

## Iridium .map files

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You can open a `.map` file with a text editor: It contains a line for each sample, with the 16 parameters listed below, separated by tabs. These lines form a table, and as the values are tab-separated, you could treat it as a TSV file and import/export it using `read_tsv()` and `write_tsv()` from the `readr` package in R.

Strings have to be represented in quotation marks. Real numbers are represented with 8 digits after the decimal point. Integers are unsigned 8-bit if not stated otherwise.

Column	Parameter	Type	Description	Example
1	filename	str	Path to sample ("1:" is on SD card, "2:" on USB, "3:" in internal memory. Sampler usually asks you to copy samples to internal. )	"3:samples/Dav idsCP70/Ab1 80.wav"
2	pitch	real	The original pitch of the sample; corresponds with note number (so 60.0 is a C3 sample)	60.0
3	note_lo	int	Lowest midi note of the range the sample should cover (C0 = 24)	48
4	note_hi	int	Highest midi note	72
5	gain	real	Multiplication factor for playing samples, 2.0 is 6dB (double). Take care that all samples are played back	4.17

				normalised, even the quieter ones - and modulate the amplitude in the VCA stage.	
6	vel_lo	int	Lower end of velocity range for the sample	0	
7	vel_hi	int	Upper end of the velocity range for the sample	127	
8	NN	real	No idea. Does not seem t do anything. Is set to .5 in standard maps.	0.50000000	
9	sample_start	real	Start of sample, normalized to 0-1	0.00000000	
10	sample_end	real	End of sample, normalized to 0-1	1.00000000	
11	direction	int	0 = normal, 1 = play sample backwards	0	
12	loop_start	real	Start of sample loop, normalized to 0-1	0.02199995	
13	loop_end	real	End of sample loop, normalized to 0-1	0.41959946	
14	loop_mode	int	0 = off, 1 = on, 2 = ping-pong		
15	xfade	real	For loops, enable a smooth transition by blending beginning and end	0.50000000	
16	track_pitch	int	0 = fixed pitch, 1 = transpose to key pressed	1	

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