SIXTEEN PAD SAMPLER

LUXAMPLER

Sixteen pads, a vintage engine on every one.
Load, chop, record, color and play.



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01 Welcome to Luxampler

Luxampler is a sixteen pad sampler built for making beats. Drop in drums, chops and loops, play them from your MIDI controller, and give every pad its own pitch, envelope, character and vintage processing.

Each pad is a complete instrument: a sample with START and END markers on a beat grid, its own pitch (VARISPEED or KEYLOCK, chosen for the whole instrument), an attack, hold, decay, sustain and release envelope, an ALGORITHM stage (CLEAN, GRIT or HYBRID), a vintage engine with drive, a resonant filter and bit depth, per pad sample rate reduction, a stereo image control and its own output. Pads can choke each other, stack on one note, and go out on separate outputs to your mixer. You can record straight into a pad, and save the whole bank as a single kit file that carries its audio with it.

Highlights

- **16 pads** played by MIDI notes 36 to 51 by default, each reassignable, with velocity.
- **Drag and drop loading**, folder browsing with arrow keys, and copying pads with or without their settings.
- **Waveform editor** with tempo detection, beat grid snapping, sample accurate markers and cropping.
- **Envelope editor** with draggable attack, hold, decay, sustain and release.
- **VARISPEED or KEYLOCK** pitch, plus tempo lock to your host's BPM.
- **ALGORITHM** (`CLEAN`, `GRIT`, `HYBRID`), **vintage engine** (DRIVE, FILTER with two output curves, RESO, 16 and 12 bit) and **sample rate reduction**, all per pad.
- **Choke groups**, **16 stereo outputs** and a per pad **MONO** image control.
- **Recording into pads** from the plugin input, by button, key, MIDI note or a learned controller.
- **.LUX kits** that embed your audio, plus trimmed kit export.
- **MIDI learn** with 14 bit controller support, an **ADVANCED** and **SIMPLE** layout, gold and dark themes, and a window from 50% to 300%.

ABOUT THIS MANUAL

Control names appear as printed on the plugin, like `EDIT` or `CLICK PLAY`. Values appear as Luxampler displays them, like **-3.00 st** or **350 ms**. Every screenshot is the real Luxampler interface, here with a demo kit of drum hits, chords and two loops.

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

Luxampler is an instrument: insert it on an instrument or MIDI track, or run the standalone app. It has 16 stereo outputs (*Main* and *Out 2* to *Out 16*) and a stereo input used for recording into pads. In your host it appears as **Luxampler** from **Langston Masingale Industries x Cosmic Audio Lab**.

Run the installer for your platform. Restart or rescan your host if Luxampler does not appear in its plugin list.

Activation

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

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

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 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. For online activations, use *Deactivate this device* on the license details screen before moving to a new computer.

IMPORTANT

Luxampler needs an active license or trial. Without one, the standalone app and the VST3 and AU plugins produce no sound; 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 your sounds.**
   Drag audio files from your computer or your DAW's browser onto a pad. Drop several files at once and they fill that pad and the ones after it. Or click `LOAD` on a pad.

2. **Play.**
   Click a pad to hear it, or play MIDI notes 36 to 51 from your keyboard or pad controller. Each pad shows its note, like `PAD 1 C1`.

3. **Shape the selected pad.**
   The panel on the right always shows the selected pad. Set PITCH / SPEED, LEVEL and PAN, and switch on LOOP for sustained sounds.

4. **Trim it.**
   Click `EDIT`. Click in the waveform for START, right click for END, then click EDIT again to return to the pads.

5. **Color it.**
   Pick `GRIT` in the engine section, add DRIVE, close the FILTER a little, or choose 12 bit.

6. **Choke your hats.**
   Put the closed and open hi hat pads in the same MUTE group so one cuts the other off.

7. **Save the kit.**
   Click `.LUX` and choose *SAVE KIT (.LUX)...*. The kit file carries your audio with it.

