

Plugin Alliance MEGA Sampler

Plugin Manual

The screenshot displays the Plugin Alliance MEGA Sampler interface. At the top, it shows a 100% zoom level and a list of active audio processing modules: HG-2, bx_delay, Reverb, LMF Band, High EQ, E0 Ranger, Alpha Comp, and bx_chorus. Below these is a waveform display for a sample titled "01 Pop Piano Themes 83 BPM Db". The interface is divided into several control sections: "Play Mode" with Snap and Loop options; "Amp & Envelope" with controls for Volume dB, Volume Vel, Attack ms, Release ms, and Pan; "Filter" with PP6 Filter, LP 12dB, Cutoff, and Resonance; "LFO" with Sync, Retrigger, Attack ms, Sync Rate, and Phase; "Sync & Key" with Transpose, Detune ct, Formant Shift, Auto Key, DAW Tempo, and bx_pro; and "M/S" with Mono Maker Hz and Stereo Width. A bottom row of buttons allows for sample selection, with "01PopPian" currently selected. The interface also includes a search bar, navigation options (Start, Browse, My Collection, Learn), and a "Close Player" button.

Developed by Brainworx Audio in partnership with Plugin Alliance, distributed by Plugin Alliance.





The Plugin Alliance 'MEGA Sampler' is a sample player with an online sample library service built for your DAW.

With an ever-growing sample library, easily navigate and find the perfect sounds for your production. All you need to do is drag and drop any sample from our library into a sample slot, which will automatically adapt to the BPM and Master Key of your session! Play these loops in interesting ways with various playback modes and finally process your samples, with modeled filters from PPG, Knifonium and the bx_oberhausen.

We've also added a new line of branded stompbox effect pedals from the Plugin Alliance family like the Black Box Analog HG-2, a brand new PPG Reverb, AMEK High EQ, and more!

You no longer need a separate application outside your DAW to load in your samples, everything comes from one plugin, speeding up the process of making music through an easy user experience, more creativity with fewer creative blocks.

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1 Master FX Section

All 16 sample slots are routed to the Master FX section. If you would like to individually process a sample slot, we've included the option for you to right-click on any sample slot (found at the bottom) and assign the slot to a dedicated auxiliary channel for your DAW.

Having a huge portfolio of different audio processors, we decided to give you smaller versions of some of the best of these effects.

The effects section can be globally enabled and disabled by clicking the power button next to "Master FX".

The signal flow through the effects section is left to right and the order of the effects is variable. By simply clicking the effect name and dragging it into a different spot, you can alter the signal flow to your liking.

2 Scrollbar

Scroll left or right to view fx pedals that might not be in your current view.

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1 bx_delay

Modeled after a classic bucket-brigade delay, this is a rich addition to your sound. You can sync the delay to your host if desired, this setting ranges from 1/32 to 2/1 including triplets (T) and dotted notes (D). The filter is a low pass when the knob is turned counter-clockwise from the center position and a high pass when turned clockwise. You can choose between a ping-pong style delay or a regular delay.



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1 PPG Reverb

A classic reverb offering you anything from a bathroom to a cathedral.

Play around with room size and feedback to find the amount of reverb that fits your sound.

The Damping parameter allows you to dial in harsh, cold sounds as well as soft and lush ambiences.

The freeze function will keep the current reverb level for an almost infinite time. This allows for creating huge ambiences.

Make sure you activate the freeze function at the moment you want to hold the reverb state (not before you play).

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1 Maag LMF

LMF Switch Q (Wide & Tight)

Low Mid Frequency selector. Switch in the 'T' position selects a tight bell curve, switch in the 'W' position selects a wide bell curve.

LMF Selector

Bell curve boost at Sub, 40 Hz, 57 Hz, 65 Hz, 88 Hz, 150Hz, 220 Hz, 250 Hz, 400 Hz, 1 kHz, or 1.4 kHz.

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1 Flanger

Modeled after the sound of classic Flanger pedals, this gives the Knifonium an additional set of possibilities.

Speed can be dialed in both synchronized with your host tempo and free running. Enhance deepens the effect of the flanger.



