

# ***ACTION! SAMPLER***

**Virtual Instrument and Sample Collection**



## **User's Manual**

### **Forward**

*Thank You for choosing the Action! Sampler Virtual Instrument, Loop, Hit, and Music Collection from CDSoundMaster. We are pleased to introduce this important VST Instrument release from our "Cinematic Expressions" series of Original Soundtrack Music for Motion Picture. As the name suggests, "Action!" focuses on the Blockbuster action movie format, bringing together the vital elements of sound creation into a single genre-specific format. Complete control of all individual hits and looped musical phrases are immediately available via a keyboard interface. We have designed this series of instruments, loops, music, and sounds for the independent composer who needs the right tools for specific tasks, but also with a focus towards do-it-yourself film producers and directors who may not have the budget to license or hire a composer for their film, and therefore can use the tools in the "Cinematic Expressions" series to score their own projects and to easily place temp music tracks in place for synch before a final score is created.*

### **About CDSoundMaster**

*CDSoundMaster is the Audio Mastering home for Owner/Engineer Michael Angel. For many years, he has used his knowledge about the recording, producing, and mastering processes to apply them to research and development and beta testing of sound recording software. He creates original software program libraries for the Nebula Pro Plug-in (Acustica-Audio.com) as an official 3rd Party Developer and a line of original CDSoundMaster audio Plug-ins, Virtual Instruments, and Loops and Sample Packs. CDSoundMaster is used as the release name for all music and composition-related products that are available to users for their own music and recording projects. Because CDSoundMaster represents the passion of an individual in his efforts to advance excellence in musical composition and sound recording technology, we strive to make ourselves available to our customers. We are glad to help advise you on our products to articulate which ones are best suited to your particular projects, and we are available for special mixing, editing, and mastering services in unique circumstances, given that the project meets certain criteria.*

### **About Monumental Audio**

*Monumental Audio is the home for Michael Angel's Original Music for Motion Picture Advertising and Soundtrack. As Composer, he creates professionally produced and mastered original music recordings for licensing in synchronization with visual media for use as soundtrack and motion picture advertising. He works from his recording studio Angel Lofte Studio, which includes original software and hardware that he has designed for mastering and recording. It is through this channel that he shares his skills in sound and music development in the form of sound samples, music loops, and virtual instrument samplers of the highest, most competitive sound quality. Michael Angel is a follower of Christ, a multi-instrumentalist with a background in classical music, training in piano, drums and percussion, and classical voice. Michael Angel devotes a measure of his professional time to creating completely original compositions for the formats mentioned above, and these works are licensed via the Monumental Audio brand name.*

## **Action! Sampler Installation**

### **PC 32 Bit**

*We highly recommend closing all applications and creating a system restore point before installing any new software onto your computer.*

*Make sure that you complete all downloads for your platform.*

*Once your download is complete and extract the .zip file.*

*Copy the "**CDS-ACTION-PC-VST-32-Bit**" folder to your  
32 Bit vstplugins folder*

*(usually c:\program files (x86)\steinberg\vstplugins).*

*Open your vst Host and you should see*

*"**ACTION**" in your list of VSTi instruments under your Host program. Open "**ACTION**".*

*When opening the first time, the Action! Sampler will ask for your unique license key. This key is supplied to you via your customer email where you have purchased the Action! Sampler. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.*

### **PC 64 Bit**

*Follow the same directions above.*

*Instead of your 32 Bit vstplugins folder, you will copy the*

***"CDS-ACTION-PC-VST-64-Bit"***

*folder to your 64 Bit vstplugins folder*

*(usually c:\program files\steinberg\vstplugins).*

*Open your vst Host and you should see "**ACTION**" in your list of VSTi instruments.*

*The rest of the instructions are the same as above.*

### **Macintosh VST**

*We highly recommend closing all applications before installing any new software onto your computer.  
Copy your **"CDS-ACTION-VST-MAC"** folder  
to your "Library/Audio/Plug-Ins/VST" folder. When you open your host, you should see the  
"ACTION" VSTi.*

