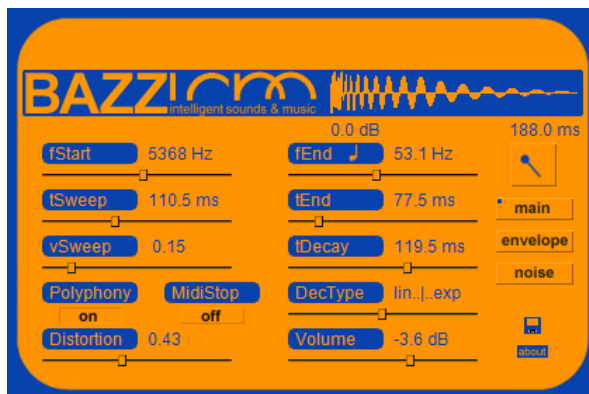


BazzISM Manual

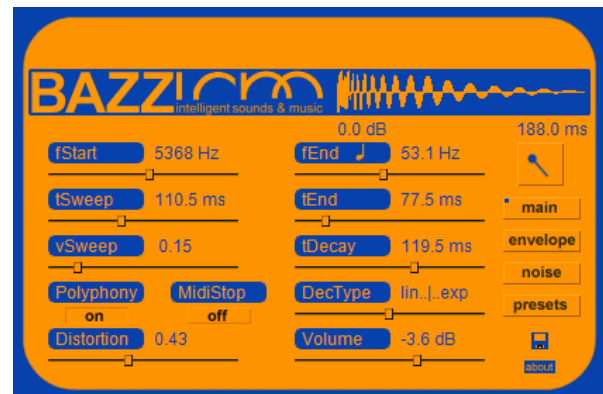
To the human ear, a fast sequence of sounds appears to be simultaneous. In this way BazzISM2 creates a bass kick by a short sine sweep.

The Parameters:

Main Page



VST2



AU & VST3

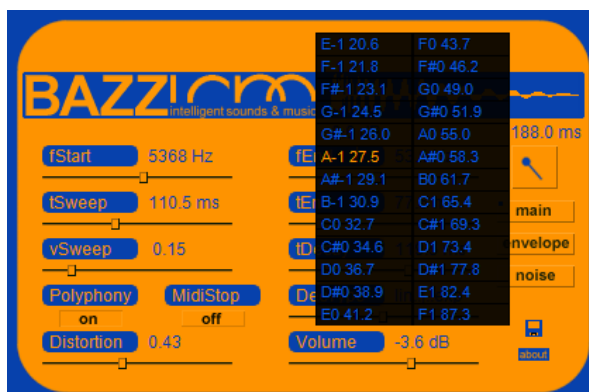
fStart:

The start (highest) frequency

fEnd:

The end (lowest) frequency, will also be played out while the time tEnd.
For C-2 to F1 BazzISM will play the Midi pitch instead of fEnd.

A click on the fEnd note symbol  opens the note menu to tune your kick sound for Midi notes above F1:

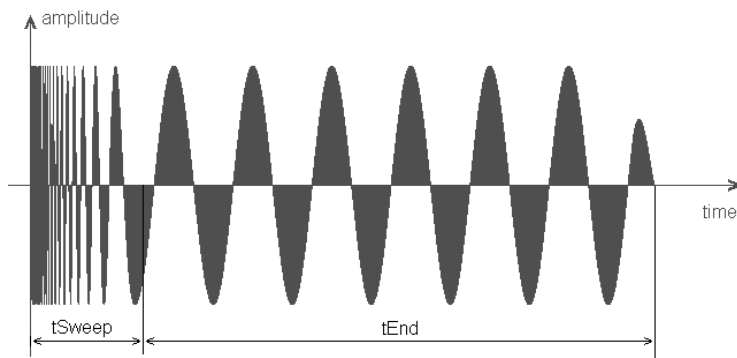


tSweep:

The duration of the sinus sweep.

