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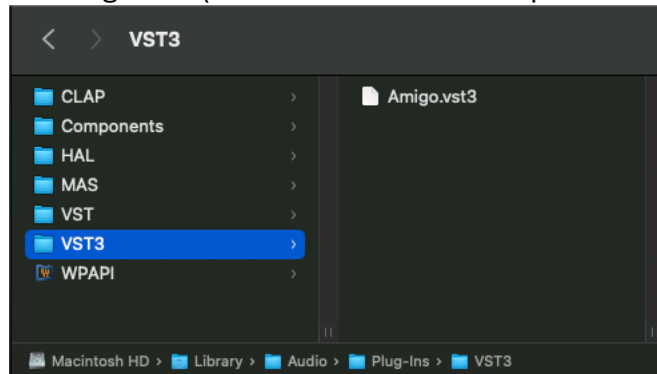
# Amigo Manual

## Installation

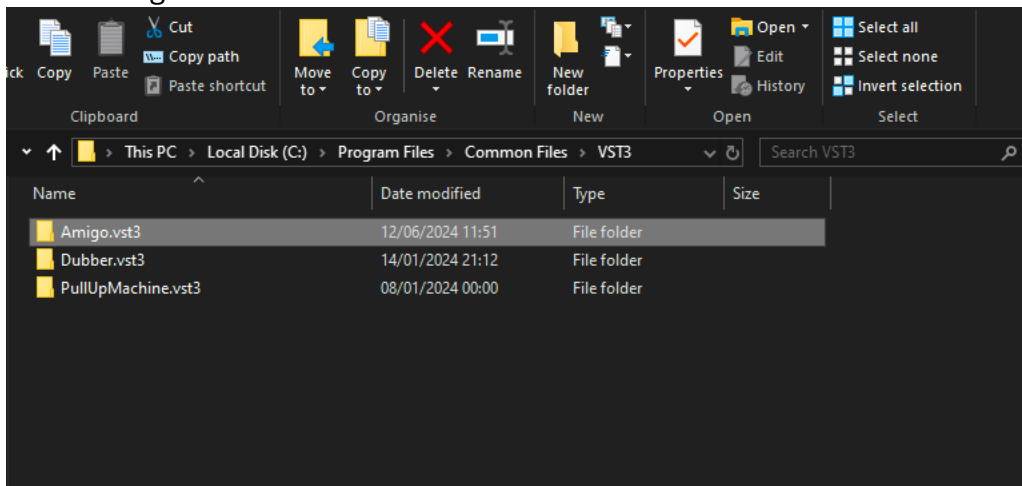
When you download Amigo, you will receive the Mac, Windows, And Linux version. Unzip your desired platform and drag the plugin binary into your plugin folder. For Windows, the vst3 will appear as a folder named “Amigo.vst3”. This is to keep up with the vst3 standard, you can simply drag the whole folder into your vst3 directory.

Default plugin directories:

MacOS: /Library/Audio/Plug-Ins/ (VST3 for VST3 and Components for AU)