*When opening the first time, the Action! Sampler will ask for your unique license key. This key is supplied to you via your customer email where you have purchased the Action! Sampler. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.*

### **Macintosh AU**

*We highly recommend closing all applications before installing any new software onto your computer.  
Copy your **"CDS-ACTION-AU-MAC"** folder  
To your "Library/Audio/Plug-Ins/Components" folder. When you open your host, you should see  
"ACTION".*

*When opening the first time, the Action! Sampler will ask for your unique license key. This key is supplied to you via your customer email where you have purchased the Action! Sampler. In most cases your license is emailed along with your download or emailed to you within 24 hours of your purchase.*

### **About the Action! Sampler**

*The Action! Sampler combines the use of a high quality 24 Bit, 44.1kHz sound collection with a powerful sampler interface, packed with hits, loops, and instruments designed to help you produce high quality music for the Action movie genre. It uses 32 Bit Float internal processing of sounds so the quality is preserved at all dynamics. A single instance of the Action! Sampler can be used on any midi channel and multiple instances can be used in a session with very low system resources. The sounds are created completely from scratch and musical selections are written by Michael Angel, composer for Monumental Audio, a specialty music licensing company designed to provide the highest quality original music for use in soundtrack and in motion picture advertising.*

*Michael Angel is also an accomplished mastering engineer and music recording software developer. Every sound has been carefully produced and mastered to easily fit into a final, fully-produced song with little additional processing or mixing. Sounds have been tested, mixed, and compared to the best movie soundtracks to ensure that they can hold up to the highest standard.*

*We hope that you enjoy this special instrument/sound collection and we hope that you will be blessed by the use of these sounds. Please keep us in mind for your other song creation projects. Our "Cinematic Expressions" Collection of samplers and sound sets will be covering many musical genres and we would be honored to have you as a returning customer. If you use audio effects in your song productions, please also consider using CDSoundMaster original audio plug-ins and program libraries for the NebulaPro plug-In.*

## **Action! Sampler Controls**

### ***Under The Hood***

*The primary function of the Action! Sampler is to playback the hits and loops contained in the collection. This includes many hidden controls that have been edited and programmed ahead of time for your use. The length of the extension of release time for every key has been programmed for easiest use. Items that are hits are created to play all the way to the end just with the press of a key. Items that are meant only to sustain while the key is held down will release as soon as you wish. Long, looped information will continue as long as you hold it down, and it will play as long as note information is entered for that note in that program. This means that not only can you control the type of sample from your keyboard controller for live performance and live tracking, but you can also record the midi information into your Host software and adjust the length of notes to control loop information. Full volume dynamics are automatically included for all sample functions. The selected "kit" or "preset" can be saved as part of your DAW session and any saved midi function commands that are recorded as part of its performance may be recalled within the session as well. In addition to these features, you also have access to certain sampler functions directly from the Action Interface, allowing you to control and restructure the samples.*

### ***Instrument List***

*From the Action! Sampler Interface, each sound kit is selected from an "Instrument List". This is instantly available at any time simply by clicking on the words displayed in the upper section of the display window. For example, if the current program loaded is "Action Attack String", then click your mouse cursor on the words "Action Attack String" in the top portion of the display window and the "Instrument List" will appear in a large text box. Simply select the kit from the list, let it load, and it is ready for use. These selections are specific to your project and may be saved with your session in your Host for instant recall. The Action! Sampler has plenty of polyphony to play the samples within any set, but it is a single sound generation tool, so we recommend opening separate instances for separate simultaneous tracks if needed, or you can easily render sections and loops from kit to kit as your composition takes form.*



### ***Attack***

*The "Attack" function adjusts the instant first response of the sound being generated. When a sample is played, it is reproduced in the exact form of the original recording. Adjusting the attack can force the initiation of the sound to react quicker or slower, depending on the desired result. To reproduce sounds as they are originally intended to be heard, leave the control at its original position. To create faster attack, turn the control to the left. To slow down the attack response, turn the control to the right.*