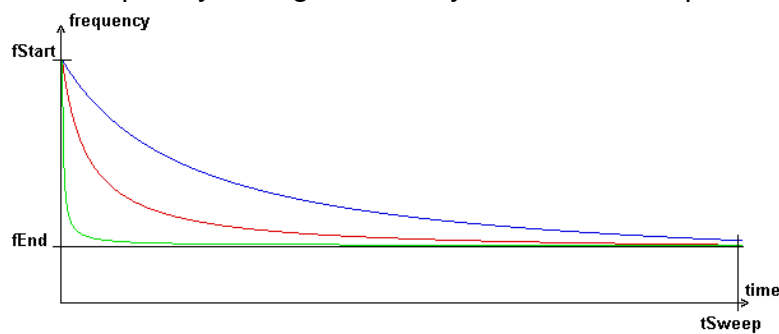
tEnd:

The duration of the time after the sweep, where the constant frequency f_{End} is played out.



vSweep:

The frequency change's velocity while the sweep:



blue = low vSweep, green = high vSweep

tDecay:

Decay time = 0 ... $t_{\text{Sweep}} + t_{\text{End}}$

Volume:

Over all volume of the sine wave.

Polyphony:

With activated polyphony, overlapping bass kicks will be played out.
Without activation, the start of a basskick will terminate the previous one.

MidiStop:

Bass kicks will be ended by Midi Off, if MidiStop is activated. Else they will be played out in full length.

DecType:

Decay Type from linear to exponential.

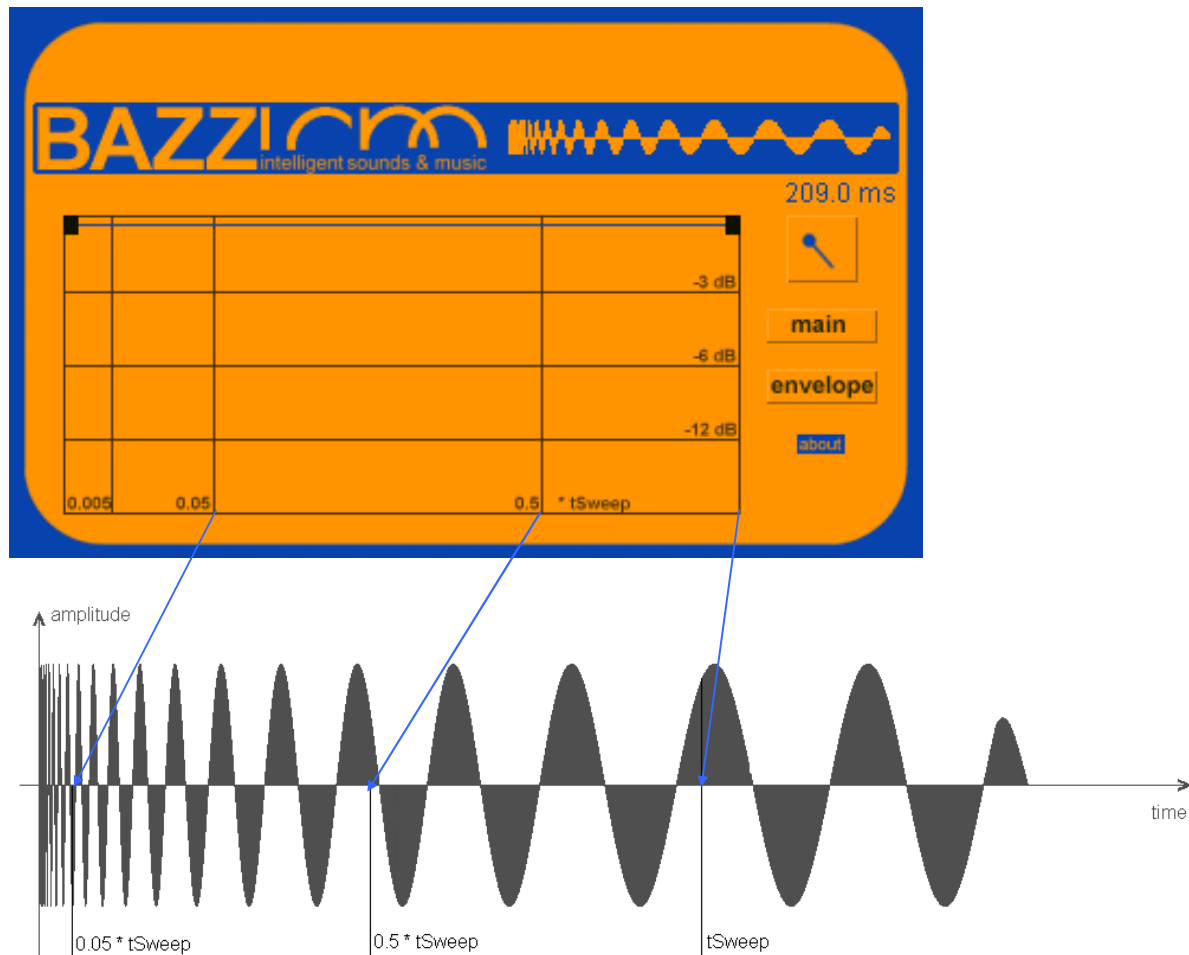
Distortion

Distortion for sine sweep **and** noise. Not very useful for a sine sweep without noise. A hardly distorted sine signal alone rather reminds of a string than of a kick drum.

Envelope Page

People who build basskicks with a wave editor use an equaliser to correct the spectrum. This leads to an amplification envelope in the sweep. (A filter like an EQ only changes the amplitude of a sine signal. Not the sound.)

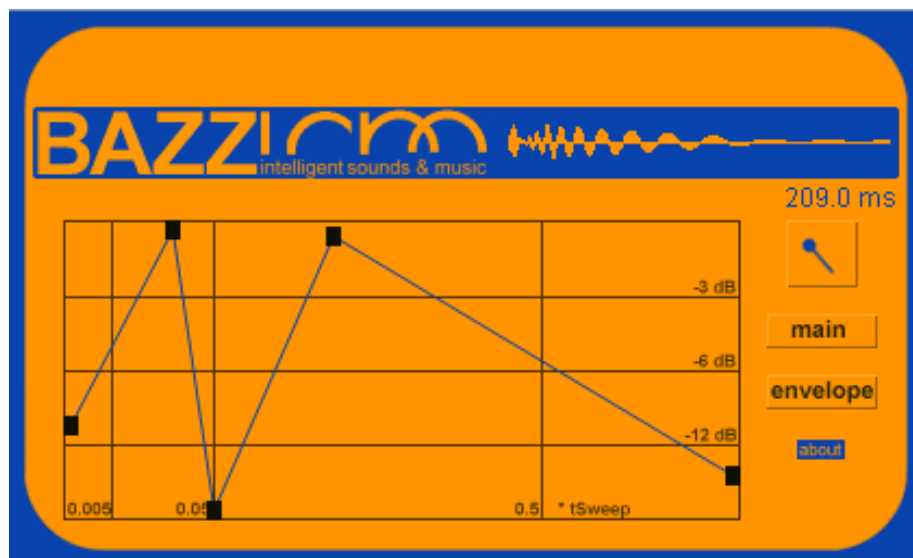
Here you can use an envelope directly.



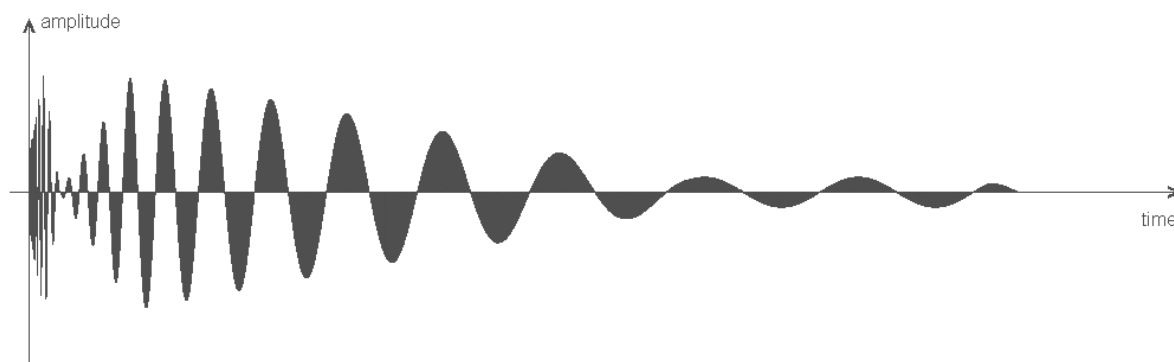
The envelope covers the sweep time (tSweep). The right control also sets the (constat) volume for the successive end time (tEnd). Up to eight additional controls appear at double click. Dragging a control out of the envelope area deletes it.