Windows: C:\Program Files\Common Files\VST3



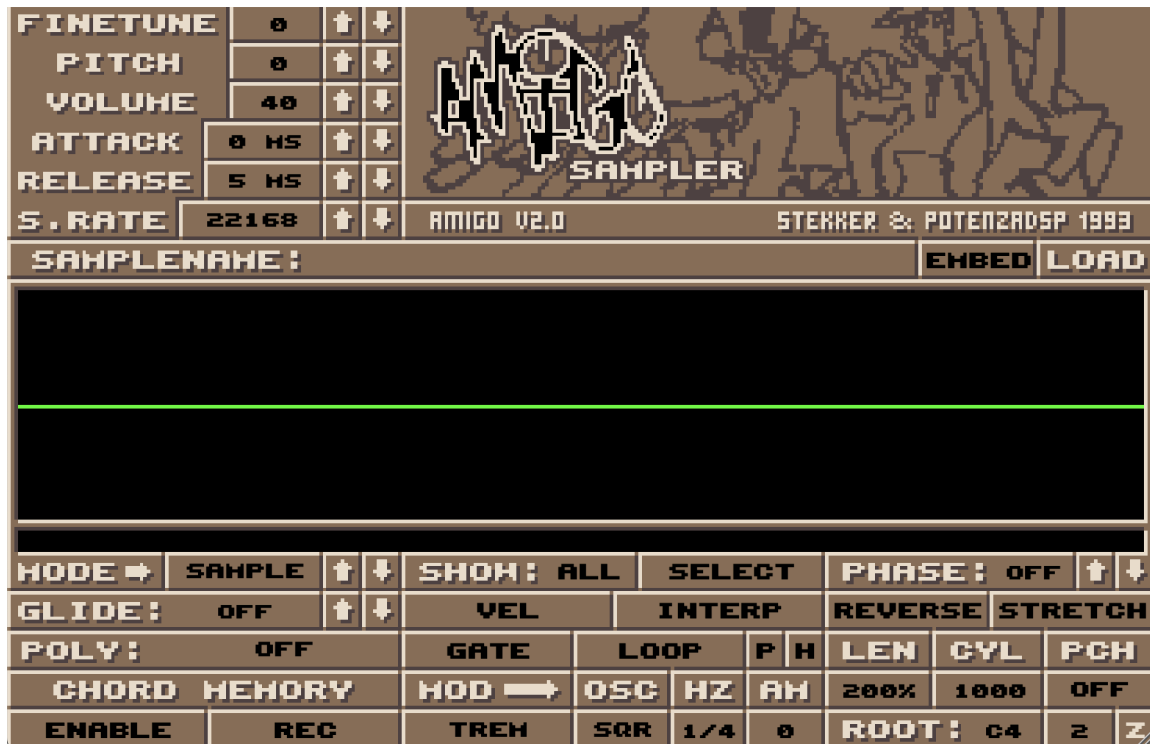
## Serial number verification

In your account page <https://potenzadsp.com/my-account/> you will find your serial number for Amigo. Simply enter or copy and paste it into the prompt once you load Amigo, and the plugin will validate your computer. We allow you to use your key on multiple computers, it will list in your account page how many validations you have left.

## Modes

The simplest way to use Amigo is a drag and drop a sample and it will automatically be mapped to the keyboard, ready to respond to any incoming midi, this is “Sample Mode”. Amigo can also be operated in “Slice Mode” (See “Slice Mode”). This can be toggled by pressing the “MODE ->” parameter.

## Loading Samples



Drag and drop a sample or press “LOAD” to load to open the internal file browser.

Supported file types:

wav, mp3, aiff, flac, ogg, iff (amiga), 8svx (amiga), raw (amiga)

