

— CHACHI MUSIC STUDIO —



Latin Baby Bass

— User Manual —

Version 1.0.7

Welcome & Quick Start

Latin Baby Bass is a sample-based virtual instrument for expressive Latin bass performance. Version **1.0.7** combines multi-velocity sampling, round robins, physical-string choices, harmonics, dedicated Woot/body-release behavior, a resizable performance interface, and detailed tone/feel controls.

60-SECOND SETUP

Load Latin Baby Bass in your DAW, start in Natural String mode, leave the main controls near 50%, play with varied velocity, then adjust Tone, Body, Dynamics, Woot and Output only as needed. Open Advanced for fine tuning.

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1. Getting Started

The instrument responds to MIDI note and velocity. The recorded library covers the plugin's **E1 through A3** note naming. For convenient 49-key-controller access, the controller-facing playable area is shifted so the lowest physical E can reach the recorded low E without using an octave-down button.

Step	Action	Guidance
1	Load	Insert Latin Baby Bass as an instrument in your DAW, or open the Standalone application.
2	Play	Start in Natural String mode and use the playable keyboard area.
3	Shape	Adjust Tone, Body and Dynamics first. Keep 50% as the neutral reference for most controls.
4	Perform	Use Low/High String modes, Harmonic and Woot when you want alternate articulation or body character.
5	Level	Use Output for normal level matching; use Output Trim in Advanced for extra calibration.

GOOD FIRST SETTING

Tone 50%, Body 50%, Dynamics 50%, Woot 50%, Output 50%. Most Advanced controls start at 50%; High Cut starts fully open at 100%.

Release 1.0.7 formats: Audio Unit (AU) on macOS, VST3 on macOS and Windows, and Standalone applications on both platforms.

2. Installation & Activation

Platform	Installer	What is installed
macOS	Latin_Baby_Bass_macOS_v1.0.7.dmg	Standalone application, AU instrument, VST3 instrument and the Latin Baby Bass sample library.
Windows	Latin Baby Bass Setup 1.0.7.exe	Standalone application, VST3 instrument and the Latin Baby Bass sample library.

- **macOS:** open the DMG and follow the installer. Release 1.0.7 is signed, notarized and accepted by Gatekeeper.
- **Windows:** run the installer and follow the setup steps. The current Windows installer is not digitally signed, so Windows may show an Unknown Publisher or SmartScreen warning.
- After installation, restart your DAW if it was already open so it can rescan the new instrument.
- When the instrument requests activation, enter the serial number associated with your Chachi Music Studio account. An internet connection is required for online activation.

IMPORTANT

Download installers only from your Chachi Music Studio account or official Chachi Music Studio website. AAX/Pro Tools format is not included in release 1.0.7.

3. Main Interface

The Main page is performance-focused: sound shaping, presets, physical-string modes, Woot and the keyboard remain available in one view. Deeper technical shaping lives on the Advanced page. The interface is designed around a **1200 × 600** layout and supports resizable scaling.

Area	Purpose
Preset area	Browse factory/user presets and move between available presets.
Tone	Passive-style openness/darkness control.
Body	Core body-region shaping around 170 Hz.
Dynamics	Changes how strongly incoming velocity differences are compressed or expanded.
Woot	Controls automatic body-release amount.
Output	Final output level; 50% is the unity reference.
Natural / Low / High	Select the physical string used for overlapping notes.
Advanced / Main	Switch between performance controls and detailed shaping.
Keyboard & indicators	Shows playable notes, special keys, active physical-string dots and note activity.

IMPORTANT

Low String and High String do not transpose the pitch. They select a different recorded physical string for the same pitch when an alternate recording exists.

4. Main Controls

Control	Default	What it does
TONE	50%	0% is darkest/more loaded; 100% is most open. This is the primary high-frequency openness control.
BODY	50%	Shapes the core body region around 170 Hz. Center is neutral; lower reduces body and higher adds body.
DYNAMICS	50%	50% preserves the normal velocity spread. Lower values compress velocity toward the middle; higher values expand soft/hard differences.
WOOT	50%	Controls automatic body-release Woot. 0% disables automatic Woot. This control does not set the level of the manual C4/MIDI 72 Woot trigger.
OUTPUT	50%	Final level. 50% = unity reference; below 50% reduces output; 100% reaches about +6 dB. 0% is effectively silent.

SIGNAL-FLOW TIP

Set Dynamics for the keyboard first, then Tone and Body for the musical context, then Woot for release character, and finally Output for level matching.