04 Interface Tour



1. **Credits.** Click the glowing symbol.
2. **Version** badge.
3. **LICENSE** opens the activation window.
4. **.LUX** kit menu.
5. **MONO** image menu for the selected pad.
6. **ADVANCED** or **SIMPLE** layout.
7. **EDIT** swaps the pads for the waveform editor.
8. **Pads 1 to 16.** The selected pad glows.
9. **R** records into the pad.
10. **Rocker:** previous file, LOAD, next file.
11. **i** opens the pad modifiers legend.
12. **Selected pad**: number, note and sample name.
13. **SAMPLE**: PITCH / SPEED, LEVEL, PAN.
14. **LOOP** and the **BPM** tools.
15. **HOST** tempo lock.
16. **ROUTING**: NOTE, MUTE group, OUT.
17. **ENGINE**: ALGORITHM, VARISPEED or KEYLOCK, BITS.
18. **VINTAGE**: DRIVE, FILTER, RESO.
19. **OUTPUT** level of the pad.
20. **Meter lamp** for the pad's output.
21. **PLAY** and **STOP**.
22. **CLICK PLAY** or **SELECT ONLY**.
23. **Theme key** for gold and dark.
24. **Status line** for messages.
25. **Resize corner.**

Hold the pointer over many controls to see a short tip about them.

05 The Pads

The sixteen pads sit in a four by four grid: **PAD 1** at the top left, numbered left to right, row by row, to **PAD 16** at the bottom right. Each pad shows its number and trigger note at the top, the sample name in the middle (or -- *empty* --), a round **R** record button at the top right, and a rocker at the bottom.



A PAD. Number and note, sample name, R record button and the LOAD rocker.

Loading samples

- **Drag and drop** one or more audio files onto a pad. The first file goes to that pad and the rest fill the following pads, up to PAD 16. Some DAW browsers drag file paths instead of files; Luxampler accepts those too.
- Click **LOAD** in the middle of the rocker to choose a file (the window reads *Load a sample into pad* and the pad number).
- Click the **arrows** either side of LOAD to load the previous or next audio file in the same folder, in name order, wrapping at the ends. The arrows dim when there is nothing to step to, including on recorded takes.

Luxampler reads WAV, AIFF, FLAC and Ogg Vorbis files on both platforms, and other formats your operating system supports, such as MP3, M4A and CAF on macOS. Drag and drop and the rocker arrows pick up WAV, AIFF, FLAC, Ogg, MP3, M4A and CAF files (M4A and CAF on macOS only); use LOAD for other formats your system can read. Each sample is loaded completely into memory, up to an hour long; mono samples play on both sides. If the same file is on two pads, Luxampler shares one copy. Loading a new sample into a pad keeps that pad's settings, including its START and END markers; its tempo is detected again and HOST lock switches off.

Selecting and playing

ACTION	RESULT
Click a pad	Selects it, so the sound panel shows its settings, and plays it when CLICK PLAY is on.
Alt or Option click a pad	Selects it without playing.
MIDI note	Plays every pad assigned to that note, from any MIDI channel. Velocity sets the level. On an empty pad with the transport stopped it starts a recording instead (see Recording Into Pads).
PLAY / STOP	Plays the selected pad; STOP releases every pad using its own RELEASE time.

Keys on a selected pad

Click a pad first, then: the Left and Right arrow keys step through its folder, X empties the pad (its settings stay), and R starts or stops recording into it. Some hosts keep keyboard keys for themselves. R and the arrow keys have mouse equivalents (the R button and the rocker arrows); emptying a pad has none, so if X does nothing, load another sample over the pad instead.

Copying pads

- **Copy with settings:** hold Ctrl (or Cmd on macOS) and drag a pad onto another. The sound and every setting go with it: parameters, MUTE group, output, trigger note and tempo.
- **Copy the sound only:** hold the C key and drag a pad onto another. The destination keeps its own settings and takes the source's tempo.
- A plain drag does nothing, so pads are never copied by accident. The source pad shows a gold ring and the target a green one.