### ***Decay***

*"Decay" is operated in the same manner as the "Attack" feature. Therefore, turning the control to the left causes a faster decay time, and turning the control to the right slows decay time. "Decay" interacts with "Attack" to determine how long the initial start of the sample playback will remain in effect before changing into its next function.*





### ***Sustain***

*The "Sustain" control adjusts the playback of the sound from the period of its first attack, or initial sound, to the transition of its sample length. Think of sustain as the middle portion of the sample length. This control structures the sound as it transitions from the first sound made in an intermediary step before the final fade out of the sound. Usually you will not notice much change in sound until adjusting the "Release" control at the same time.*



### ***Release***

*The "Release" control allows the sound to increase or decrease by the final fade out length of the sample, varying the effect that the keyboard "note-on" and "note-off" messaging will have on the length of the final note length. This means that if a sound normally stops playing immediately after the key is released, you can use this control to lengthen how long the sound will continue when the key is released, either to end much faster or to continue playing longer with a pronounced longer fade out after the note is depressed. When used in combination with the "Sustain" control, the amount of sustaining sound and fade out length can be combined for very profound different out-going signal effects to make for a long fade out that matches the exact length of the measure performed, or it can shorten a smooth note to end much more abruptly.*



### ***Volume***

*"Volume" increases or decreases the loudness of the sound at the Action! Sampler's output. This is a digital control, and it can be used to balance out sound between multiple instances of the sampler if desired. Since all samples are recorded in 24 bit, you do not have to be concerned about degrading the quality of the sound output at lower levels.*





### **Pan**

*The "Pan" control adjusts the playback of sound from left to right. Each instance of the Action! Sampler can be set to a different position in the stereo field spectrum from fully left or right to any location in between. Each instance is pre-configured for center positioning.*

### **Sound Kits**

*The Action! Sampler contains a large collection of sounds, including "Hits", "Loops", and "Chromatic Instruments". Each collection of sounds are loaded into individual Banks or sound presets. Each Kit begins on the "C1" key to coincide with most keyboard controllers. The exception to this are the Drum Kit Banks, which also contain added lower notes beneath C1 in order to comply with General MIDI.*

*A "Hit" is often also called a one-shot. This is a sound that does not repeat when sustained, or when the key is held down. "Hits" include individual sounds that have a fast transient attack like drums, and also combined layered instrument sounds used to accent a song. These "Hits" are programmed so that you do not have to hold the key down, so that they play to the end of the sound just by the touch of the key.*

*A "Loop" is a section of music, a layered instrument part, or full musical phrase created especially for the Action! Sampler. These are original musical composition sounds that you can use to help structure full songs from, and develop original ideas based upon these sounds. "Loops" will continue to play as long as the key is held down. The tempo of the "Loop" is determined by the name of the specific Action Kit that it belongs in. For example, a loop in the*

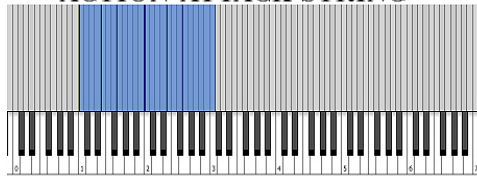
*"Action Kit 150 C" kit will play at a tempo of 150 BPM. This also means that loops can be controlled by programming a midi note for the exact length and number of repetitions desired. Loops can also be controlled by rendering a single full repetition or even partial repetition, and when used in your sequencer as a looped audio file, this rendered selection can be stretched or compressed to another tempo if desired.*

*"Chromatic Instruments" are original layered sounds that are created especially for the Action! Sampler to allow numerous melodies and song themes to be created beyond the notes that exist in the music loops. This allows you to create any idea with these sounds that you can imagine. Typically, these sounds play as long as the key is depressed, and they can be played with multiple notes to form chords where desired. Any "Chromatic Instrument" can be used in combination with loop ideas from any other kit. An Instrument may be in its own bank, like a Guitar Bank, or a Drum Bank, but it may also be a portion of an "Action Kit". What this means is that the instrument may be intended to be a part of the song concept included in a kit, which makes it a good match to accentuate portions of the loops within the same kit. But, these instruments can also be used with any other kit where the sound is desired.*

