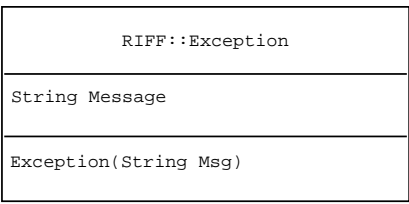
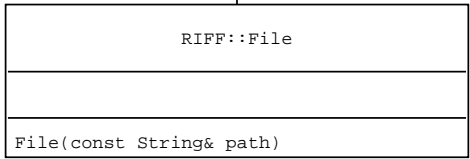
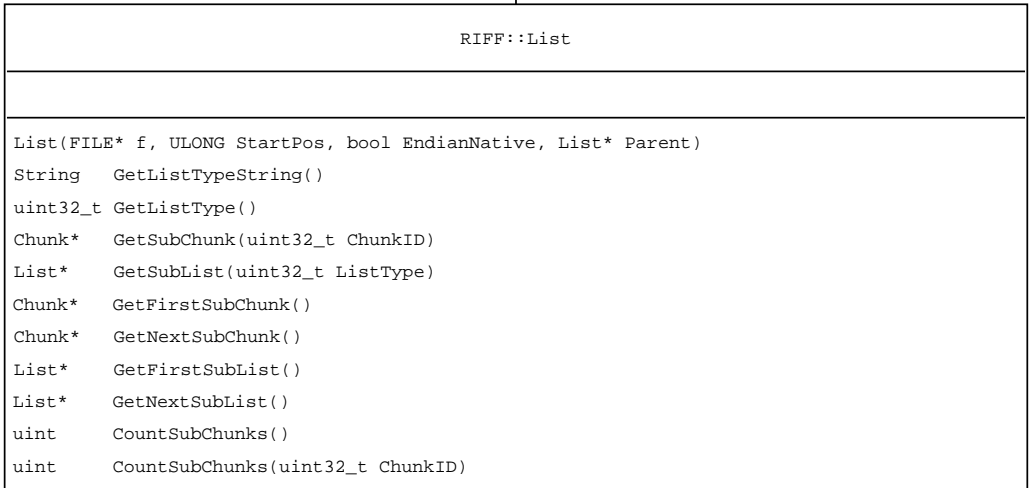