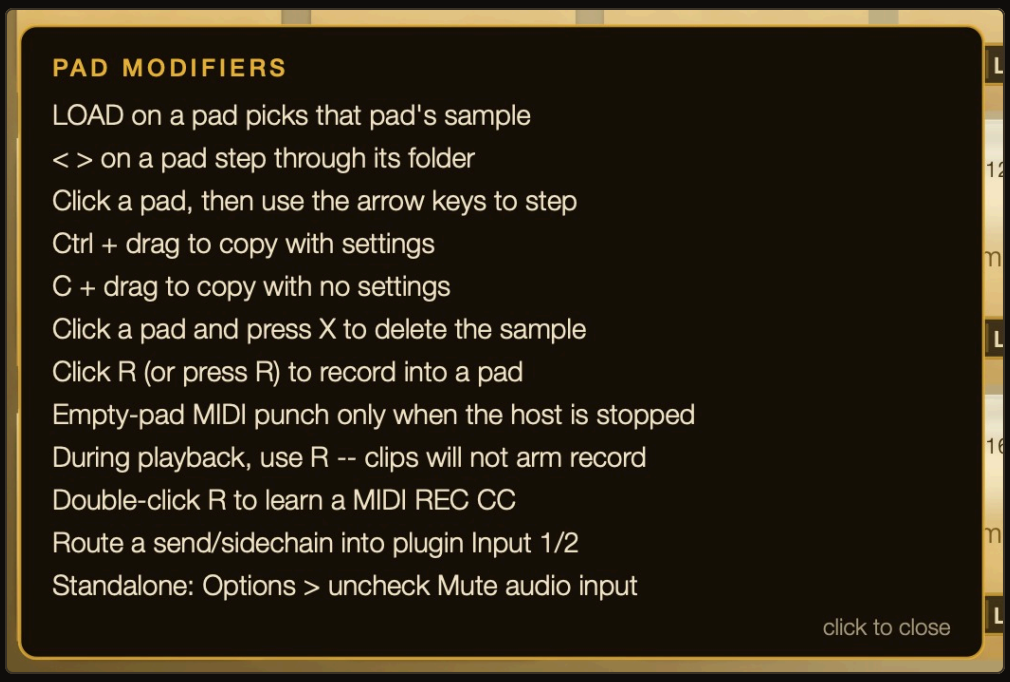
Default MIDI notes

PADS	NOTES	NAMES SHOWN
1 to 4	36 to 39	C1, C#1, D1, D#1
5 to 8	40 to 43	E1, F1, F#1, G1
9 to 12	44 to 47	G#1, A1, A#1, B1
13 to 16	48 to 51	C2, C#2, D2, D#2

Luxampler names notes with middle C as C3, like many DAWs. Some hosts call note 36 C2 instead. Change any pad's note with NOTE in the routing section.

Pad modifiers legend

Click the small i under PAD 13 to open the *PAD MODIFIERS* legend, a reminder of the pad gestures. Click the legend, or the i again, to close it.



PAD MODIFIERS. The legend opened by the i key at the bottom left of the pads.

06 The Sound Panel

The panel on the right always edits the **selected pad**; its header shows the pad number, note and sample name. Everything here is stored per pad unless noted.

SAMPLE



PITCH / SPEED	**-24.00** to **24.00 st**, default **0.00 st** at 12 o'clock. In VARISPEED, pitch and speed move together like a turntable. In KEYLOCK, it changes pitch only and the length stays the same. With HOST lock on, its label reads PITCH (HOST) and the readout includes the tempo shift.
LEVEL	**-60.0** to **12.0 dB**, default **0.0 dB** at 12 o'clock. LEVEL also sets how hard the pad drives the GRIT saturation and how hard it hits the shared BITS ceiling.
PAN	**-1.00** (left) to **1.00** (right), default centered. A balance control: turning toward one side lowers the other.
LOOP	Off: the pad is a one shot that plays to END and ignores note off. On: the region between START and END repeats while the note is held, then the envelope's RELEASE takes over.
BPM	The tempo you hear for this pad, or **--** when none is known. Type a tempo and press Return to set it. Luxampler detects tempo when a sample loads (40 to 240 BPM); one shots usually have none.
1/2 and 2x	Halve or double the detected tempo. Detection can land on double time or half time, so check it before you rely on the grid.
HOST	Tempo lock: the pad is retimed so its tempo follows your host's BPM (between a quarter and four times its own speed). In VARISPEED this also changes pitch; in KEYLOCK only timing changes. This retimes the sample; it does not sync its phase to your bars. The button shows the host tempo while locked, or HOST* when no host tempo has been received. Available once the pad has a tempo.

ROUTING



ROUTING AND ENGINE. PAD 3 in MUTE group 1 with GRIT and 16 bit.

