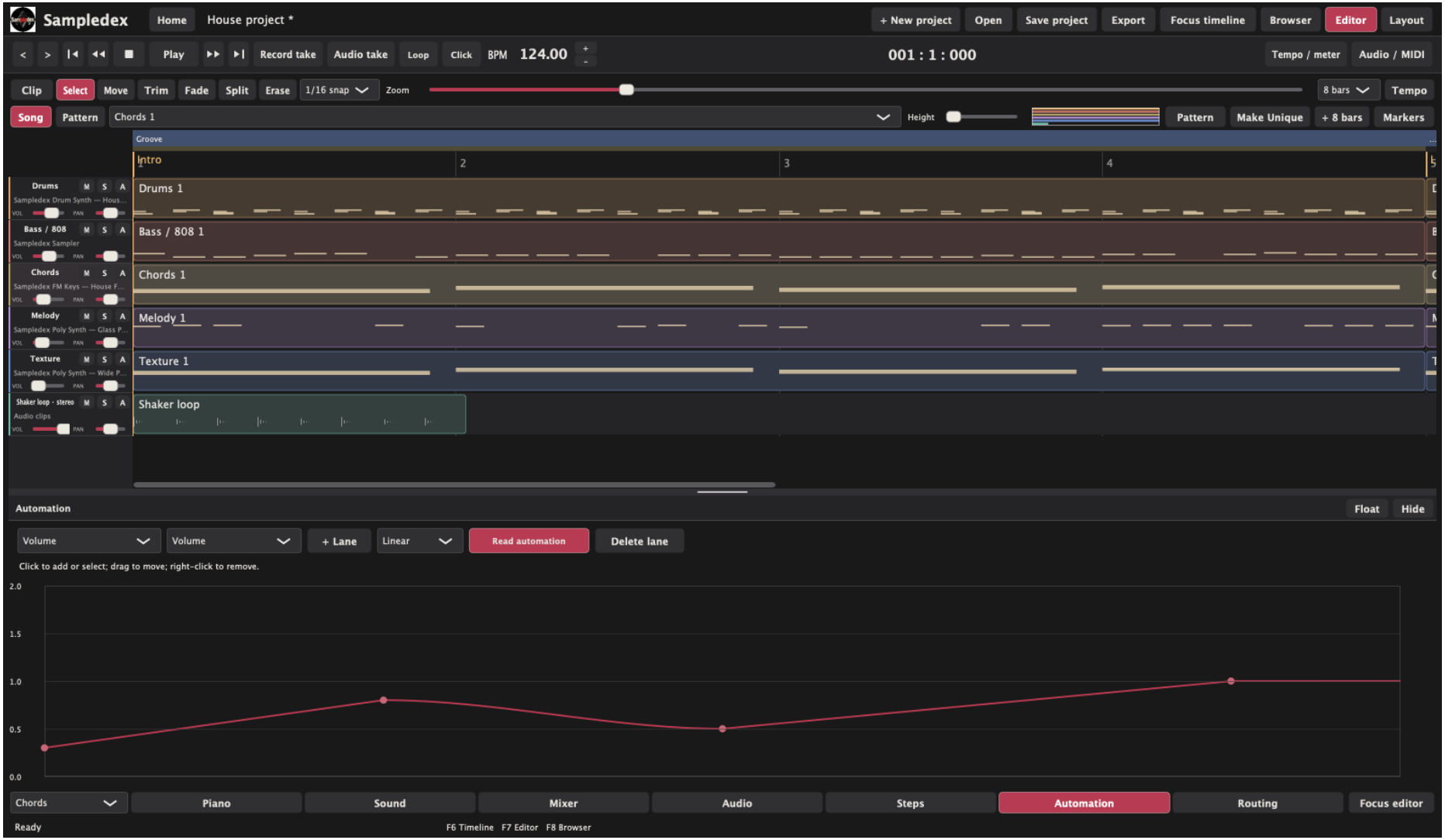
The Audio tab provides clip position, source range, fades and processing controls. Zoom in to inspect the controls.

09 / Mixer



Mixer channels scroll while the Master strip stays visible. Zoom in to inspect the controls.

10 / Automation



Automation lanes show editable points and transition curves. Zoom in to inspect the controls.