5. String Modes

Mode	Role	What changes
NATURAL	Default	Uses the standard physical-string choice across the instrument and is the best starting point for normal playing.
LOW STRING	Alternate	For overlap notes, selects the same pitch played on the lower-pitched/thicker adjacent physical string.
HIGH STRING	Alternate	For overlap notes, selects the same pitch played on the higher-pitched/thinner adjacent physical string. Some choices are open strings.

Why open notes appear in High String mode: “High String” means the higher-pitched *physical string*, not a higher musical pitch. For example, A1 can be played on the E string or as the open A string; the open A string is therefore the High String choice for A1.

BEHAVIOR OUTSIDE OVERLAP ZONES

Only notes with alternate physical-string recordings change. Other notes continue using the normal sample path.

6. Physical-String Overlaps

Note	Low String	High String	Playing idea
A1	E string	A string (open)	Fingered on E or open A.
D2	A string	D string (open)	Fingered on A or open D.
D#2	A string	D string	Same pitch, different physical-string color.
E2	A string	D string	Same pitch, different physical-string color.
G2	D string	G string (open)	Fingered on D or open G.
G#2	D string	G string	Same pitch, different physical-string color.
A2	D string	G string	Same pitch, different physical-string color.

PERFORMANCE IDEA

Use Low String for a thicker stopped-string character. Use High String for the same pitch on the next higher physical string, often with a more open or differently resonant feel. No pitch shifting is used for these alternates.

7. Keyboard & Keyswitches

Key / Mode	Mapping	Action
Natural	MIDI 35 / B0	Selects Natural physical-string mode.
Low String	MIDI 36 / C1	Selects Low String mode.
High String	MIDI 38 / D1	Selects High String mode.
Harmonic	MIDI 71 / B3	Momentary: hold this key, then play a supported harmonic note.
Woot	MIDI 72 / C4	Directly triggers the dedicated manual Woot/body-release sample.

HARMONIC AND WOOT ORDER

The Harmonic key remains immediately before the Woot key on the plugin keyboard: Harmonic = B3 / MIDI 71 and Woot = C4 / MIDI 72.

The on-screen keyboard includes colored special keys plus physical-string note indicators. The indicators follow the physical string that actually produced the note, so Low/High mode changes are reflected visually.

8. Velocity & Round Robins

Normal playable notes use recorded velocity layers and multiple round-robin performances. The instrument rotates available recordings automatically so repeated notes do not sound like the exact same sample every time.

Layer	Typical MIDI velocity	Character
Soft	1-44	Gentle attacks and softer performances.
Medium	45-95	The main everyday playing range.
Hard	96-127	Strong attacks and the most assertive recorded performances.

LAYER EXCEPTIONS

Some notes use the recordings actually available in the library and may crossfade differently. A3 uses available Soft/Hard material rather than a normal three-layer set; A#3 uses its available Medium recording.

If your keyboard feels too sensitive or not sensitive enough, adjust **Dynamics** first and **Velocity Response** second. They affect different parts of the playing feel.

9. Harmonics

Harmonic mode uses dedicated recorded harmonic samples rather than synthesizing a harmonic from a normal note.

Step	Action	Detail
1	Hold Harmonic	Press and hold B3 / MIDI 71.
2	Play target	Supported recorded harmonic targets: E2, A2, D3 and G3.
3	Release Harmonic	Normal playing resumes when the Harmonic key is released.
4	Set level	Use Advanced Harmonic Level to balance harmonics against normal notes.

HARMONIC LEVEL

50% is the designed reference level. Use harmonics as accents, transitions and exposed melodic colors rather than as a global tone setting.

10. Woot / Body Release

Woot is the short body-release sound that helps the instrument feel physical rather than purely MIDI-triggered. It can happen automatically on note release or be triggered manually.

Function	How	Behavior
Automatic Woot	Release an eligible playable note held about 250 ms or longer	Occurs when the main Woot amount is above 0%. Higher Woot settings make the automatic release character stronger.
Manual Woot	Press C4 / MIDI 72	Triggers the Woot sample directly as a playable effect. It is independent from the automatic Woot knob.
Woot Detail	Advanced page	Fine-tunes the intensity response of automatic release detail. 50% is the internal reference.

WHY WOOT STAYS CONSISTENT

The release sound is deliberately kept separate from normal tone shaping so the signature body-release character remains recognizable.

11. Advanced Controls - Feel

Control	Default	What it does
ATTACK	50%	Controls sample attack envelope. Lower is more immediate; higher settings soften the front edge.
STRING BLOOM	50%	Controls release/bloom time. Higher settings let the note linger longer after release.
VELOCITY RESPONSE	50%	Shapes the post-Dynamics touch curve. Lower values require more force for strong output; higher values make softer playing speak more readily.
HARMONIC LEVEL	50%	Balances the dedicated harmonic articulation against normal notes.
WOOT DETAIL	50%	Changes automatic Woot detail intensity; 50% is the reference point.

