

VINTAGE SAMPLERS ARE STILL SOUGHT AFTER TODAY DUE TO THEIR UNIQUE SOUND CHARACTERISTICS.

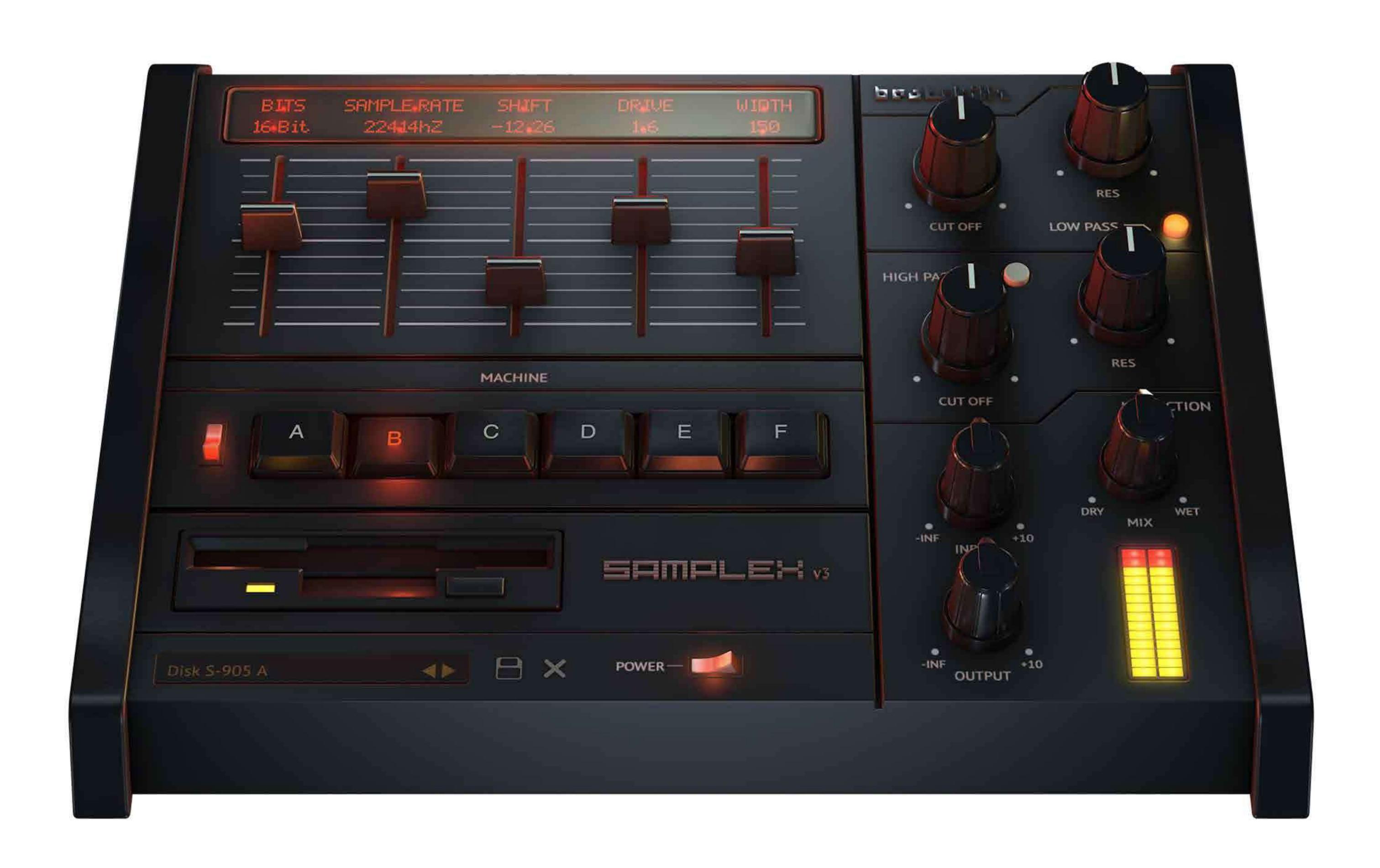
SAMPLEX VERSION 3

BRINGS YOU NEW FEATURES
LIKE – NEW LP/ HP LADDER RESONANT FILTERS,
STEREO WIDTH (IMAGING) CONTROL (MONO / M/S EXPANDER) &
OUR DYNAMIC CONVOLUTION SYSTEM WHERE
WE HAVE SAMPLED THE REAL VINTAGE SAMPLERS TO
GET THEIR EXACT SOUND AT VARIOUS LEVELS.