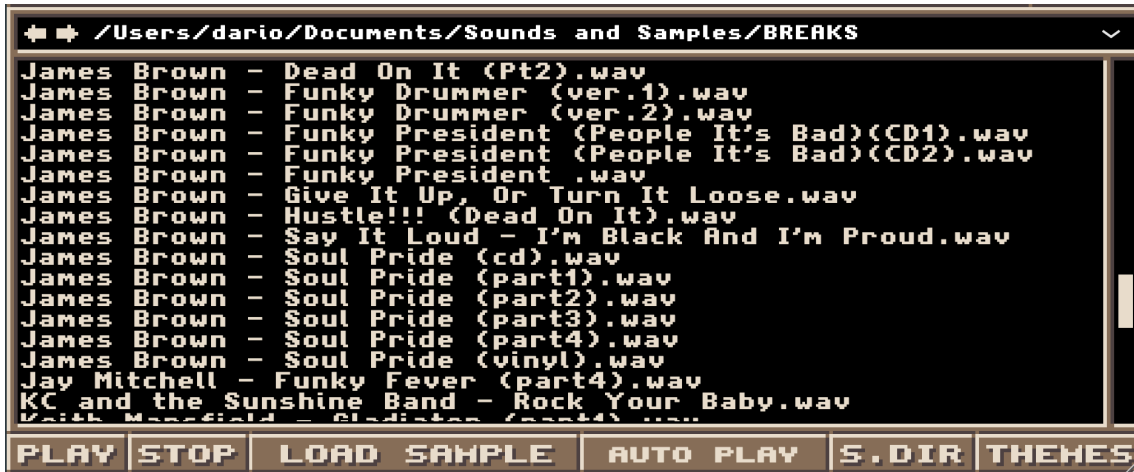
### IMPORTANT

Files -

You must be sure that the file you are loading will not be deleted later (Unless EMBED is enabled). Be careful not to load files from temporary locations e.g. Ableton consolidated clips before the project has been saved.

### The File Browser:

Press LOAD to go into the internal file browser.



The internal file browser supports automatic file previewing. To disable it press the “AUTO PLAY” toggle. Play the current selected sample with PLAY and STOP. Either double click on your desired sample, or press LOAD SAMPLE to load it into Amigo.

S.DIR takes you to the default directory you’ve saved for Amigo. This can be set by pressing SAVE in the colour palette editor.

THEMES takes you to a custom directory which should contain any themes you’ve saved, ready for hot swapping. This can be set in the Config file (See “Customisation and Config”)

## The Embed Button

Next to LOAD you will find EMBED. When EMBED is enabled, it encodes the file data into the plugin state, meaning it is now portable between computers. It is recommended to only use EMBED when you are collaborating with others or transferring projects between computers.

## The Viewport



Navigation:

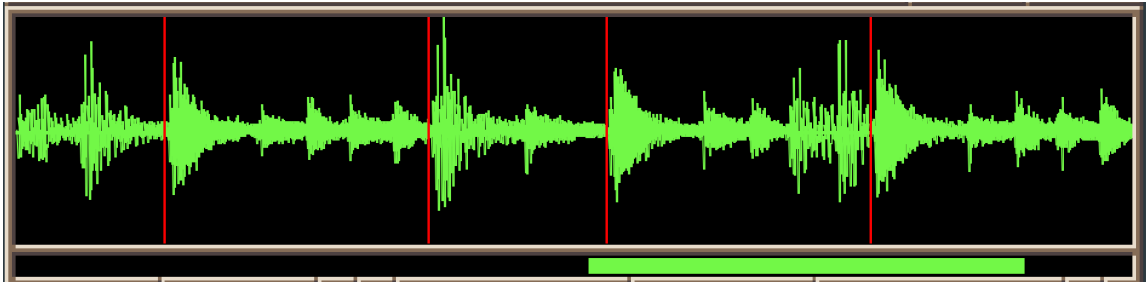
Scroll with the mouse wheel to zoom in and out of the waveform.

Press and drag to select a portion of the waveform.

Pressing ALL or SELECT will show all of the sample, or just the selected portion. If there is no selection then it will show from “Sample Start” to “Sample End”.

## Slice Mode

In slice mode, double press to add/remove slices. Drag to move slices.



MODE →	SLICE	↑	↓
T. MODE:	TRIG	↑	↓
AUTO SLICE	UNDO	REDO	
TRANS	EQUAL		
TRESH/DIV: 16		↑	↓

Slices begin at middle C (midi note 60) and go up from there. Up to 64 slices. Slice mode is purely monophonic.

TRIGGER MODE (T. MODE):

TRIGGER causes the sample to stop playing once its reached the end of the slice. THRU will instead continue playing until the end of the sample.

### AUTO SLICE:

When AUTO SLICE is enabled, any changes to THRESHOLD will update the slices.

You can either auto slice by transient (TRANS) or equal division (EQUAL).

