

# Async sampler



user manual

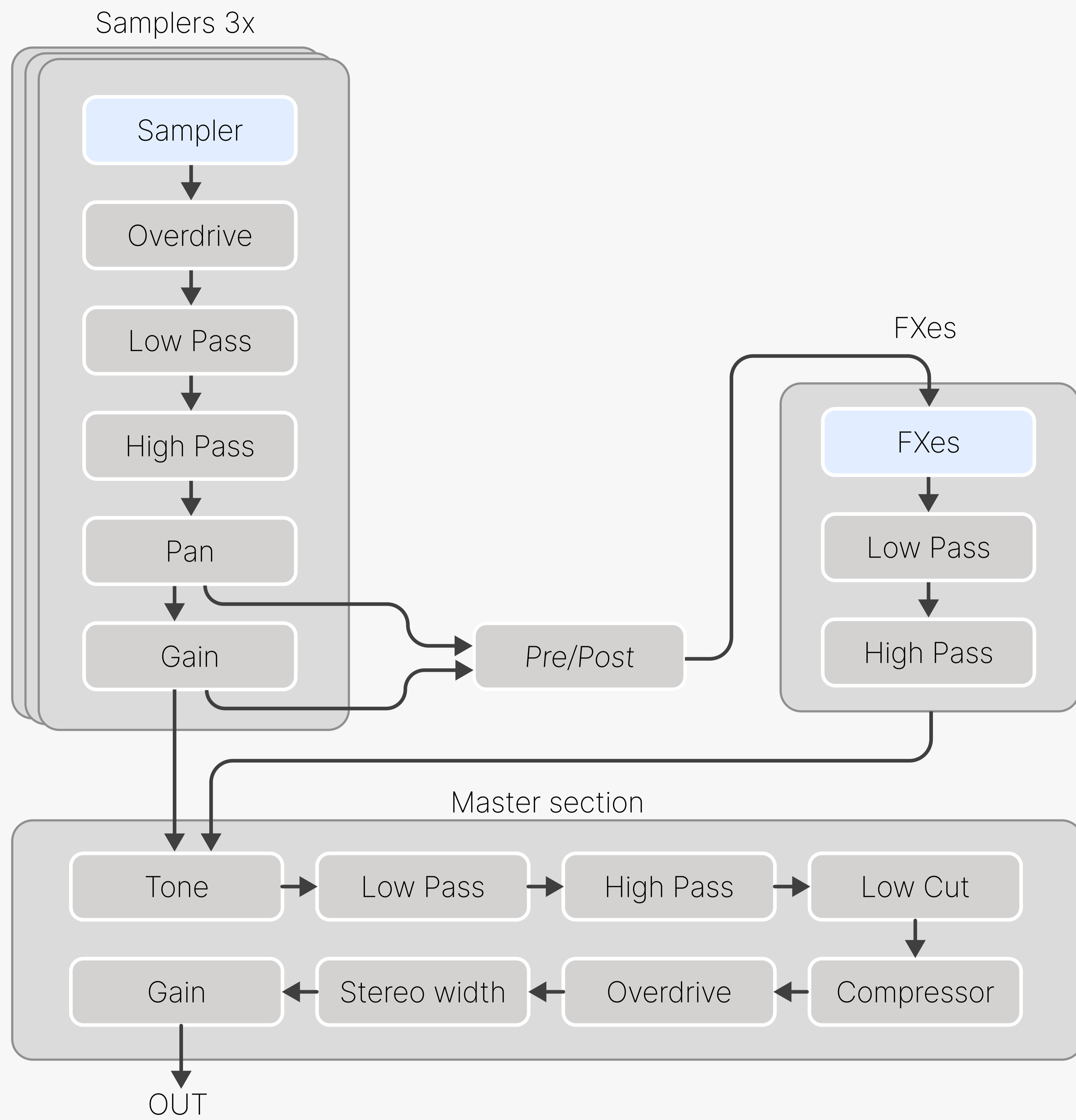
## Introduction

Welcome to Async sampler, a powerful musical instrument designed to bring your soundscapes to life. This flexible tool is dedicated to crafting captivating sound collages, dynamic asynchronous textures, and rich sound designs. It opens up a world of creative possibilities, making it the perfect companion for sound designers, ambient and noise enthusiasts. Whether you're a seasoned musician or a curious explorer, Async sampler is here to inspire and elevate your musical journey.

Async sampler, at its core, consists of three samplers that reproduce sound asynchronously, meaning they are not bound to a specific BPM. The instrument features a versatile LFO system that allows you to control any parameter. Async includes an effects processor and a master bus section. Moreover, you have the option to utilise external MIDI controllers, save and load your custom presets and samples, among other features.