Standard Variable Sample Rate, Bitrate, and an Aliasing Control (Shift) are also present. We have also added IR Machine on/off feature, POP UP value display for the I/O section, Filter Section along with 2 New Sampler Models.

Our team at **BEATSKILLZ** went on a quest to study the actual circuitry and found each and every step right from the A/D converters, preamps, analog, and digital filters, and processes involved to recreate each stage and bring you a plugin that can not only emulate a sampler but many, and also lets you design your own sampler or vintage chip!

6 ICONIC VINTAGE SAMPLERS



- A. AKAI MPC 60
- B. AKAI S950
- C. EMU SP1200
- D. EPS 16
- E. ROLAND S550
- F. CASIO SK200

In today's advanced age of music tools that seek the "Cleanest", most "Perfect" sounds, there has suddenly been a desire for the "Gritty" sounds of the machines of the past.

Once such quest has been the acquisition of old, primitive samplers and sample drum machines.

This has increased the rate of these machine to 10s of thousands of dollars.

The sound that producers and artists seek in these boxes is usually the low bit rate and sample rate resulting in an "Aliased" sound or " artifacts" as we now call them.

These limitations of the vitage machines have now become very desired and sought after sound. Just sample rate refuction and "Bit Crushers" have yet to actually sound like old machines.

CONTROLS

A/D SAMPLE SECTION

BITS CONTROL

Set the bit rate with this control.

The Range varies from the modern-day 24 bit right down to 4 bits!

You can also Double click the bit display LCD

and manually enter the value that you desire.

SR Control (Sample Rate)

Set the sample rate with this control.

The range varies from 96 kHz (Your DAW Sample Rate) down to 2khz,

You can also Double click the bit display LCD and

manually enter the value that you desire.



ALIASING AND DRIVE SECTION

SHIFT

The key process of getting those "Aliased/ring" sounds from the vintage samplers was to lower the pitch of the samples. The Effect caused by vintage samplers is emulated here, Allowing a user to "Dial-In" the exact aliasing sound that they want to hear, without actually modifying the pitch of the sample. "Double Click" and Enter the value or Use the Dial.

DRIVE (ON/OFF Switch and Control)

In Vintage samplers, users often "Overloaded" the pre-Amp before the A/D Converter to get a "Driven" Sound. We have accurately emulated the sound found in the s900 sampler to give you the same saturation and drive and get even closer to the sounds of those vintage beasts. "Double Click " and Enter the value or Use the Dial.

WIDTH

Width is a stereo fixed expander and collapser, Go from mono to the original stereo field to m/s expanded space with this control.



ANALOG FILTER EMULATION

Filter Type (The Red on/off Switch)

We have accurately modeled the popular vintage analog mono synth used on countless recordings. This is a 24 DB/OCT Low pass filter with resonance. If you increase the resonance it does FO into "Self- Oscillation" creating a pitched Tone, Just like the original.

This filter is perfect for those warm and dark tones fit for Lo-fi and Hip-Hop music, Extremely addictive.

Filter Freq Control

Set the Cutoff frequency for the low pass filter here. The range is 20 KWZ to 20 HZ.

RES Control

Set the resonance of the low pass filter using the slider control.

The Range is 0 to 1.0, You can go extreme and get the filter into self-oscillation mode like the real analog filter that it was modeled after.