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1 Blue Chorus

Another Brainworx classic gives you the typical sound of a chorus stompbox.



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1 Phaser

A model of the world's most popular phaser pedal with its iconic 4-stage phasing sound, as well as its 2-stage predecessor and an additional plugin-only 6-stage mode for more intense modulation. The mode displayed is the current pedal in selection.

Note: The Mono mode will give a more intense modulation effect, but will destroy the stereo width of the signal. This is best used for monophonic lead sounds where no Stereo information is being processed. The output on the left and right will be the same when using mono mode.



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1 SPL EQ Ranger

Quick and intuitive frequency treatment. Add that SPL flavor to your synthesis by easily tweaking and dialing in more character.



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1 Black Box Analog HG-2

Pentode:

This control drives the Pentode tube model, generating “even order” harmonics - a more pleasing type of saturation that can be found in many tube-based guitar amps.

Triode:

This control drives the Triode tube model, generating “third order” harmonics - a grittier type of saturation that can be found in ‘overdriven’ audiotape.

Saturation:

This knob adjusts how much of the parallel saturation signal is fed into the main signal path.

Output:

Continuous knob, 0 - 10 Passive output attenuation. Use this to adjust the final output level after passing your signal through the tube stages of the HG-2.

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1 bx_blackdist 2

Distortion:

This Knob controls the amount of gain.

Turning it clockwise increases the overdrive amount.

Filter:

This controls the tone of the unit.

This is a high-cut filter, turning it clockwise decreases the amount of high-end treble.

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1 AMEK High EQ

EQ Band Gain:

This band has a 15 dB range to determine the amount by which the frequency setting for the band is boosted or attenuated.

EQ Band Gain Range:

For finer control of complex program material, the Gain range can be reduced to +/- 7dB using the related switch.

EQ Band Q- Factor:

The EQ band features a quality range of between 0.4 (widest Q) and 4.0 (sharpest Q).

EQ Band Frequency:

Sets the center frequency continuously variable for the band.

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1 elysia Alpha Compressor

Threshold:

If the input level exceeds this value, the compression process will start.

Ratio:

The relation between the input level and the output level. The printed values double in feed-forward mode.

Attack:

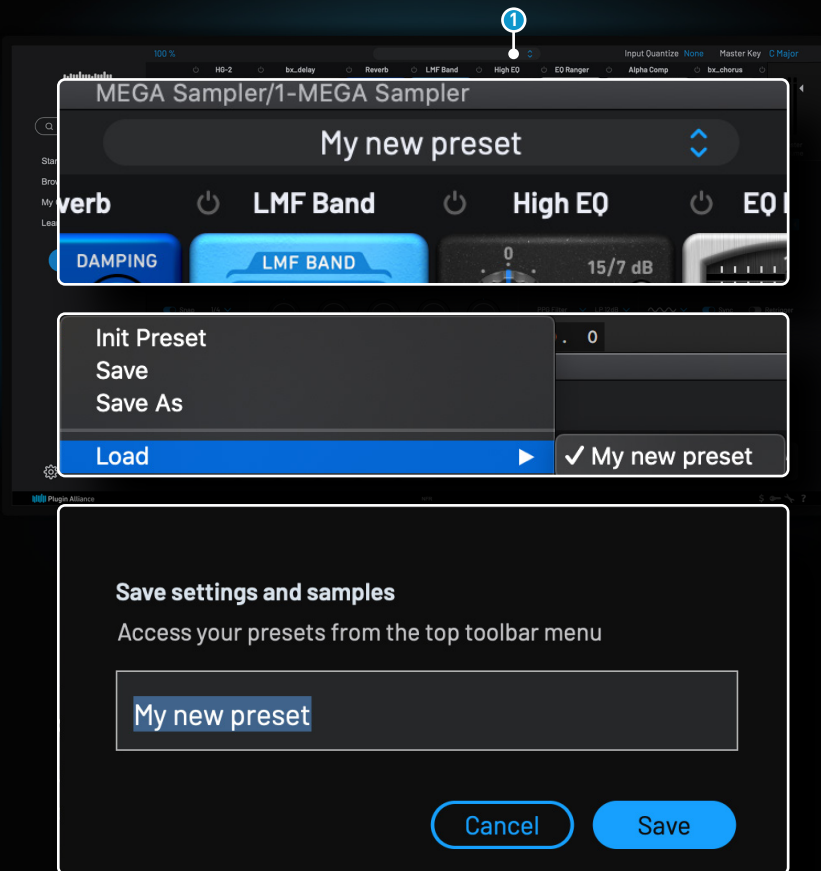
The transient response of the compressor. It determines the time the alpha compressor needs to react to a peak.

