

# Ballistic Pulse

## Installation Guide and User Manual

A weapon and action SFX library for the Bitsonic Sample Player, built around playable gunfire and impact-style sound design.

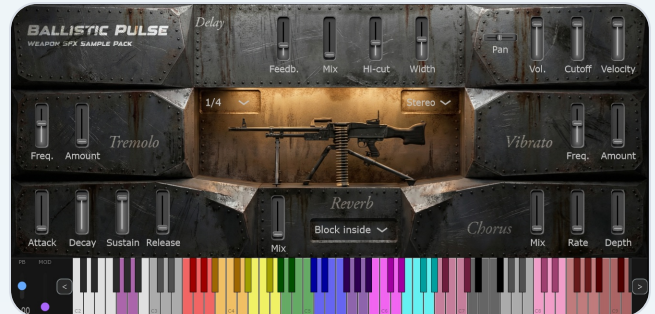
### Overview

**Ballistic Pulse** is a playable SFX bank designed for weapon-style, sci-fi and cinematic action sounds. The bank contains **11 presets**, including machine guns, cannons, ricochets, missiles, magazines, pistols and other effects.

The bank structure shows that several presets use **dual playback behavior**, such as a looping fire layer plus separate release or one-shot samples. This makes the instrument useful for both held performance gestures and short trigger-based events.

**Preset count:** 11

**Main categories:** sci-fi weapons, traditional gunfire, mechanical action sounds and impact-style effects.



Ballistic Pulse interface

### Installation

1. Install the Bitsonic Sample Player as described in the product installation guide.
2. Place the `BALLISTIC PULSE.bitsonic` library folder anywhere on your drive.
3. Open the Sample Player in your DAW.
4. Select the parent folder that contains `BALLISTIC PULSE.bitsonic`.
5. Load the desired weapon or SFX preset from the library panel.

## Preset List

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- Sci-fi Machine gun
- Sci-fi Cannon
- Sci-fi Weapon
- Machine gun
- Machine gun 2
- Ricochet
- Magazine
- Missile
- Shotgun
- Pistol
- Scream

## How The Library Plays

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Ballistic Pulse is not just a folder of random one-shots. The preset data shows three main playback approaches:

- **Loop + release style presets:** used in several machine-gun style presets. Holding a key can sustain the firing motion, while releasing the key can trigger a finishing shot or release sample.
- **Layered trigger presets:** some presets switch between multiple mapped zones or sample groups for different colors and variations.
- **Direct one-shot presets:** used for simpler effect types such as shotgun or scream.

**Performance note:** if a preset behaves differently when you hold a note versus tapping it, that is intentional. Some patches are designed for continuous-fire style playback, while others are purely one-shot based.

## Main Controls

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Ballistic Pulse uses the common Bitsonic Sample Player control set.

### Envelope And Tone

- **Attack, Decay, Sustain, Release:** shape note response and tail.
- **Cutoff:** low-pass filter to darken or soften the sound.
- **Velocity:** controls how strongly velocity influences playback.

- **Vol. / Pan:** output level and stereo placement.

### Modulation

- **Tremolo Freq. / Amount:** rhythmic volume movement.
- **Vibrato Freq. / Amount:** pitch movement.

### Effects

- **Reverb Mix:** blend the convolution reverb.
- **Reverb IR menu:** select spaces such as block, cement, echo hall or salon-style responses.
- **Delay section:** Feedback, Mix, Hi-cut, Width, rhythmic division and Stereo/Ping-Pong mode.
- **Chorus Mix / Rate / Depth:** useful for stylized sci-fi widening.

## Using Ballistic Pulse Effectively

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- Use **short notes** for sharp trigger-style events.
- Try **held notes** on machine-gun style presets to hear looped motion or sustained firing behavior.
- Use **release** as part of the performance, especially on presets that include a dedicated release sample.
- The colored note ranges on the keyboard help identify different mapped areas inside a preset.

## Design Tips

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- For realistic weapon impact, keep effects subtle and use only a little reverb.
- For sci-fi sound design, layer delay, chorus and filter movement more aggressively.
- If a preset sounds too long, shorten the release or reduce the wet effects.
- If you want harder transients, keep attack low and avoid too much convolution reverb.

## Troubleshooting

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- If a preset seems to ‘stop’ differently on note release, it may be using a dedicated release-trigger sample.
- If the sound feels overly dark or soft, increase **Cutoff**.
- If you do not see the library, reselect the parent folder of `BALLISTIC PULSE.bitsonic`.