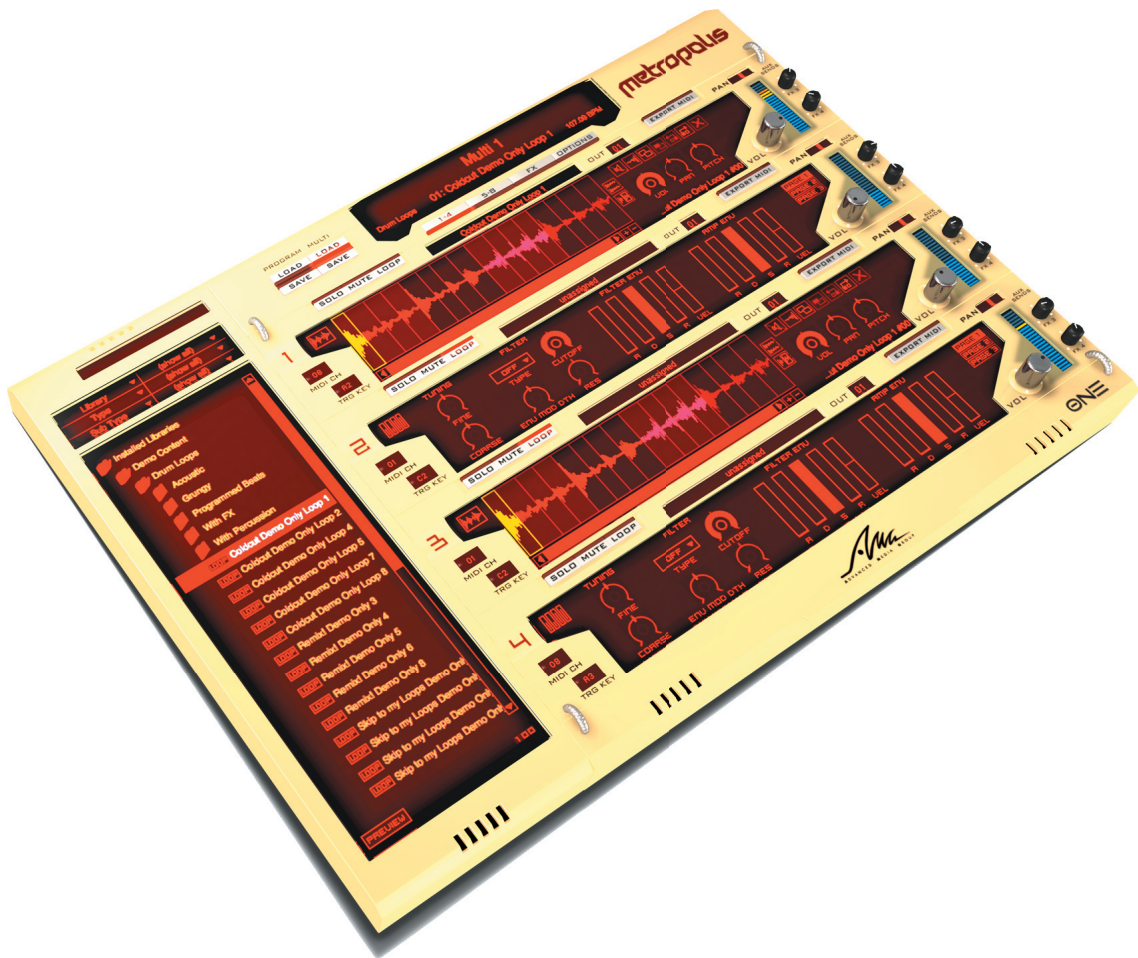


# metropolis



## LIBRARY GUIDE

"AMG have been making sounds since 1988. Initially we produced hugely popular sounds for synths like the M1 and D50 and then became the first British audio sample CD producer and amongst the first in the World in those early days of affordable samplers. Many sample developers produce their own content however, not being a musician myself, I had to hunt down the best producers from the outset to try and ensure we produced the best quality samples possible. Looking back over all these years, a catalogue of almost 500 products now and countless 5 star reviews from all over the World I think I can safely say we did OK as a talent scouts. In addition to having a library to stand comparison with any other in terms of quality and size we also score highly for diversity and character as we've always let our producers do 'their thang'.

