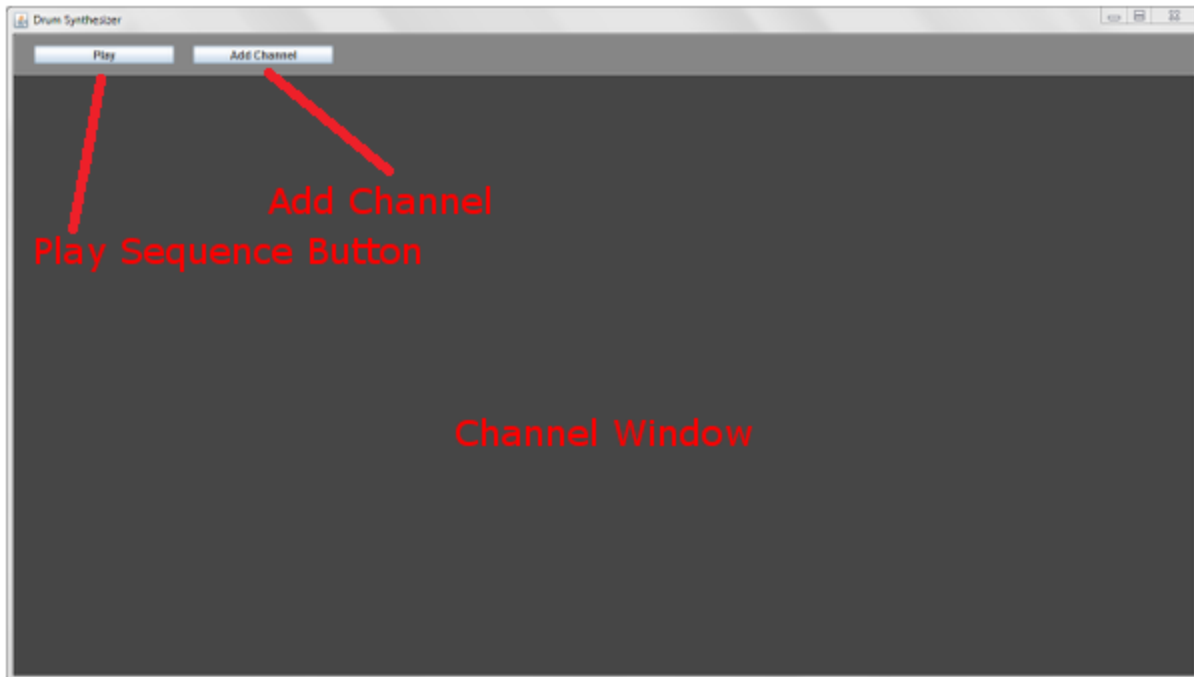


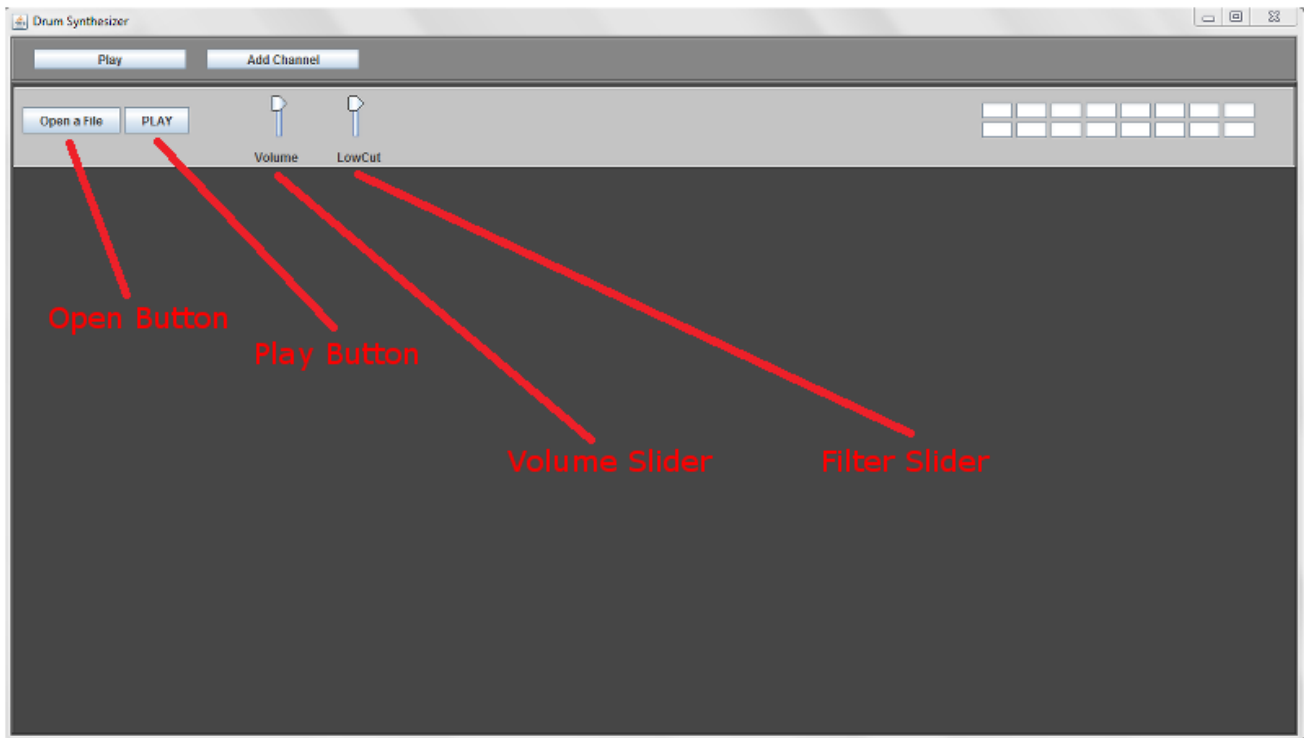
TBASS Drum Synth/Sampler/Sequencer Quick Start Guide