# Overview

Async sampler has a modular structure and is comprised of the following modules:



# Sampler module

Play/Pause

Playback mode

Samples selecting

- Looped
- Looped reversed
- Looped pendulum (forward, then reverse)
- Oneshot

Pitch bend

Sampler volume

Panning

Fixed playback\*

Send to FX 1

Send to FX 2

Pre/Post send switch

Start of sample playback

Playback fragment length

Crossfade between start and end of fragment

Close samples selecting mode

User and factory sample folders

Files and folders renaming deletion, etc

Loading new samples from iOS file manager

Send to FX 1

Items of folder

High pass filter frequency

Low pass filter frequency

High pass filter resonance

Low pass filter resonance

Overdrive amount

\* Fixed playback mode is necessary to rigidly limit the playback boundaries. In cases where the playback region moves faster than the playback itself, there may be a situation where the playback cursor lags or surpasses the playback region. If you want to avoid this, activate 'Fixed' mode

## LFO module

LFO (Low Frequency Oscillator) is a source of control signal used for parameter automation (simple examples include vibrato or tremolo, but LFO can be used much more creatively). In Async sampler, there are two LFO sources, each of which can be assigned to any instrument parameter



Both LFO sources can be assigned to any knob on Async sampler

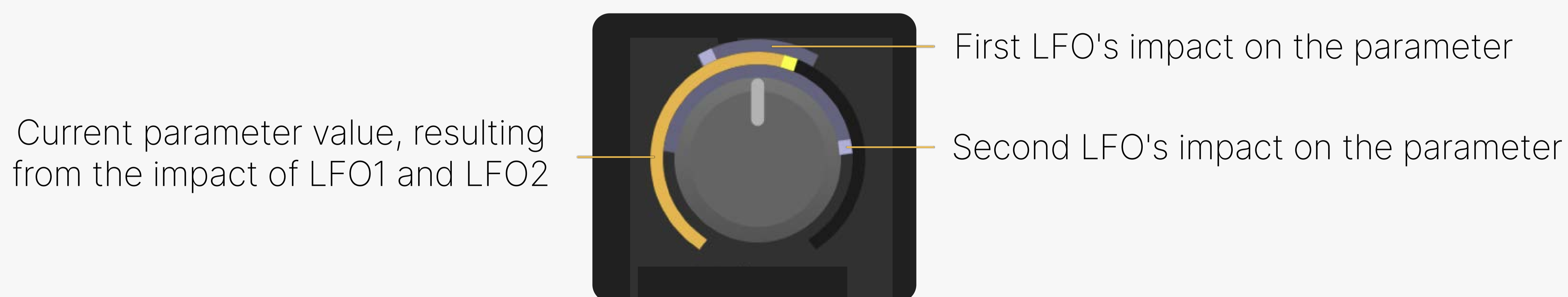


To use the LFO, you need to press the Assign button first

You will notice that all the knobs in the application changed color and started blinking - you have activated the LFO assignment mode

Rotate the parameter you want to link with the active LFO up or down. A full turn up sets LFO to 100%, and a full turn down does the same but with an inverted effect