NOTE	The pad's trigger note. Click to go up a semitone, right click to go down. Double click to learn: the button reads NOTE: LEARN... until you play a key. Give two pads the same note to stack them.
MUTE	Choke group: MUTE: OFF or MUTE: 1 to MUTE: 8. Pads in the same group cut each other off, using their RELEASE time. Classic use: closed and open hi hats.
OUT	OUT: MAIN or OUT: 2 to 16, the pad's output. Enable Luxampler's extra outputs in your host to use them; a pad sent to an output the host has not enabled plays through Main.

ENGINE

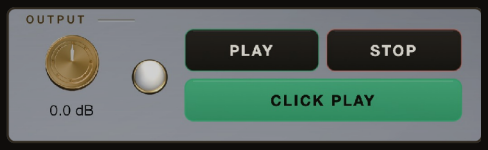
ALGORITHM	**CLEAN**: no coloring. **GRIT**: an always on analog style saturation that reacts to level, so louder hits saturate more while quiet passages stay clean, with even harmonic warmth; punch that lifts the start of each hit; and aging that comes in only when the pad is pitched below its original pitch or slowed by HOST lock (in KEYLOCK too, even though the length stays the same): saturation, a darker top, crunch, hiss, wow and flutter, growing as you go further down. The stage keeps its level close to its input. **HYBRID**: an even blend of the two.
VARISPEED / **KEYLOCK**	The pitch mode for **all pads**. VARISPEED changes pitch and speed together with high quality interpolation. KEYLOCK keeps each sample's length and changes only its pitch, using time stretching. It adds about 0.15 seconds of delay, which Luxampler reports to your host so sequenced parts stay in time; pads you play live will sound late, so use VARISPEED for live playing.
BITS	**BITS: OFF**, **BITS: 16-BIT** or **BITS: 12-BIT**. Reduces the word length like an early digital sampler; 12 bit also holds every second sample or more, lowering the internal rate to about 22 to 24 kHz at common session rates, for extra crunch. A bit depth also pushes the level into a hard ceiling (about 2 dB at 16 bit, 4 dB at 12 bit), so it gets denser and a little louder. Note that this ceiling is shared: while a pad with BITS is sounding, every other pad playing on the same output also gets the same push (about 2 dB or 4 dB louder), the same hard ceiling and the same word length. Give a BITS pad its own output with OUT to keep it from affecting the others.

VINTAGE



DRIVE	**0.0** to **36.0 dB**, default **0.0 dB**. Gain into a hard clipper at full scale, from flattened peaks to square edged distortion.
FILTER	A resonant low pass from **200 Hz** to **20.00 kHz**, default fully open. Right click for *VINTAGE CURVE*: *0 none*, *I gentle top roll* or *II earlier, darker*, a fixed output tone curve; the label then reads **FILTER I** or **FILTER II**.
RESO	Resonance, **0 %** to **100 %**. Right click for *RESONANCE Q*: *Narrow (sharp peak, classic)* or *Wide (broader peak)*; Wide shows as **RESO WIDE**.

OUTPUT



OUTPUT	The pad's own level, **-24.0** to **12.0 dB**, applied after the pad's processing (an output carrying a BITS pad is still held under full scale after it).
Meter lamp	Shows the output that the selected pad plays through: plain unlit glass with no signal, green with signal, yellow when hot, red at full scale. It pulses faster as the level rises.
PLAY, **STOP**	Play the selected pad; release all pads.
CLICK PLAY	When on, clicking a pad plays it. Click to switch to **SELECT ONLY**, where clicking only selects. This setting applies to all pads, and MIDI is not affected.

MONO

The menu at the top left, next to **.LUX**, sets the selected pad's stereo image: **OFF** (stereo), **SUM** (left and right together on both sides, each at half level), **LEFT** or **RIGHT** (that channel on both sides). It crossfades quickly, so switching never clicks.

07 EDIT View

Click **EDIT** to swap the pads for a waveform editor showing the selected pad; click it again to return. The bar across the top holds **<** and **>** to move to the previous or next pad, the pad title, the **SR** menu, **CROP** and a search box.



EDIT VIEW. PAD 9 holds a 90 BPM break; START and END frame the first two bars.