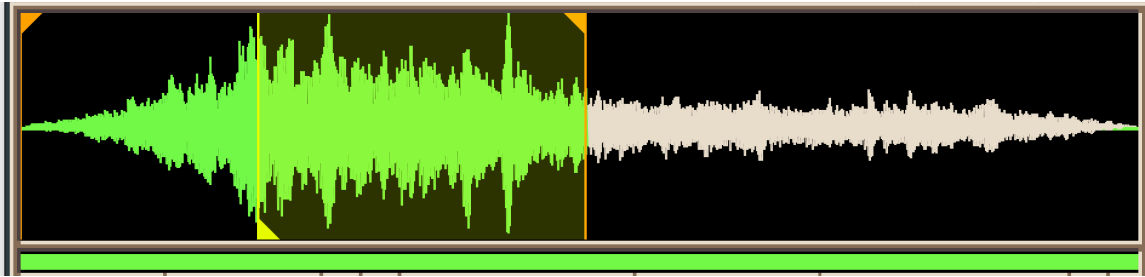
THRESHOLD represents the sensitivity of the auto slice (for TRANS). 2 being the most sensitive, and 64 being the least. In EQUAL, THRESHOLD shows how many slices will be generated.

The slices generated will not be perfect and might have some pops at the start/end of the slice, these should only be seen as jumping off points and we encourage you to manually adjust until it fits your sample properly.

Press UNDO and REDO to undo changes to the slices.

## Sample Mode

Sample mode maps the sample to the keyboard, where middle C (default midi note 60) is the centre note.



MODE →	SAMPLE	↑	↓
GLIDE:	OFF	↑	↓
POLY:	OFF		
CHORD MEMORY			
ENABLE	REC		

Sample mode can either be set to monophonic (MONO) or 16 voice polyphony (POLY). In MONO, you can adjust the glide amount, in ms.

In POLY, you can record a chord using the CHORD MEM and REC function to be played across the keyboard. Simply press REC to start recording a chord, press the keys you'd like in your chord, press REC again so it is disabled, the chord is now stored in memory. Make sure CHORD MEM is enabled in order to hear the chord.

When CHORD MEM is enabled you can also add glide but switching back to MONO and dialing the amount of glide desired.

Pitch Bend Range can be set with the slider next to LOOP.

## Global Controls

FINETUNE	0	↑	↓
PITCH	0	↑	↓
VOLUME	40	↑	↓
ATTACK	0 MS	↑	↓
RELEASE	5 MS	↑	↓
S. RATE	31388	↑	↓

## Sample Rate

(S. RATE):

There are 36 sample rates to choose from, taken straight from the amiga, thanks to 8-BitBussy: <https://16-bits.org/ptfreq.php>

Since version 2.0, the sample rate can be automated, but it is still not technically real-time.

Amigo downsamples+quantises chunks of audio every time your DAW requests a buffer, the rate of this can be set in the Config file. (See Customisation and Config)

Amigo samples directly from a down-sampled 8-bit buffer, which is how we are able to achieve the authentic crunch of the PAULA chip in the Amiga. This is by no means an faithful emulation of any sort of hardware, but it cannot be replicated with a standard bit-crusher effect.

This parameter is NOT intended to be automatable, if you automate it, it could cause clicks and pops, so do it at your own risk.

## Other Global Controls

- FINETUNE: Detunes the sample from -99 cents to +99 cents
- PITCH: Pitches the sample from -24 semitones to +24 semitones
- VOLUME: 0 to 64 volume control
- ATTACK/RELEASE: Simple AR envelope. - you must enable GATE in order to enable release behaviour.

VEL -> enables velocity sensitivity

INTERP -> enables linear interpolation

Z -> Enables/Disables zero crossing, this will not update existing points. (YOU MUST PRESS SAVE IN THE CONFIG TO APPLY THIS)

ROOT -> the currently selected root note, defaulting at MIDI 60 or Middle C.

GATE - gates the sample at note-off midi events.

