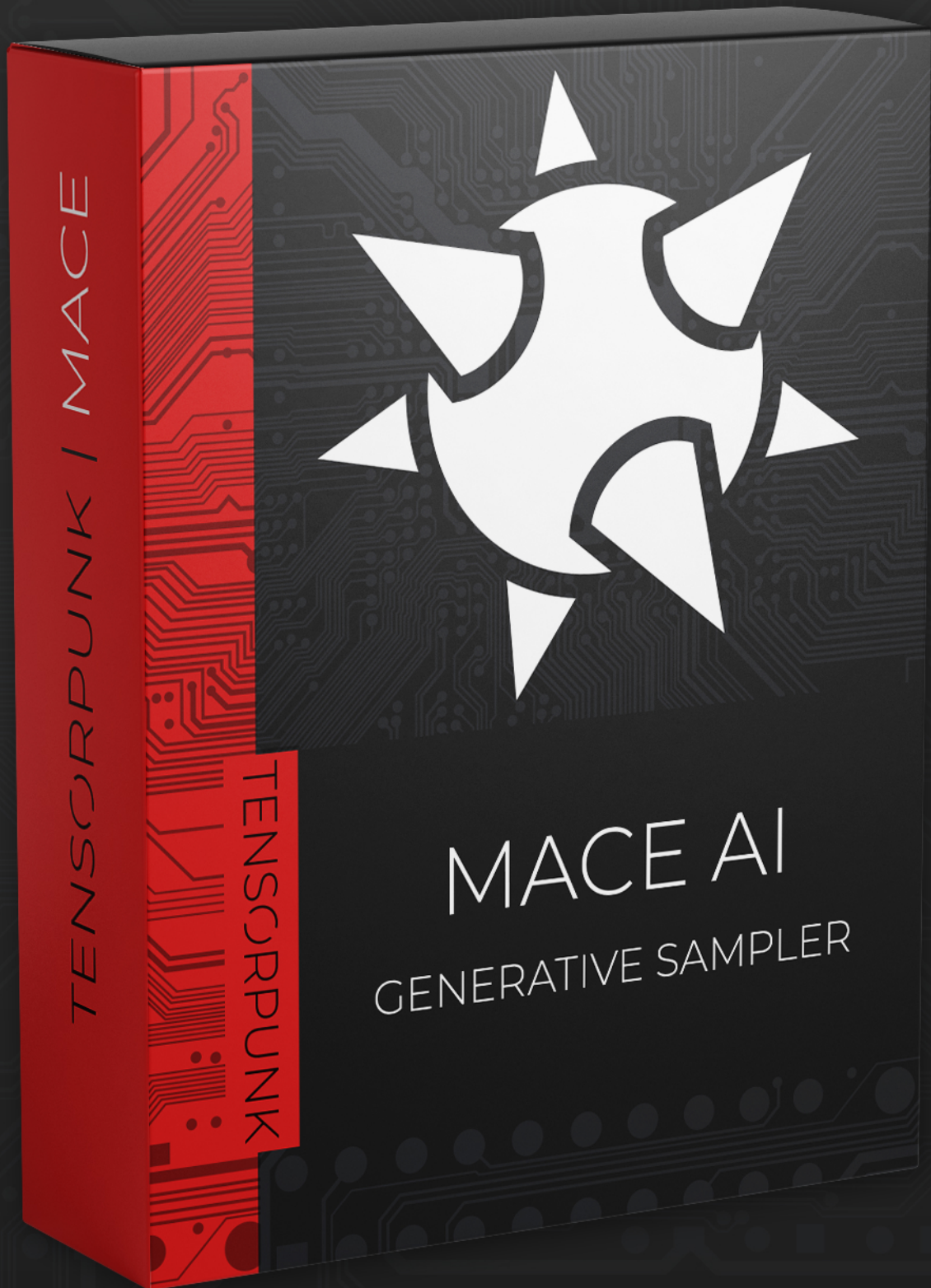


QUICKSTART GUIDE





1. MODEL BROWSER

Select a category from the drop down menu to browse AI models.

Drag over a model into one of the sample cell's (or a row tab) to generate a new sample and load it with that model type.

2. PRESET BAR

Init, Save, and Load presets.

3. SAMPLE TOOL BAR

Regenerate the currently loaded model, clear the cell, or export to a .wav file. This will apply to the currently selected cell. Click on the waveform to set sample start/end position. Loop icon is a toggle switch for loop mode. Cell Generations button stores up to the last 64 generated samples for that cell.

4. CELL CONTROLS

ADSR Envelope, High/Low Pass Filters, Level, Panning, Semitone and Cents tuning for the currently selected cell. You can also set the amount of voices able to be triggered at once as well as the output bus for your DAW.

5. SAMPLE CELLS

16 Sample Cells that can hold dropped AI Models and generate samples. The row tabs on the left will regenerate the entire row with their selected models. Models from the browser can also be dropped onto these tabs. Samples within cells can also be dragged to export. Ctrl + click will duplicate cells. Regenerate icon in the upper right hand corner regenerates for that cell.

6. FOOTER TOOL BAR

MIDI Follow: Will turn on/off selecting the cell by MIDI note trigger

Regen All: Will regenerate all 16 cells at once

Export All: Exports all currently filled cells to .wav files to a directory

Settings: Select primary UI color and scaling, change the range of semitone knobs, and the starting root note of the cells. You can also change the paths of models, presets, and dropped samples.

FORMAT / MINIMUM REQUIREMENTS:

VST3/AU Format

Windows 10+ | Intel Core i5 or equivalent CPU | 4 GB RAM | 750MB Free Space

macOS High Sierra+ | Intel i5 or M1 | 4 GB RAM | 750MB Free Space

ATTRIBUTION:

FFmeters:

Copyright (c) 2017 - 2020, Foleys Finest Audio Ltd. - Daniel Walz All rights reserved.

WaveGAN:

Copyright(c) 2019 Christopher Donahue

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and /or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions :

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

MACE AI VERSION 1

Designed and created by: Jordan Davis 2021-2022

TENSORPUNK