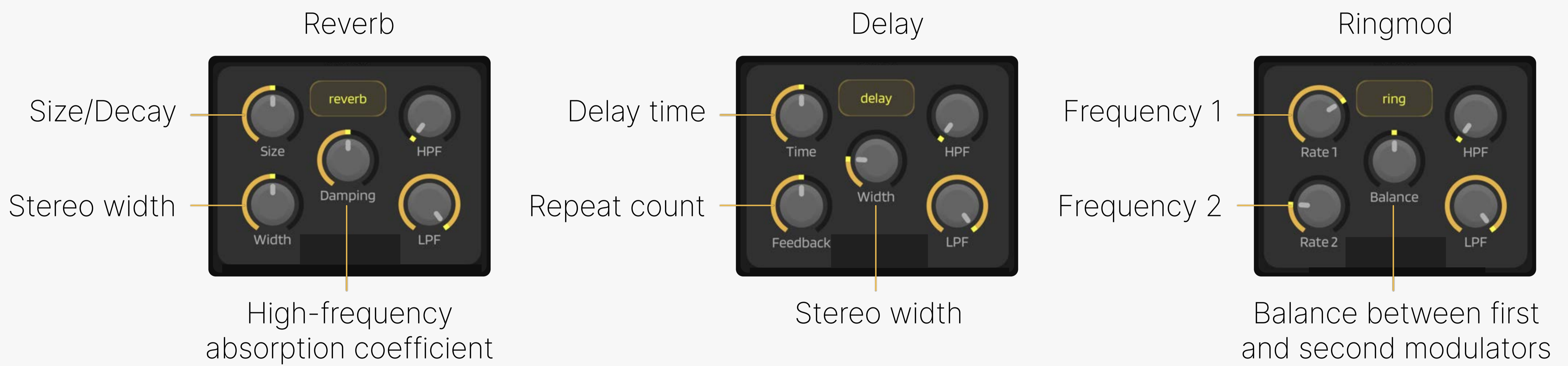
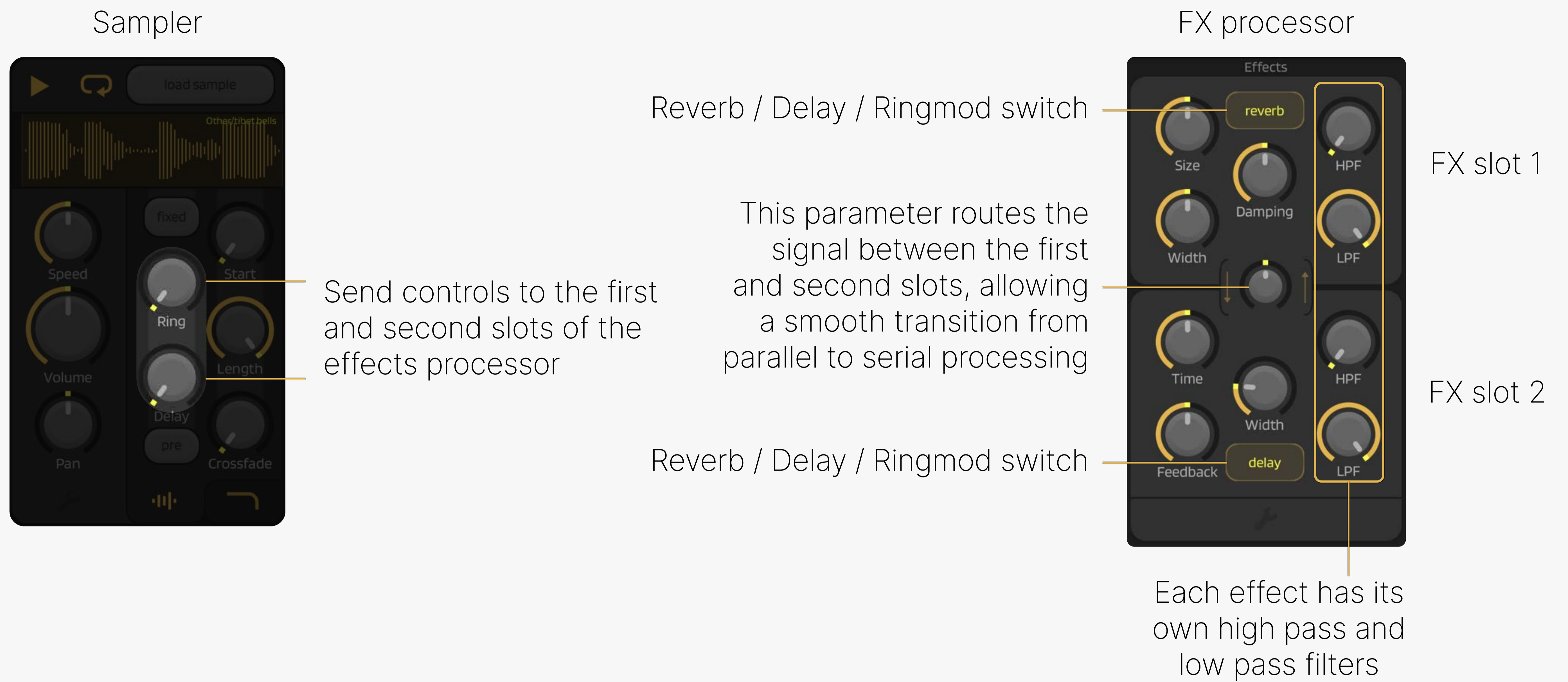
When you release the knob, you will see that LFO is assigned and now affects the parameter



To reset the LFO's effect on a specific parameter, you need to press the Assign button again and double-click on the parameter you want to unlink

# FX processor module

Async Sampler is equipped with a dual-slot effects processor, allowing users to select one of three effects (Reverb, Delay, or Ringmod) for each slot. The signal is routed to the effects processor slots from the samplers using two sends

