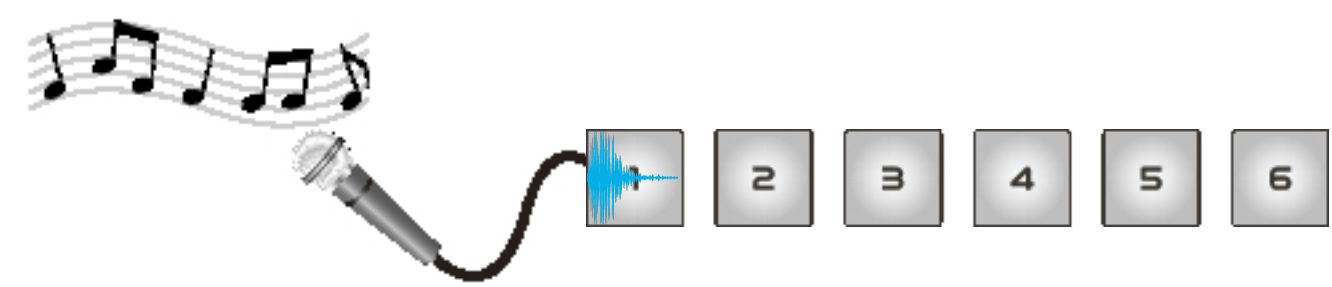


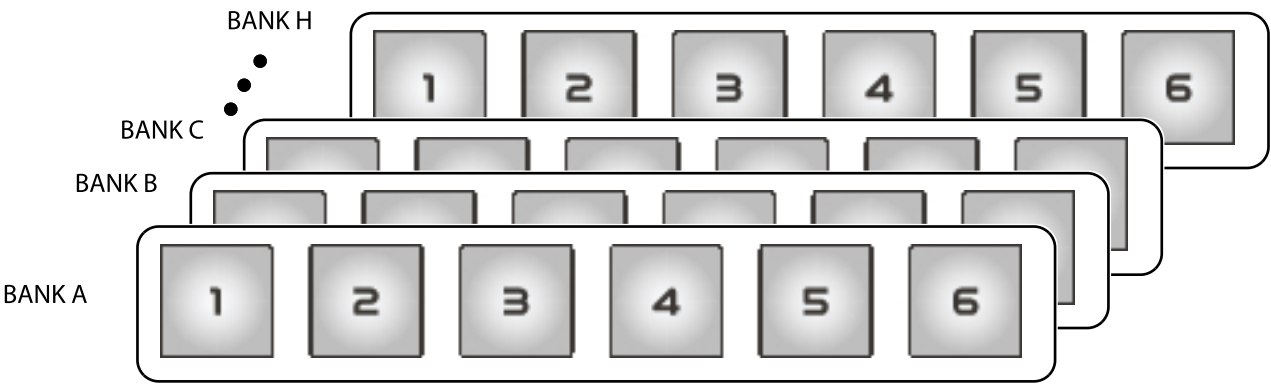
# Understanding samples

A sample is a collection of data that includes the sampled sound (recorded audio data), how the sample pad works, and the sample’s loop settings.



The samples are specified by bank (A–H) and by sample number (1–6), for a total of 48 samples.

Samples can be assigned to sample pads on the P-6 and played back, or you can use them as parts of patterns to construct your song.



The samples are saved in a dedicated area internally on the P-6, and are used in common by all patterns.

The following settings related to how the sample pads work are also managed along with the samples.

- [LO-Fi] button settings ([Changing the sound quality of the sample playback \(Lo-Fi\)](#))
- [GATE] button settings ([Changing the sample playback mode \(gate/one-shot\)](#))
- Monophonic/polyphonic settings ([Layering and triggering the same sample \(polyphonic\)](#))
- [LOOP] button settings ([Playing back samples in a loop](#))
- Sample playback direction settings ([Selecting the sample playback direction](#))
- [F#] (P.ENV) button settings ([SAMPLE EDIT \(P.ENV\) settings](#))
- [G] (VOICE) button settings ([SAMPLE EDIT \(VOICE\) settings](#))
- [G#] (FILTER) button settings ([SAMPLE EDIT \(FILTER\) settings](#))
- [A] (MIXER) button settings ([SAMPLE EDIT \(MIXER\) settings](#))