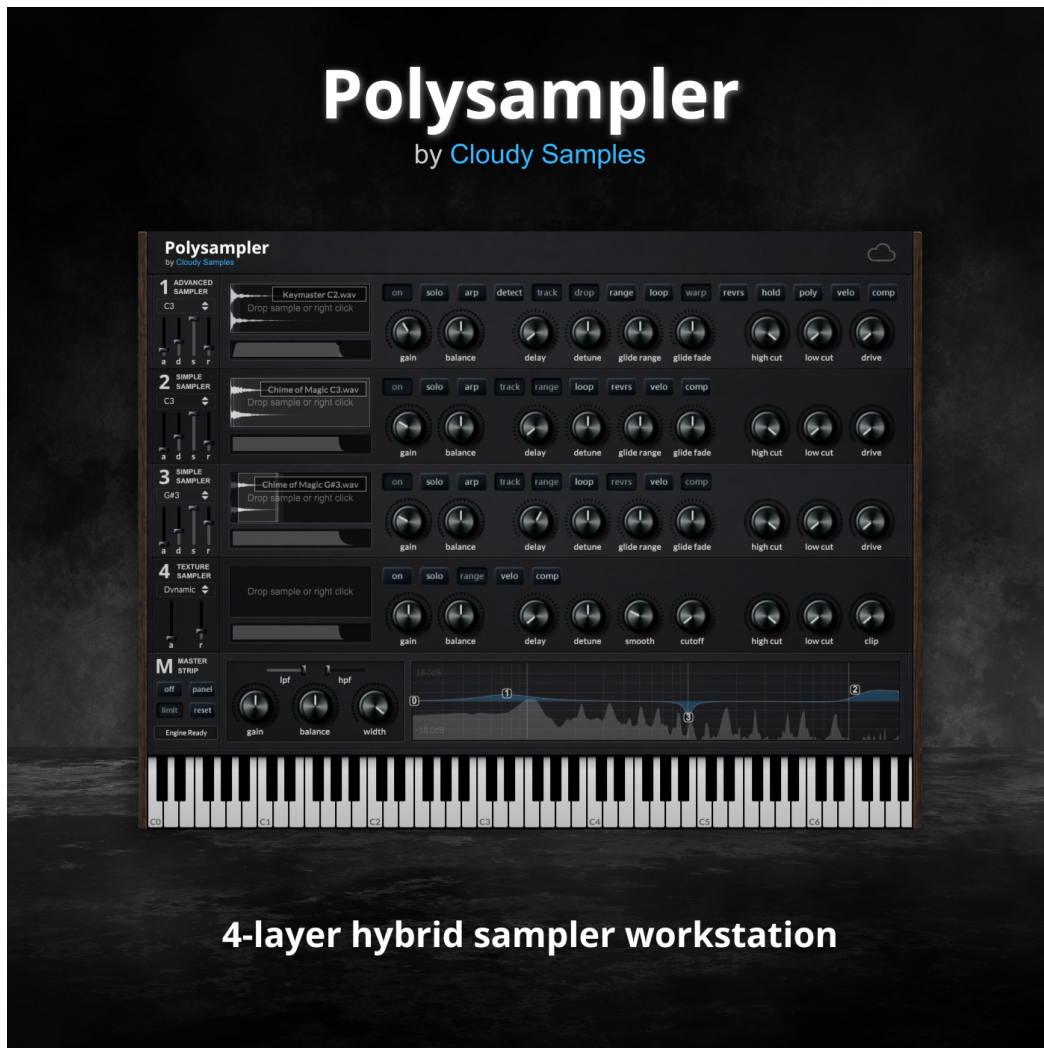


Polysampler

4-layer hybrid sampling workstation

by Cloudy Samples

USER MANUAL



INSTALLATION GUIDE

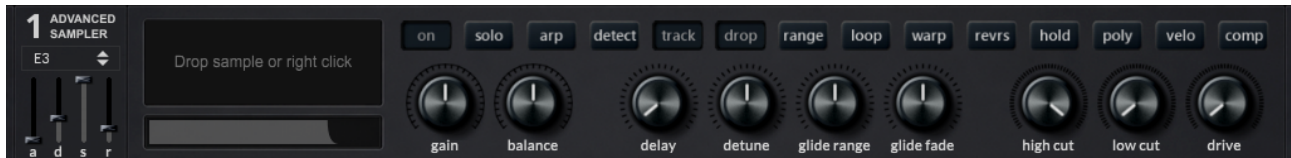
1. Polysampler is delivered as 64-bit VST3/AU instrument (sampler) plugin.
2. Plugin\Microsoft Windows: Copy the "Polysampler.vst3" file to your system VST/VST3 folder, typically: "C:\Program Files\Common Files\VST3" or "C:\Program Files\VSTPlugins".
3. Plugin\macOSX: Copy the "Polysampler.component" or "Polysampler.vst3" file to: "/Library/Audio/Plug-Ins/Components" (for AU) or "/Library/Audio/Plug-Ins/VST3".
4. Access the bonus 1000 WAV samples library directly in the folder "Selected Samples".
5. Enjoy the Polysampler!

ENGINE ARCHITECTURE & MODULES

Polysampler is built around four independent sound generation engines and a comprehensive Master/Effects Section. Understanding the layout and unique capabilities of each module will allow you to get the most out of your sound design process.

1. MODULE 1: ADVANCED SAMPLER

The **Advanced Sampler** is the flagship powerhouse engine of Polysampler. It contains the complete set of features and tools for deep sample manipulation, stretching, and performance customization.

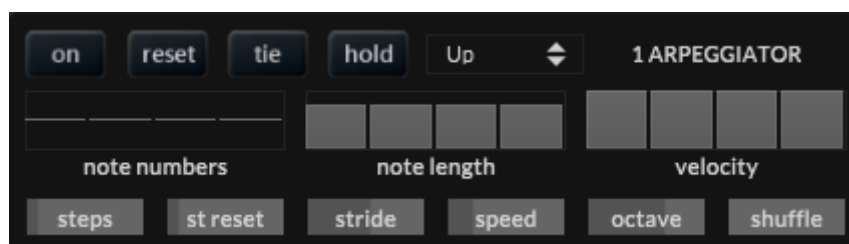


Main Controls & Global Routing

- **ON / SOLO:** Toggles the module's state. Activating **ON** enables the sampler channel, while clicking **SOLO** immediately isolates this channel and temporarily deactivates all other sampler modules in the mixer.
- **GAIN:** Adjusts the output volume of the module.
- **BALANCE:** Controls the stereo panorama (L/R panning).
- **ADSR Sliders:** High-precision sliders to sculpt the Volume Envelope (Attack, Decay, Sustain, Release) of your sample.
- **Root Note Selector:** Manually sets the base MIDI note for the sample.

Performance & Pitch Tools

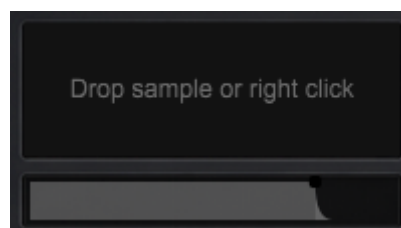
- **ARP (Customizable Arpeggiator):** Activates the built-in, highly customizable Arpeggiator engine for the module. Clicking the Arp button instantly opens a dedicated, advanced sub-panel window over the interface where you can precisely design your patterns.
 - *Step Sequencer Grid:* Draw your own notes, velocity, and gate patterns directly onto a multi-step grid to create complex rhythmic movements.
 - *Classic & Modern Modes:* Choose from traditional directions (Up, Down, Order, Random) or modern polyphonic chord-stepping.
 - *Time & Rate Controls:* Sync seamlessly to your host DAW's tempo with selectable clock rates (from straight notes to triplets and dotted values) and adjust step length or swing to add a human, organic groove to your sequences.



- **TRACK (Key Tracking):**
 - *Enabled:* The sample changes its pitch across the keyboard, turning it into a playable musical instrument.
 - *Disabled:* The sample plays at its original pitch regardless of which key is pressed (perfect for drum hits, one-shots, or static sound FX).
- **GLIDE RANGE & GLIDE FADE:** A sophisticated dual-knob portamento system.
 - *Glide Range:* Sets the initial speed of which the pitch slide.
 - *Glide Fade:* Determines the depth and direction of the pitch bend. Turning it to the right creates an upward pitch slide (*glide-in*), while turning it to the left creates a downward slide (*glide-out*).
- **DETUNE:** Fine-tunes the pitch of the sample in cents for creating thick, chorused, or slightly detuned textures.
- **VELO (Velocity):** Enables or disables the sample's volume responsiveness to MIDI note velocity.

Playback & Waveform Manipulation

- **DROP:** Toggles the Drag & Drop area over the waveform display. Click this to reveal the active area where you can drop your audio files.



- **RANGE:** Opens a dedicated sub-panel to visually edit and restrict the active playback boundaries (Start and End times) of the loaded sample.



- **LOOP:** Activates the built-in looper engine. When enabled, a specialized sub-panel with range edition and crossover fade (**Xfade**) slider appears on the waveform display, allowing you to edit and smooth out loop transition points and eliminate unwanted clicks.



- **DETECT (Pitch Note Detection):** Automatically analyzes the fundamental frequency of the loaded sample. Upon completion, a pop-up dialog will inform you of the detected pitch and ask for permission to update the module's **Root Note**. Clicking "OK" automatically recalibrates the instrument to match the sample's true pitch.
- **WARP (Time Stretching):** Engages a highly sophisticated, proprietary time-stretching algorithm. When enabled, the sample maintains its **exact original sample length** across the entire keyboard, completely independent of the pitch. High notes will not speed up, and low notes will not slow down, preserving pristine audio quality.
- **REVRS (Reverse):** Instantly reverses audio playback.
- **HOLD:** When enabled, the sample plays through its entire duration (or loops continuously) even if you release the key immediately.

Sound Sculpting & Dynamics

- **COMP (Upward Compression):** A powerful dynamic processor designed to bring out the hidden details in your audio. It automatically lifts the lowest, most delicate parts of your samples, transforming thin or quiet sounds into a massive, wide, and room-filling acoustic space.
- **HIGH CUT & LOW CUT:** High-quality filters to clean up the frequency spectrum of your channel.
- **DRIVE (Saturation):** Adds analog-style harmonic warmth and saturation directly to the sampler channel.

2. MODULES 2 & 3: SIMPLE SAMPLERS

Modules 2 and 3 are streamlined versions of the main engine, meticulously optimized for lower CPU consumption while maintaining the identical high-fidelity sound quality of Polysampler.



- **Shared Architecture:** They utilize the exact same high-quality playback engine, filters (**High Cut / Low Cut**), saturation (**Drive**), dual-knob **Glide** system, and **Upward Compression (Comp)** and other modules as the Advanced Sampler.
- **Workflow Differences:** To maximize efficiency and ensure an intuitive workflow, the Drag & Drop area remains permanently visible on these modules. They are designed for quick sample loading and do not contain the advanced Loop Range with Xfade, Note Detection, Warp (Stretching), or Hold features found in Module 1.