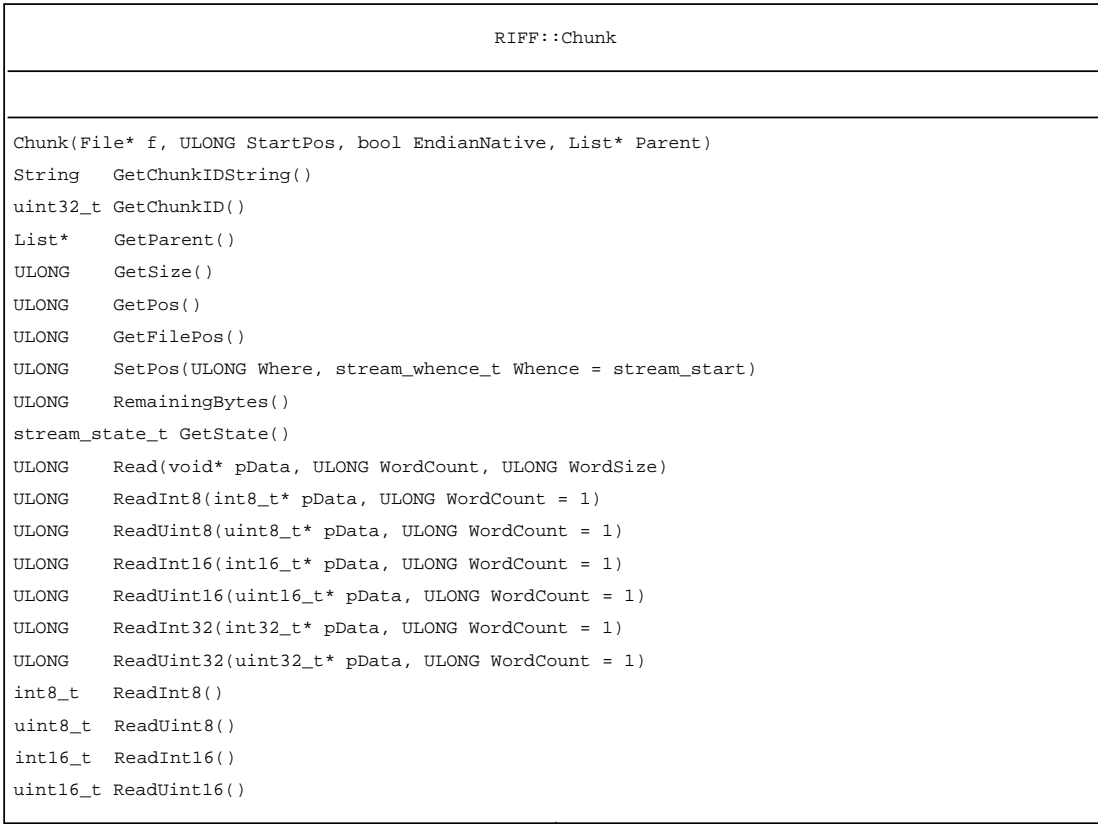
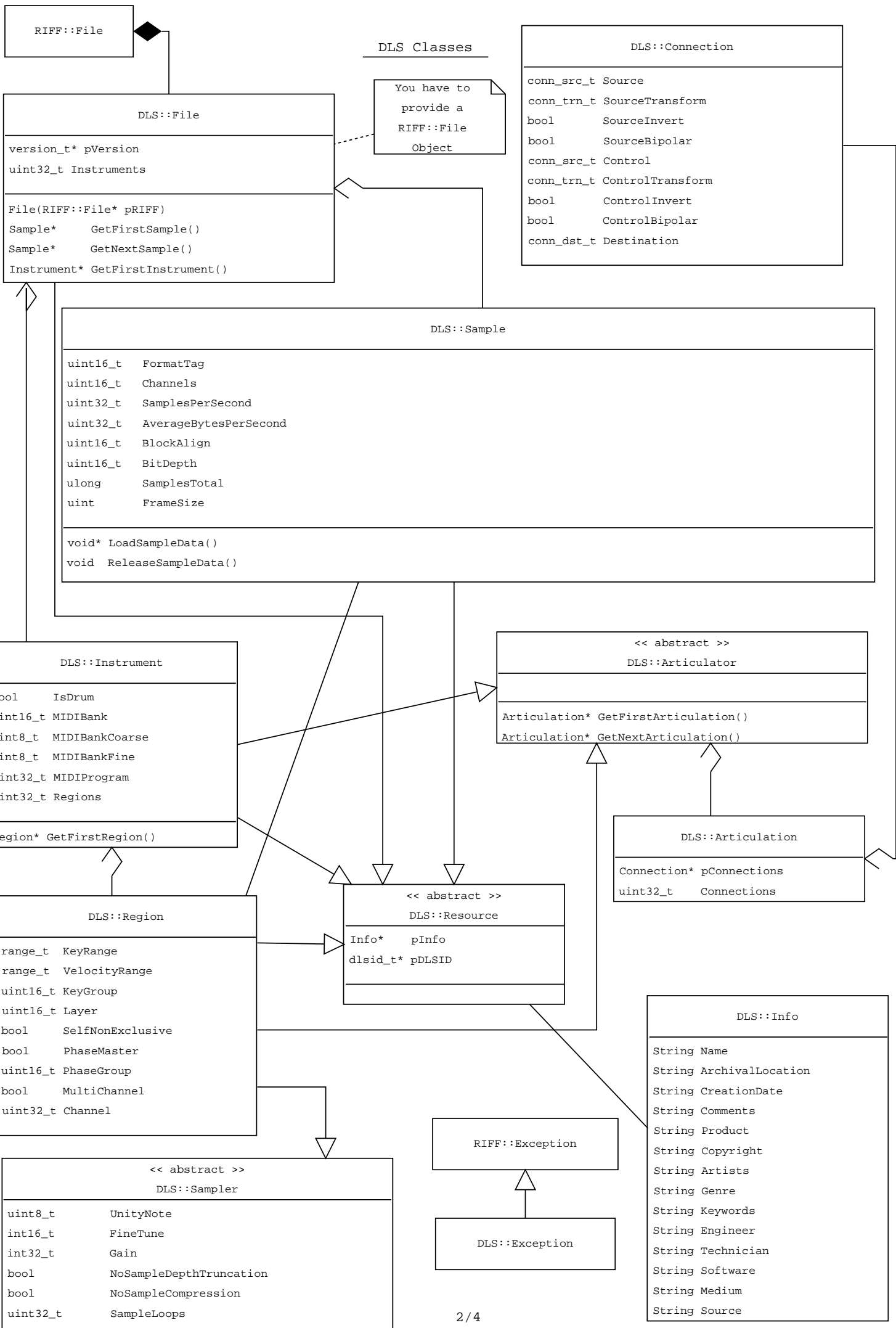


