

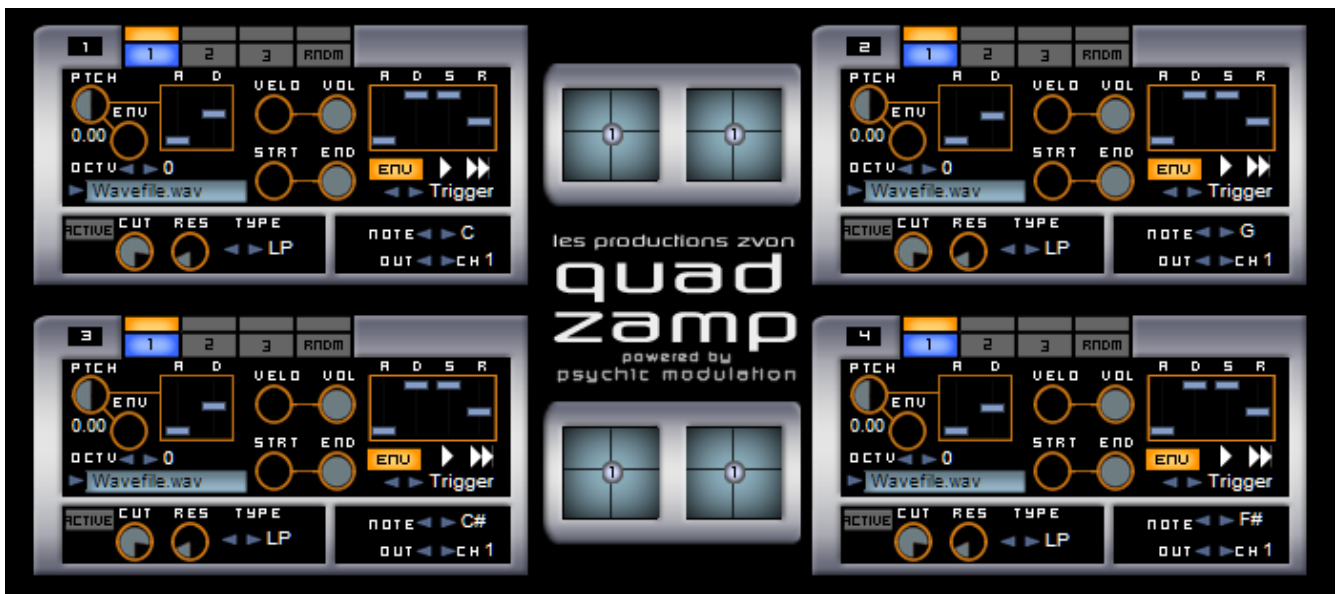
quad zamp

v1.1

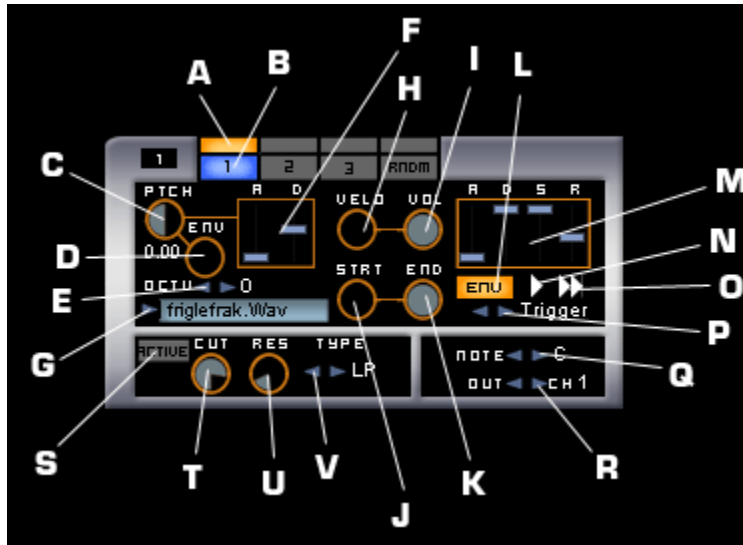
Designed by [Psychic Modulation](#) in collaboration with [Les Productions Zvon](#)
Created with [SynthEdit](#)

Quadzamp is a hybrid drum sampler consisting of 4 multi wavplayers
(12 wavplayers total)

Here is an overview of it's functions:



MultiWavplayers:



Each multi wavplayer can load up to three wavs, with editing pages for each wav.

A- Activates MultiWavplayer 1, 2 & 3. CPU will be preserved when deactivated.

B- Selects the MultiWavplayer's editing page

C- Overall pitch control

D- Pitch Envelope Level

E- Octave selector

F- Pitch Envelope: Attack & Decay

G- Click here to load a wav file into the wavplayer

H- Amp Velocity

I- Overall Volume

J- Start Position: Defines the starting point of the sample

K- End Position: Defines the starting point of the sample. Try adjusting the start/end positions while in loop mode, for tight rolls and glitchy FX.

L- Activates the amp envelope. Deactivating this can be useful if you want to trigger long samples while in 'trigger' mode. Also when deactivated and in loop mode, the loop will play forever when triggered, until loop mode is deactivated.