Upon starting the program, you will see the empty channel window, and the Play and AddChannel buttons.



To add sound channels to the channel window, click on the AddChannel button and select a channel type from the drop down menu. You may add either a Sampler or Synthesizer channel to the session.

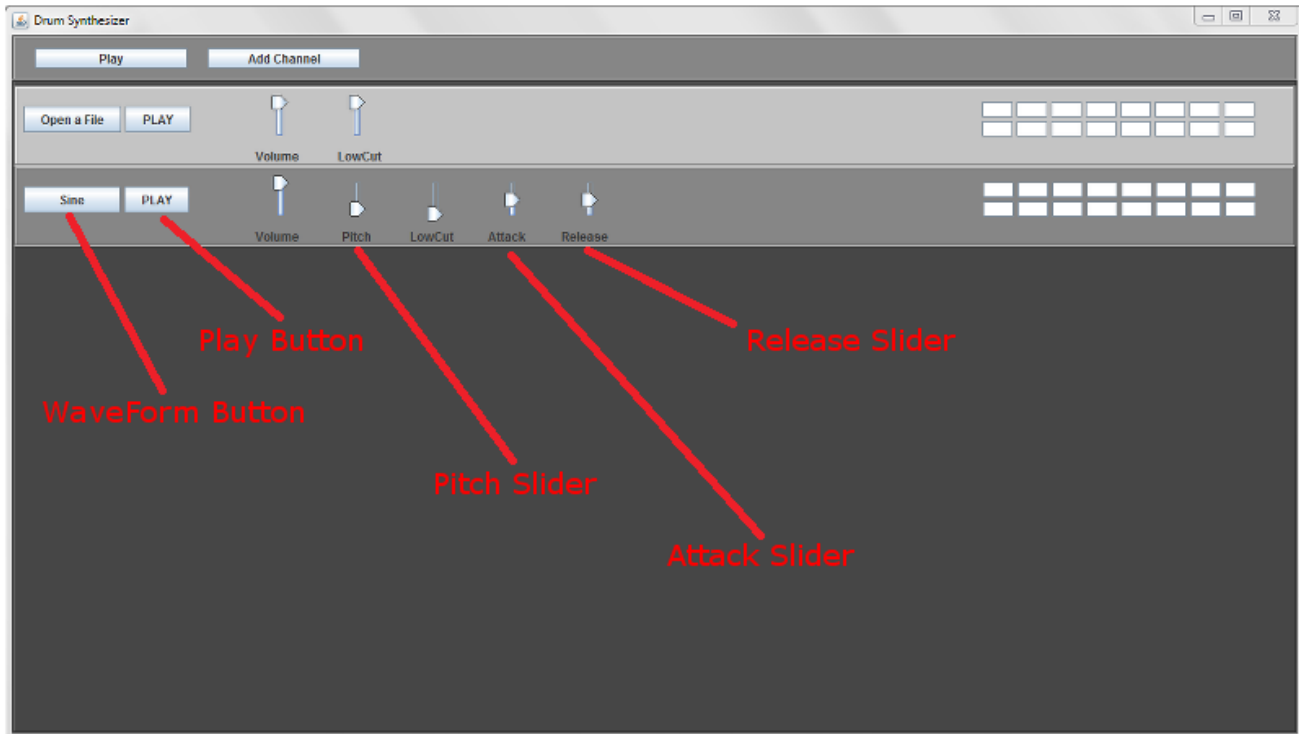
After adding a sampler channel, you will see the channel displayed in the channel window. The sampler channel includes a slider for controlling the volume that the sample will be played at, as well as a slider that controls the cutoff value of a low frequency pass filter. This filter silences high frequencies, as though the sound were heard through a wall. At its lowest setting, only the lowest bass frequencies of the sound will be heard.