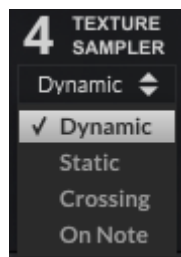
3. MODULE 4: TEXTURE SAMPLER

The Texture Sampler is a specialized atmosphere generator designed to blend rich, organic background layers with your main instruments. It operates using four unique playback modes that react to your performance:



Playback Modes

- **STATIC:** The texture sample plays and loops continuously in the background. It is highly recommended for organic soundscapes such as rain, vinyl crackle, wind, or analog equipment hum.
- **DYNAMIC:** The playback volume of the texture layer dynamically follows the volume and articulation of the other active samplers (Modules 1, 2, and 3).
- **CROSSING:** A highly creative mode where the sample directly responds to the spectral character and incoming signal profile (*Signal In*). It alters the pitch, volume, and overall timbre of the texture in real-time, blending it seamlessly into the main mix and creating a rich, reactive saturation effect.
- **ON NOTE:** The texture sample triggers and triggers only when a MIDI note is physically pressed on the keyboard, operating as a synchronized layer.



Exclusive Controls

- **SMOOTH:** Controls the reaction speed and envelope tracking sensitivity when operating in **Dynamic** or **Crossing** modes. Higher values smooth out the volume tracking for a more gradual blend.
- **CUTOFF (Resonant Bell EQ):** A dedicated, highly resonant bell filter. Adjusting this knob moves the frequency peak, letting you narrow down on specific frequencies to emphasize ringing overtones or shape cinematic, sweepable ambient textures.
- **CLIP:** A clipper built specifically for the texture module to add grit, digital lo-fi edge, or industrial distortion to your background layers.

4. MASTER STRIP

The Master Strip provides global control over Polysampler's final stereo output, monitoring tools, and panel layouts.