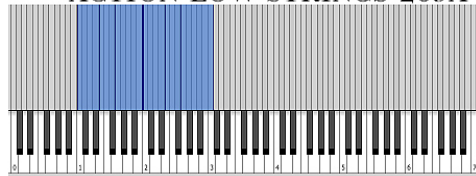
*Each Bank is loaded as its own preset. Because we have created the Action! Sampler to be easy on system resources, you can easily load many simultaneous instances within your session. An "Action Kit" is named by its tempo, and there is a letter to signify whether it is in a group of related kits. For example, "Action Kit 150 C" is the third kit in a series of kits at the same tempo that can be used in a song with the same tempo. The looped sounds in these kits will all synchronize to the same BPM. The individual hits in these kits can be used with any other kit as well. We have provided you with four complete drum sets, each created with a sound that is geared towards the Action Film genre. these kits can be played from a midi drum trigger set using the General Midi notes selected. There are also multiple additional instrument kits, including synth, bass, and orchestra hits.*

*Below is a complete list of the Banks from the Action! Sampler, along with a graphic that shows the notes that have sound data in each Bank. The notes marked with blue have an active sample. In non-chromatic loop sections, only the white keys are active. This makes it easy to move from sample to sample. Most kits will begin on "C1" to comply with the majority of keyboard controller ranges.*

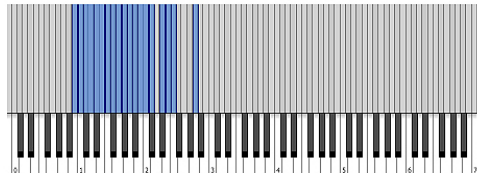
## ACTION-ATTACK STRING



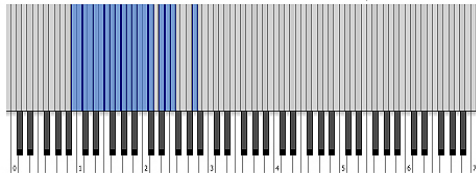
**ACTION-LOW-STRINGS-205A**



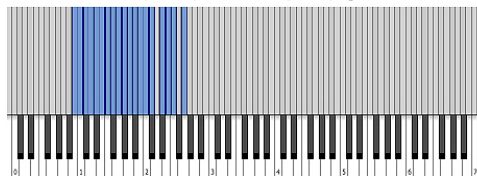
## ACTION-DRUMS 1



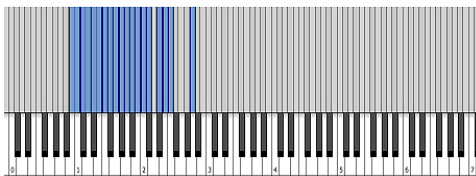
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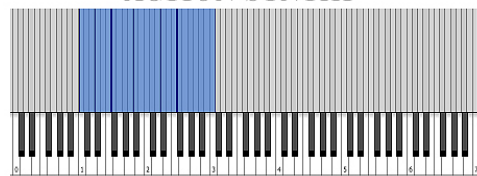
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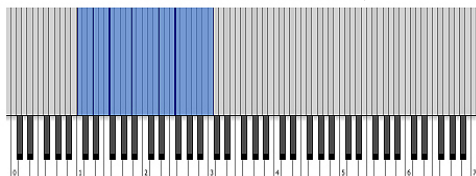
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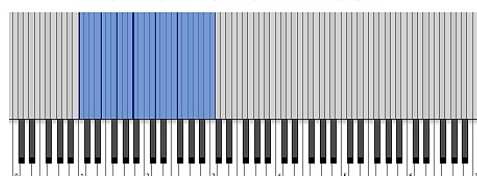
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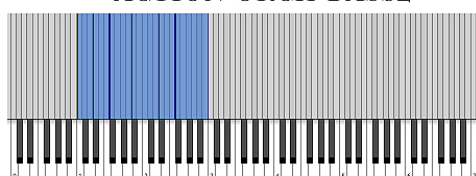
ACTION-SYNTH2



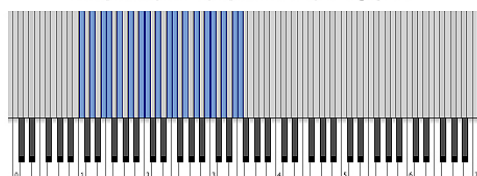
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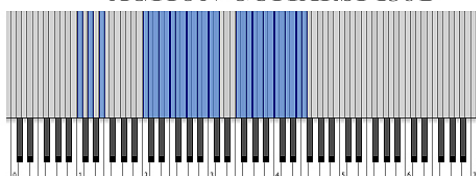
ACTION-ORCH-BASS2



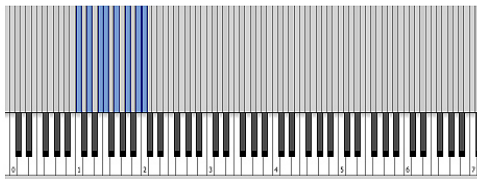
ACTION-GUITARS1-135A



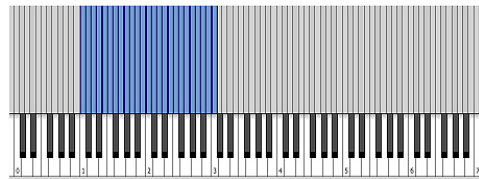
**ACTION-GUITARS1-135B**



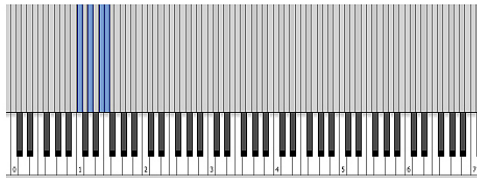
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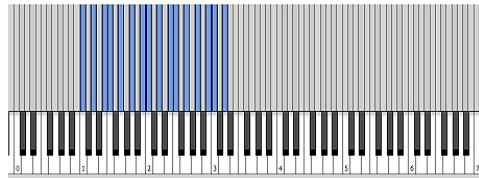
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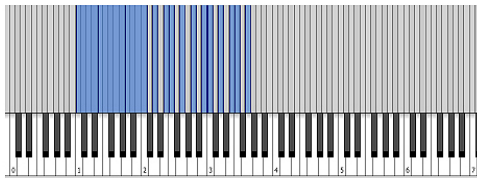
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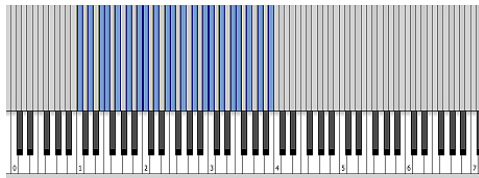
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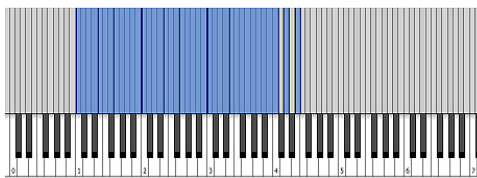
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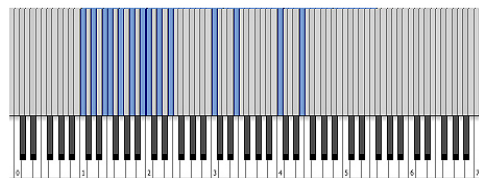
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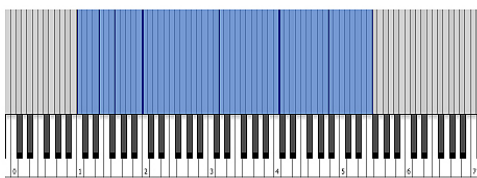
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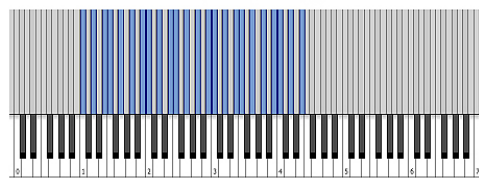
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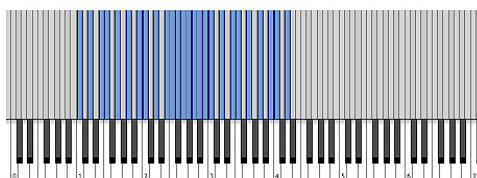
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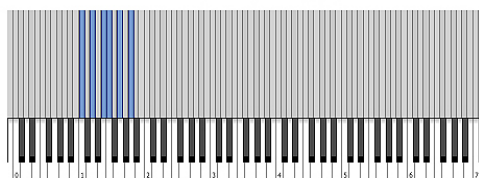
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**ACTION-95B**