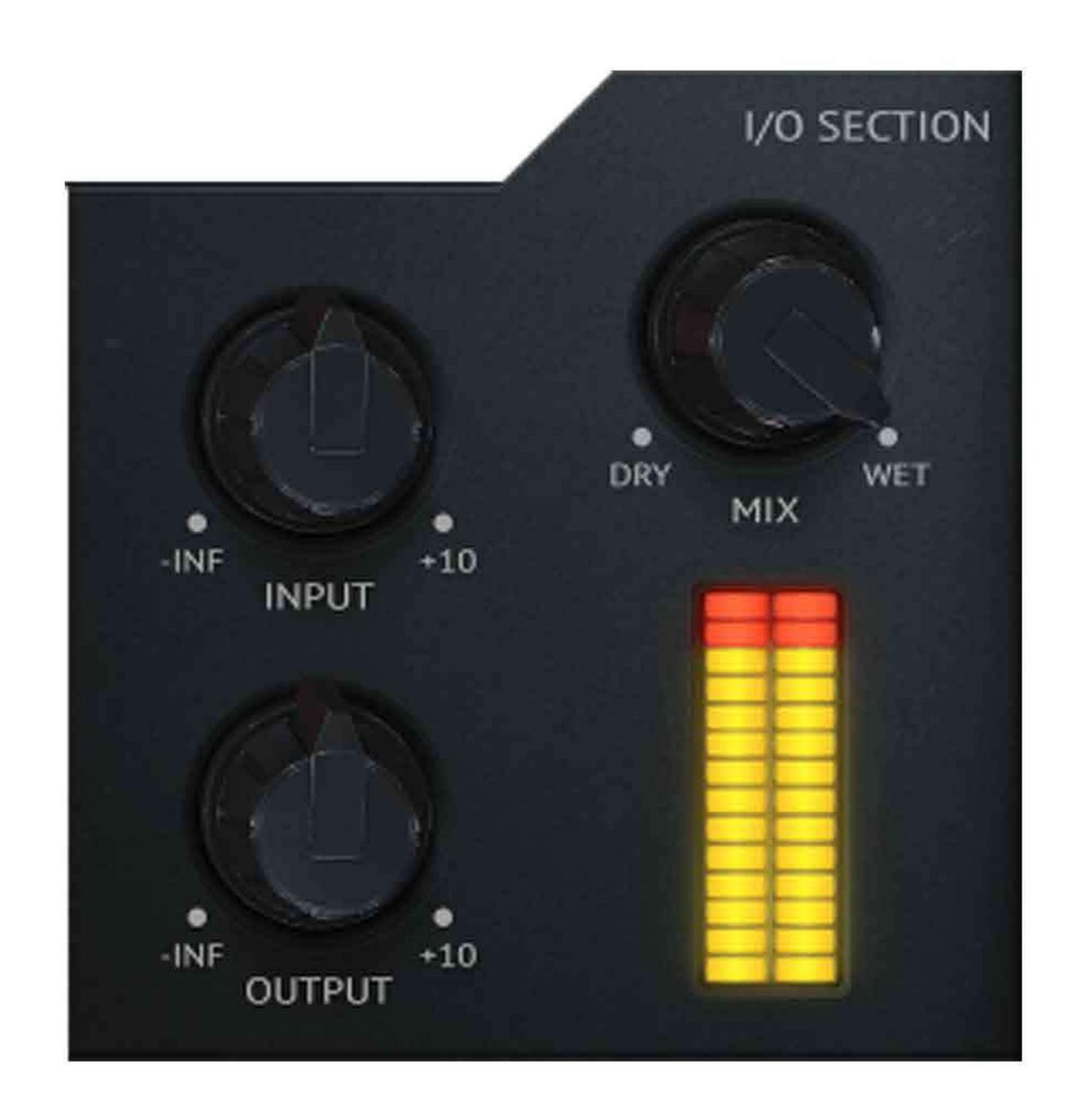
MIX AND INPUT-OUTPUT SECTION

Wet/Dry

The Wet Control will control the amount of the "Effected" signal and the Dry Control will mix in the Original/Clean signal. This gives you the possibility of mixing just the right amount of processing to your input audio.

In/Out

The In Control lets the user increase or decrease the gain of the input audio and the out control lets the user increase and decrease and the gain on the output audio signal, after being processed by the plugin.



MAC OSX - VST3/AU/AAX - 64BIT WINDOWS - VST3/AAX - 64 BIT PC/MAC:

WINDOWS 10 OR LATER*.

OSX: 10.13 OR LATER (CATALINA, BIG SUR, M1 SUPPORTED)

INSTALLATION ON WINDOWS:

- EXTRACT SAMPLEX-V3-WIN.ZIP ANDRUN SAMPLEX-V3-WIN.EXE- FOLLOW THE INSTRUCTIONSTO INSTALL THE PLUG-IN(S)

MINIMUM SYSTEM REQUIREMENTS:

INTEL I3 / AMD RYZEN OR EQUIVALENT
2 GB RAM / 300 MB HD
SCREEN RESOLUTION: 1024×768
VST3, AU, OR AAX 64-BIT HOST

INSTALLATION ON OSX:

- DOWNLOAD THE SAMPLEXV3.PKG FILE
- DOUBLE CLICK ON THE PACKAGE

ZIP AND CLICK OPEN

- FOLLOW THE INSTRUCTIONS TO

INSTALL THE PLUG-IN(S)

The End User License Agreement ("License Agreement") is a contract between you, either individual or single entity, and Beatskillz Plugins LLC ("Licensor"), an American corporation regarding use of the accompanying software ("Software"). Please read through this Agreement carefully before installation and use of the Software.