The time axis is logarithmically fragmented, so that the high frequencies can be controlled more exactly.

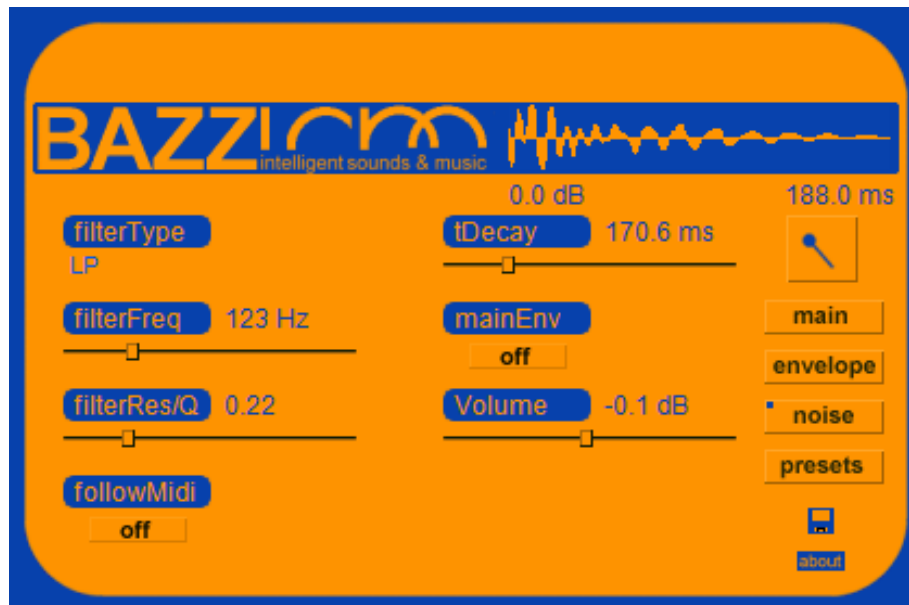
The following envelope



creates this waveform from the curve above:



Noise Page



Noise can add a bit of "dirt" to BazzISM's super clean kick sound. You can use it as a short extra click at start or to give some extra colour to the whole kick sound.

And of course it can be used to create e.g. HiHat- or Clap-like sounds if you use it without the sine sweep.

filterType

this menu selects a high-, low- or bandpass filter. OFF disables the filter.

filterFreq

selects the cut-off frequency for high- and lowpass or the mid frequency for the bandpass filter.

filterRes/Q

sets the resonance frequency high- and lowpass and the bandpass filter's quality.

followMidi

the filter frequency (filterFreq) follows the Midi notes C-2 to F1 if this parameter is switched on. This happens relative to fEnd (main page). So the tonal distance between filter- and sine frequency is preserved.

E.g.: if fEnd = 55 Hz (A0) and filterFreq = 65.4 Hz (C1) the Midi Note A-1 (27.5 Hz) leads to filter frequency 32.7 Hz.

tDecay

the exponential decay's duration.

mainEnv

the noise volume follows the sine sweep's envelope when this is switched on.

Caution: the filters' volume is optimized for the use with tDecay. Enabling mainEnv may increase the volume by up to 15 dB. Filters have enough time to build up their signal if tSweep is long enough.

Volume

the noise volume.

Wave Display

The wave display reacts instantly to parameter changes.

Click it to toggle between full lenght (tSweep + tEnd) and tSweep display



tSweep + tEnd



tSweep

Below the wave display on the left you see the wave's maximum in dB.
On the right the duration of the signal is displayed.

Midi Controller

The (slider-) parameters on the main- and noise page can be controlled via Midi CC from controller hardware.