Release:

The return phase of the compressor. It controls the period of time that the compressor takes to return back to unity gain.

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1 Preset Select

Init Preset

Defaults all settings of the plugin and clears all sample slots.

Save

Saves all settings including samples loaded in sample slots.

Save As

Saves all settings including samples loaded in sample slots, and includes a prompted window where you can add a description of the preset and its relevant information.

Load

Loads a preset including all samples loaded and settings.

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1 Plugin size

Increase or decrease the size of the plugin by 50% being the smallest, 150% being the largest, please note depending on the size of your monitor, the plugin may not increase to its maximum value, this is by design.



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1 Master Volume

Controls the main output of the MEGA Sampler, this does not control sample previews.



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1 Master Key

Each sample slot in the MEGA Sampler can be 'slaved' to the 'Master Key' in this section. As an example, if the song you are working on is in the key of C#min make sure to set the Master Key to C#min as well. By default, any sample that you drag and drop into a sample slot will now be tuned to the key of C#. You can also switch this off completely by switching off 'Auto Key' (See Sync & Key)

The master key follows the circle of fifths principle.

If C is chosen as a starting point, the sequence is: C, G, D, A, E, B (=C), F (=G), C (=D), A, E, B, F. Continuing the pattern from F returns the sequence to its starting point of C. This order places the most closely related key signatures adjacent to one another.

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1 Waveform view

The MEGA Sampler with its zoom technology allows you to scroll up (zoom out) or scroll down (zoom in) as well as left and right click and drag functionality. Depending on whether you use a mouse or a trackpad will have the same results.

2 Start and End Markers (Loop Markers)

Set the start and end markers for the length of a loop, or where playback ends.

3 Playback Start Marker

Set this marker to where you would like playback to start.

4 Numbered Position Markers

In the case of silence at the beginning of a sample, you can adjust any of the numbered markers to align the grid to the first transient. Please note that these are not 'warp' markers, but rather position markers, and do not affect or warp the audio.

5 Beat Markers

Works together with the Play Mode, and should be used to place the start and end markers on the given beat divisions, quantized (snap on) or manually (snap off).

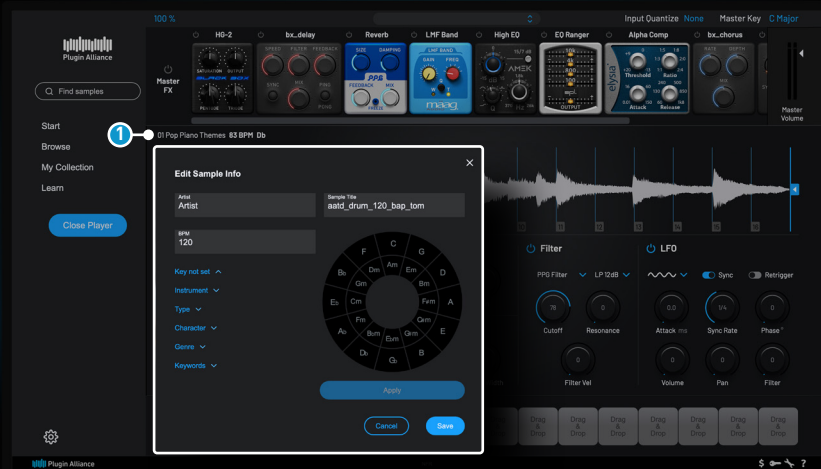
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1 Edit Sample Info

In the case that you would like to edit information like the Key and BPM of a selected sample, you can do so by clicking on the Sample Name at the top left corner of the waveform view display.