Markers

- **Click** to place START (green); with CLICK PLAY on, the pad also plays from there. **Right click** to place END (red).
- **Drag** a marker to move it; START and END never cross.
- Markers snap to the beat grid while **SNAP** is on. Hold **Alt** or **Option** to place freely.
- **Press both mouse buttons** together to FIT the view to the region.
- **Double click** a marker to MIDI learn a controller for it.
- In the ADVANCED layout, hold the pointer near a marker to see a box with its exact position in samples. Type a new number and press **Return**; **Esc** cancels.

Navigating

- **Search box:** type a pad number (1 to 16) and press **Return** to jump to it, or type part of a sample name to find the pad that holds it. If nothing matches, the text flashes red.
- **Scroll** over the waveform to zoom around the pointer, down to about 64 samples across. When zoomed, drag the waveform to move along it.
- **Zoom keys** at the bottom right: each key does two jobs. Press its **top half** to change the waveform's height, its **bottom half** to zoom in time. To frame the region between START and END with a little margin, press both mouse buttons together on the waveform.
- Dropping an audio file on the editor loads it into the pad you are editing.

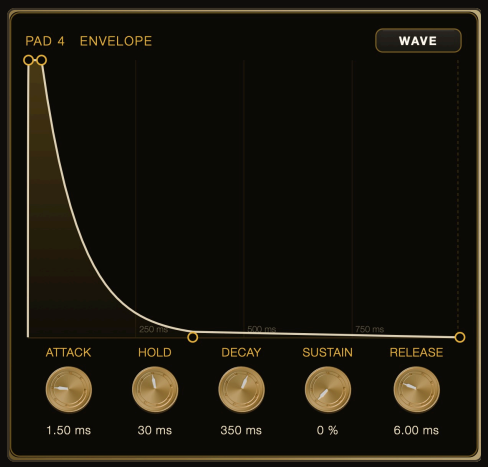
Buttons

SR	Sample rate reduction for the pad, in the ADVANCED layout: SR OFF, clean SR 32 KHZ, 22 KHZ, 11 KHZ, 8 KHZ (a steep low pass at half the rate, no aliasing; 22 and 11 kHz are exactly 22.05 and 11.025 kHz), and aliasing SR 22 KHZ A, 11 KHZ A, 8 KHZ A for early sampler grit. Pitch and timing never change, and a mode does nothing if your session runs at or below its rate.
CROP	Frees memory by dropping the audio outside START and END. Luxampler writes a new, shorter file for the pad; your original file is not touched.
REVERSE	Plays the region backwards.
NORM	Raises the pad's sample so its loudest peak sits just below full scale (by up to about 30 dB). This changes the copy in memory only and is not saved with the project, unless you then CROP, TRUNCATE ALL PADS or EXTRACT TRIMMED KIT, which write the normalized audio; reloading the pad restores the original.
ENV	Opens the envelope editor (ADVANCED layout).
SNAP	On by default: markers snap to the beat grid, never coarser than one beat. The grid appears when the pad has a tempo.
CURSOR	Shows a playhead line on the waveform while the pad plays.

08 ENV View

From the EDIT view, click ENV to shape the selected pad's volume over time. The title reads the pad number and *ENVELOPE*; click WAVE to go back to the waveform.

Drag the nodes on the curve, or use the five knobs underneath. Double click a node to reset it. The time scale adjusts itself to fit your settings.



ENV VIEW. An open hat shaped to a short tail: HOLD 30 ms, DECAY 350 ms, SUSTAIN 0 %.

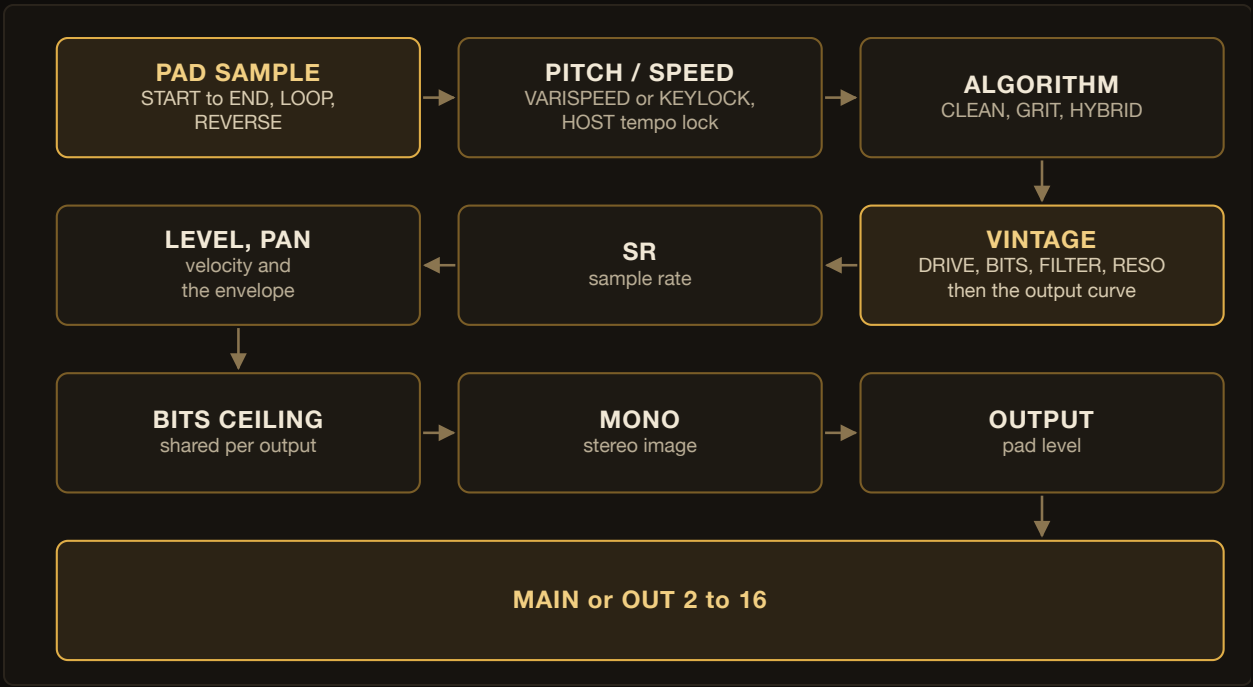
KNOB	RANGE	DEFAULT	WHAT IT DOES
ATTACK	0 to 5000 ms	1.50 ms	Fade in time. Very short settings keep the full snap of a drum hit.
HOLD	0 to 500 ms	0.00 ms	Time held at full level before the decay starts.
DECAY	0 to 5000 ms	300 ms	Time to fall to the SUSTAIN level. Has no effect while SUSTAIN is 100 %.
SUSTAIN	0 to 100 %	100 %	Level held after the decay. At 0 % the pad ends after the decay, which makes a tight attack and decay shape.
RELEASE	0 to 5000 ms	6.00 ms	Fade out after a note off on a LOOP pad, after STOP, or when a choke group cuts the pad.

ONE SHOTS AND NOTE OFF

With LOOP off, a pad ignores note off and plays to END, so RELEASE matters only when the pad is stopped, choked or looped. To shorten a one shot, use DECAY with a low SUSTAIN, or move END.

09 Signal Flow

Each pad has its own voice. When a pad is triggered it runs through the stages below, then joins its output.



- The VINTAGE stage works whenever DRIVE, FILTER, RESO or BITS is away from its neutral setting. The output curve chosen in the FILTER menu applies on its own.
- The BITS ceiling is the one stage pads share: for each output, the most extreme BITS setting among the pads sounding on it applies to all of them, including its level push and hard ceiling.
- There is no oversampling, so heavy DRIVE and BITS settings deliberately add the aliased edge of vintage gear.

10 Recording Into Pads

Luxampler can record from its audio input straight into a pad, up to 60 seconds per take. Route audio to Luxampler's input first: in a DAW, send a track to the plugin's input, for example with a send or sidechain into input 1/2. In the standalone app, click *Options*, choose *Audio/MIDI Settings...* and switch off *Mute audio input*.

TO RECORD	HOW
With the R button	Click the round R on a pad to start, and again to stop. The R turns red while recording. One pad records at a time, and recording into a pad that already holds a sample replaces it when the take is kept.
From the keyboard	Click a pad and press R.
With a MIDI note	Play the note of an **empty** pad while your host's transport is stopped to start a take; play it again to stop. During playback, use R instead: notes in your clips never arm recording.
With a controller	Double click a pad's R to learn a controller button. The status line asks you to move a controller, then confirms it. Pressing it starts or stops recording on the pad you armed last.