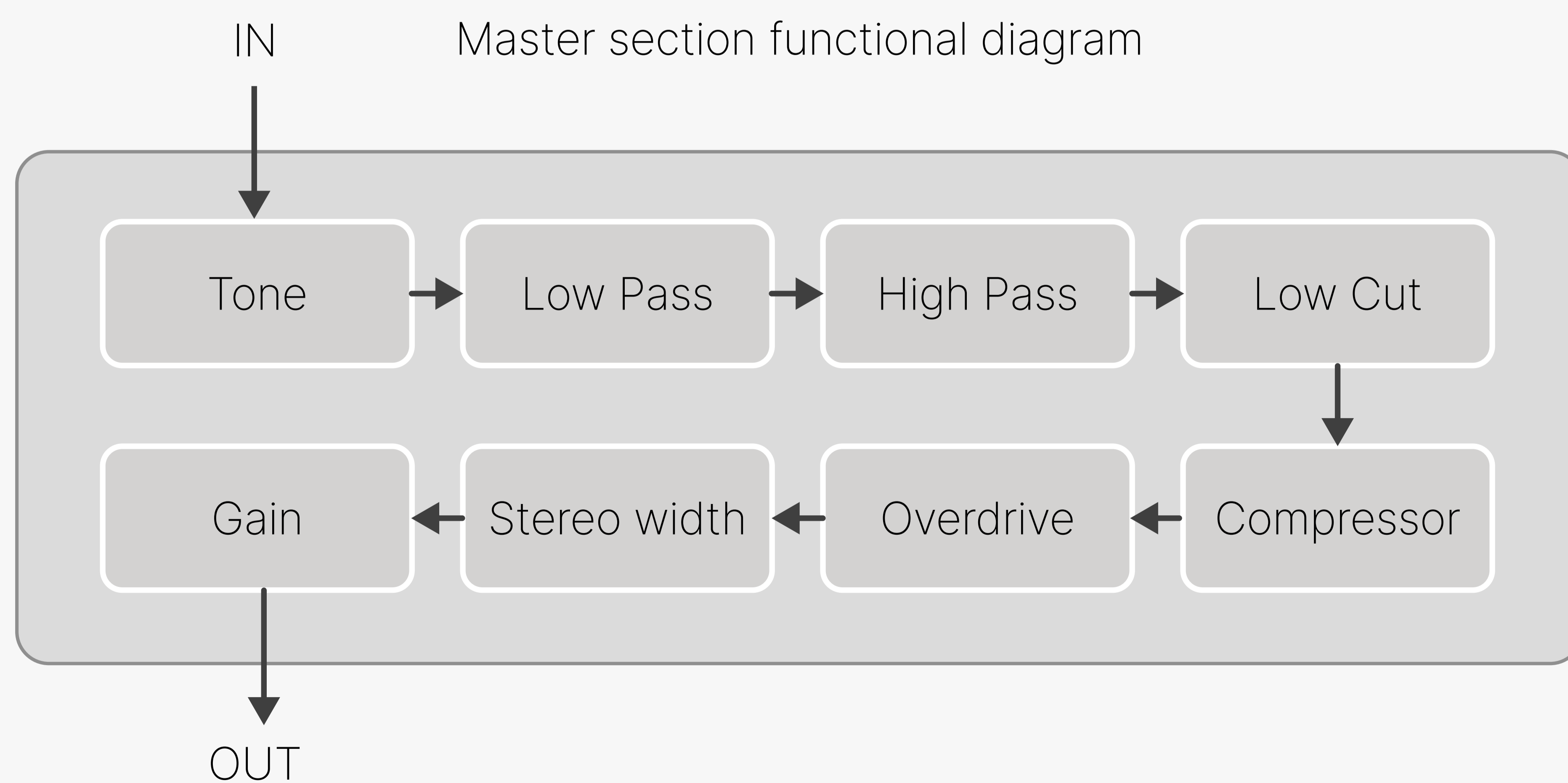


You can route the signal between the first and second slots in the effects processor. This lets you send the signal from the first effect to the second, from the second to the first, or have no connection between them when set to neutral



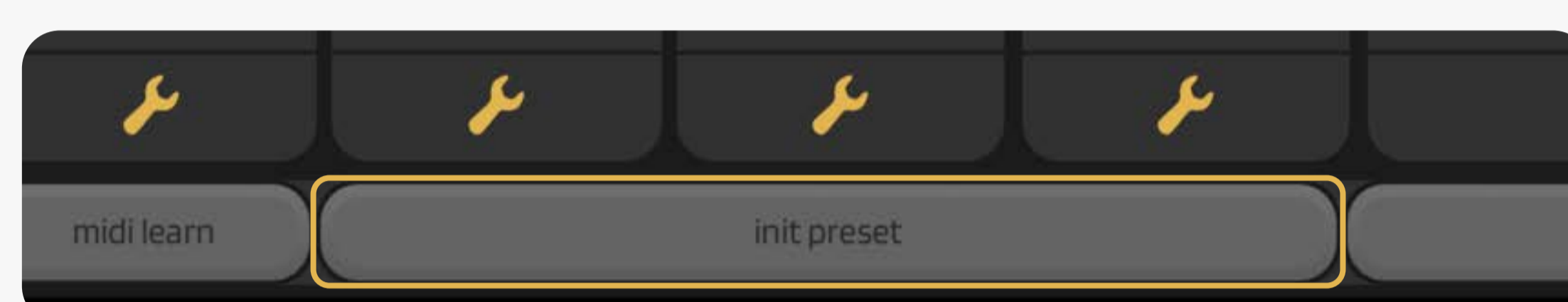
## Master section module

Master section receives the sum of all signals (direct sound from three samplers and returns from the two slots of the effects processor). Inside, various signal processing options are provided, allowing you to manipulate the instrument's sound