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1 Play Mode

Snap-On

Quantizes the start and end markers to the nearest beat marker.

Snap-Off

Removes the beat grid, and allows you to manually place start and end markers. Unquantized.

Beat Markers

Select the beat division which will be displayed as a grid on the waveform view. This is useful to musically start playback at various sections of a sample.

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Playback Mode

Choose between the following playback modes:

Forward

This is the default playback mode of the MEGA Sampler, when playing a sample slot it will 'voice' the slot for as long as you hold the note, and will stop automatically when it reaches the end of the sample.

Loop

When playing a sample slot in loop mode it will 'voice' the slot for as long as you press down on the key, and will continuously loop through the sample.

Reverse

Plays the sample in reverse, it will 'voice' the slot for as long as you press down on the key, and will stop automatically when it reaches the end of the sample.

Reverse Loop

Plays the sample in reverse, it will 'voice' the slot for as long as you hold the note, it will 'voice' the slot for as long as you press down on the key., and will continuously loop through the sample.

Ping Pong

Plays the sample right to left continuously for as long as you press down on the key.

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1 Amp & Envelope

Volume

Adjusts the volume of the selected sample.

Vel Volume

Adjust the amount that velocity will affect the volume when playing on for example a keyboard, or drum slot, etc. Higher velocities will result in louder voicing whereas lower velocities will result in softer voicing of the selected sample slot.

Attack

Adjust the time at which the volume raises when the sample slot is triggered.

Release

Adjust the time at which the volume lowers when the sample slot is no longer triggered.

Pan

Pans the sample left to right.

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Sync & Key

1 Transpose

Transposes the pitch of the selected sample, by default, this is set to 'Auto Key' which means that the transposition follows the 'Master Key' when the transpose parameter is adjusted, it will automatically deactivate Auto Key as it's no longer slaves to the Master Key.

Detune

Use this parameter to fine-tune the pitch of a sample according to the key of your song.

SpecEnv Shift

Preserves naturalness of the instrument sound from body resonances, this is particularly useful with vocals.

Warp Modes

The MEGA Sampler offers two different modes to 'warp' your audio samples. Meaning, the audio samples will stretch to whatever BPM you are currently in.

bx_pro is slightly heavier on CPU but produces high-quality audio with fewer artifacts.

bx_flex is the middle ground between the other algorithms, we highly recommend playing with all three algorithms depending on the sound source, and of course, whenever possible using the most efficient algorithm should you encounter CPU issues.

bx_efficient is lighter on CPU, this is especially useful for sessions where you use many sample slots with lots of processing as an example.

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1 M/S

Mono Maker

This tool is a critical component to several Brainworx processors, and it is an invaluable tool when mastering or tightening up a mix. Sweepable from 20 Hz to 22 kHz, this parameter folds the processed sound to mono at and below the frequency set. The most common setting is between 100-200 Hz, below which bass frequencies reside, where common practice deems that most sound should be mono. Other uses include folding an entire mix in order to check mono compatibility and avoid phase incoherency.

Stereo Width

Make your samples wider than it originally was by increasing the Stereo Width without losing the center of your recordings! You will not lose bass drum power or vocals by making your mix wider this way... and it will not sound different played back in mono at all. If you notice your Correlation Meter (e.g. bx_meter) showing less than 90°, dial up the Mono Maker a bit to tighten up the low-end until acceptable levels are shown.



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1 Filter

The filter section is what makes the MEGA Sampler really stand out from other samplers on the market, you can now process your samples through various filters including modeled filters from the Knifonium synthesizer, and the bx_oberhausen is a model inspired by great iconic synthesizers of the 70s and accurately modeled after original analog circuits.

Filter Selection

Select between PPG filter, bx_oberhausen, Knifonium

PPG Filter

Cutoff:

Controls the initial cutoff frequency.

Resonance:

Amplification of frequencies near the cutoff frequency.

Filter Type:

Select between Lowpass, Highpass, and Bandpass filters.

Filter Velocity:

Softer velocities will result in darker more muted sounds when playing, whereas higher velocities will result in a more 'open' or brighter sound of the filter.

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bx_oberhausen

Cutoff:

Controls the initial cutoff frequency. This is a faithful reproduction of typical state variable filters in hardware synthesizers.

Resonance:

Amplification of frequencies near the cutoff frequency. As with the hardware originals, this filter allows for quite high resonances resulting in higher output levels. Make sure you adjust the overall output volume accordingly.

Filter Type:

Select between Lowpass, Highpass, Notch, and Bandpass filters.

Filter Velocity:

Softer velocities will result in darker more muted sounds when playing, whereas higher velocities will result in a more 'open' or brighter sound of the filter.

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Knifonium

Cutoff:

Sets the VCF's cutoff frequency. The output filter is a low-pass 4th-order ladder filter.

Resonance:

Sets the VCF's resonance. The filter will self-oscillate with higher resonance settings.

Drive:

Adds a wonderful saturation that is a distinct characteristic of the Knifonium synthesizer and its 26 tubes!

Filter Velocity:

Softer velocities will result in darker more muted sounds when playing, whereas higher velocities will result in a more 'open' or brighter sound of the filter.

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1 LFO

The LFO is a powerful tool to further shape the tonality of your samples, in this case, the LFO will affect the Volume, Pan, and Filter for the selected sample slot.

LFO Type

Choose between 6 different LFO types to shape.

Sync

When enabling sync, the LFO will always sync to the BPM of your current session. 'Rate' will change to 'Sync Rate' now you're able to adjust the musical timing of the LFO.

Retrigger

LFO will start at the same phase at the first keypress; subsequent keys will not retrigger the LFO.

Shape

Adjust the current shape to something more unusual and experimental.

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Rate

When set to ,Rate' or Hz the LFO is not synchronized to the tempo of the DAW. When set to ,Sync Rate' the LFO is now synchronized to the tempo of the DAW, and musical timings can be selected.

Phase

Adjusts the offset between the waveforms

Volume

Adjusts the amount of LFO applied to the volume of the sample.

Pan

Adjusts the amount of LFO applied to the panning (left & right) of the sample.

Filter

Adjusts the amount of LFO applied to the filter of the sample.

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1 Sample Slots

The MEGA Sampler hosts 16 sample slots, each with its own set of features, this means, that when for example you select sample slot 1, you have dedicated settings such as the filter type, LFO amount, playback mode etc. for that particular sample slot.

You can have completely different settings in sample slots 2, 3, 4, and so forth, making the MEGA Sampler a powerful tool for playing back and shaping samples independently.

The 16 sample slot holds loops that you can drag and drop directly from the MEGA Sampler's browser. Each slot displays the current sample that is loaded. When no sample title is displayed the current sample slot is empty. To change the view and all of its settings for each sample slot, one must click on the sample slot to activate the corresponding view.

When right-clicking on any of the 16 sample slots a small window will be displayed with the following options:

Clear Samples: This clears the plugin settings excluding the Master FX & Waveform parameters for the specific sample slot, including the sample slot itself.

Clear All Samples: This clears the plugin settings excluding Master FX & Waveform parameters for all sample slots including all sample slots.

Reset Controls: This parameter resets all settings excluding the Master FX and Waveform parameters.

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1 Routing

The MEGA Sampler's 16 sample slots are fully-routable, by right-clicking on any sample slot you can route the specific sample slot to the Master FX, or bypass it. If you would like to individually process each sample slot you can route the slot to any of the 16 stereo Aux channels.

Please refer to your DAW manual on how to create an Aux channel and routing thereof.



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1 Solo and Mute

'S' Solo's the selected sample slot.

'M' Mute's the selected sample slot.



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1 Settings

Located at the bottom left-hand corner of the plugin you will find the settings section, here you will find the two functions.

Move audio data folder

Use this to relocate where you want to store/move all your audio files used in the MEGA Sampler.

Restore website from backup

In the event that an update involving the browser manager does not succeed, you can restore or 'initialize' the browser and revert to its first initialized state. Only use this option if the browser manager is corrupted, and not able to load. You can then try and update the browser again.





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