

# AFTERMATH STUDIO

User manual

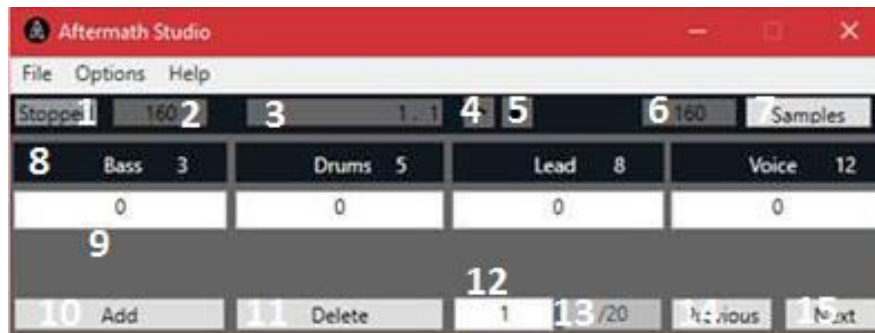
INFOMATRIX 2016 Project made by

*Dumitrescu Cristian Aldo*

*Moşteanu Bogdan*

# The Interface

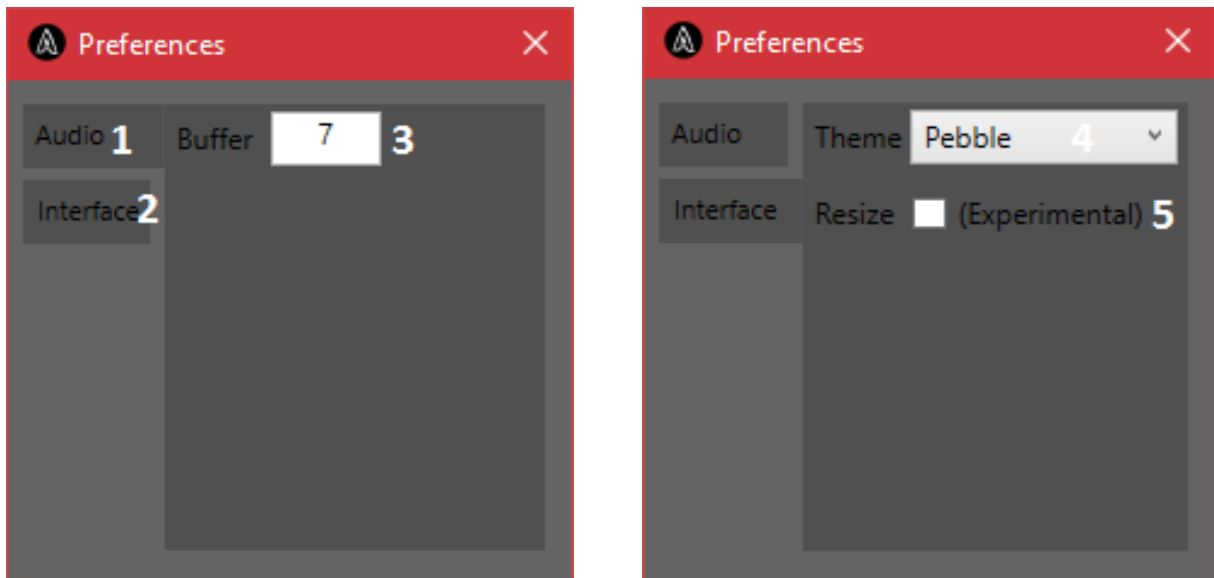
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- 1-Shows whether the music is playing or not
  - 2-Shows the tempo of the project
  - 3-Shows the pattern that is currently playing
  - 4-Button used to play the patterns
  - 5-Button used to stop the patterns
  - 6-Shows the tempo of the samples
  - 7-Button used to select the sample pack
  - 8-Shows the maximum value the text input below can have, based on the number of available samples
  - 9-Text input used to select a sample
  - 10-Button used to add another pattern
  - 11-Button used to delete the last pattern
  - 12-Shows the current pattern that you are editing
  - 13-Shows the number of patterns that have been created
  - 14-Button used to go to the previous pattern
  - 15-Button used to go to the next pattern
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# The Interface

