

# AI Bass Ultimate

## Installation Guide and User Manual

An AI-generated bass guitar instrument with articulation switching, playable low-note controls and a built-in rhythm sequencer.

### Overview

**AI Bass Ultimate** is the most advanced of the four libraries because it adds a built-in step sequencer on top of the normal Bitsonic Sample Player workflow.

From the bank and player code:

- the instrument contains **9 groups**: stop, scr, sus, muted, slap, up, down, updown and flag
- it provides **6 live keyswitch notes** for articulation switching
- it includes **30 internal sequencer patterns**

**Preset count:** 1 main instrument preset with built-in articulation system and sequencer.



AI Bass Ultimate interface

### Installation

1. Install the Bitsonic Sample Player as described in the product installation guide.
2. Place the AI BASS ULTIMATE.bitsonic library folder anywhere on your drive.
3. Open the Sample Player in your DAW.
4. Select the parent folder that contains AI BASS ULTIMATE.bitsonic .
5. Load the **AI Bass Ultimate** preset from the library panel.

## Performance Concept

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AI Bass Ultimate combines three control layers:

- **Main playable notes:** the bass performance range.
- **Low-note triggers and keyswitches:** articulation and control notes at the lower end of the keyboard.
- **Optional internal sequencer:** a 32-step pattern engine that can generate rhythmic bass lines.

## Articulations

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The bank data shows the following articulation groups:

- **sus** = sustain playing
- **muted** = muted bass tone
- **slap** = slap articulation
- **up** = up-picked or up-style attack
- **down** = down-picked or down-style attack
- **updown** = alternating style
- **stop** and **scr** = special low-note effect/control groups
- **flag** = an extra sequencer-targeted group used inside some patterns

### Live Keyswitches

The preset uses six dedicated keyswitch notes for articulation switching. In MIDI note numbers these are 26, 28, 29, 31, 33, 34, which correspond to the live articulation layer switching found in the bank.

These keyswitches toggle the core bass playing styles without forcing you to load different presets.

**Workflow:** use keyswitches when playing the instrument live, and use the sequencer when you want instant groove generation or repeatable rhythmic bass figures.

## Built-In Sequencer

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The AI Bass Ultimate sequencer is not a cosmetic add-on. It is integrated into the player logic and can replace incoming note triggering with pattern playback.

- **SEQ ON:** enables the sequencer.
- **Pattern menu:** selects one of the built-in groove patterns.
- **Div:** sets step timing resolution.

- **Save / Load:** save or recall pattern files.
- **32 steps:** each step stores on/off state, group selection, velocity and gate length.

From the preset data, the instrument ships with **30 built-in patterns**, including styles such as 80s slap, Motown groove, reggae, disco, metal, funk, jazz and fusion approaches.

### How The Sequencer Behaves

- When the sequencer is enabled, held MIDI notes feed the sequencer instead of playing in the normal way.
- The sequencer follows host tempo and play state when transport information is available.
- When no DAW transport is running, the player can still fall back to its own internal timing logic for direct triggering scenarios.
- Each step can target a specific articulation group, not just pitch and velocity.

## Main Controls

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Outside the sequencer, AI Bass Ultimate uses the standard Bitsonic Sample Player control layout.

### Performance Controls

- **Attack, Decay, Sustain, Release**
- **Vol., Pan, Cutoff, Velocity**

### Modulation

- **Tremolo Freq. / Amount**
- **Vibrato Freq. / Amount**

### Effects

- **Reverb Wet-Dry** plus IR selection
- **Chorus Mix / Rate / Depth**
- **Delay Feedback / Mix / Hi-cut / Width** plus division and Stereo/Ping-Pong mode

## Suggested Use

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### For Live Bass Writing

1. Keep **SEQ ON** disabled.
2. Play in the main note range.
3. Switch articulation with the low keyswitch notes.
4. Use velocity to shape dynamics.

### For Automatic Groove Generation

1. Enable **SEQ ON**.
2. Select a built-in pattern.
3. Hold a note or chord input to drive the pattern.
4. Edit or save patterns if needed.

## What Makes It Different

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- It combines normal sample-instrument playback with a pattern sequencer.
- It includes multiple bass articulations inside one preset instead of splitting them into separate instruments.
- The original product concept emphasizes AI-generated bass source material rather than conventional recorded sample sourcing alone.
- The bank supports genre-spanning bass work, from clean grooves to slap, muted and stylized rhythmic lines.

## Troubleshooting

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- If you play notes and hear a repeating groove instead of direct bass playback, check whether **SEQ ON** is enabled.
- If the articulation seems wrong, verify that no low keyswitch note has been triggered accidentally.
- If the library does not appear, reselect the parent folder of `AI BASS ULTIMATE.bitsonic`.

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