

## Bassysm-S Manual

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

### Content:

**1,52 Go of samples, recorded at 24 bits, 44.1khz from the direct output of a Musicman Stingray bass with roundwound strings plugged into a nice tube preamplifier.**

- 1.52Go sample bank, no loops
- 11 velocity layers for pops and 11 for slaps separated in two Round Robin Layers
- 10 velocities for the release
- Additionnal fret noises played randomly, Multi velocity Ghost notes and string hits.
- 4 different play modes: normal, legato, hammers, slides, automated slides
- Playable instrument, everything can be controlled from the keyboard
- KONTAKT 2 and 3 format only due to the scripting for hammers, pops, slaps, slides, noises levels, release level. Easy to use KONTAKT interface.

and more...

### The mapping:

- C-1 Resets the Round Robin cycle, i suggest to begin every midi file with that key so it will sound exactly the same if played twice.
- E-1 to G-1 are used for the playing mode changes (you can see the note in the Play mode menu).
  - E-1 -> Normal mode
  - F-1 -> 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 and the first note will be faded out).
  - F#-1 -> 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, the first note will be faded out and the new note will be a hammer sample) .
  - G-1 -> 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, the first note will be faded out and the new not will be a slide sample) .

- G#-1 -> AutoSlide mode (if you play a new note and if this second note is played before the end of the first one, then there will be a slide from the first to the last note, its speed will be determined by the Slide Speed and the Speed curve will be determined by the Slide Curve that you can custom from the Slide Curve Menu).
- B-1 is the key that controls whether you trigger a slap or a pop sample. If the key is down, playing a note will trigger pop otherwise it will trigger a slap.
- C0 to D#0 are the ghost notes samples, they also use 2 round robins.
- E0 to A#2 are the normal sustained notes, they use two round robins. If you use the hammer or the slide mode, the hammer or slide samples will be played.
- A-1 is the fret noise, there are 81 different noises that will be played randomly and its volume is modulated by the velocity.
- A#-1 is the String Hit, it's the noise produced when you hit all the strings with your right hand, there are two round robins.

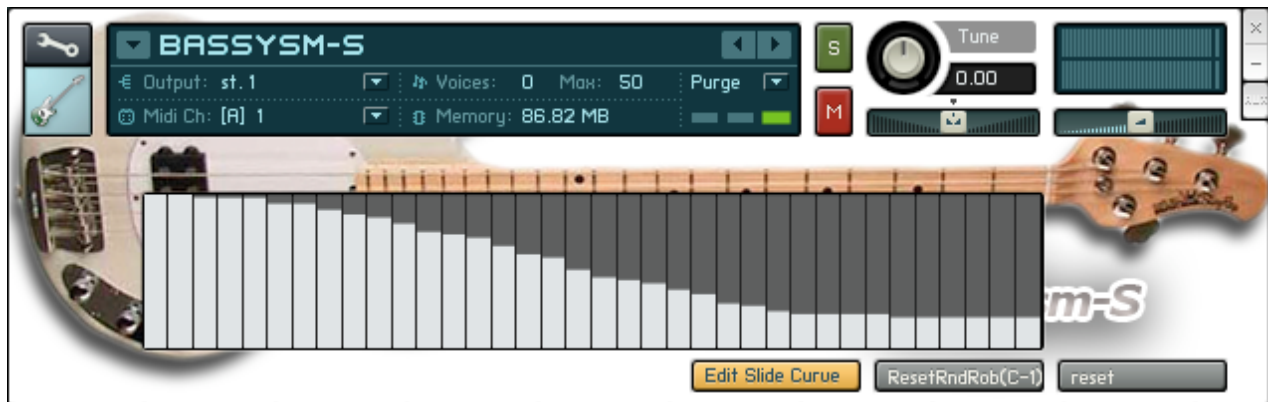
## The interface:



- Play mode: You can choose the play mode on the kontakt interface: normal, legato, hammer, slide or autoslide (see the mapping section and listen to the audio examples on the website, they use a lot of hammers and slides).
- Slide Speed: You can control if the AutoSlide Speed will be controlled manually or follow your daw tempo.
  - If you select Manual, a knob will appear with an amount of time in milliseconds. This amount is the number of milliseconds between two notes of the slides. So

if it's set to 50ms, then a slide from C1 to E1 will be four times that amount so 200ms.

- If you select Tempo Linked, then a menu will appear and you will be able to select 1/2, 1/3, 1/4, 1/8, 1/16 of a bar.



- Edit Slide Curve: clicking on this button allows you to tweak the Slide Speed Curve. The curve from one note to another when you play a bass is not linear, most of the time, you begin slowly and then accelerate to reach the last note on time. This curve will simulate that. Each bar goes from 0 to 100 and represents one semitone of the slide, the first semitone of the slide is on the left, if your slide is a 5 semitones one, only the 5 first bars will be used. Note that the overall slide time will be the same.
- 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.
- Release: defines the volume of the release samples.
- ResetRndRob: you can reset the round robin feature by clicking this button or pressing the C-1 key.
- Bass and treble: a simple equalizer that you can find on a lot of basses.