Although we've stuck to these same principles since day one there have also been lots of innovations and changes along the way, some of which we've embraced - producing the World's first REX1, REX2, ReFill and Apple Loop CDs for example - and others we've not adopted as quickly as others. It's certainly true we're late on the scene with a plug-in. It was always obvious that most format developers were happy to sell their hardware or software and let us support them with unprotected sample content that was subject to more and more piracy. This couldn't go on and sample developers soon started releasing their own plug-ins and only releasing new material this way. Whilst it would have been nice if other sample developers had opened up their protection systems for the good of all few have chosen to, so any serious sample developer has effectively been forced to develop their own plug-in to survive. We realised this several years ago and started collecting rather than releasing new material. So after many years as a high profile and prolific producer AMG has effectively 'gone dark' for several years now.

In all honesty we didn't expect it to take long to develop a simple loop-based plug-in. We had pretty basic requirements and were pretty naive about the process. Initially that's how **ONE** got its name. We knew we had to do one and thought they would be so common that people would forget what they were called and just refer to them that 'that one by...' so we thought we'd call our loop-based instrument our '**ONE**' from the start. This simple little thing we'd get out quickly, would be very basic, probably lost amongst a sea of similar plug-ins but at least allow us to continue what we do well and release more great loop libraries...

How wrong we were. Three years later and the journey is finally over. It's been a long hard road but we've arrived somewhere completely different from where we'd expected when we first set out. There's no doubt there are some great loop-based instruments out there but some have come and gone whilst we've been working and the instrument we've ended up releasing is completely different from the **ONE** we set out to develop originally. It still fulfils our basic objective and allows us to offer three times more samples for your hard earned cash which was ultimately what it was all about and of fundamental importance but that's only the start...

Over those years we kept on adding to our basic specs with additional simple, yet powerful features and now believe we offer you not only a huge and inspiring sample library but also a unique virtual instrument that's **simply powerful!** Most software tends to fall into one of two camps. It's either quick and easy to use but ultimately too simple or hugely powerful but overly complex for most people to tackle. With **ONE** we feel we've developed an instrument that offers a unique combination of a killer library and **scalable creativity**. You decide how deep you want to go. You can skip through the library, load loops, play them back in time with each other, play with their pitches and maybe do some external editing with extracted MIDI files if you like. Not very demanding but you'll still get great results. However if you really want to get into it you can view **ONE** with its Core Library as a means to manage over 3500 amazing loops. Not 'just' 3500 loops though - a multi-dimensional mass of data where you can not only take one loop and change the pitch, tempo, order and characteristic of any hit in that loop and program up to 32 step time parts alongside it - enough in itself. But once you realise that you can view all this data as completely interchangeable then the possibilities are endless. It's not only a library of loops, it's a library of groove data and hits that you can mix and match to your heart's content and control every aspect of the beats you choose to use in your loops in '3D'. If we say each loop is made up of 10 slices (many have as many as 100) then this core library offers you over 1.25 billion loops for you to start editing the beats of - of course the actual number could easily be 100 billion but life's too short to work it out exactly!

Whether the loop is 'off-the-shelf', with or without some simple edits, or the groove from loop A, hits from loops B-E, your own step-sequencing of more hits from loop F and then your micro-editing of the pitch, volume and panning of each of these hits - **ONE** let's you do it quickly and easily. Furthermore when you realise that this is just the start, that we are going to release more libraries for **ONE** very soon and that you can also directly load your own **REX, ACID, WAV** and **AIF** files too you can see that **ONE** really does offer the complete loop solution. It also lets you combine all your library in one easy-to-search place thanks to our powerful browser. It lets you quickly search this huge resource to find loops you can instantly transform in pitch and tempo to match each other and your composition. From there you can decide how much further you wish to go, maybe that's far enough, but if you're the kind of user who would love to be able to alter the mix of a kit or substitute the kick with that one in another of your favourite loops then **ONE** won't stand in your way. True scalable creativity for everyone!

We're very excited about **ONE** and the initial response from users and reviewers has been equally positive. Future Music gave it three 9s and two 8s concluding "ONE could be the creative and stable multi-timbral file player you've been looking for". Along with their award of 4 'mice' MacUser were equally impressed stating "On this showing, AMG is fairly entitled to consider ONE 'the complete loop solution'". Metropolis is the first new version of **ONE** and will be followed very quickly by Infinite Groove and new **ONE** Expansion Libraries, some including SOLO. There will also be an Expansion Library from Lukeage specifically to bolster this library further too. So stay tuned, it's going to get better and better...

We had an idea of what it would be and although we have an idea of what it is now we won't really find out until you guys get hold of it, see what you make of it and let us know. Because that's the other important thing for **ONE**. That this is the beginning and that we try and make it what you want in the future rather than what we think you want so, as always, your feedback, ideas and comments are always welcome. The other thing is that however much we enjoy this software lark it's important we don't forget what we really do best and that's the samples. Either way thanks for being here during these exciting times at the beginning of another major chapter for AMG."

Cheers - Matt 8), Founder, AMG



## Core Library Notes

### Tagging

Tagging this library was pretty basic. You have to try and divide it up into a relatively few, meaningful categories that not only take this library into account but also those already planned for the future. Metropolis is divided into relatively few categories and most of the melodies have pretty generic tags applied because they virtually all include mixed instrumentation. You can't use up the 30 slots available right away if you know you're going to need at least another 15 very soon or you risk undermining the whole thing. On top of that the bulk of this library is beat based. Few beats are specific to one style or another, few strictly acoustic or electronic, most are versatile hybrids that really would suffer more from exclusion by classification than they'd gain by subjective tagging meaning they're easier to find. You might feel there could be a bigger variety of tags applied now but as you add additional libraries you'll find the tagging more and more useful in searching the huge library of samples you're going to have at your fingertips in the future.

### Tweaking

Everything in Metropolis can be tweaked in a huge number of ways to perfectly suit your application. We could have created multiple versions of each program in the library but as they would all have been simply arbitrary variations that would have served little purpose aside from bloating the library and making it harder to work with. Our interest is to give as much high quality raw material to work with as you wish. Some loops might be relatively raw and benefit from the addition of extra processing but many are relatively produced to start with. We would however encourage you to tweak the loops to suit your own style and keep these edits so you create a library that's customised to the way you work and your own taste.

### Multis

We haven't included a huge number of multis because every user is going to have their own set up. We have done a song kits that follow a common layout of all the relevant material. You may find these instantly useful or have to edit them to make them work for you. Either way multis are really the domain of the end user when you can build your own environment exactly the way you like it although those included will hopefully save you some time if nothing else.

### Drum Kits

There are no drum 'kits' included with the Metropolis library but as a general comment... Rather than kits these are 'audition' banks of hits so you can load a bunch of kicks or whatever and try them out in context quickly to select the ones you want and build your own kits. We would suggest you do something similar as you browse loops and find hits you like. Copy them to a few of your own audition kits for quick and easy recall in the future and have custom kits for each project that draw on these. It's a good way to keep track of everything and keep a smooth workflow. We have an additional 'AMG Greatest Hits' hits library almost ready. This will have literally thousands of hits in it and ideal for anyone who is deeply into micro beat editing and creation. You're likely to create kits for each track you work on that are created using hits from the loops you're using. Most people will build up a collection of 'semi-kits' that go with songs that just include a kick and a hi-hat or something that supplement the main loops or something. Many people will simply happily collect these but others may like to sit down from time to time and build their own custom kits if they're heavily into step-time programming.

### Tempo Shifting

ONE uses some clever hybrid technologies to allow you to shift the tempo of samples over a decent range but if you take them 'too far' they will become unusable in some cases. The fact is that generally loops are going to be most useful close to their original tempo anyway. Some developers spend a long time trying to achieve 'tricks' with their instruments that achieve little more than this feature of relatively little use but bloats the software and library in the process of achieving the feat.

### Sound Quality

This huge library has been created from many diverse sources and as such the sound quality varies throughout. Additionally many samples in this library are designed specifically to have a lower than optimum sound quality to give the desired results for the purpose they are intended.

### Pitching

There are no One Shot samples in Metropolis but for general information... One Shot samples are not accurately pitched. These are included primarily as one shot effects rather than really playable sounds and aren't comparable to full multisamples. Please think of them for what they are, one shot samples that will generally only work well over a limited range and need to be pitched by ear. Many won't have a pitch anyway and some are pretty long too.