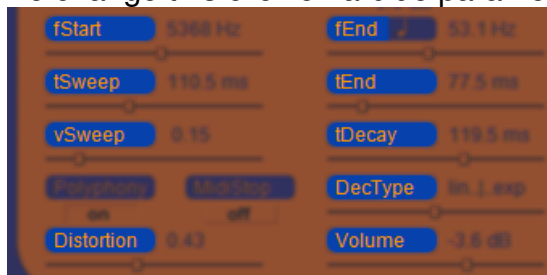
The default controller settings for the main page are:

<u>Parameter</u>	<u>Midi Controller</u>
fEnd	17
fStart	19
tDecay	21
tSweep	23
vSweep	25
tEnd	27
Volume	29
Distortion	31
DecType	33

For the noise page:

<u>Parameter</u>	<u>Midi Controller</u>
filterFreq	35
filterRes/Q	37
tDecay	39
Volume	41

To change this click on a blue parameter label:



e.g. fStart and the Midi Learn Page appears:



Moving a hardware controller will send it's number to the parameter's controller field. A click on the Ok button accepts the change for BazzISM. The X button closes the page without taking the change.

The controller settings will be saved as parameters in the song or preset.

With a click on the floppy symbol the Midi controller settings can be saved to or loaded from a file (*.bmccm – BazzISM Midi CC Matrix). Also here the changes will only be passed to BazzISM after a click on the Ok button.

Preset Import / Export

A click on the floppy symbol on the main page :



will let you save your settings to a system independent preset file (*.bsx – BazzISM Sound Exchange) or load the settings from such a file.

Preset Page (AU & VST3)

Internal presets of a plug in are handled differently by the DAWs. Some don't show them at all. So a preset page was built in. Use the arrow buttons to reach all 24 presets.



Installation

The Mac versions (AU/VST2/VST3) will be installed by BazzISM.mpkg.
The resulting “universal binaries” contain the 32- and 64 Bit versions.

In the Windows zip you'll find four installers for VST2/VST3 32- and 64 Bit.
Please take care to select the right installation directories - especially in case of a 64 Bit System. Your DAW's manual might help. If you install 32- and 64 Bit on your Windows system you'll need two registration codes. Of course the price includes both (see below)

Demo version / purchase and activate BazzISM

When you start an unregistered BazzISM it will look like this



and you'll hear the demo noise.

Please try before buy!

Please start the demo first (click the "start demo" button) and try if BazzISM works on your system. This might help to avoid trouble. Currently a lot of DAWs exist. Every year brings new ones. And they all have slightly different opinions about VST or AU. Even the "good old pals" sometimes change their minds from one version to the other. Let us know if there are problems on your system.

If you are content with BazzISM and you want to get a license please click the "purchase" button. (Closing and reopening the editor brings you back to the registration window)

Or directly navigate your browser to <http://www.ismism.de/BazzISMp.htm>

There you'll find links to Shareit and Paypal where you can pay for the registration.


Don't forget to enter your LOCK number. (In the "Lock:" field at PayPal or the field "additional informations" at Shareit).

Please don't pay anywhere else! Currently there are a lot of pirate sites offering cracks for money.

*Microsoft's email services like **Hotmail** or **Live** delete about half of our registration messages since June 2013 without any feedback. Please send a short message to info@ismism.de if you use one of these email addresses. Replies mostly get through.*

Within max. 2 working days (usually 1 hour) you'll receive an email containing the ID/KEY pair that fits your LOCK. (**Please also check your spam folder in this time**) Just fill them into the registration dialog and click the "activate" button. After the activation process is done please restart every instance of BazzISM – best restart your DAW.

In principal the registration is "per computer" but of course you'll get an additional registration for your notebook/second desktop and of course we'll send a new code for a new computer.

After a successful registration you can see the registration data after a click on  at the bottom of the "about page".

Registration Problems

If the registration dialog declares: **"please start the system with admin rights"** on a Windows system please shut down your DAW and restart it by a right click on it's icon an selecting "start with admin rights" from the context menu.

Of course you won't need this procedure when the registration is done.

For the registration process only one instance of BazzISM should be opened. So if the registration dialog nags: **"open just one instance for registration please"** Just close additional instances for the registration process.

In **Logic** the Audio Unit's text fields will have to be clicked twice until you can enter the numbers. They will show a bluish frame when they are ready for input.