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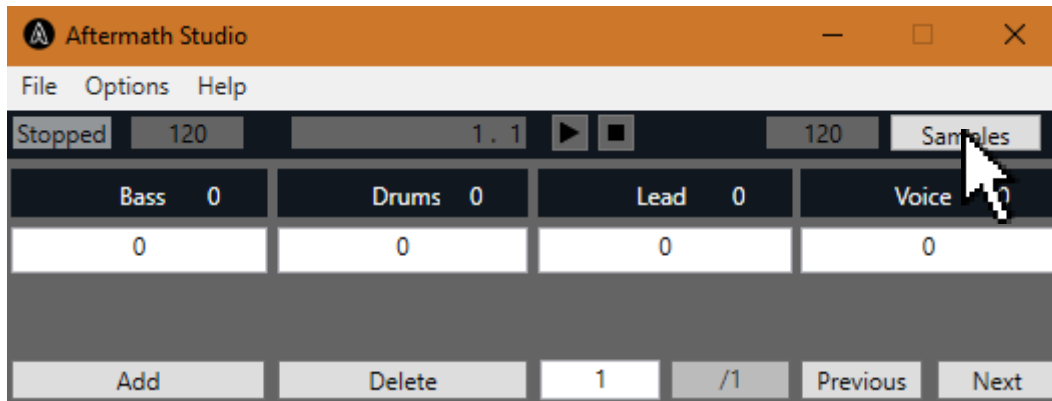


- 1-Button used to switch to the Audio preferences
  - 2-Button used to switch to the Interface preferences
  - 3-Text input used to set the Audio Buffer
  - 4-Drop-down list used to select the theme
  - 5-Checkbox used to determine whether you can resize the program or not
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# Getting Started

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1. This is how the application looks when you first start it.



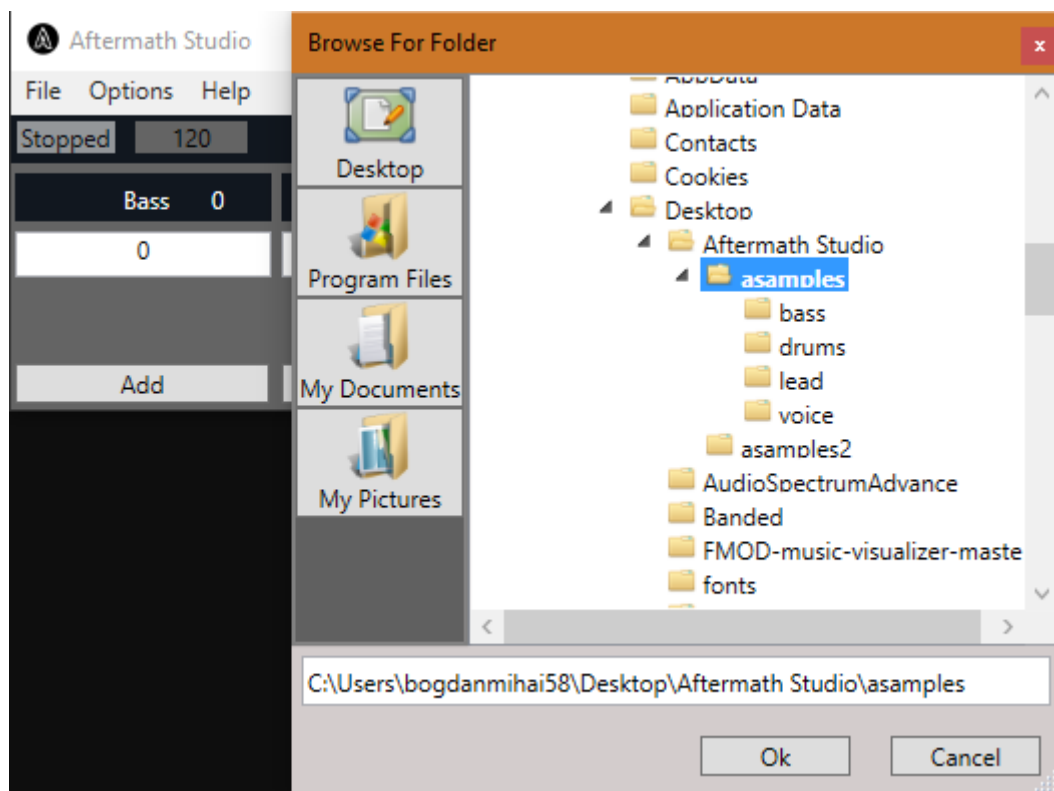
There are no samples selected and the project is empty.