M- Amp Envelope

N- Loop Mode: Plays the sample straight through, or looped. While in loop mode, the wav is looped continually until the envelope is released. If the envelope is deactivated, the loop will play forever until loop mode is deactivated.

O- Sample Direction: Plays the sample forward or reversed.

P- Selects how the sample is triggered: In 'Trigger' mode, the sample plays all the way through regardless of how long a key is held, but also depending on the amp envelope. Deactivate the envelope to trigger long samples without having to worry about messing with the release control.

In 'on/off' mode, the sample plays as long as a key is held, once the key is released, the sample switches off, regardless of the release setting.

Q- Note Selector: Selects the root note of the sample. Ranges from C2-B2.

R- Output Channel: Selects the audio output channel (1-4)

S- Filter Activation Switch: Activates the filter section

T- Filter Cutoff Frequency

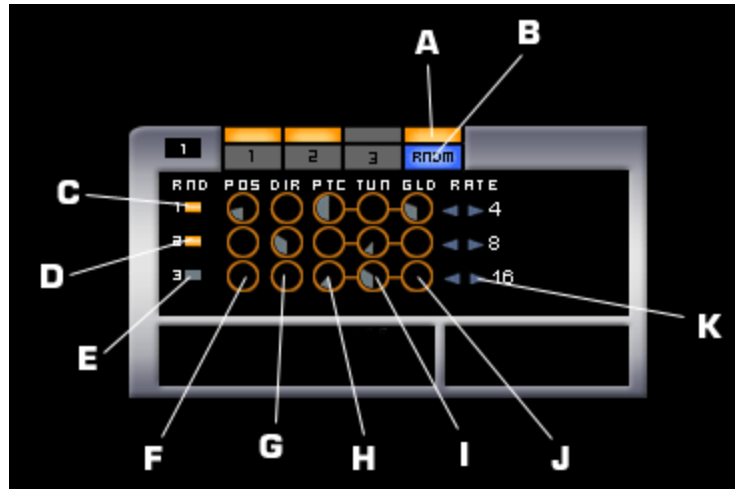
U- Filter Resonance

V- Filter Type

Randomizers:

Each multi wavplayer has a 4th page which displays the randomizer section.

This section consists of three randomizers for each wav that can be turned on/off individually. They can randomize the sample's start/end times, the direction of the sample, and the pitch. The effects can range from subtle variations, to circuit bent mayhem.



A- Activates the randomizer section

B- Selects the randomizer page for editing

C- Wav1 randomize controls

D- Wav2 randomize controls

E- Wav3 randomize controls

F- Randomizes the start/end positions, meaning the higher the knob, the more both position times will be randomized back and forth. To get the most from this particular effect, depends on how close the start position is to the end position, the farther apart, or longer the sample, the harder it is to hear it. And the closer together, or shorter the sample, the more noticeable the effect.

G- Randomizes the direction, meaning the reverse button. The higher the knob, the more the sample's direction is modulated, almost like scratching a record back and forth, except more robotic ally, and without pitch change.

H- Randomizes the pitch, and has the most noticeable effect, randomizing the pitch from slightly to drastically.

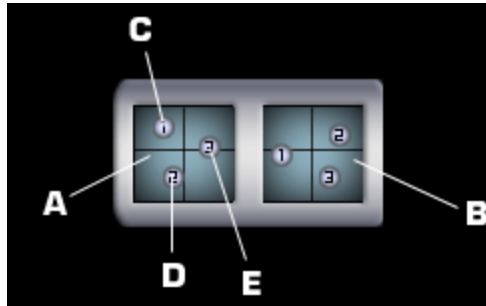
I- Similar to **H**, this control randomizes the pitch, but only slightly, for subtle tuning modulation.

J- Adjusts the level of gliding the pitch between steps when using the controls **H** & **I**.

K- Control the speed of the randomization of all three parameters in that row. The overall effect of the randomization of all three parameters can sound different depending on the settings of all three controls and their rate. Used subtly it can give slight variations to the sound, whereas all three knobs turned to the max can have extreme and bizarre effects.

Panning Vectors:

Next to each multi wavplayer is a vector for the separate panning and gain of each sample.



A- Controls the left Multi WavPlayer

B- Controls the right Multi WavPlayer

C- Wav1 stereo positioning

D- Wav2 stereo positioning

E- Wav3 stereo positioning

left/right:pan
up/down:gain

Quadzamp MIDI Chart

	Cell1			Cell2			Cell3			Cell4		
	Wav1	Wav2	Wav3	Wav1	Wav2	Wav3	Wav1	Wav2	Wav3	Wav1	Wav2	Wav3
Vol	2	3	4	5	6	7	8	9	10	11	12	13
Pitch	14	15	16	17	18	19	20	21	22	23	24	25
Gain	26	27	28	29	30	31	32	33	34	35	36	37
Pan	38	39	40	41	42	43	44	45	46	47	48	49
Cut	50	51	52	53	54	55	56	57	58	59	60	61
Env	62	63	64	65	66	67	68	69	70	71	72	73
Loop	74	75	76	77	78	79	80	81	82	83	84	85
Rev	86	87	88	89	90	91	92	93	94	95	96	97

Credits

Quadzamp uses wavplayer and filter modules provided by David Haupt

SynthEdit by Jeff McClintock

VST Plugin Technology by Steinberg