DYNAMICS VS. VELOCITY RESPONSE

Dynamics changes the spread of incoming velocity around the middle; Velocity Response changes the curve of the resulting velocity. Use Dynamics for broad sensitivity and Velocity Response for fine feel.

12. Advanced Controls - Tone

Control	Default	What it does
PICKUP CHARACTER	50%	Shapes the pickup-presence region around 1.2 kHz. Center is the reference position.
BODY RESONANCE	50%	Shapes resonance around 240 Hz. Center is neutral.
LOW RESONANCE	50%	Shapes the deep-low region around 85 Hz. Use small moves to avoid low-end buildup.
HIGH CUT	100%	Low-pass control from dark to fully open. 100% is the open/reference position.
OUTPUT TRIM	50%	Fine output calibration around a 0 dB center reference.

RESET

RESET returns Advanced controls to their reference positions: most controls to 50%, with High Cut returned to 100% (fully open).

Use the Advanced page for small corrections first. The instrument is balanced around the center/reference positions.

13. Presets & Reset

The preset system stores Main and Advanced control values so a sound can be recalled as a complete instrument state.

Item	Type	Behavior
Default	Factory	Neutral reference: main controls centered, Advanced controls centered, High Cut open.
Alternate Factory Voicing	Factory	A darker, fuller factory voicing intended as an alternate starting point.
SAVE	User	Creates a named user preset containing Main and Advanced control values.
DELETE	User	Deletes the selected user preset. Factory presets cannot be deleted.
Preset arrows	Browser	Move through factory and user presets.

PRESET FILES

User preset data is stored in the Chachi Music Studio / Latin Baby Bass application-data area. Product-specific folders now use the Latin Baby Bass name.

14. On-screen Keyboard & Indicators

The redesigned keyboard is part of the performance system, not just decoration. It provides immediate visual feedback for playable notes, special keys and the physical string that produced the current note.

Element	Behavior
Playable keyboard	Shows the instrument range plus special controls at the edges of the performance layout.
Natural / Low / High keys	Colored keyswitches make physical-string mode changes visible.
Harmonic key	B3 / MIDI 71 remains immediately before the Woot key.
Woot key	C4 / MIDI 72 is a dedicated key layered as the manual Woot trigger.
String/fret dots	Indicators are available across the mapped notes and blink when notes are played.
Active-string feedback	Overlap notes follow the physical string selected by Natural, Low or High mode.

PERFORMANCE VIEW

The Advanced page keeps the interface focused on deeper controls while preserving the core preset/mode context needed to return quickly to performance.

15. How to Play It Naturally

The most convincing results come from thinking like a bass player rather than a MIDI programmer. The instrument already contains velocity layers, round robins, alternate physical strings, harmonics and release detail; believable input lets those systems work.

- Vary velocity. Avoid programming every note at the same value.
- Use Natural mode most of the time. Switch to Low or High intentionally for a different physical-string color.
- Use open-string High choices such as A1, D2 and G2 when the phrase benefits from their resonance.
- Allow some notes to ring. Very short MIDI notes can make any sampled bass feel mechanical.
- Use Woot selectively. A little release character can add physicality; too much can distract from the groove.
- Use harmonics as musical articulations, not as a global tone setting.

LATIN GROOVE TIP

For salsa, cumbia, merengue, timba and related styles, focus on timing, anticipation and note length before adding heavy processing. The rhythmic pocket usually matters more than an extreme EQ curve.

16. Mixing & Tone Starting Points

Goal	Try	Why
Clean / Neutral	Tone 50, Body 50, Dynamics 50, Woot 35-50	Lets the recorded instrument speak naturally.
Darker vintage	Lower Tone; moderate Body; lower High Cut	Reduces top-end openness and emphasizes a rounder presentation.
More body	Body above 50; Body Resonance slightly above 50	Adds weight in the 170-240 Hz region. Watch low-mid buildup.
More low foundation	Low Resonance slightly above 50	Adds controlled emphasis around 85 Hz.
More pickup presence	Pickup Character above 50	Adds definition around 1.2 kHz for busy arrangements.
Softer attack	Raise Attack	Rounds the front edge when the bass feels too immediate.
Longer bloom	Raise String Bloom	Extends release behavior for more fluid sustained phrases.

LEVEL-MATCHING RULE

When comparing two tone settings, use Output Trim or Output to keep them at similar loudness. Louder can sound “better” even when the tonal change itself is not better.

