

# AcousticSamples

the most realistic samples you've ever played

## Bassism-J Manual

Here's an quick explanation of how Bassism-J works. If you have any question, feel free to email me at [samples@acousticsamples.com](mailto:samples@acousticsamples.com) or using the form on the website.

### Content:

1,42 Go of samples, recorded at 24 bits, 44.1khz from the direct output of a musicman stingray bass plugged into a nice tube preamplifier.

- 341 sustain samples no loops, full length: 11 different velocities per note.
- 465 release samples, about 15 different velocities per note.
- 61 fret noises,
- 73 ghost notes
- 62 hammer samples
- 90 slides,
- 9 different harmonics samples
- and more...

### The mapping:

- C0 to D#0 are used for the playing mode changes.
  - C0 -> normal mode
  - C#0 -> legato mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played)
  - D0 -> hammer mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played and the new note will be a hammer sample)
  - D#0 -> slide mode (if you play a new note that is less or equal than 3 semitones up or 3 semitones down and if this second note is played before the end of the first one, the release sound will not be played and the new note will be a slide sample)

- E0 to A#2 are the normal sustained notes. If you use the hammer or the slide mode, the hammer or slide samples will be played.

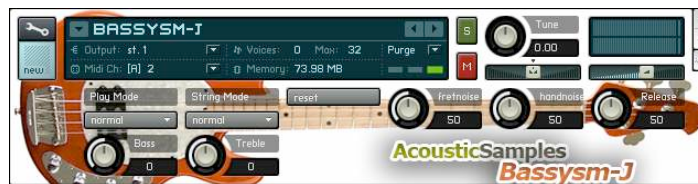
-B2 is the fret noise, there are 61 different noises that will be played randomly and its volume is modulated by the velocity.

-C3 to D#3 are the ghost notes samples.

-F3 is the right hand hit on the strings.

Then you have 9 different harmonics:  
E3, A3, B3, D4, E4, G4, A4, D5 and G5.

### The interface:



- Play mode: You can choose the play mode on the kontakt interface:  
normal, legato, hammer or slide (see the mapping section and listen to the audio examples on the website, they use a lot of hammers and slides).

-String mode: You can choose if you want to use the open strings or not.

- Reset button: resets all the parameters to the default value.

- Fretnoise: defines the volume of the fret noises, note that it will also affect the slides samples.

-Hand noise: defines the volume of the left hand you do when you play on a real bass just before playing a note.

-Release: defines the volume of the release samples.

- Bass and treble: a simple equalizer that you can find on a lot of basses.