BY ACCEPTANCE OF

THIS AGREEMENT OR by installation and/or use of the Software (THE EARLIEST OF SUCH ACTS CONSTITUTING THE EFFECTIVE DATE OF THIS AGREEMENT), you agree to be bound by the terms and conditions of this Agreement. Should you not accept the terms and conditions set

- 1. Software may not be used without a software license key.
- You may purchase a software license key from Licensor at the terms and conditions from time to time applied by the Licensor, which entitles you to use the Software on a perpetual basis ("Perpetual License"). You may also receive a temporary software license key which is intended to give you an opportunity to test and evaluate the Software ("Evaluation License"). Such Evaluation License is provided at the terms and conditions from time to time applied by Licensor. Please note that you are responsible for the software license key received and Licensor will not replace any lost software license keys.
- 2. Licensor and/or its licensors own all copyrights in and to the Software. e Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. Any and all intel- lectual and other property rights to and in the Software vest in and shall remain vested in Licensor or its licensors. e Software is licensed, not sold.
- 3. Title and copyrights in and to the Software (including any images, photographs, animations, video, audio, music, and text incorporated into the Software), accompanying printed materials, and any copies End-Users are permit-ted to make herein are owned by Licensor or its licensors.
- 4. No right, title or interest in or to any trademark, service mark, logo, or trade name of Licensor or its licensors is granted to EndUsers.
- 5. e End-User is granted a non-exclusive and non-transferable right to use the Software.
- 6. e End-User may not copy or reproduce the Software. e EndUser may not transfer, sell, distribute, lend, rent, lease or in other way, directly or indirectly, dispose of the Software or any derivative work of the Software.
- 7. e End-User may not alter or modify the Software and may not analyze, reverse engineer, decompile or disas- semble the Software or any part of the Software, incor- porate the Software into any other application software, or print out the Software, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

 8. e EndUser may use the Software for only as many simultaneous users, servers or other limitingparameters as are set out in the instructions of Licensor according to the
- Agreement orotherwise.

 9. e Software is installed on computer(s)/server(s) according to what is set forth in the agreement with the Licensor.

10. Except as provided for the Evaluation

License, the license will continue until it is terminated. Licensor may terminate the license if you fail to comply with the terms of this Agreement. You may terminate the license at any time and for any reason. Upon termination by either party, you must delete the Software from your computer and any copies thereof.

11. Licensor warrants the media on

which the Software is recorded to be free from defects in material and work- manship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of the receipt. Licensor's entire liability and your exclusive remedy will be replacement of the media not meeting the Licensor's limited warranty and which is returned to Licensor or an authorized representative of Licensor with a copy of the receipt. Licensor will have no responsibility to replace any media damaged by accident, abuse or misapplication.

12. e Software is provided strictly "AS IS," without warranty of any kind.

ALL EXPRESSED OR IM- PLIED REPRESENTATIONS AND WARRANTIES, INCLUDING ANY IMPLIED WARRANTY OF END USER LICENSE AGREEMENT: MERCHANTABILITY, FITNESS FOR A PAR- TICULAR PURPOSE OR NONINFRINGEMENT, ARE HEREBY EXCLUDED. LICENSOR DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERA- TION OF THE SOFTWARE WILL BE INTER- RUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. FURTHERMORE, LICENSOR DOES NOT WAR- RANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE OR RELATED DOCUMENTATIONS IN TERMS OF THEIRCORRECTNESS, ACCURACY, RELIABILITY OR OTHERWISE. NOR ORAL OR WRITTEN INFOR- MATION OR ADVICE GIVEN BY LICENSOR OR AN AUTHORIZED REPRESENTATIVE OF LICENSOR SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU (AND NOT LICENSOR OR AN AUTHORIZED REPRESENTATIVE OF THE LI- CENSOR) ASSUME THE JURISDICTIONS. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTY, SO THE ABOVE EXCLU- SION MAY NOT APPLY TO YOU.

13. NEITHER LICENSOR NOR ITS LICENSORS SHALL BE LIABLE FOR ANY DAMAGES SUF- FERED BY YOU OR ANY THIRD PARTY AS A RESULT OF USE OR INABILITY TO USE THE SOFTWARE. IN NO EVENT WILLLICENSOR NOR ITS LICENSORS BE LIABLE FOR ANY LOST REVENUE, PROFIT OR ANTICIPATED SAVINGS, DATA, OR FOR DIRECT, INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTALOR PUNITIVE DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LI- ABILITY, ARISING OUT OF THE USE OF OR INABILITY TO USE SOFTWARE, EVEN IF THAT PARTY HAS BEEN ADVISED OF THE POS- SIBILITY OF SUCH DAMAGES. IN ANY CASE LICENSORS ENTIRE LIABILITY UNDER ANY PROVISION OF THIS AGREEMENT SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU TO LICENSOR FOR THE SOFTWARE LICENCE KEY.

14

This Agreement shall be governed and construed in accordance with the laws of The United States of America

