SAMPLE PLAYER AND EDITOR

LUXAMP

One sample, all the vintage character.
Pitch it, trim it, color it and print it.



CONTENTS

Inside this manual

01 Welcome to Luxamp 3

02 Getting Started 4

03 Quick Start 5

04 Interface Tour 6

05 Signal Flow 7

06 Loading and Playing 8

07 The Waveform Editor 10

08 Pitch, Character and Vintage 12

09 Export and Drag Out 14

10 Working With Luxamp 15

11 Troubleshooting 18

12 Specifications 19

01 Welcome to Luxamp

Luxamp is a sample player and editor built around a single slot. Load a loop or a break, slow it down like a turntable, find the bars you want on a beat grid, give it vintage character, and print the result to a new WAV file.

Everything happens on one screen: a large waveform editor with START and END markers that snap to the detected tempo, a PITCH / SPEED knob that changes pitch and speed together, a CHARACTER stage that adds punch and ages your sample as you slow it down, sample rate reduction from clean to aliased, and a VINTAGE engine with drive, a resonant filter, bit depth and output level. When the sound is right, EXPORT writes it out with the effects printed, or you can drag it straight into your DAW.

Highlights

- **Varispeed pitch** from 24 semitones down to 24 up, with high quality interpolation.
- **Tempo detection and a beat grid.** Luxamp estimates the tempo of every sample you load, draws bars and beats over the waveform, and snaps the markers to them.
- **Sample accurate editing.** Drag, click or type marker positions; loop, reverse and normalize.
- **CHARACTER** in three flavors: `CLEAN`, `GRIT` and `HYBRID`.
- **Sample rate reduction** with clean, band limited modes and aliasing modes for classic lo fi grit.
- **VINTAGE engine:** DRIVE, a resonant low pass FILTER with two output curves, RESO with narrow or wide peaks, 16 and 12 bit depth, and OUTPUT.
- **EXPORT** to a 24 bit WAV with the effects printed, or drag the rendered region into your DAW.
- **MIDI learn** for the knobs, both markers and the PLAY button, with 14 bit controller support.
- **Plugin and standalone app,** gold and dark themes, and a window you can scale from 50% to 300%.

ABOUT THIS MANUAL

Control names appear as printed on the plugin, like `PITCH / SPEED` or `EXPORT`. Values appear as Luxamp displays them, like **-3.00 st** or **6.00 kHz**. Every screenshot is the real Luxamp interface, here with the loop *Jazzy Loop* loaded.

02 Getting Started

Formats and compatibility

PLATFORM	FORMATS	SYSTEM
macOS	Standalone app, VST3, Audio Unit (AU), AAX for Pro Tools	macOS 10.13 or later, Apple silicon and Intel
Windows	Standalone app, VST3	Windows 10 or 11, 64 bit

Luxamp is an instrument: insert it on an instrument or MIDI track, or run the standalone app. It has one stereo output and no audio input. In your host it appears as **Luxamp** from **Langston Masingale Industries x Cosmic Audio Lab**.

Installation

- **macOS:** the installer places **Luxamp.app** in **/Applications** and the plugins in the standard folders: **Luxamp.vst3** in **/Library/Audio/Plug-Ins/VST3**, **Luxamp.component** in **/Library/Audio/Plug-Ins/Components** and **Luxamp.aaxplugin** in **/Library/Application Support/Avid/Audio/Plug-Ins**.
- **Windows:** run the Setup program. It installs the VST3 plugin in the standard folder (**C:\Program Files\Common Files\VST3**) and the standalone app in **C:\Program Files\Cosmic Audio Lab\Luxamp**, with a Start Menu shortcut.

Activation

Luxamp is activated through your Cosmic Audio Lab account. When no license is active, the license panel opens over the plugin by itself; you can also open it at any time with the LICENSE button at the top right.

1. **Open the license panel.**
   Click LICENSE, or wait for the panel headed *Activate Luxamp*.
2. **Activate online.**
   Click *Activate online*. Your browser opens; sign in to your Cosmic Audio Lab account and confirm this computer.
3. **Done.**
   Luxamp picks up the activation automatically and shows *You're all set*. Click *Open Luxamp*.