LOOP - Looping can be enabled with the LOOP toggle. The additional PONG button enables ping pong looping, where playback is reversed once it reaches the end of the sample instead of wrapping around to the loop position. Press H, to enable infinite looping.

SHOW: ALL	SELECT	PHASE: OFF	↑	↓		
VEL	INTERP	REVERSE	STRETCH			
GATE	LOOP	P H	LEN	CYL	PCH	
MOD →	OSC	HZ	AM	200%	1000	OFF
TREM	SQR	1/4	0	ROOT: C4	2	Z

## FX

REVERSE - an automatable reverse toggle that flips the direction of playback.

STRETCH - An Akai-style time stretch.

LEN: Target length of the stretch. 200% = doubling of length.

CYL: Cycle length of the grains in the sample being repeated.

PCH: turns the timestretch into a pitch shifter. So 200% len is +12 semitones.

PHASE - 0-30 ms delay with 50% feedback.

## Mod Section

MOD: Select the type of modulation: VIBR for vibrato, and TREM for tremolo. Pressing the arrow next to MOD will cause the phase to be flipped on the modulating wave.

OSC: sets the shape of the modulation. SQR for square wave, TRI for triangle wave.

HZ: Press HZ to toggle between a tempo synced oscillator or a free moving oscillator.

AM: Amplitude/Amount, 0 to 100. 0 for no modulation, 100 for maximum modulation.

## Customisation and Config



Press the top right big banner to show the palette editor. It displays RGB sliders for the 10 colours in the palette. These are in order left to right:

1. Background colour,
2. Highlight,
3. Shadows,
4. Wave,
5. Wave background,
6. Logo,
7. Slices,
8. Start/End,
9. Loop,
10. Parameter text,

Press the square of the colour you'd like to edit, and change the RGB values.

Once changes have been made to the palette. Press "SAVE" to save these to the config file.

".amigo" config files are xml files with the ".amigo" extension. With the main active one being called "config.amigo" in a special folder depending on OS.

Pressing SAVE will store:

Currently chosen colours, Zero Crossing toggle, Current size of the GUI in the Config file.

For MacOS this is located at:

/Users/<username>/Library/Application Support/PotenzaDSP/config.amigo

For Windows this is located at:

C:\Users\<username>\AppData\Roaming\PotenzaDSP\config.amigo

You can completely reset the colour profile by deleting the file config.amigo, if it exists.

Additionally you can drop a ".amigo" file onto the plugin to update, or load one by using the LOAD button. They are simply xml and can be edited with your preferred text editor and shared with others. You can download some example config files from the website:

[www.potenzadsp.com/amigo/themes](http://www.potenzadsp.com/amigo/themes)



## Additional Config values:

Name	Description	Line to add to config file
sample-load-speed	The rate at which samples get downsampled and loaded. Make this higher to decrease load times but increase CPU usage when rendering samplerates. Default value is 10.	<VALUE name="sample-load-speed" val="10"/>
sample-directory	The directory Amigo takes you when you press S.DIR in the browser.	<VALUE name="sample-directory" val="/path/to/samples"/>
theme-directory	The directory Amigo takes you when you press THEMES in the browser.	<VALUE name="theme-directory" val="/path/to/themes"/>
scale	The ui scale.	<VALUE name="scale" val="3"/>
zerocross	A binary toggle turning on and off zero-cross snapping points in the viewport. 0 for off 1 for on.	<VALUE name="zerocross" val="1"/>
max-sample-cache	If this value is greater than 0, any sample loaded under the number of seconds will automatically have all its sample rates rendered. e.g if max-sample-cache=5 and you load a 4 second sample, all 36 samplerates will be calculated on startup, which effectively allows the samplerate to be automated properly. <b>Only change this if you know what you are doing.</b> Keeping this on will increase RAM usage a lot and also CPU usage on startup.	<VALUE name="max-sample-cache" val="5"/>