The channel also has Play and Open buttons. To open a .wav format file to load into the sampler channel, click the Open button and select a .wav file from the directory browser that will open up.

To hear the loaded sample, press the Play button.

After adding a synthesizer channel, it will also appear in the channel window, underneath the last channel added. It contains the same volume and filter sliders, as well as a pitch slider, an attack slider and a release slider.

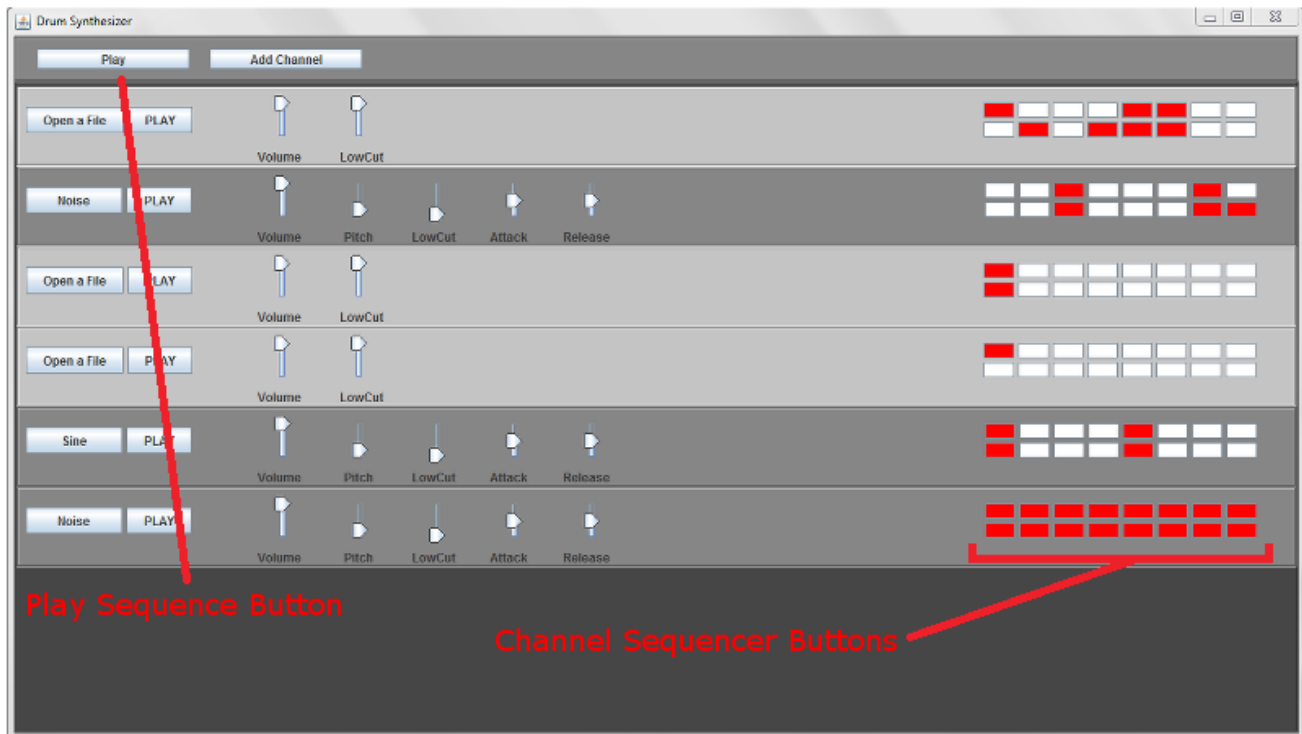


The pitch slider is used to alter the tuning of the sound and can be set all the way up for a high pitched tone, or all the way down for a low pitched sound. The attack slider controls the attack portion of the volume envelope. If it is set all the way up, the volume of sound will start at its highest level when the sound is played. If it is set all the way down, the volume will increase more gradually as the sound plays. The release slider controls the release portion of the volume envelope. If it is set all the way up, the sound's volume will gradually decrease after it's peak. If it is set all the way down, the sound will stop more abruptly after peak volume has been reached.

The WaveForm Button is used to select the waveform that the Synth Channel will generate. Upon clicking the WaveForm button, select either sine wave or white noise. A sine wave can easily be used for bass drum sounds and woodblock sounds. White noise is useful for making crunchy high hat and snare sounds.

Clicking the play button will play the synthesized noise.

After adding a variety of sound channels to the channel window, you can sequence the sounds in each channel's sequencer to create drum loops. Each channel's sequencer consists of two rows of eight buttons. Each button represents a 1/16 note in the loop. Clicking a button will turn that note on and it will turn red. Clicking it again will return it to its off state. When a note is on, the channel's sound will be played at the corresponding point in the loop.



To play the loop, click the Play Button at the top of the screen and the loop will play once. To stop the loop, click the Play Button again.