Offline: choose *No internet? Activate offline* and click *Save machine file*. On a computer that is online, open the activation address shown in the panel and exchange the machine file for a license file, then add the license file to the panel and click *Activate offline*. **During a trial** the license panel shows how many days remain and

an *Unlock full version* button that opens the store page. To move to a new computer, use *Deactivate this device* on the license details screen (online activations).

IMPORTANT

Luxamp needs an active license or trial. Without one, the standalone app and the VST3 and AU plugins produce no sound and EXPORT is refused; projects still load with their settings. The AAX version for Pro Tools is not muted by this license, and its license panel does not open on its own.

03 Quick Start

1. **Load a sample.**
   Click **LOAD** and choose an audio file, or drag a file from your computer or your DAW's browser onto the waveform area.

2. **Play it.**
   Click **PLAY**, or play MIDI note 36 from your keyboard or a MIDI clip. It is shown as C1 in most DAWs, C2 or C3 in some. **STOP** silences it.

3. **Pick your section.**
   Click in the waveform to place START, right click to place END. Markers snap to the beat grid. Turn on **LOOP** to repeat the section.

4. **Change the pitch.**
   Turn **PITCH / SPEED** down a few semitones. The sample gets slower and lower together, and the BPM readout follows.

5. **Add character.**
   Choose **GRIT** or **HYBRID**, try a sample rate setting, and click **VINTAGE** for drive, filter and bits.

6. **Print it.**
   Click **EXPORT** to save a WAV with the effects printed, or drag the **SAMPLE** name into a track in your DAW.

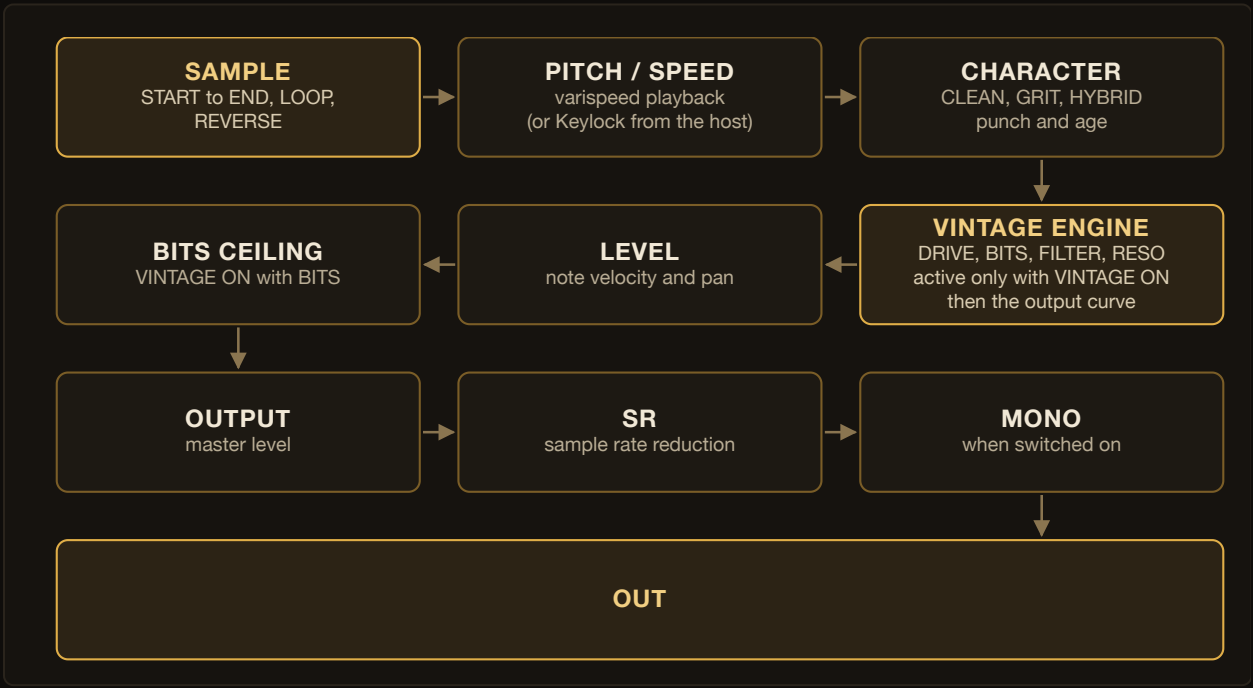
04 Interface Tour



1. **Credits.** Click the glowing symbol to show the credits.
2. **Version** badge.
3. **LICENSE** opens the activation window.
4. **SAMPLE** name. Drag it to drag the edited audio out.
5. **BPM** readout with `1/2`, `2x` and `DETECT`.
6. **MARKER #** shows marker sample numbers on hover.
7. **MONO** folds the output to mono.
8. **LOAD, PLAY, STOP, EXPORT.**
9. **CHARACTER** menu: CLEAN, GRIT, HYBRID.
10. **SR** menu: sample rate reduction.
11. **PITCH / SPEED** changes pitch and speed together.
12. **LEVEL** of the sample.
13. **Waveform editor** with the sample name, bar numbers and beat grid.
14. **START** marker (green).
15. **END** marker (red).
16. **LOOP, REVERSE, NORM, SNAP, CURSOR.**
17. **Theme key** for the gold and dark themes.
18. **FIT**, zoom out `-` and zoom in `+`.
19. **VINTAGE** shows and engages the vintage engine.
20. **Status line** for hints and messages.
21. **Resize corner.**

05 Signal Flow

Luxamp plays the region between START and END at the rate set by PITCH / SPEED, then passes it through the stages below in this order.



- **DRIVE, BITS, FILTER and RESO only act while VINTAGE is on.** Their settings are kept when you switch VINTAGE off, so you can compare.
- **The vintage output curve** (chosen from the FILTER knob's right click menu) colors playback even while VINTAGE is off, and the FILTER knob is hidden then. Set the curve back to *0 none* if you want a fully clean sound with VINTAGE off.
- **OUTPUT always applies**, even though its knob is only visible with VINTAGE on.
- **SR and the bits ceiling** work on the output while the sample is sounding.

06 Loading and Playing



SAMPLE ROW. The sample name, the tempo controls, MARKER # and MONO.



TRANSPORT ROW. LOAD, PLAY, STOP and EXPORT, then the CHARACTER and SR menus.

Loading a sample

- **LOAD** opens a file browser titled *Load a sample*.
- Or drag an audio file onto the waveform area; it glows green while you hover. Some DAW browsers drag a file path instead of a file, and Luxamp accepts that too. If you drop several files, the first audio file is loaded.
- Luxamp reads WAV, AIFF, FLAC and Ogg Vorbis files on both platforms, and MP3 files through the operating system's decoders. On macOS it also reads M4A, CAF and other formats supported by the system. Drag and drop accepts WAV, AIFF, FLAC, Ogg, MP3, M4A and CAF files; use LOAD for other formats.
- The whole file is loaded into memory; files longer than 30 minutes are cut to their first 30 minutes. Mono files play on both sides; files with more than two channels use the first two.
- **SAMPLE** and the editor title show the file name without its extension, in capitals. The previous sample keeps playing until the new one is ready.

GOOD TO KNOW

Loading a new sample keeps your START and END positions, LOOP, REVERSE and every knob. Markers are stored as positions within the sample, so on a new file they mark the same proportion of its length. Press **FIT** and adjust them as needed. If a file cannot be read, the current sample stays loaded; press DETECT to bring its tempo back.

Playing

CONTROL	WHAT IT DOES
PLAY	Plays the region between START and END at a fixed velocity. Double click PLAY to MIDI learn a controller button for it (see Working With Luxamp).
STOP	Silences playback with a very short fade.
MIDI note 36	Plays the sample from any MIDI channel. Velocity sets the level. This is the only note Luxamp responds to; the sample does not follow the keyboard in pitch. Note 36 is shown as C1 in most DAWs, C2 or C3 in some.

CONTROL	WHAT IT DOES
Note off	With **LOOP** off the sample always plays to END (a one shot) and ignores note off. With LOOP on, the region repeats until you release the note or press STOP.
Retriggering	A new note or a click on PLAY restarts the sample immediately, cutting the previous one. Luxamp plays one note at a time.

Tempo

Luxamp estimates the tempo of every sample when it loads, between 40 and 240 BPM. The **BPM** box shows the tempo you hear, so it follows PITCH / SPEED: slow an 85 BPM loop down by 3 semitones and it reads **71.5**. When no clear tempo is found, or the sample is shorter than 0.4 seconds, it shows **--**.