While recording, the status line shows the pad and how full the take is, and warns when no input arrives. A finished take is saved as a WAV file and loaded into the pad, named *REC* followed by the pad number, with its tempo detected. Takes that are silent are discarded. Recordings are kept in **~/Library/Cosmic Audio Lab/Luxampler/Recordings** on macOS and **%APPDATA%\Cosmic Audio Lab\Luxampler\Recordings** on Windows.

GOOD TO KNOW

Because a note on an empty pad starts a take when the transport is stopped, tapping an unused pad on your controller can start recording. This includes the standalone app, which has no transport. Play the note again to stop, and empty the pad with X if you do not want the take. A pad you emptied with X or by importing a kit, or that failed to load, does not start takes from MIDI until you record into it once with R or the REC controller.

11 LUX Kits

A **.lux** kit file stores your whole bank: every pad's audio and all of Luxampler's settings, including choke groups, outputs, trigger notes, tempos and MIDI assignments. Kits move between computers and projects with their sounds inside them. Click **.LUX** at the top left for the kit menu, or drop a .lux file anywhere on Luxampler to import it.



.LUX KIT. Save, extract, truncate and import.

SAVE KIT (.LUX)...	Saves the bank as one file, suggested as **Luxampler Kit.lux** in your Documents folder. Each pad's original audio file is embedded.
EXTRACT TRIMMED KIT...	Writes two kits named after the name you choose, one ending in **Originals.lux** with the full files and your markers, and one ending in **Extracted.lux** holding only the audio between each pad's START and END, with the markers reset.
TRUNCATE ALL PADS...	After a confirmation, drops the audio outside START and END on every pad to free memory. Each changed pad gets a new, shorter file and its markers reset to cover it; your originals are not overwritten, and reloading a pad from its original file (or the Originals kit) restores the full sample.
IMPORT KIT (.LUX)...	Replaces all sixteen pads with the kit. The embedded audio is written to an *Imported Kits* folder next to your recordings, so the pads have real files to point to.

GOOD TO KNOW

Importing a kit also restores the kit's VARISPEED or KEYLOCK mode and its CLICK PLAY and ADVANCED settings. A kit also records the names and folder locations of the original files, so keep that in mind before sharing kits made from your personal folders.

12 Working With Luxampler

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, PAN, DRIVE, RESO and OUTPUT to 0, FILTER to **20.00 kHz**, and LEVEL and the ENV knobs to their defaults.
Click the value and type	Sets an exact value. FILTER understands entries such as **15 kHz** or **15k**. Some hosts keep keyboard focus for themselves.
Right click (or **Ctrl** click on macOS)	MIDI menu on the seven panel knobs, plus the curve and Q menus on FILTER and RESO.

MIDI learn

- **Knobs:** right click PITCH / SPEED, LEVEL, PAN, DRIVE, FILTER, RESO or OUTPUT, choose *MIDI learn (14-bit)...* and move a control on your device. The label adds the controller number, like **CC74**, or a pair such as **CC20/52** for 14 bit controllers; for OUTPUT, hold the pointer over the knob to see it. *Forget CC* removes it.
- **Markers:** double click START or END in the EDIT view. **Recording:** double click a pad's R. **Trigger notes:** double click NOTE and play a key.
- Knob and marker assignments are global and act on the **selected pad**, so one hardware knob can tune whichever pad you are working on. The REC controller acts on the pad you last started recording on, so start one take with R first.
- Luxampler listens on every MIDI channel. 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).

Multiple outputs

Luxampler offers 16 stereo outputs: *Main* plus *Out 2* to *Out 16*. Enable them in your host's routing for the plugin, then choose an output for each pad with **OUT**. Pads sent to an output that is not enabled play through Main.

SIMPLE layout

Click **ADVANCED** to switch to the **SIMPLE** layout (the button always shows the current layout). SIMPLE keeps the essentials: the pads, PITCH / SPEED, LEVEL, PAN, LOOP, the tempo tools, PLAY, STOP and CLICK PLAY, with the pad's name shown large. The routing, engine, vintage and output controls are hidden but keep working with their settings. In the EDIT view, SIMPLE also hides the SR menu, ENV and the marker number boxes.



SIMPLE. The focused layout, with the essentials only.