### Feedback & General

We welcome feedback on all aspects of the library but especially any edits that you think will enhance its usability. So if you can see any bad tags, make some cool edits, create some new FX, etc. that you'd like to share please send them in and we'll incorporate everything we agree improves the library and include it in future releases of the library. Feel free to mail us your questions and comments about ONE to [support@samples4.com](mailto:support@samples4.com). You'll also find pages with FAQ, tips and of course more libraries for ONE as they're released. In addition to the Metropolis Library some AMG Demo Content is included. This features material from AMG's existing catalogue that is available in a host of formats from [www.samples4.com](http://www.samples4.com) now and much of which will be added to the titles available for ONE in due course.

### Thanks

To all the contributors to the Metropolis Library; primarily the creative genius of Mr. LukeCage but also those involved in the processing of the samples - Ali Lexa & Lee Groves - and the artwork - Jae Snooks.

### License & Copyrights

Please note and adhere to our license terms on the packaging and those you agree to during installation.

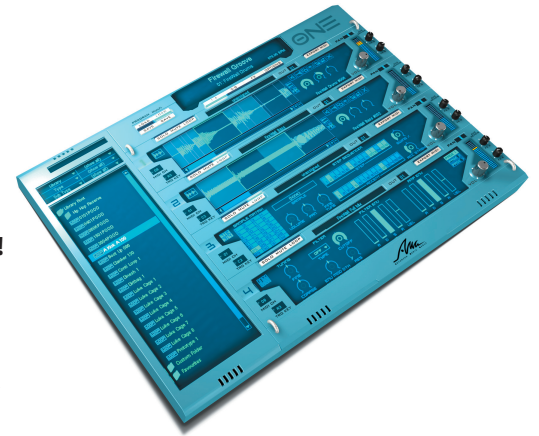
ONE comes in a number of different shapes and sizes so you can select the ONE that suits you best! Choose one on the three main versions detailed below or buy the downloadable version with no content, use your own samples in industry-standard formats and add our forthcoming Expansion Packs or any of these instruments in the future to customise ONE to suit your needs.



The 4.5 gig ONE Core Library covers a wide range of modern music genres and incorporates over 3500 loops and 300 Multis. Use ONE's user-definable browser to quickly search this huge resource for instant inspiration! A huge collection of drums, synths, basses, guitars, keys, FX, hits and more are at your fingertips and available to you in seconds!

*"On this showing, AMG is fairly entitled to consider ONE 'the complete loop solution'. 4 Mice." - MacUser*

*"Stability - 9, Value for money - 8, Ease of use - 9, Versatility - 8, Quality of results - 9 Verdict - ONE could be the creative and stable multi-timbral file player you've been looking for." - Future Music*



## INFINITE GROOVE

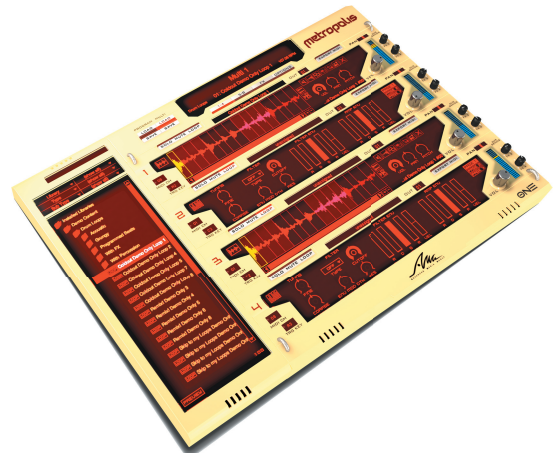
The acoustic drum loop library featuring over 1500 loops from some of the World's finest drummers - Neil Conti, Tony Mason, David Ruffy & AudioVirus.

Also includes 'AMG's Greatest Hits' - a collection of over 2600 of the finest hits from our sample vaults to edit beats or build your own from scratch. Watch out for Expansion Packs for Infinite Groove very soon too!



## metropolis

An amazing collection of brand new material from our resident Hip Hop Guru Mr. Lukecage. A huge 4 Gig library of over 1400 loops all maintaining Lukecage's reputation for delivering the goods, authentic attitude and vintage sound.



Last but certainly NOT least, don't forget about our awesome modern brass instrument - Kick-Ass Brass! Widely acknowledged as THE definitive modern brass library!

*"The user-friendliness of Kick-Ass Brass! scores highly for us and its sound is simply stellar - this virtual instrument fully justifies its name." - MacUser*

All these instruments, Expansion Packs and much more are available from [www.samples4.com](http://www.samples4.com) and all good virtual instrument distributors and dealers Worldwide!