CONTROL	WHAT IT DOES
BPM box	Click and type the tempo you hear, then press **Return** or click elsewhere. Luxamp works out the sample's own tempo from it and keeps your value. Typing 0 clears it.
1/2 and **2x**	Halve or double the tempo, for when detection lands on double time or half time. Available once a tempo exists.
DETECT	Clears your manual tempo and runs detection again. The status line reports the sample's own detected tempo (before PITCH / SPEED), or *no clear tempo*.

The tempo draws bars and beats over the waveform and sets the grid that **SNAP** uses. It does not change playback, and it is not linked to your host's tempo.

MARKERS BEFORE PITCH

The grid lines up with the audio only while PITCH / SPEED is at **0.00 st**. Set START and END first, then change the pitch.

07 The Waveform Editor



A TRIMMED LOOP. START at bar 3 and END at bar 5, LOOP on, zoomed with FIT. Areas outside the region are darkened; bar numbers sit along the top.

Setting START and END

ACTION	RESULT
Click in the waveform, away from the markers	Places START (green) there.
Right click in the waveform, away from the markers	Places END (red) there.
Drag a marker	Grab within a few pixels of a marker and drag it. START and END can never cross.
Hold **Alt** or **Option**	Ignores the beat grid while you drag or click, for free placement.
Press both mouse buttons together	FIT: zooms to show the region between START and END.
Double click a marker	MIDI learn a controller for that marker. Double click again to cancel.

The hint in the corner of the editor repeats the main gestures. When the editor is empty it reads *drop an audio file here, or click LOAD*.

Exact positions

With **MARKER #** on (the default), hold the pointer near a marker and a number box appears showing its exact position in samples. Click it, type a new sample number and press **Return**; **Esc** cancels. Positions count samples at the file's own sample rate, and values out of range are limited so START and END stay at least one sample apart. Turn MARKER # off to hide the boxes.



EXACT POSITION. The END marker's position in samples.

Zoom and view

- **Scroll** over the waveform to zoom in and out around the pointer. At the deepest zoom about 64 samples fill the editor (fewer on very short samples).
- **+** and **-** zoom in and out; **FIT** frames the region with a little margin.
- When zoomed, drag an empty part of the waveform to move along it. A position bar at the bottom shows where you are, and the hint shows the zoom factor.

Editor buttons



LOOP	Repeats the region from END back to START until you release the note, or until you press STOP when you started it with PLAY. Lit green when on.
REVERSE	Plays the region backwards. You can switch it while the sample plays and the note keeps going. Lit red when on.
NORM	Raises the loaded sample so its loudest peak sits just below full scale (by up to about 30 dB; silent files are left alone). This changes the copy in memory only: your file on disk is untouched, and the project stores the original file, so normalizing is not saved. Press NORM again after reopening a project.
SNAP	On by default. Markers snap to the beat grid when you drag or click. It has no effect when there is no tempo.
CURSOR	Shows a playhead line on the waveform while the sample plays.

08 Pitch, Character and Vintage



PITCH / SPEED

RANGE	DEFAULT	STEP
-24.00 to 24.00 st	0.00 st, at 12 o'clock	0.01 st

Changes the playback rate like a turntable or a classic sampler: pitch and speed move together. Minus 12 semitones plays an octave lower at half speed; plus 12 an octave higher at double speed. Luxamp uses high quality interpolation and filters out aliasing when you pitch up. The BPM readout follows the knob.

How to use it: slowing a soul or jazz loop down a few semitones is the classic way to make it heavier and darker. With GRIT or HYBRID selected, slowing down also ages the sound (below).



LEVEL

RANGE	DEFAULT
-60.0 to 12.0 dB	0.0 dB, at 12 o'clock

The level of the sample during playback, applied after the CHARACTER and VINTAGE stages. The lowest setting is very quiet but not silent.

CHARACTER

Choose from the menu in the transport row. Its outline is gold for CLEAN and red for the colored settings.

CLEAN	No coloring: the sample as it is.
GRIT	**Punch** lifts the start of every hit so drums stay sharp. **Age** comes in only when you slow the sample below its original speed: the further you pitch down, the more it saturates, loses top end, gets crunchy and aliased, gains hiss and starts to wobble with wow and flutter, like a worn tape played too slow. At or above the original speed there is no aging. The stage keeps its output level close to its input.
HYBRID	An even blend of CLEAN and GRIT.