RIFF classes

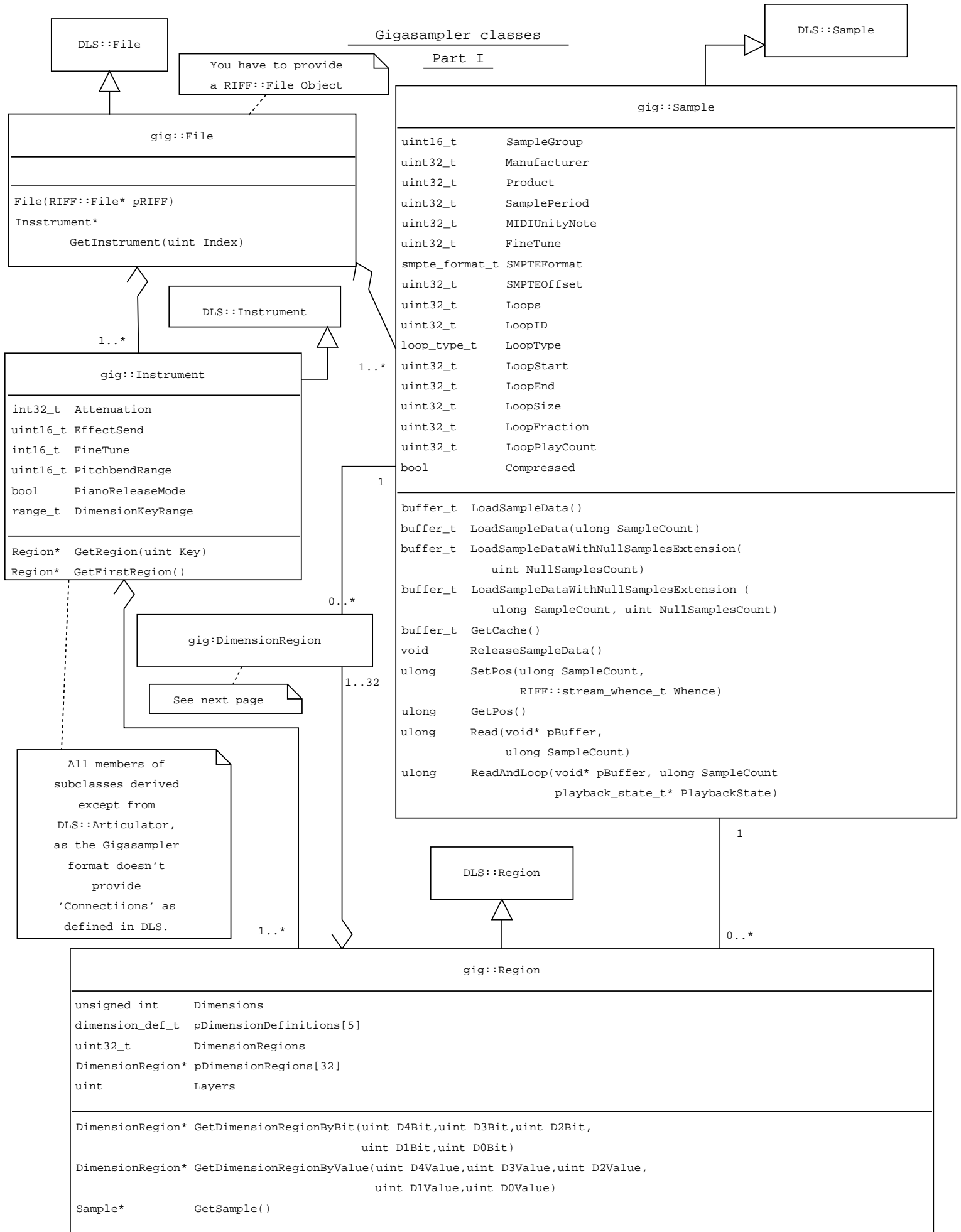
If you just want to load a Gigasampler or DLS file, the only class on this page you should know about is the RIFF::File class. You have to provide an instantiation of that class to either the gig::File constructor or the DLS::File constructor.