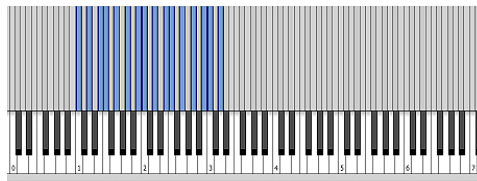
**ACTION-95C**



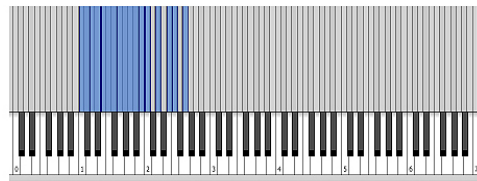
A diagram of a piano keyboard with 48 keys, numbered 0 to 47. The keys are arranged in two rows. The top row contains keys 0 through 23, and the bottom row contains keys 24 through 47. Keys 1 through 30 are highlighted in blue, indicating the 32-bit word size of the processor. The blue highlighting covers keys 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, and 30.



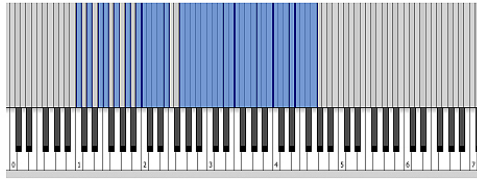
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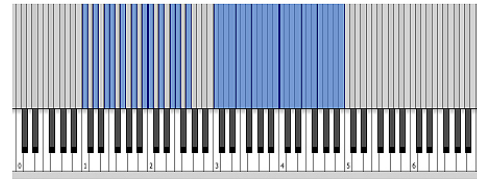
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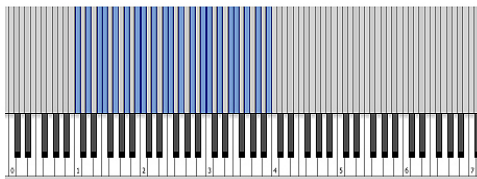
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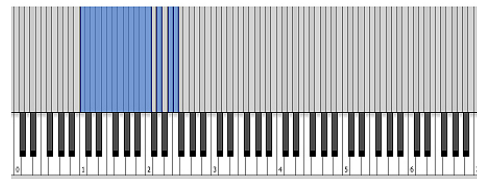
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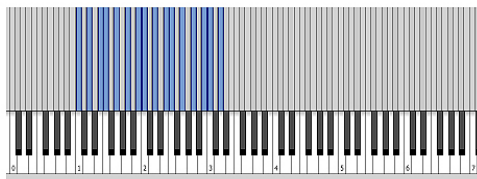
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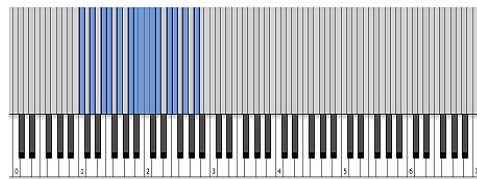
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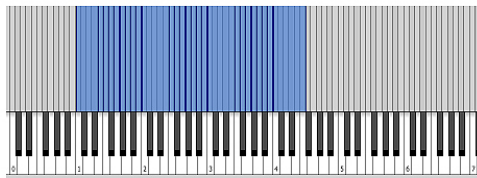
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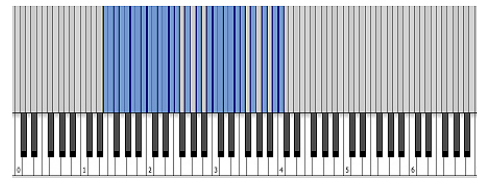
**ACTION-140A**



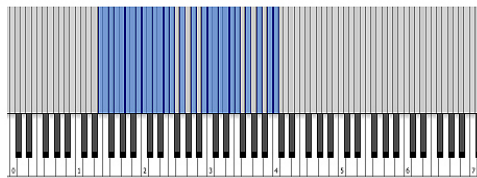
**ACTION-140B**



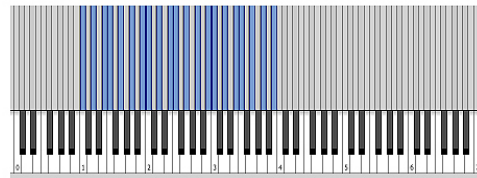
**ACTION-142A**



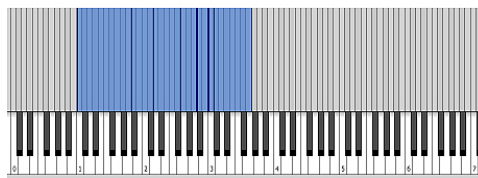
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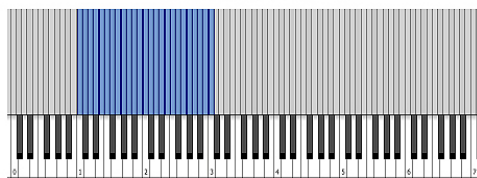
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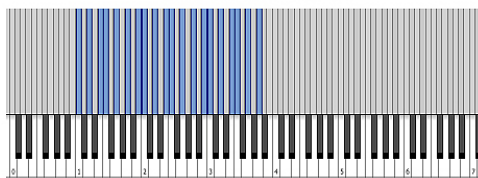
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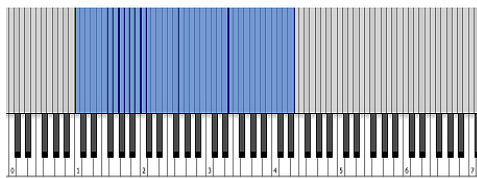
**ACTION-145C**



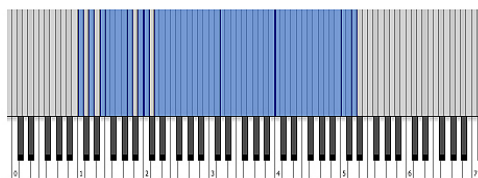
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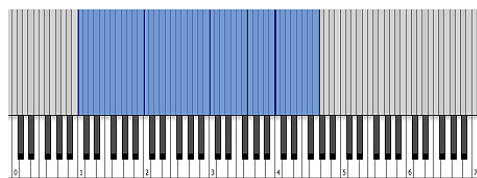
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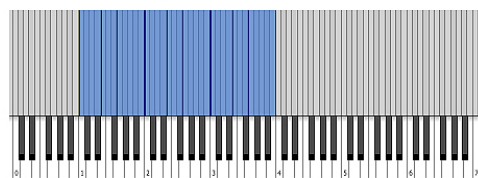
**ACTION-150A**