SR (sample rate reduction)

The SR menu narrows the bandwidth of the output like an older, lower rate sampler. Pitch and timing are never changed. The outline turns red when a mode is active.

SETTING	EFFECT
SR: OFF	Full bandwidth.
SR: 32 KHZ, 22 KHZ, 11 KHZ, 8 KHZ	Clean modes: a steep low pass at half the chosen rate removes the top end with no aliasing. 32 kHz keeps everything below 16 kHz, 22 kHz below 11 kHz, and so on. The 22 and 11 kHz modes are exactly 22.05 and 11.025 kHz.
SR: 22 KHZ A, 11 KHZ A, 8 KHZ A	Aliasing modes: a gentle filter, then the signal is held at the lower rate, so it folds back the metallic, gritty tones of early samplers.

A mode has no effect when your session already runs at or below its rate.

VINTAGE engine



VINTAGE ON. Shown with DRIVE 9.0 dB, FILTER 6.00 kHz, RESO 25 %, OUTPUT negative 2.0 dB and BITS 12 bit.

Click VINTAGE to open and engage the engine; the button turns red and reads VINTAGE ON, and four knobs and the BITS menu appear. Click it again to hide and bypass them.



DRIVE

RANGE	DEFAULT
0.0 to 36.0 dB	0.0 dB

Gain into a hard digital clipper at full scale. Small amounts flatten the loudest peaks; high settings give hard, square edged distortion.



FILTER

RANGE	DEFAULT	MIDDLE OF TRAVEL
200 Hz to 20.00 kHz	20.00 kHz (open)	2 kHz

A resonant low pass filter for darkening, muffling and sweeping. Right click the knob for the *VINTAGE CURVE* menu, which adds a fixed output tone curve: *0 none*, *I gentle top roll* or *II earlier, darker*. When a curve is chosen, the knob's label reads FILTER I or FILTER II. The curves work independently of the FILTER setting.



RESO

RANGE
0 to 100 %

DEFAULT
0 %

Resonance at the FILTER frequency. Right click for the *RESONANCE Q* menu: *Narrow (sharp peak, classic)* or *Wide (broader peak)*; with Wide selected the label reads **RESO WIDE**. High resonance on the Narrow setting can ring and clip, which is part of its vintage edge.



OUTPUT

RANGE
-24.0 to 12.0 dB

DEFAULT
0.0 dB, at 12 o'clock

The master output level of Luxamp. It sits in the VINTAGE ENGINE row but always applies, even when VINTAGE is off and the knob is hidden.



BITS

SETTINGS
BITS: OFF, BITS: 16-BIT, BITS: 12-BIT

DEFAULT
OFF

Reduces the word length like an early digital sampler. 12 bit also lowers the internal rate for extra crunch, to 24 kHz in a 48 kHz session and 22.05 kHz in a 44.1 kHz session. Choosing a bit depth also pushes the level into a hard ceiling at full scale, by about 2 dB at 16 bit and 4 dB at 12 bit, so the sound gets denser and slightly louder.

CLASSIC RECIPE

For a dusty, slowed down loop: PITCH / SPEED around **-3.00 st**, CHARACTER **GRIT**, **SR: 22 KHZ A**, VINTAGE on with BITS 12 bit and FILTER near 6 kHz. Then EXPORT.

09 Export and Drag Out

EXPORT

1. Click **EXPORT**. A save window opens in your Documents folder; while the Luxamp window stays open, later exports start in the folder you used last.

2. The suggested name is the sample name followed by the next free number, like **Jazzy Loop_1.wav**. Rename it if you like and click Save.

3. The status line confirms the export, or explains why it failed. EXPORT never replaces a file: if you pick a name that already exists, Luxamp adds _1, _2 and so on to it, and the status line shows the name it used.

The file is a 24 bit WAV with the same number of channels as your sample. It normally keeps the sample's own sample rate. With a clean SR mode selected and a sample above that rate, the file is written at the mode's rate (for example 22,050 Hz for **SR: 22 KHZ**); with an aliasing mode it is written at your session's rate.

PRINTED INTO THE FILE	NOT PRINTED
The region from START to END, REVERSE, PITCH / SPEED, LEVEL, CHARACTER, the VINTAGE engine when it is on, OUTPUT, MONO and SR.	LOOP (the file holds one pass), note velocity, the short fades used during playback, the pan setting (an automation parameter, see below), and the vintage output curve when VINTAGE is off.