To start, the user must first select a sample pack (see mouse cursor).

## Getting Started

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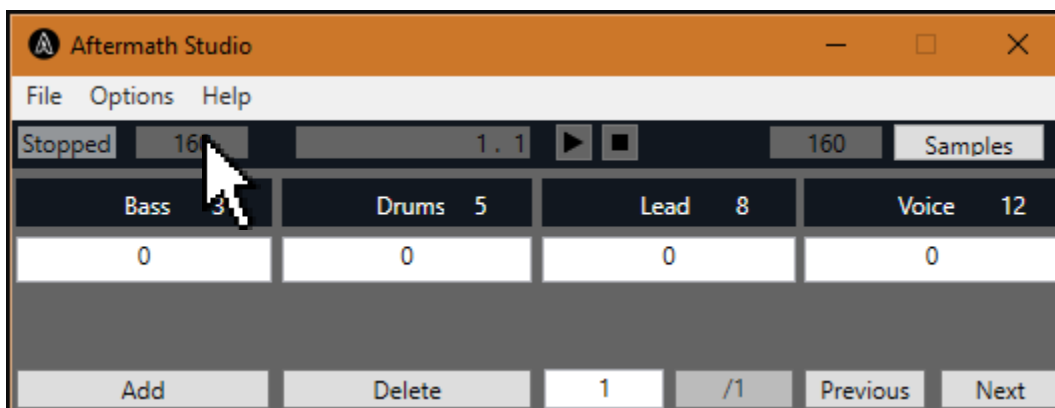
2. The next step is to select a sample folder from our application. In this example, the application is located on the user's desktop, so we have to go to its location and then select one of the "asamples" folders.



## Getting Started

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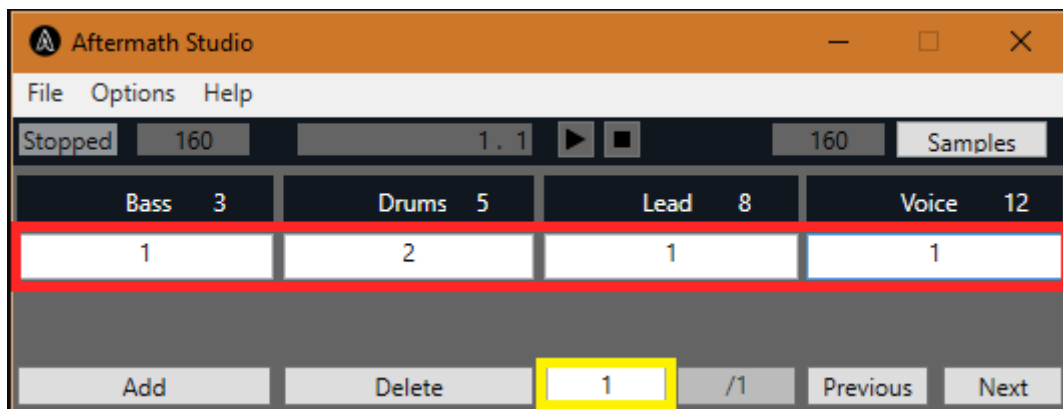
3. After the samples are loaded, we have to choose the tempo of our music track (You do that by writing the bpm value you want and then pressing enter). For this sample pack, the best tempo is 160 BPM (Beats per minute).



# Getting Started

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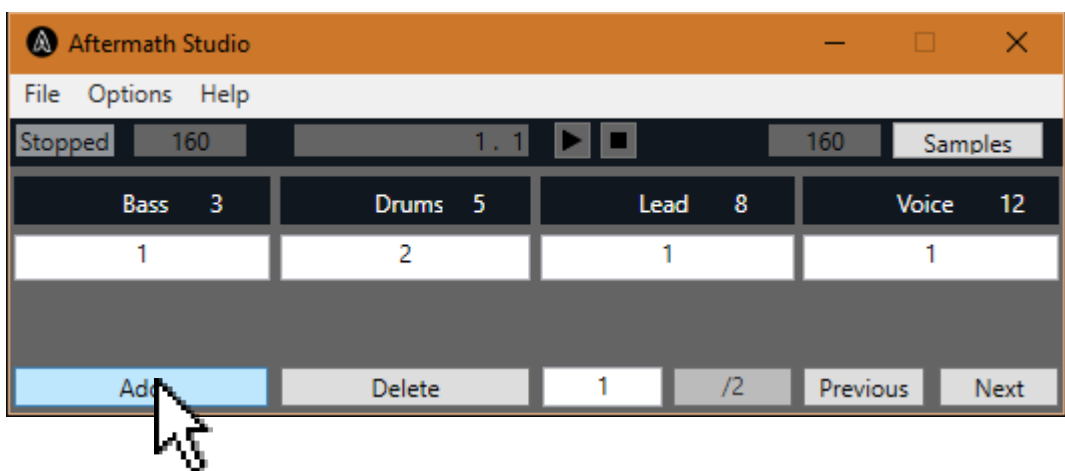
4. Now that we don't have to worry about the samples or the tempo, we can start making music. As you can see in the highlighted yellow square, the first and only pattern is currently selected. On this pattern you can choose what sounds to play on each track. For example, if you want to play the first bass sound, you write "1" in the bass textbox.



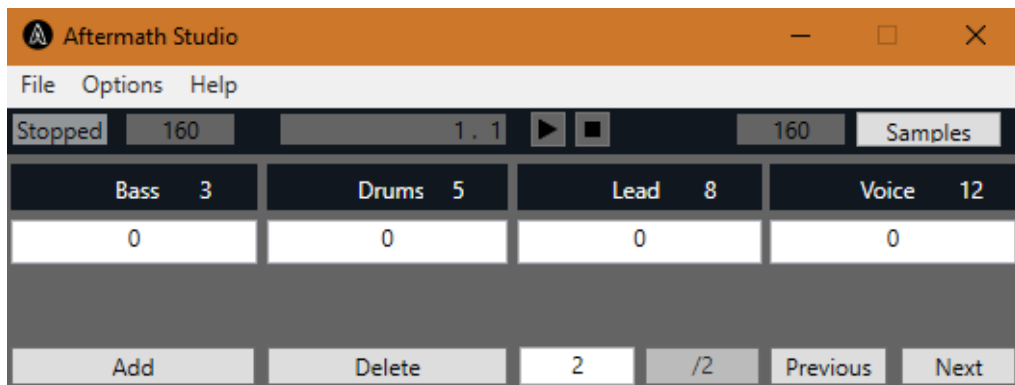
# Getting Started

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5. To make your music track longer, you have to use more than one pattern. Go ahead and add more.



6. Now that the second pattern is created, you have to go to it if you want to edit it. As you can see, all the tracks are empty.



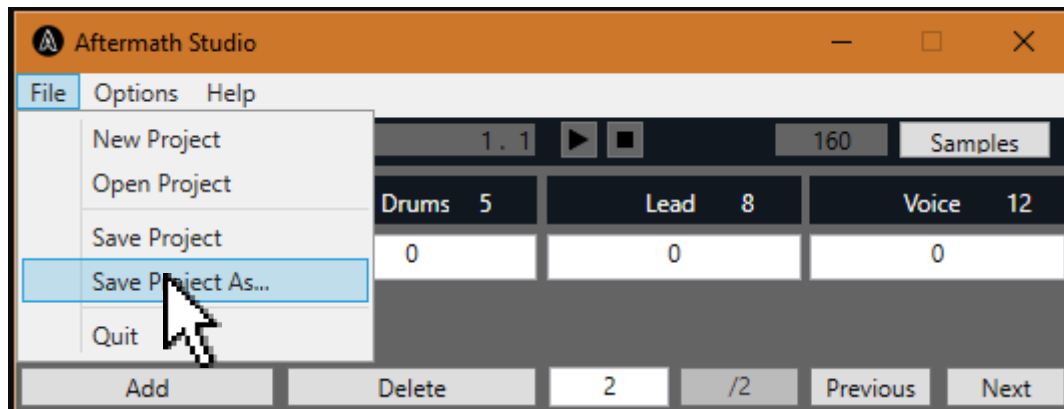


# Getting Started

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After you have finished your music project you can save it.

The projects are saved with the .asp (Aftermath Studio Project) extension.



# System Requirments

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Minimum system requirments :

- GPU : 2.5 GHz Dual Core
- RAM : 256 MB
- Disk Space : 200 MB of free space
- OS : Windows 7 or newer
- Software : NET.Framework 4.5

Recommended system requirments :

- GPU : 2.5 GHz Quad Core
- RAM : 256 MB
- Disk Space : 200 MB of free space
- OS : Windows 7 or newer
- Software : NET.Framework 4.5