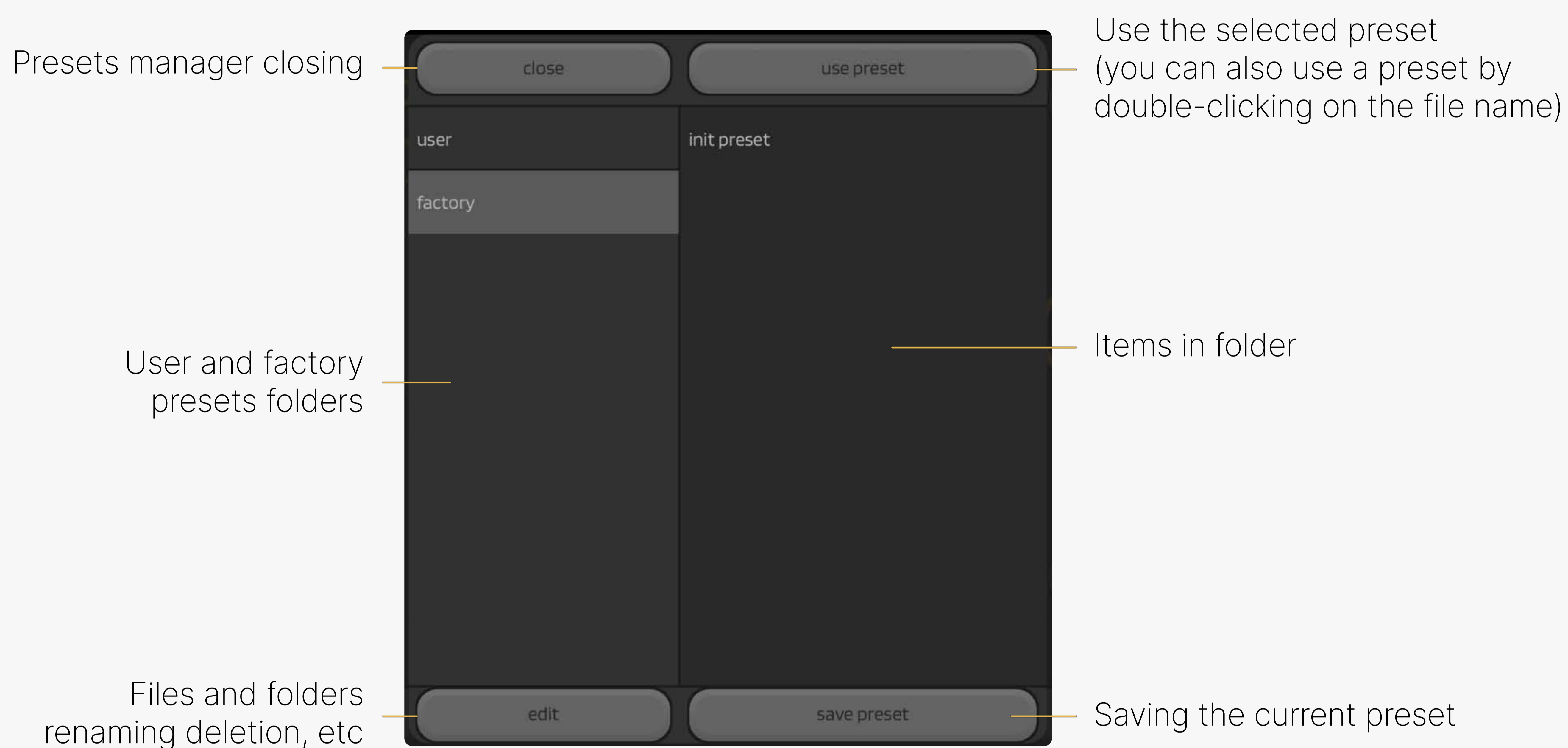


## Managing Presets

Async Sampler allows you to save and load the current instrument state using presets. To save the current state or load another, simply click the button with the name of the current preset