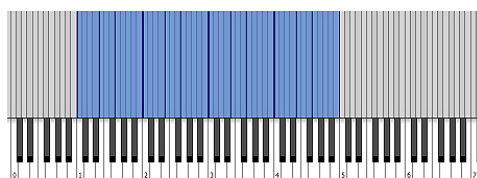
**ACTION-150B**



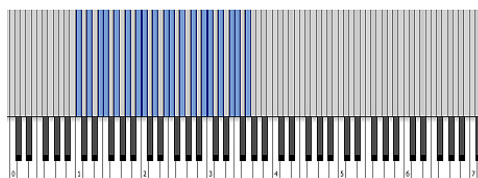
**ACTION-150C**



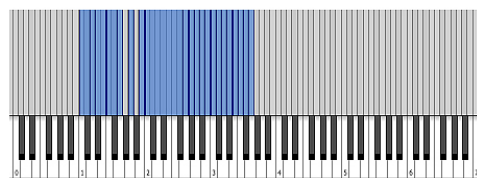
**ACTION-150D**



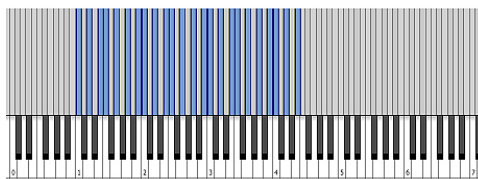
**ACTION-160A**



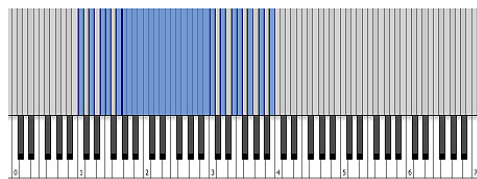
**ACTION-160B**



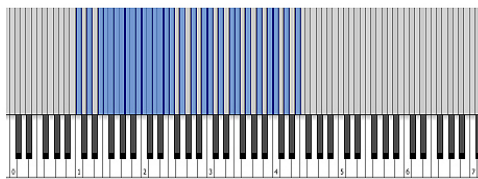
**ACTION-165A**



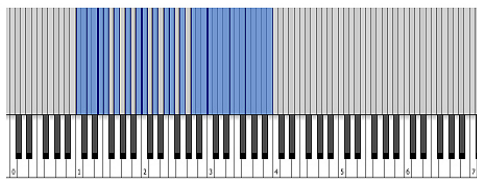
**ACTION-165B**



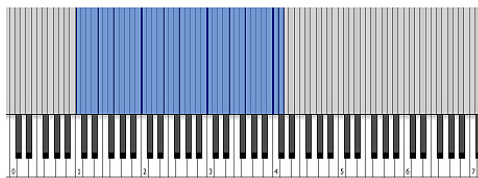
**ACTION-165C**



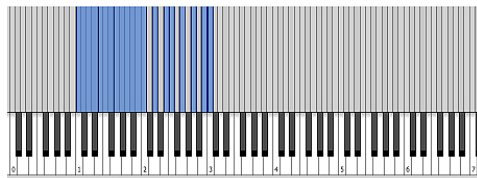
**ACTION-170A**



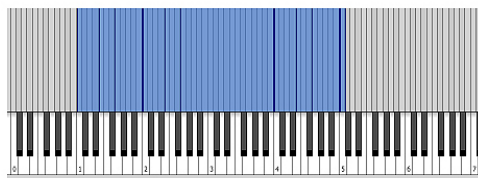
**ACTION-170B**



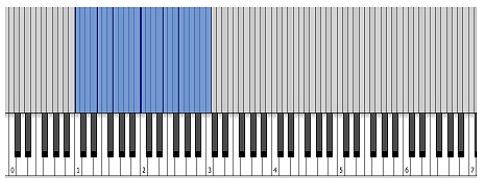
**ACTION-170C**



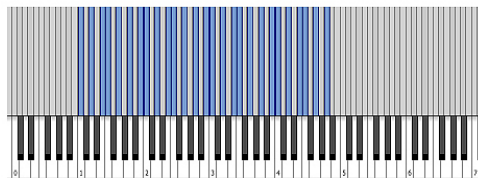
**ACTION-170D**



**ACTION-170E**



**ACTION-205**



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