LISTENING VERSUS PRINTING

During playback LEVEL is applied after the CHARACTER and VINTAGE stages; in an export it is applied before them, and those stages run at the file's own sample rate. With LEVEL away from 0 dB and GRIT, HYBRID, DRIVE or BITS in use, the printed sound can differ slightly from what you heard. For the closest match, leave LEVEL at 0 dB and set the final level with OUTPUT.

Drag out

Press on the **SAMPLE** name and drag it at least a few pixels to drag a rendered WAV of your edit into a DAW track or a folder. It is rendered exactly like EXPORT. If nothing is loaded, or Luxamp is not activated, the drag does not start.

10 Working With Luxamp

Knobs

Drag up or right, down or left	Changes the value. Hold **Shift** when you start dragging for about seven times finer control.
Option click (**Alt** click on Windows)	Resets the knob, like a double click.
Scroll wheel over a knob	Changes the value.

Double click	Resets: PITCH / SPEED **0.00 st**, LEVEL **0.0 dB**, DRIVE **0.0 dB**, FILTER **20.00 kHz**, RESO **0 %**, OUTPUT **0.0 dB**.
Click the value, type, **Return**	Sets an exact value. Type a plain number: semitones for PITCH / SPEED, decibels for LEVEL, DRIVE and OUTPUT, hertz for FILTER (type 6000 for 6 kHz), and 0 to 1 for RESO (type 0.25 for 25 %). Some hosts keep keyboard focus for themselves.
Hold **Cmd** while dragging (**Ctrl** on Windows)	Speed sensitive dragging: faster moves change the value more.
Right click (or **Ctrl** click on macOS)	MIDI menu, plus the curve and Q menus on FILTER and RESO.

MIDI learn

Nine destinations can follow a hardware controller: **PITCH / SPEED**, **LEVEL**, **DRIVE**, **FILTER**, **RESO**, **OUTPUT**, the START and END markers, and **PLAY**.

- **Knobs:** right click and choose *MIDI learn (14-bit)...*, then move a control on your device. The knob's label adds the controller number, for example **CC21**, or a pair such as **CC1/33** for 14 bit controllers. *Forget CC* removes it. DRIVE, FILTER, RESO and OUTPUT are visible, and learnable, with VINTAGE on.
- **Markers:** double click START or END in the editor, then move a control.
- **PLAY:** double click PLAY; the button reads **PLAY LEARN...**. Then press a pad or button on your controller. Each press (a value rising past the middle) plays the sample.
- Luxamp listens on every MIDI channel. Controllers 0 to 31 can pair with the number plus 32 for 14 bit precision; ordinary 7 bit controllers work too.
- **Last touch wins:** after you move a control with the mouse, the controller takes over again once it passes the current position (within about 2.5 percent), so nothing jumps.
- Assignments are saved with your project and work with the window closed.

Automation

Luxamp shares its engine with a multi pad instrument, so your host lists parameter sets named *Pad 1* to *Pad 16*. **Luxamp uses only the Pad 1 set**; the others have no effect.

HOST PARAMETER	CONTROL
Pad 1 Tune, Pad 1 Level	PITCH / SPEED, LEVEL
Pad 1 Start, Pad 1 End, Pad 1 Loop, Pad 1 Reverse	Markers, LOOP, REVERSE
Pad 1 Drive, Pad 1 Filter, Pad 1 Resonance, Pad 1 Curve, Pad 1 Bit Depth	VINTAGE engine controls and the output curve
Pad 1 Algorithm	CHARACTER

HOST PARAMETER	CONTROL
Vintage, Output, Sample Rate, Collapse Mono	VINTAGE button, OUTPUT, SR menu, MONO
Pad 1 Pan	Balance between left and right. There is no knob for it in the window; set it from your host.
Keylock	When on, PITCH / SPEED changes pitch only and the sample keeps its length (time stretching), so the BPM box keeps the original tempo. GRIT and HYBRID still age the sound when you pitch down. There is no button for it in the window; set it from your host.

Pad 1 Reso Wide (the RESONANCE Q menu) and Marker Numbers (MARKER #) are saved with the project but cannot be automated. VST3 hosts also list many *MIDI CC* helper parameters; they carry controller data and can be ignored.

