

BASS PACK 1

Bass Classics

by

Michael Kastrup





84 Bass Classics

Available at <http://www.xsynth.com>

Introduction

XSynth Bass Pack 1 is 84 sampled synth basses which covers a huge range of bass classics. They are divided into the following groups:

10 x DnB	- DnB / Open Dance Basses
08 x Finger	- Natural / Soft Basses
03 X FM	- Disco Bass
14 x Funky	- Fat / Unison Basses
10 x Hollow	- Square / Sequence Basses
10 x Other	- Special Basses
03 x Picked	- Natural Bass
09 x PWM	- Modulation Basses
06 x Saw	- Various Saw Basses
07 x Seq	- Short Seq Basses
02 x Stack	- Oberheim like Basses
02 x Sub	- Sub Basses

CODE :

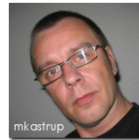
DU	= Created with Dune VST
ZE	= Created with Zebra VST
P53	= Created with Pro 53
UA	= Created with UltraAnalog
HE	= Created with Helix
AL	= Created with Alchemy

*All samples are sampled at C2 or C1 at 16/44 bit and looped.
Total size: 17.6 MB*

*All sounds are by default set up to max 1 voice with slight glide.
Most sounds make use of Velocity -> Sample start point.
Mod wheel turns down Filter Frequency.*

Is it possible to make a useful set of synth basses with minimal use of Memory ? The next question was, would they still be useful after sampling 1 note ? Well that was my project for some weeks and the result is Bass Pack 1 - Bass Classics. These are the basses from my various soundsets, tried over and over for usefulness and yes, I'm quite happy with the outcome. I've done my best to cover a huge range of basses. Enjoy your stay in BASS land!

Thanks to all who supports my work!



Michael Kastrup Jan 2011

<http://www.xsynth.com>

Installation

Unpack the ZIP file which holds all relevant files for the Bass Pack 1 and place the unpacked folder where you usually have your sample library.

There are 2 versions included in this package:

The Kontakt 3 version

The Reason 5 version (NN-XT)

The raw sample folder (Wav)

The Kontakt and Reason version reads samples from the raw sample folder.

If you plan to use the raw wav samples then know that the trick with using Velocity -> Sample start point wont work unless you know how to set that up in your target machine.

Doing conversion from Kontakt or NN-XT to another sample player will result in very bad performance presets. No matter what conversion tool you use, they all share same the problem, they have no idea on how to convert the velocity -> sample start modulation.

Another thing, the Kontakt version is different in feel from the NN-XT version. Myself, I prefer the NN-XT version because it handles samples more in the way like a typical synth would do.

License agreement and terms of use:

1.

To use patches from the XSynth Bass Pack 1 in your work you must purchase a license and agree to the following terms before use:

2.

Under no circumstances may any of the content from the XSynth Bass Pack 1 be sampled, copied or resynthesized for use in any kind of commercial or free product.

Example:

2.a) The included patches are for use in a musical composition and not as a starting ground for building a commercial library of synth samples.

3.

However, sampling is ok for as long as its part of a musical composition by the license holder.

Example:

3.a) Sampling a patch for creative sound mangling is ok as long as its used in a musical composition by the license holder.

4. The license is bound to the email and person who purchases the product.

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XSYNTH BASS PACK 1 Preset List

<p>DnB_FatSync_P53.nki DnB_Halloween_ZE.nki DnB_Open_DU.nki DnB_Overdriven_ZE.nki DnB_Phatty_P53.nki DnB_PowerPulse_ZE.nki DnB_Pulzar_ZE.nki DnB_Reverse_P53.nki DnB_SubC_ZE.nki DnB_ZapSqr_P53.nki</p> <p>Finger_Clean_ZE.nki Finger_Fingered_ZE.nki Finger_FunkySoft_ZE.nki Finger_JazzTwo_ZE.nki Finger_PlainFM_DU.nki Finger_SimpleFM_ZE.nki Finger_TriadD_AL.nki Finger_Zmas_ZE.nki</p> <p>FM_Clicked_DU.nki FM_DiscoFM_DU.nki FM_FunkyFM_DU.nki</p> <p>Funky_APMixOct_ZE.nki Funky_DeepThing_ZE.nki Funky_FunkySolidA_ZE.nki Funky_FunkySolidB_ZE.nki Funky_Funky_P53.nki Funky_JunoGate_DU.nki Funky_MiniD_DU.nki Funky_OldskoolSeq_ZE.nki Funky_PulseOct_ZE.nki Funky_Raver_UA.nki Funky_Sync_UA.nki Funky_TriadA_AL.nki Funky_TriadE_AL.nki Funky_Wonder_DU.nki</p> <p>Hollow_70sSeq_DU.nki Hollow_APHollowOct_ZE.nki Hollow_APHollow_ZE.nki Hollow_APSqrOct_ZE.nki Hollow_APSqr_ZE.nki Hollow_BasicSqr_ZE.nki Hollow_Hollow_DU.nki Hollow_Hollow_P53.nki Hollow_SoftSqr_P53.nki Hollow_Vibro_ZE.nki</p>	<p>Other_BowBow_P53.nki Other_DigiThat_ZE.nki Other_Organ_DU.nki Other_Roto_ZE.nki Other_Steam_ZE.nki Other_StrungUp_ZE.nki Other_Thunder_ZE.nki Other_TriadF_AL.nki Other_VocodeSaw_ZE.nki Other_ZapAPMix_ZE.nki</p> <p>Picked_Jazz_P53.nki Picked_Knight_ZE.nki Picked_Pulse_P53.nki</p> <p>PWM_Driving_ZE.nki PWM_FunkyFret_ZE.nki PWM_Fusion_DU.nki PWM_Fusion_ZE.nki PWM_OpenPWM_DU.nki PWM_PWMPing_ZE.nki PWM_PWM_P53.nki PWM_TriadH_AL.nki PWM_WidePWM_P53.nki</p> <p>Saw_APMix_ZE.nki Saw_Brassy_ZE.nki Saw_SawForPhaser_ZE.nki Saw_SubSaw_ZE.nki Saw_ThickSaw_ZE.nki Saw_Walking_ZE.nki</p> <p>Seq_Marauder_DU.nki Seq_Nineteen_ZE.nki Seq_PressPulse_ZE.nki Seq_PWMPlus_ZE.nki Seq_Spit_ZE.nki Seq_StandSEQ_P53.nki Seq_Step_ZE.nki</p> <p>Stack_Optiheim_ZE.nki Stack_Uberheim_DU.nki</p> <p>Sub_FMSub_HE.nki Sub_Oohm_ZE.nki</p>
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