17. Compatibility & Host Notes

Topic	Release 1.0.7 behavior
macOS formats	AU, VST3 and Standalone.
Windows formats	VST3 and Standalone.
Typical AU/VST3 hosts	Logic Pro, UAD LUNA, FL Studio, Cubase, Reason, Fender Studio and other compatible instrument hosts.
Pro Tools / AAX	Not included in release 1.0.7.
GUI	Resizable interface based on a 1200 × 600 design.
Audio I/O	The instrument has been validated in normal mono/stereo host configurations on macOS.
Buffering	Release builds were tested successfully at practical DAW buffer sizes, including 512 samples.
Windows trust prompt	Current Windows installer is unsigned and may show Unknown Publisher/SmartScreen.
macOS trust	Current macOS release is Developer ID signed, notarized and Gatekeeper accepted.

18. Troubleshooting

Symptom	Check / fix
No sound	Check MIDI input, playable range, Output, Output Trim, activation status and DAW instrument routing.
Too dark	Raise Tone and/or High Cut. High Cut at 100% is the most open setting.
Too boomy	Reduce Low Resonance and/or Body; return to 50% for a neutral reference.
Too much attack	Reduce Dynamics/Velocity Response as appropriate, or raise Attack.
Hard layer not triggering	Confirm incoming MIDI velocity reaches the upper range; normal Hard behavior starts around 96.
Low/High sounds unchanged	Only overlap notes have alternate physical-string recordings. Test A1, D2, D#2, E2, G2, G#2 or A2.
Harmonics not playing	Hold Harmonic (B3 / MIDI 71) and play E2, A2, D3 or G3.
Automatic Woot missing	Woot must be above 0%, the note must be eligible, and it normally must be held about 250 ms or longer.
Manual Woot missing	Press C4 / MIDI 72 directly. Manual Woot is independent from the main Woot knob.
Plugin not appearing after install	Close/reopen the DAW and rescan AU/VST3 instruments. On macOS, Logic may need its Audio Unit cache/rescan workflow.
Windows security warning	Expected with the unsigned 1.0.7 installer when downloaded from the official Chachi Music Studio source.

19. Quick Reference

Control	Default	Purpose
Main: Tone	50%	Passive-style openness
Main: Body	50%	Core body around 170 Hz
Main: Dynamics	50%	Velocity spread
Main: Woot	50%	Automatic body-release amount
Main: Output	50%	Unity reference / final level
Advanced: Attack	50%	Attack envelope
Advanced: String Bloom	50%	Release/bloom time
Advanced: Pickup Character	50%	Presence around 1.2 kHz
Advanced: Body Resonance	50%	Resonance around 240 Hz
Advanced: Low Resonance	50%	Low foundation around 85 Hz
Advanced: Velocity Response	50%	Touch curve
Advanced: Harmonic Level	50%	Harmonic balance
Advanced: Woot Detail	50%	Automatic Woot detail
Advanced: High Cut	100%	Fully open reference
Advanced: Output Trim	50%	Fine output calibration

20. Performance Quick Reference

OVERLAP NOTES

A1: E/A strings | D2-D#2-E2: A/D strings | G2-G#2-A2: D/G strings. High String chooses the higher-pitched physical string.

SPECIAL KEYS

Natural MIDI 35 (B0) | Low MIDI 36 (C1) | High MIDI 38 (D1) | Harmonic MIDI 71 (B3) | Woot MIDI 72 (C4)

HARMONIC TARGETS

E2 | A2 | D3 | G3

VELOCITY

Typical normal-note layers: Soft 1-44 | Medium 45-95 | Hard 96-127. Some library notes use available-recording exceptions/crossfades.

PLAYABLE LIBRARY

Recorded note library covers E1 through A3 in the plugin naming; the controller-facing mapping is shifted for convenient 49-key access.

21. File Locations, Updates & Support

Current product name: Latin Baby Bass

Current manual: Version 1.0.7

Publisher: Chachi Music Studio

macOS sample library:

/Library/Application Support/Chachi Music Studio/Latin Baby Bass/Library/BabyBassSamples.dat

User presets and product-specific application data use the **Latin Baby Bass** product folder. The installer manages the required plugin and library files; manual relocation is not recommended.

Resource	Where
Downloads & updates	Your Chachi Music Studio account / official website.
Serial number	Your Chachi Music Studio account and purchase email.
Activation help	Contact Chachi Music Studio support if online activation fails.
Technical support	support@chachimusicstudio.com

VERSION 1.0.7 MANUAL UPDATE

This revision replaces older naming and release information, documents the current installers and activation workflow, clarifies independent automatic/manual Woot behavior, adds GUI/indicator guidance, and reflects the current Latin Baby Bass product paths and release formats.

Play the instrument. Shape only what the music needs.

CHACHI MUSIC STUDIO