Automation

Every pad has its own set of host parameters named *Pad 1* to *Pad 16* followed by the control, for example *Pad 3 Filter* or *Pad 12 Release*: Tune (PITCH / SPEED), Level, Pan, Loop, Start, End, Reverse, Drive, Filter, Resonance, Bit Depth, Sample Rate, Output, Attack, Hold, Decay, Sustain, Release, Algorithm, Curve and Mono. *Keylock* switches VARISPEED and KEYLOCK. Reso Wide, Click Play and Advanced Editor are not automatable. VST3 hosts also list many *MIDI CC* helper parameters, which carry controller data and can be ignored.

Themes, window and tips

The round key at the bottom right switches between the gold and dark themes: a sun in the gold theme, 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 330 to 2700 by 1980 pixels with its shape locked; it opens at 900 by 660. Hold the pointer over a control to see a short tip.



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

Projects, updates and the standalone app

- Your project stores every setting and the location of each pad's sample file, not the audio itself. If a file has moved, its pad opens empty. To keep audio with your settings, save a .LUX kit.
- Each time Luxampler starts, it checks online once for a newer version. When one is available, a strip announcing it appears near the bottom of the window. Click it to download the new installer in your browser, or click its **x** to dismiss that version.
- The standalone app connects every MIDI input device automatically. If no audio device can be opened, it retries for a few seconds and then offers *Open Audio/MIDI Settings*. On macOS it asks for microphone access so it can record into pads.

13 Troubleshooting

SYMPTOM	WHAT TO DO
No sound at all	Without an active license or trial, the standalone app and the VST3 and AU plugins are silent. Click LICENSE.
A pad does not respond to MIDI	Check its note in ROUTING; the status line shows each incoming note and the pad it plays.
A pad keeps playing after I release the key	One shots (LOOP off) always play to END. Use DECAY and SUSTAIN, or move END.
A recording started unexpectedly	A note on an empty pad starts a take while the transport is stopped. Play the note again to stop, and press X on the pad to discard it.
Recording captures nothing	Route audio to Luxampler's input. In the standalone app, switch off *Mute audio input* in Options, Audio/MIDI Settings.
BPM reads double or half	Press 1/2 or 2x, or type the tempo you hear.
Other pads change sound when one uses BITS	The BITS ceiling is shared by pads on the same output. Send the pad to its own output with OUT.
Markers look wrong after loading a new sample	Loading keeps the pad's markers. Press both mouse buttons on the waveform to frame them, then set them again.
Normalizing was lost	NORM is not saved; press it again after reopening.
Keys like X or R do nothing	Click the pad first. Some hosts keep keyboard keys for themselves; use the R button and the rocker arrows instead. There is no mouse way to empty a pad.

14 Specifications

GENERAL	
Version	1.0.2
Type	Instrument, 16 pad sampler
Formats, macOS	Standalone, VST3, AU, AAX
Formats, Windows	Standalone, VST3
Outputs	16 stereo (Main, Out 2 to 16)
Input	Stereo, for recording
Voices	One per pad, 16 total
MIDI	Notes 36 to 51 by default, any channel, velocity; CC learn
Files	WAV, AIFF, FLAC, Ogg, plus system formats
Recording	Up to 60 s per take
Kits	.lux with embedded audio
Latency	None with CLEAN in VARISPEED. GRIT and HYBRID add about 1.5 ms, not reported to the host. KEYLOCK reports its delay.
Window	900 by 660, resizable 50% to 300%

PER PAD	RANGE	DEFAULT
PITCH / SPEED	-24 to 24 st	0 st
LEVEL	-60 to 12 dB	0 dB
PAN	-1.00 to 1.00	0.00
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
ATTACK	0 to 5000 ms	1.5 ms
HOLD	0 to 500 ms	0 ms
DECAY	0 to 5000 ms	300 ms
SUSTAIN	0 to 100 %	100 %
RELEASE	0 to 5000 ms	6 ms
ALGORITHM	Clean, Grit, Hybrid	Clean
BITS	Off, 16 bit, 12 bit	Off
SR	Off, 32, 22, 11, 8 kHz, 22 A, 11 A, 8 A	Off
MONO	Off, Sum, Left, Right	Off
MUTE	Off, 1 to 8	Off



DARK THEME

LUXAMPLER

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