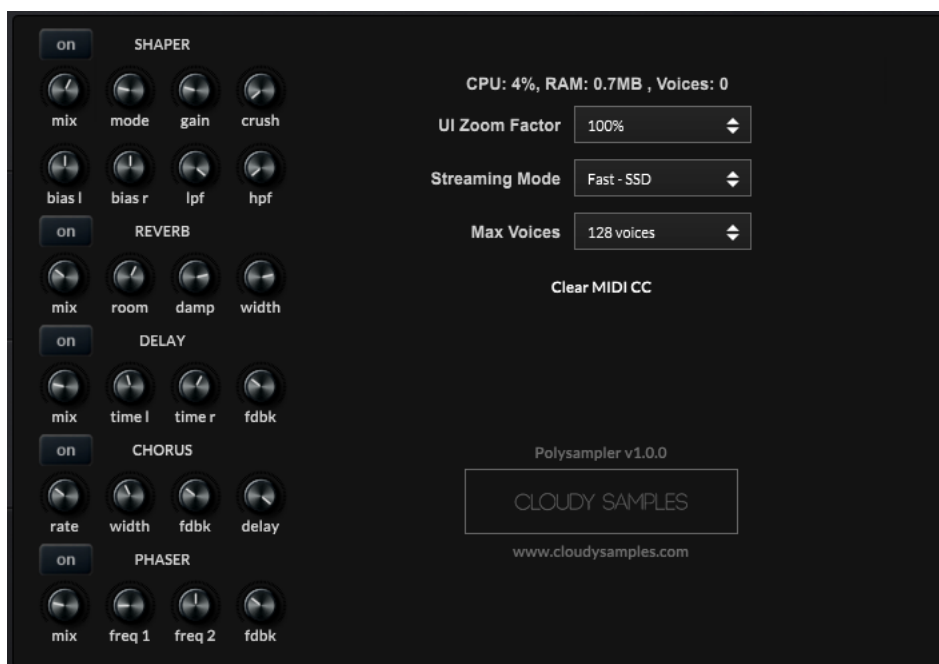


- **GAIN & BALANCE:** Global output volume and master stereo pan.
 - **WIDTH:** Expands the perceived stereo image of your mix without damaging or altering the crucial mono compatibility of your audio.
 - **LPF & HPF:** Master Low-Pass and High-Pass filters for final mix balancing.
 - **OFF / PANEL / LIMIT / RESET:**
 - **off:** Globally bypasses or engages the entire processing engine.
 - **panel:** Opens and hides the advanced lower window containing the **Effects Matrix** and global **Settings**.
 - **limit:** Engages a transparent, protective master ceiling brickwall limiter on -0.1 dB.
 - **reset:** Instantly resets all parameters across the entire plugin back to its Initialized state (**Init**).
 - **MULTIBAND EQ & ANALYZER:** A pristine, multi-band surgical equalizer overlaying a highly precise real-time frequency spectrum analyzer, giving you total visual and surgical control over your final sound. Right-click on the band's number to Enable or Disable band, and choose the mode between Low Pass, High Pass, Low Shelf, High Shelf, and Peak.
 - **STATUS WINDOW (Tooltip Panel):** Located on the bottom left. This dynamic text window actively tracks your mouse movements, providing instant real-time feedback and help. It is also showing the values of the Equalizer (Hz, dB). Tip on values of the knobs are displaying above every slider or knob while mouse-changing. Hold CTRL to change the values precisely.
- A small, dark rectangular window with the text 'Engine Ready' in a light-colored font.
- **7-OCTAVE VIRTUAL KEYBOARD:** A built-in, fully interactive keyboard allowing you to audition sounds quickly without needing an external MIDI controller connected.



5. EFFECTS MATRIX & SYSTEM SETTINGS

(Accessible by clicking the **PANEL** button on the Master Strip)



Multi-FX Processors

Every effect module can be completely customized and toggled on or off instantly with a single dedicated switch.

- **SHAPER:** A powerhouse distortion unit featuring 8 switchable wave-shaping modules (including *Sine*, *Linear*, *Rect*, etc.), built-in pre/post filters, customizable bias controls, and an integrated **Bitcrusher** for digital grit.
- **REVERB:** A lush, spacious acoustic space simulator tailored for long, beautiful ambient tails.
- **DELAY:** A highly spatial echo engine featuring feedback controls and **fully independent Left and Right channel time knobs**, delivering an immersive, wide stereo ping-pong character.
- **CHORUS:** Adds lush modulation, depth, and thick ensemble-style stereo widening.
- **PHASER:** A multi-stage phasing unit equipped with adjustable feedback and a unique **double-frequency** change for complex, cosmic modulation.

Global Settings

- **GUI RESIZING:** Allows you to instantly change the physical scale of the plugin user interface to perfectly fit any monitor resolution, from laptops to 4K screens.
- **STREAMING MODE (HDD / SSD):** Optimizes the internal disk-streaming engine buffer based on your storage drive architecture. Select **SSD** for rapid, low-latency performance, or **HDD** to allocate extra buffer memory for traditional mechanical drives.
- **MAX VOICES:** Adjusts the maximum global polyphony limit of the plugin to optimize CPU performance depending on your computer hardware specifications.

TROUBLESHOOTING

1. You need 64-bit OS with VST3/AU supported DAW to run this plugin.
2. The WARP function (advanced pitch/time stretching) can significantly increase CPU usage when playing complex chords or high numbers of concurrent notes. On older systems, heavy use may lead to audio dropouts or CPU spikes within your DAW.
3. You can right-click on the sampler's panel to load your sample or drag&drop straight from your DAW or system browser.
4. If the plugin is too big or too small on your screen, change the size of the interface through PANEL → UI Zoom Factor.
5. If you need a panic button, you can use the OFF (bypass) button.
6. Access to effects and settings using PANEL button.
7. Access the license on the main folder "Assets/Documentation".
8. To uninstall the plugin, just remove your copied "Polysampler.vst3" or "Polysampler.component" from your VST Plugins/Components folder.
9. If you encounter any issues or technical difficulties, please contact Cloudy Samples immediately.

Website: <https://www.cloudysamples.com>

E-mail: studio@cloudysamples.com

© Cloudy Samples. All rights reserved.