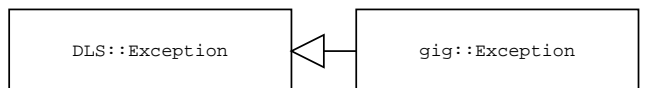


Gigasampler classes

Part I

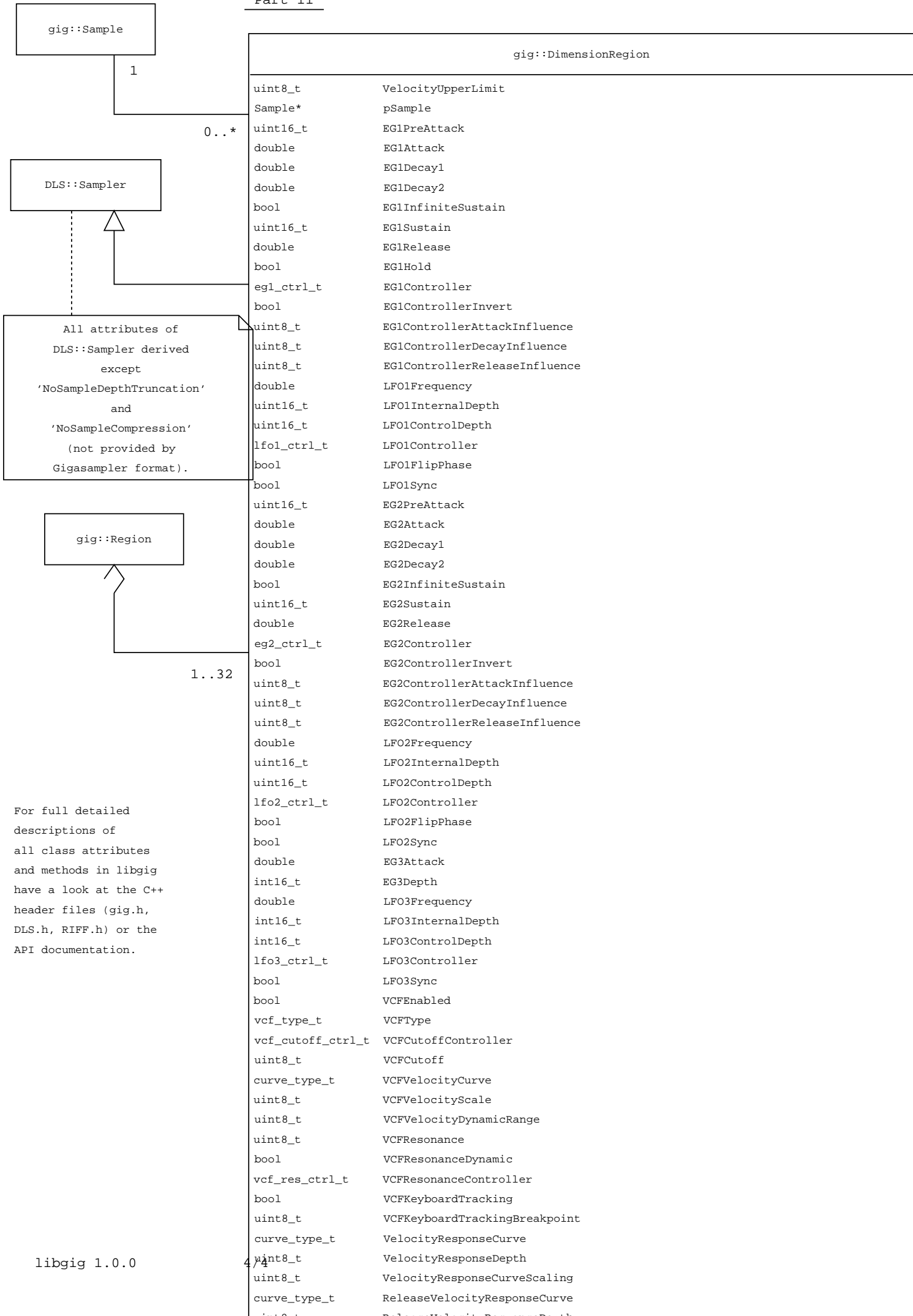


The Gigasampler classes are more or less just extensions of the DLS classes. So also have look at those derived DLS classes to get full overview of all available methods and class attributes the Gigasampler classes provide.



Gigasampler classes

Part II



For full detailed descriptions of all class attributes and methods in libgig have a look at the C++ header files (gig.h, DLS.h, RIFF.h) or the API documentation.



curve_type_t	ReleaseVelocityResponseCurve
uint8_t	ReleaseVelocityResponseDepth
uint8_t	ReleaseTriggerDecay
crossfade_t	Crossfade
bool	PitchTrack
dim_bypass_ctrl_t	DimensionBypass
int8_t	Pan
bool	SelfMask
attenuation_ctrl_t	AttenuationController
bool	InvertAttenuationController
uint8_t	AttenuationControllerThreshold
uint8_t	ChannelOffset
bool	SustainDefeat
bool	MSDecode
uint16_t	SampleStartOffset
double	GetVelocityAttenuation(uint8_t MIDIKeyVelocity)