To open the presets tab, click this button



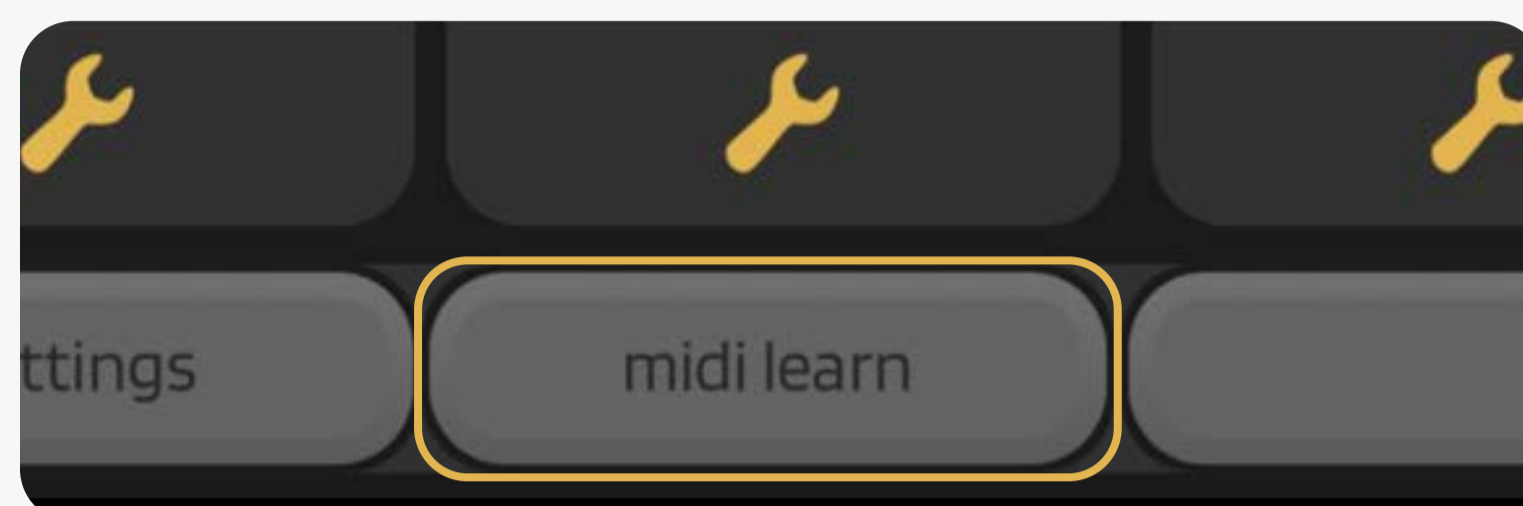
In the 'Factory' folder, you can find a preset named 'init preset.' Use it when you want to reset the state of Async Sampler



## MIDI functions

Async sampler allows you to use external MIDI controllers or MIDI signals from other applications. To utilize the MIDI functionality, connect a USB MIDI controller to your device using a dedicated adapter

Activate MIDI learn mode



When MIDI learn mode is active, the application appears as follows. All parameters that can be assigned to MIDI messages have changed their appearance



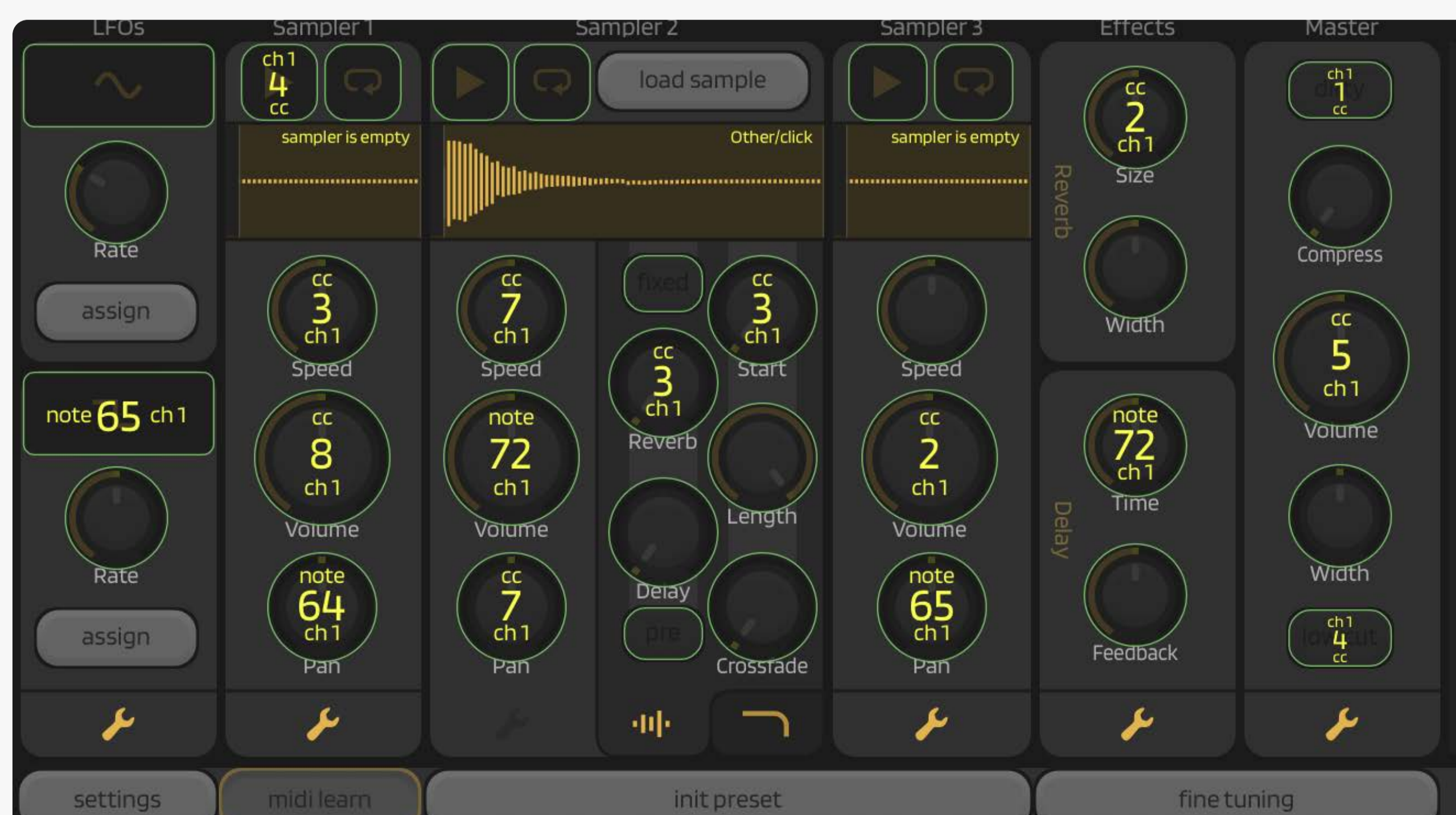
To link a parameter, first, you need to click on it to make it active. After that, send a control signal from the MIDI controller to the active parameter



Now you can see that the parameter has been linked to the sent message (you can use Control Change and NOTE messages)

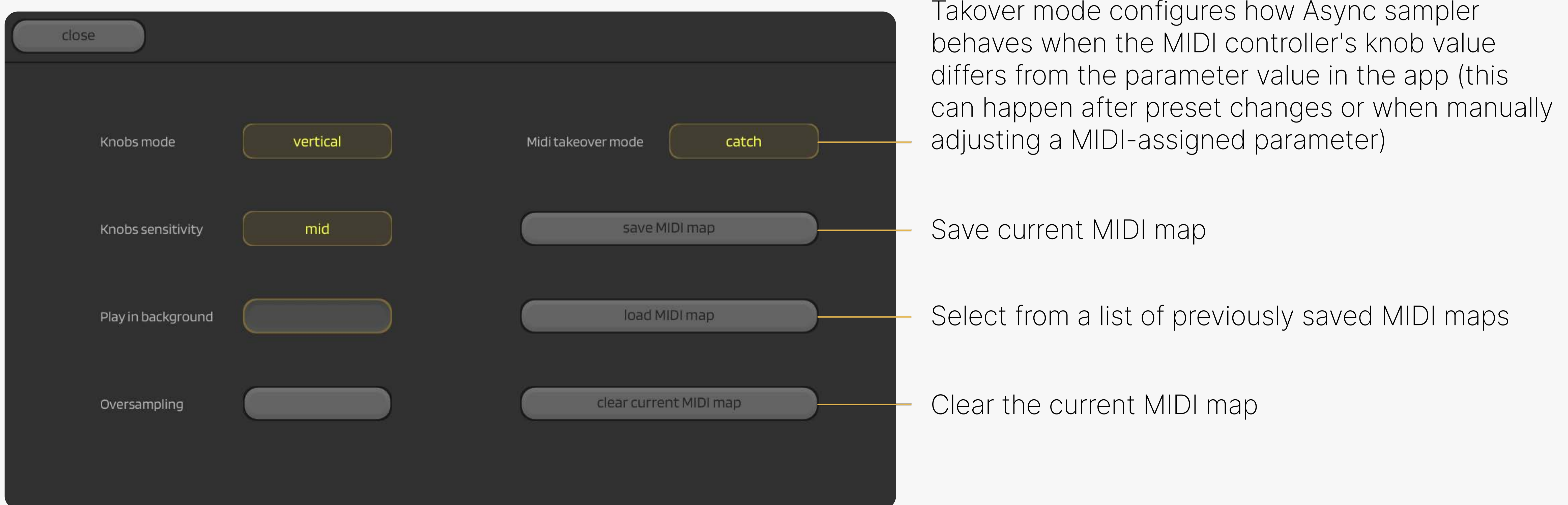
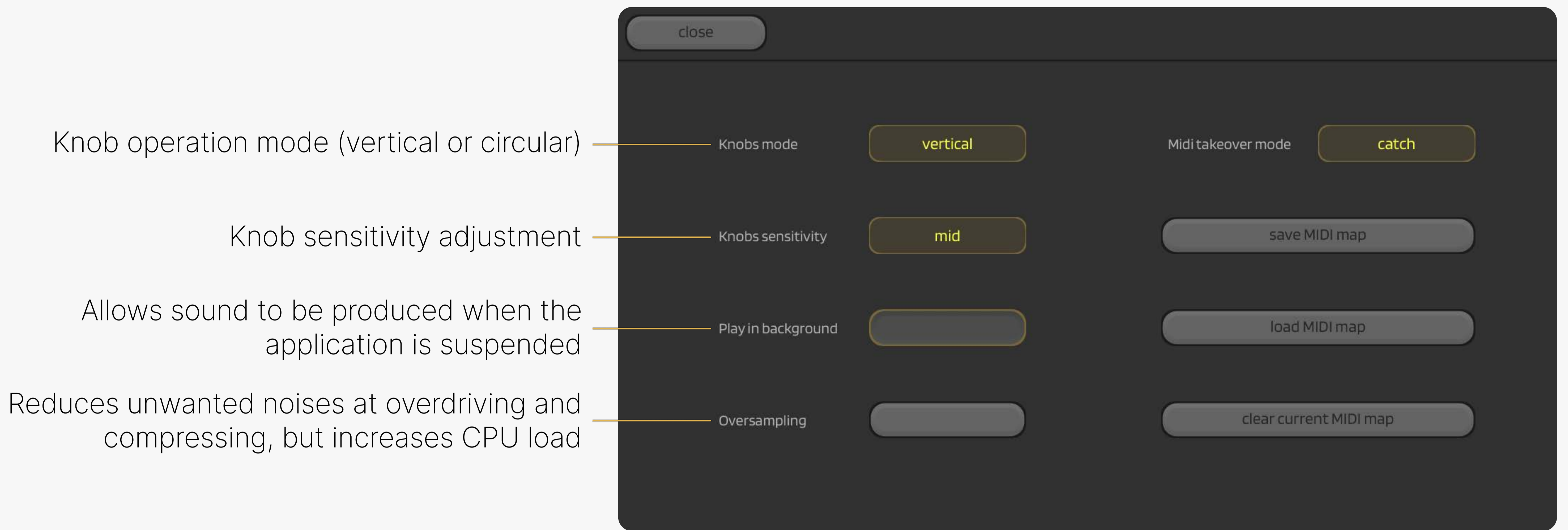


You can use any number of parameters and MIDI messages to control Async Sampler according to your needs

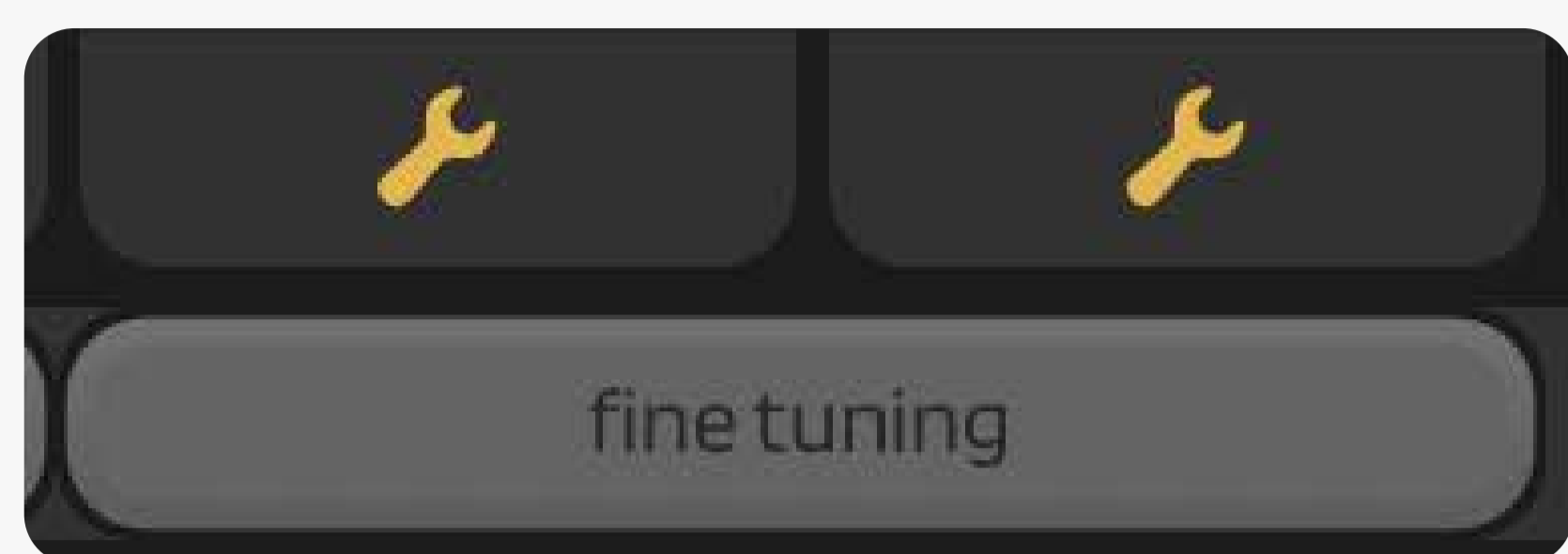


## Settings page

After pressing the "Settings" button in the bottom left corner of the application, you can access the global settings, where you can modify various parameters and options



## Useful tips



In Async sampler, you can finely and smoothly adjust any knob with maximum precision. To do this, rotate the knob while holding down the 'Fine Tuning' button



If you perform a horizontal swipe around the waveform display during sample playback, you can either accelerate or decelerate the playback depending on the swipe direction

### Useful Tip:

You can use LFO as meta-parameters. Bind the parameters you want to control to the selected LFO, set the scale parameter to the middle position (or pause the LFO using the pause button), and now by adjusting the offset, you can simultaneously control an unlimited number of parameters, with each parameter being influenced to a different degree based on the strength of the LFO's effect

### Useful Tip:

You can reset any parameter to its default value by double-tap