Mono

MONO folds left and right together into both channels, each at half level, with a quick crossfade so switching never clicks.

Themes and window size

The round key in the editor's button row switches between the gold and dark themes; it shows a sun in the gold theme and a crescent moon in the dark theme. Your choice is remembered on this computer and shared by the other Lux plugins. Drag the bottom right corner to scale the window from 450 by 340 up to 2700 by 2040 pixels with its shape locked; it opens at 900 by 680.



DARK THEME. The same window in the dark theme, switched with the theme key.

Projects and updates

Your project stores every knob, menu and button setting except SNAP, CURSOR and the zoom, plus every MIDI assignment, the tempo and the location of the sample file. The audio itself is not stored, so keep your samples where they are; if a file has moved, the slot opens empty. Luxamp checks online for a newer version while it runs. When one is available, a strip announcing it replaces the status line. Click it to download the new installer in your browser, or click its **x** to dismiss that version; status messages appear again once the strip is gone.

The standalone app

- The *Options* button opens *Audio/MIDI Settings...*, *Save current state...*, *Load a saved state...* and *Reset to default state*.
- Every MIDI input device is connected automatically, including controllers you plug in while the app is running; inputs switched off in Audio/MIDI Settings are reconnected. A readout under the version badge shows the MIDI input status, for example `MIDI IN 1 DEVICE`.
- If no audio device can be opened, Luxamp keeps trying for a few seconds and then offers *Open Audio/MIDI Settings*.

11 Troubleshooting

SYMPTOM	WHAT TO DO
No sound, or EXPORT fails	Without an active license or trial, the standalone app and the VST3 and AU plugins are silent and refuse to export. Click `LICENSE`.
MIDI notes do nothing	Luxamp responds only to note 36 (C1 in most DAWs, C2 or C3 in some). Check that your track's MIDI reaches the plugin.
The sample stops when I release a key	Only with LOOP on. Without LOOP every note plays to END.
BPM shows double or half the real tempo	Press `1/2` or `2x`, or type the tempo you hear.
Markers moved after loading a new sample	Markers keep their relative positions. Click `FIT` and set them again.
Normalizing was lost	NORM is not saved with the project; press it again after reopening.
The SR setting has no effect	Your session already runs at or below that rate.

SYMPTOM	WHAT TO DO
The sound is colored with VINTAGE off	A vintage output curve is still selected. Switch VINTAGE on, right click FILTER and choose *0 none*.
Export sounds slightly different	See Listening versus printing in the Export chapter, and check the Pad 1 Pan setting, which is not printed.
The project opened with an empty slot	The sample file was moved or renamed. Load it again.

12 Specifications

GENERAL	
Version	1.0.0
Type	Instrument, single sample slot
Formats, macOS	Standalone, VST3, AU, AAX
Formats, Windows	Standalone, VST3
Output	One stereo output
MIDI	Note 36 plays; CC learn for 9 destinations
Files	WAV, AIFF, FLAC, Ogg, MP3; M4A, CAF on macOS
Max length	First 30 minutes of a file
Export	24 bit WAV
Latency	None with CLEAN. GRIT and HYBRID add about 1.5 ms, not reported to the host. Keylock reports its delay to the host.
Window	900 by 680, resizable 50% to 300%

CONTROL	RANGE	DEFAULT
PITCH / SPEED	-24 to 24 st	0 st
LEVEL	-60 to 12 dB	0 dB
DRIVE	0 to 36 dB	0 dB
FILTER	200 Hz to 20 kHz	20 kHz
RESO	0 to 100 %	0 %
OUTPUT	-24 to 12 dB	0 dB
CHARACTER	Clean, Grit, Hybrid	Clean
SR	Off, 32, 22, 11, 8 kHz, 22 A, 11 A, 8 A	Off
BITS	Off, 16 bit, 12 bit	Off
Pan (host only)	Left to right	Center
Keylock (host only)	Off or on	Off



DARK THEME

LUXAMP

Luxamp is made by Langston Masingale Industries x Cosmic Audio Lab.

VST is a registered trademark of Steinberg Media Technologies GmbH. Audio Units is a trademark of Apple Inc. AAX and Pro Tools are trademarks of Avid Technology, Inc. All other trademarks belong to their respective owners.