
User Guide

Jayzen Sub Bass 1

Soundfont version

The **Jayzen Sub Bass 1 Sample Library** allows you to quickly and easily add thundering sub bass to your productions. Musicians will find it useful in creating modern Rap, Hip-Hop, Dance, and other popular music styles, and sound designers can use it to add special effects to movie, video, and game backgrounds.

The soundfont file contains a single patch:

Sub Bass 1 – Over two full octaves of carefully edited sub-bass notes, processed for a consistent tone quality.

Tips:

- 1. The sub bass notes in this Soundfont were designed from original acoustic bass samples and decay gradually over the period of about 6 to 10 seconds. Absolutely no looping was used to sustain the notes. Each note is a unique sample with its own characteristic envelope – a process that gives bass lines a more naturalistic, less “programmed” feel.*
 - 2. When using this Soundfont, you are strongly advised to listen and mix the final sounds using properly calibrated sub-bass speakers so as to judge the level of bass that will be played back. (Setting the sub bass level too high relative to the other audio signals could lead to distortion, or possibly speaker damage.)*
 - 3. Some playback synths and sampler software applications have difficulty playing back such low frequency waveforms without creating a slight “click” noise when the notes are released... this noise can be removed by simply adding an EQ to the audio output track, set to cut all frequencies above 500 Hz.*
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Technical Reference

File name: *Jayzen Sub Bass 1.sf2*
File size: 16.5 MB
Patch format: Soundfont 2.1
Sample format: 44.1 kHz, 16 bit, mono
Total patches: 1

Patch List:

P	Bank 1
0	Jayzen Sub Bass 1
1	

Bank/Patch: 1, 0
Patch Name: *Jayzen Sub Bass 1*
Description: A complete set of sub bass notes mapped across the range A1 → F4.
(MIDI notes #45 → #77).

- Each note is a separate, individual sample.
- Fast decay times to allow precise MIDI sequenced bass lines that line up with the drums.
- Mapped across a note range higher than the notes actually sound so that they can be played on a standard 60 note MIDI keyboard without having to switch ranges. It also puts the notes at a higher range for playing on guitar synths, which again, allows for more precise control over the note timing.

Keyboard Map:

