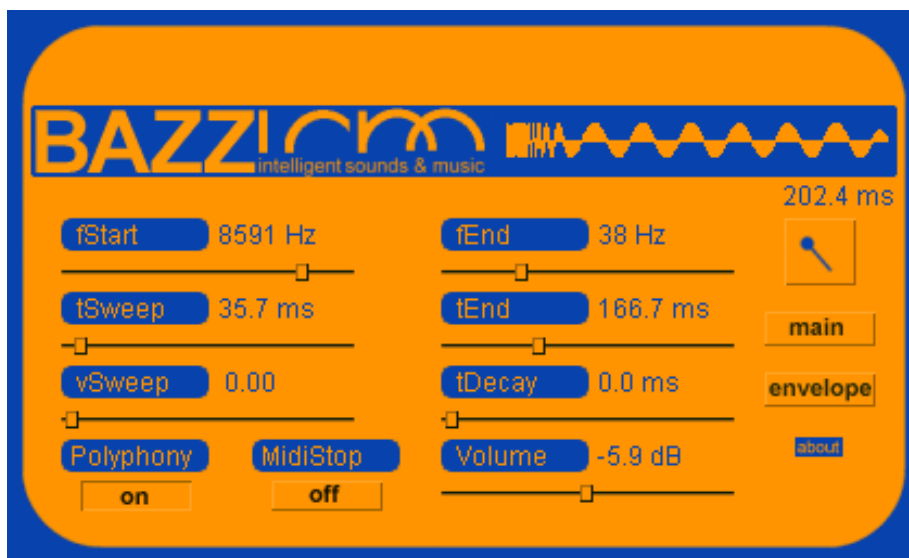# BazzISM2 Manual

To the human ear, a fast sequence of sounds appears to be simultaneous. In this way BazzISM2 creates a bass kick by a short sinus sweep.

New in Version 2.1: BazzISM follows midi program change messages.

The Parameters:

Main Page

fStart:
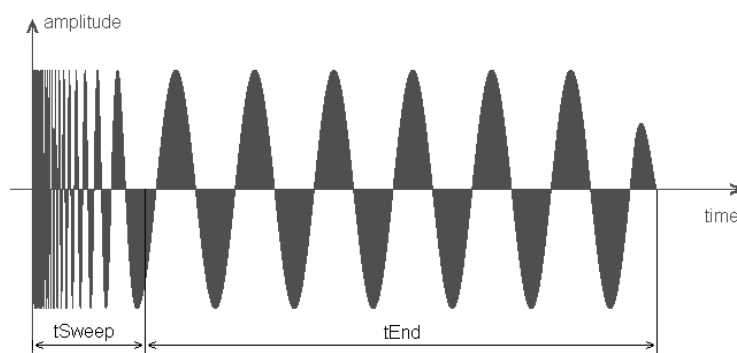   The start (highest) frequency
fEnd:
   The end (lowest) frequency, will also be played out while the time tEnd.

tSweep:
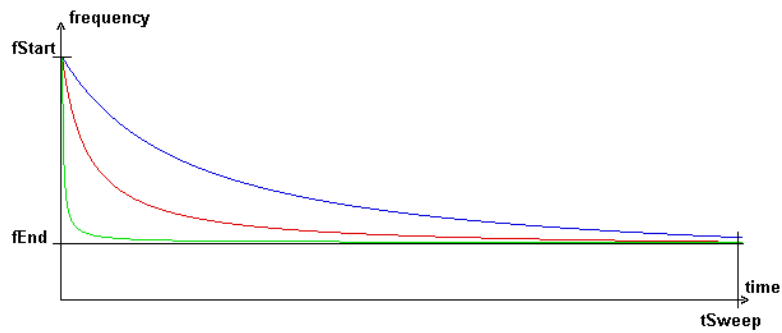   The duration of the sinus sweep.
tEnd:
   The duration of the time after the sweep, where the constant frequency fEnd is played out.

vSweep:
    The frequency change's velocity while the sweep:

tDecay:
    Decay time.
Volume:
    Over all volume.

Polyphony:
    With activated polyphony, overlapping bass kicks will be played out.
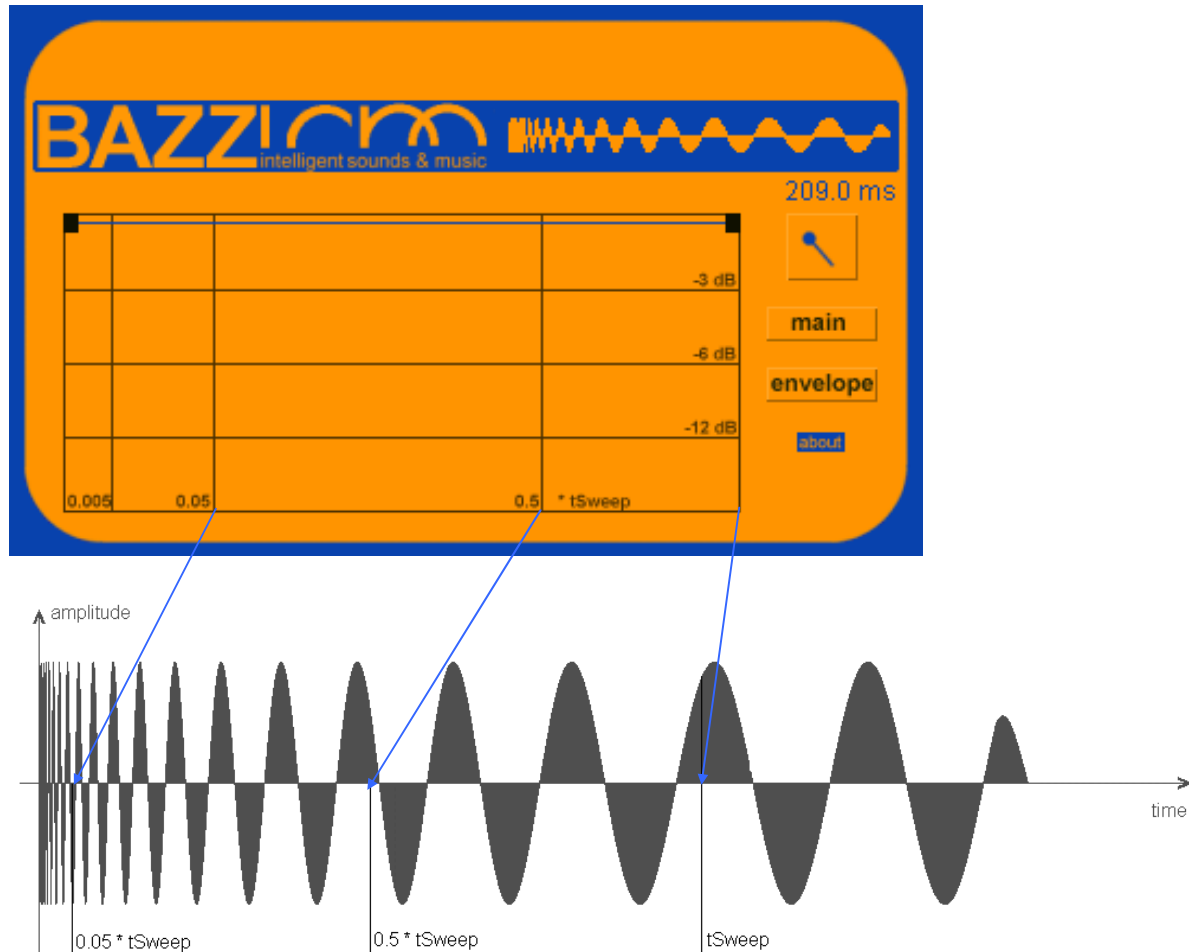   Without activation, the start of a basskick will terminate the previous one.
MidiStop:
    Bass kicks will be ended by Midi Off, if MidiStop is activated. Else they will be
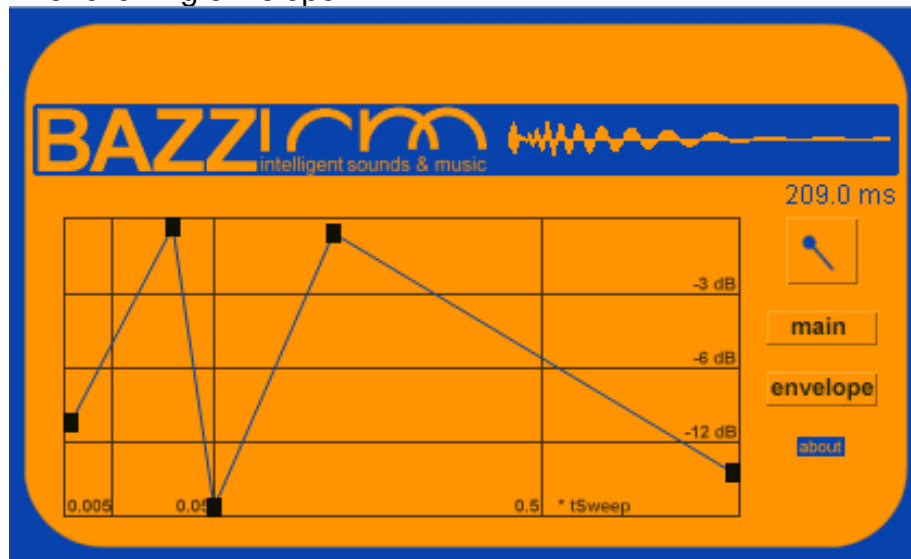   played in full length.

Envelope Page

Who created his basskicks with the *infected kickdrum tutorial* up to now, mostly used an equalizer to give an envelope to his sound.
Here you can use an envelope directly.

The envelope covers the sweep time (tSweep). The right control also sets the (constat) volume for the successive end time (tEnd).
Up to eight additional controls appear at double click. Dragging a control out of the envelope area deletes it.
The time axis is logarithmically fragmented, so that the high frequecies can be controlled more exactly.

The following envelope

creates this waveform from the curve above: