



Apocalypse Elements is a potent selection of aggressive soundtrack drums and cymbals for the free Kontakt Player and Komplete Kontrol platform. This library is an epic percussion powerhouse built for efficient workflow and incredible sound, with over 40 different drums, over 100 articulations, deep dynamic layering and 8 round-robin variations per velocity.

This library has been designed for Native Instruments' free Kontakt Player engine for VST, AU and AAX plugin standards. It is also compatible with the Komplete Kontrol software platform and S-Series Light-Guide keyboards. It requires Kontakt Player or the full retail version of Kontakt, versions 5.5.2.

You'll find thunderous ensemble and solo bass drums, roaring ensemble and solo toms of all sizes, a massive 8-member snare ensemble and 6 different solo snares ranging from deep 14" wooden bodied snares all the way down to tiny 5" effect snares, ethnic drums of all shapes and sizes, clicks, clacks, hi-hats, stick and mallet rides, crashes, splashes, hybrid China crash, fx cymbals, gongs, Tibetan finger cymbals and much more.

You can use our expressive "Standard" presets for instant access to all of the drums in a classic keyboard layout. The "Ensemble All" preset lets you customize key-mapping for each articulation, or chose from several standard drum map presets. Our user interface gives you instant control over the sound, whether you want a huge hall sound or a dry, punchy studio sound, with automation-ready parameters to shape dynamics, room release, attack, transient offset, tuning, velocity response, and so much more.

Built from our epic percussion flagship - the 25 GB **Apocalypse Percussion Ensemble** - this lighter edition is slimmed down to the put maximum punch into a compact footprint and unbeatable price point accessible to everyone. Focusing on a close/stage stereo mic position and standard single-stroke multisampled articulations, it's built to be immediately intuitive and easy to play.

Each instrument was recorded in a very close, wide stereo array with large diaphragm Neumann TLM 103 microphones for natural clarity and dynamic range. We recorded this library in a naturally bright and spacious A-Frame hall using world class Neumann microphones and pristine ultra-quiet Sound Devices recording preamps and recorders. We then carefully mixed and mastered each sample by hand to deliver explosive power, unmatched acoustic quality, wide dynamic range, and stunning life-like clarity and presence.

You can use our expressive “Standard” presets for instant access to the full library in a classic percussion array layout. The main Ensemble All preset lets you customize your note mapping for each articulation, or load one of several common drum library mapping standards. You can adjust room release behavior for 4 independent subgroupings (basses, snares, auxiliary and cymbals). These let you quickly turn this massive hall ensemble into a fat, clean powerful rock drum kit with the turn of a few knobs. You can also use the front panel controls to tighten, soften and reshape the sound on the fly, with swell, attack, release, offset, tuning, velocity response, and more. And if you need more detail, the individual section presets focus on each section with an expanded palette of normal and flam articulations, sustaining rolls, dynamic crescendos and expressive effects.

We also are proud to introduce our enhanced Megamixer. This kit-building powerhouse allows you to quickly choose from a huge variety of different drums and articulations and load them into 8 modules that you can freely customize. Designed for flexibility and exceptional ram efficiency, it’s perfect for designing unique personal kits that you can save and load. We further expand your options with the individual section Mixer presets, with access to the broader range of articulations in each instrument category.

The Tuned 2-Layer presets allow you to create multilayered tuned articulations from any of the articulations for each sub-section. These are ideal for sound design, special effects, or simply turning any of the sounds into a unique tuned percussion instrument. And of course, we included ultra-efficient “Lite” presets for every type to conserve ram and CPU power when you need it.

And we now offer midi loop loading, playback and customization through our Midi playback system within every preset. Choose from 400 hand-crafted midi grooves by a variety of excellent composers and producers included in the library or create your own. You can also choose from a number of major key mapping standards and add commercial midi loops from Groove Monkey and other popular publishers. You can change the bar divisions, switch from half to normal to double-time, add swing, tighten and loosen quantization, transpose and even drag selected midi loops directly into your DAW’s timeline.

You’ll find the ARP meta-arpeggiation system, with preset saving/loading, humanization, EZ-roll and dozens of other options and features to create dynamic and adaptive grooves and sequences. Every preset also includes our awesome FX rack panel, with lots of multi-effects, compression, EQ, resonant lo-pass filter, distortion, amp/speaker simulation and convolution reverb with dozens of custom impulse responses.

We here at Soundiron are no strangers to epic ensemble and soundtrack scoring percussion. This library is the culmination of all of our years of experience, distilled into the most comprehensive and earth-shaking hall percussion package available anywhere on the market. We set out to build a monster that punched harder, rumbled deeper, cut through the mix cleaner and got the job done like no other could. We wanted a massive sound and responsive playability, without compromising user flexibility and choice. Apocalypse Elements offers a wide range of uniquely powerful tools that let you personalize the library to your own needs and push it vastly beyond any other cinematic percussion library in its class or price range.

With a huge sound and intuitive presets that work right out of the box, this beast gets it done.

SOUNDIRON

APOCALYPSE ELEMENTS

A streamlined, simplified Kontakt Player Edition of our Apocalypse Percussion Ensemble

- 52 Kontakt .nki instrument presets
- 4519 Samples
- 4.3 GB Source / 2.24 GB installed (after lossless data compression)
- 24bit / 48kHz stereo source audio
- 400 Midi Grooves
- Over 100 drum and cymbal articulations
- Close microphone position for a full, rich sound
- Customizable key mapping and template design, saving and loading
- Adaptive meta-arpeggiator system, and DSP Effects Rack
- Midi Groove loading, playback and customization

Note: Native Instruments Kontakt Player or Kontakt (full version) required, version **5.5.2** or later. Windows 7 (or later) or OSX 10.9 (or later) is required..



CREDITS

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APOCALYPSE ELEMENTS

SOUNDIRON



Additional Credits

Midi Grooves

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Special Thanks

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System Requirements

This library requires Native Instruments Kontakt Player version 5.5.2 or later, or the full retail version of Kontakt version 5.5.2 or later. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.9 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some older machines.

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. This was recorded on location in a live hall. Sonic impurities from outside noise, clothing and hardware movement, building settling and other sounds may be present in the samples. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying the recordings.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Libraries, Files, **Quick Load** or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view.

Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select



the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.

Library Activation

1. If you don't already have Kontakt 5 or the Kontakt 5 Player installed, download the Free Kontakt Player (WIN / OSX) by [Clicking Here](#).
2. Please download and install the Apocalypse Elements library and unpack it completely before trying to install it. You can find full instructions in your download code email and on the manual download page.
3. Now open Kontakt in stand-alone mode. Make sure that you're logged into your computer as full system administrator with full permissions allowed and all OS and Security restrictions turned off. This is necessary to allow Kontakt and the NI Service Center to activate the product. You usually only need to do this the first time you add and activate this Library.
4. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. Now click the "add library" button at the top.
5. Use the browser pop-up to find your installed “Soundiron Apocalypse Elements” folder.
6. Once the Olympus Elements library module loads into the Libraries viewer, look for the "Activate" button on the right side of the new Apocalypse Percussion Elements library module. Press the button to launch the Service Center and register and activate the library.
7. Find the Apocalypse Percussion Elements listed in the “Activation” tab in the Service Center and enter the serial number you received in your download email. Then press the green "Activate" button at the bottom. Once that's complete, close the Service Center and restart Kontakt. The library should now be installed and ready to use.
8. Once installation is complete, you can browse and load the included .nki presets using the Libraries, Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one.

Trouble Shooting

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Service



APOCALYPSE ELEMENTS ALL

/Instruments/Master/Standard/APE Elements All.nki



Click the **REL** button in the lower left to open the Room Release pop-up window. Here you can independently control the room release time for each of the four main percussion categories, or press the **Link** button to lock a group of two or more of them together.

SWELL - (CC 72)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

ATTACK - (CC 74)

This knob controls the sharpness of attack. Lower values have more of a pluck sound.

OFFSET - (CC91)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

RELEASE - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

PITCH

This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

VELOCITY

This controls the dynamic response of the instruments, adding or subtracting from the incoming midi velocity.

HUMANIZE

This controls the dynamic variability of the instruments, adding intelligent and subtle randomization. This feature can be especially useful when combined with the Arpeggiator.

HI-HAT Midi CC - (Default CC 11)

This value sets the midi CC that will control the pedal for the special all-in-one hi-hat cymbal articulation. When you play the all-in-one hi-hat key, the CC you assign here will choose how much pedal damping to apply to the sound, and switch between the different articulations ranging from wide-open to clamped tight. This special key is mapped to A6 by default, but you can move it to a different key by using the Midi/Mapping tab at the bottom.

ARP BUTTON

You'll find this pop-up window button in the lower left corner. All of the ARP window controls are explained later in this manual.

PERFORMANCE & FX RACK TABS

Click the FX Rack tab down at the very bottom of the screen to open the full DSP FX rack, with reverb, delay, phaser, flanger, amp and cab simulation, distortion and more. Clicking the **Performance** tab takes you back to this main page.



APOCALYPSE ELEMENTS ALL

/Instruments/Master/Standard/APE Elements All.nki

This master ensemble preset features all of the primary multi-sampled single-stroke striking articulations for each instrument spread as single trigger keys over the full midi note range, from C-1 (midi note 12) up to F7 (113) for direct access. This preset includes a huge number of samples and can use a lot of voices, depending on how many mic positions are loaded, so we recommend it only for situations where you have plenty of ram and CPU resources to spare. The main control interface has a variety of deep performance controls that allow complete real-time performance customization. There is also a “Lite” version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features.

You can adjust the room release behavior for 4 different independent sections (bass, snare, auxiliary and cymbals) with the REL panel. You can create adaptive arpeggiations and simulated drum rolls with the ARP panel (See Page 12). The Hi-Hat, Gong, Ride Cymbal and Ting Shag (finger cymbals) also feature automatic self-damping when you alternate between sustained and damped notes. You’ll also find a virtual all-in-one hi-hat key (default A6) that automatically transition between the different pedal positions from open to closed by midi CC (default CC11).

You can customize the key mapping for each articulation or load mapping presets from a variety of common standards and load and play back midi loops on the Midi/Mapping tab. The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb. And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the “Assign Midi CC” box that pops up and moving any midi controller.



MIDI LOOPS AND KEY MAPPING

This preset includes a custom key mapping interface that allows you to assign any of the available instrument articulations to any midi key. You can save and load your own custom maps, or chose from a number of different industry standard mapping templates through the Preset drop-down menu. You can also load, playback and manipulate hundreds of Midi drum loops included with this library in the Midi Loop Select interface. Click on the Midi/Mapping tab at the bottom of the instrument to open this interface page.



Midi Loop Select Menu

This menu allows you to load and play back a variety of standard midi drum loops in this library. Use the file browser to select a .mid file and double-click to load it.

Play Button

Press the Play button to start midi playback. You must first load a midi loop by double-clicking on any file. You can skip to another midi loop by double clicking on another midi file or by using the left and right arrow buttons.

Drag & Drop Icon

After loading a Midi loop, click the Plus Sign at the top and drag it into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

Quantize

You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the Grid Size menu.

Swing

Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

Velocity

This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

Tempo

You can choose half-time, normal and double-time playback.

Mapping Menu

This allows you to load common drum map templates used by a number of popular drum kit libraries. Apocalypse Percussion Elements is unique and intended for a different purpose than any typical rock drum library. It has a different array of sounds that would make a direct 1:1 mapping ratio for every drum articulation virtually impossible. However, there are plenty of analogous sounds that can work very well with other drum libraries. The flexible control options and variety of sounds we offer make this library a very powerful tool to integrate with your existing creative workflow.

You can also use this menu to load any custom presets that you have created and saved with the Save button to the right. You can store 25 user-generated custom drum maps here. The Delete button erases any currently selected user-generated drum map. The default maps cannot be deleted.

Key Edit Box

First, type the midi key you'd like to assign an Articulation to. You can type in a midi note name or number.

Select By Midi

Or you can turn on the Select By Midi button and play any midi note to choose that key for assignment.

Instrument Menu

Next, select the Instrument you'd like to assign to the key. This menu always displays the currently assigned instrument for that chosen midi key.

Articulation Menu

Then, select the specific Articulation you'd like to assign to the key. This menu always displays the currently assigned articulation for the chosen midi key.

SECTION PRESETS

/Instruments/Master/Standard/...

There are 9 standard section presets in addition to the main Apocalypse Ensemble All preset. These each focus on a different percussion section. Each preset includes all of the articulations for that section in its entirety, spread over a wide midi note range, including all single-strokes, flams, rolls, crescendos and other effects. These presets share the same Swell, Attack, Offset, Pitch, Velocity and Humanize control features found in the Apocalypse Ensemble All Preset. We describe those controls in detail on Page 5, so in this section we'll just cover the new material. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation.

You can load and play back midi loops on the Midi Loops tab (See Page 13). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb. And You can assign a midi CC to any knob, button or slider by right-clicking it, pressing the "Assign Midi CC" pops-up and moving any midi controller. There is also a "Lite" version of each section preset available in the Lite directory, with fewer round-robins, lower voice limits and other slightly reduced features to conserve resources when needed.

All of the Standard sections are grouped into these main instrument presets:

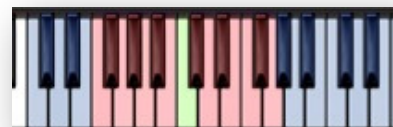
- Ensemble Bass & Toms
- Ensemble Snares
- Ensemble Clacks
- Solo Bass & Toms
- Ensemble Cymbals
- Solo Ethnic Drums
- Ensemble Ethnic Drums
- Solo Snares



MEGAMIXER PRESET

/Instruments/Master/Megamixer/...

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles and combos, selecting just the articulations you want and using only the ram, sample load and key range needed. It's easy to set up and fine-tune and you can save and load your kits. The Megamixer has 8 instrument modules that you can load and customize. Within each module, you can freely choose from any of the instruments in the library and then select any of that instrument's articulations to load. Each of the 8 modules has its own volume, velocity attenuation, pan, pitch, room release, root key, key range and tuned/untuned button to switch between "tuned" chromatic and "untuned" mono-timbral modes. You can also globally adjust volume Swell, sample start Offset, and note Attack curve.



When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the full range for the Megamixer. The red keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

MODULE WINDOWS

Click on the drum graphic window in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument and then choose the specific articulation you want using the Module Editor area.

Edit Button

To edit the parameter settings for that module, click the EDIT button for that module. This will display the module's controls in the Module Editor area.

Volume

This sets the volume for each module.

Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

Pan

This allows you to place the sound in each module in your stereo field.

Pitch

This shifts the pitch of sound in each module up & down.

Release

This sets the room release time for each module.

Articulation Selection Menu

Click here to select one of the available articulations for the drum you have loaded in each module.

Tuned/Untuned Button

When Tuned, this causes the notes for the module to be spread chromatically over its assigned key range, relative to the "Root Key" setting. Use this to create pitched tom notes or tuned percussion sounds. When Untuned, any note played within a module's assigned key range will play at the same pitch. This is ideal for fast live playing with multiple fingers.

Root Key

This assigns the root key for the module when the module is in Tuned mode. Type in a value or press the SET button and play any key to assign a key as the Root.

Range

This assigns the playable key range for a module. Modules can have overlapping or shared key ranges. The lower range boundary setting is on the left. The upper range boundary setting is on the right. To change each setting, you can type in a new value or simply press the SET button to the side and play any key to assign that as the new value for that boundary.

ARP

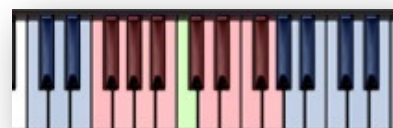
This button opens the Arpeggiator.

SECTION MIXER PRESET

/Instruments/Master/Megamixer/...

The 8 individual section mixer presets divide the instruments into sub-types, featuring the same content as the corresponding Standard section presets. These allow a similar fast plug-and-play functionality that you'll find in the Standard presets, but they allow more detailed control over each sub-section within the instrument group by dividing instruments into 4 category modules, each with a variety of different independent parameter controls to shape each sound. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features for even greater resource efficiency when needed.

Each of the 4 modules has its own volume, pan, release, velocity attenuation, pan and pitch settings. You can also globally adjust volume Swell, sample start Offset, note Attack curve and the Hi-Hat pedal control Midi CC for the special all-in-one Hi-Hat articulation in the Cymbal Mixer preset. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation. You can load and play back midi loops on the Midi Loops tab. The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb.



When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the full range for the Megamixer. The red keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

GLOBAL CONTROLS

Swell - (CC72)

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or sculpt crescendos and decrescendos over time. In Solo presets with sustaining drum or cymbal rolls, this also controls dynamic layer blending and is also controlled by the Modwheel (CCI).

Attack - (CC 74)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC91)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more a distant pad-like feel.

HI-HAT Midi CC - (Default CCI1)

This is only found in the Apocalypse Ensemble Cymbals preset. It assigns a midi CC to the hi-hat pedal for the special all-in-one hi-hat articulation. When you play keys on F#1 - G1, you can control pedal damping with the CC, ranging from wide-open to clamped tight.

MODULE CONTROLS

Volume

This sets the volume for each module.

Pan

This allows you to place the sound in each module in your stereo field.

Release

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones.



TUNED DUAL-LAYER PRESET

The Tuned Dual Layer selector preset brings together all of the available articulations for each instrument set into a chromatically playable dual-layered instrument bank. The interface is designed to allow you to focus on a single articulation (or a pair of them) at a time and spread the sound chromatically like a classic sampler or synth instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids.

Each of the two layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The ARP pop-up panel can generate dynamic arpeggiation and drum roll simulation. The Keys pop-up panel allows you to set the playable keyboard ranges and instrument selection key-switches for each layer.



Articulation Select Menus

This drop-down menu selects the individual articulation that you would like to load into each layer module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument.

Note: To turn off and bypass one of the two layer modules, simply select **Off** in the layer's drop-down menu.

Swell - (CC72 & 73)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

Attack - (CC 74 & 75)

This controls the sharpness of attack.

Offset - (CC91 & 92)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more pad-like sounds.

Release - (CC93 & 94)

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan

This allows you to pan each module separately.

Velocity

This attenuates the incoming midi note velocity up and down.

ARP

This button in the lower left corner opens the Arpeggiator pop-up window.

KEYS

This button in the lower left corner opens the Key-mapping and key-switch settings window.

TUNED DUAL-LAYER KEYS POP-UP MENU

The Keys Pop-Up window contains all of the key-range key-switch mapping settings. You can assign overlapping or independent key-ranges for each of the two layer modules, shift the root note for either module to any key you wish and turn on/off the Selector keyswitches or move the key-switch blocks around on the keyboard. To display Kontakt's Keyboard window, click on the keyboard icon button at the top of Kontakt's main program window.



RANGE 1 & RANGE 2

These controls set the active key range for the first layer (left side). Each range is fully independent and can overlap the other. The **dark blue** range shows the current playable note range for layer module 1. The **light blue** range shows the current playable note range for layer module 2.

If Layers 1 and 2 overlap, then that section of the keyboard will be colored in **yellow**. If either layer's Selector menu is set to **-Off-**, then the key-range for that layer will not be displayed on the Keyboard.

The root note for each module is set by the **Pitch** knobs for that layer. The current roots for both layers are shown as single inverted black/white keys.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

KEYSWITCH 1 & 2

You can use the Layer 1 key-switches to change the current sound loaded into Module 1 selection menu. The key-switches are arranged to match the Selector menu ordering. The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches. The Kontakt keyboard view displays a **green** keyrange for the Layer 2 selector key-switches.

Use the red On buttons to turn the key-switches on or off for each layer. When the key-switches for either layer are turned off, the key-switches for that layer are no longer displayed on the keyboard.

To change the location of the keyswitches for each layer, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time. Each layer's keyswitches are moved as a unified block of notes. If the keyswitches overlap any of the assigned playable note range, the keyswitches override and mute those overlapping keys.



“ARP” ARPEGGIATOR POP-UP WINDOW

The “ARP” pop-up panel in all of this library’s presets will allow you to create, save and load your own rhythmic step sequences and simulate complex single-stroke roll patterns, supporting both cross-key and autonomous single-key (“Easy Roll”) modes.



MODE

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities “As Played”.

HIT AND HIT % KNOBS

Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

REPEAT SETTING

This sets the direction of the up or down repeats.

RHYTHM KNOB

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

PITCH KNOB

Sets the pitch up or down in quartertone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in realtime allows extreme stair-step effects and creative groove, tuning and beat alterations.

NOTE ORDER MENU

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing “As Played” will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

SWING

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

DURATION

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

KEY SELECTOR KNOB

Binds the **scale** to a specific root note.

SCALE KNOB

Use this knob to select different scales that the arp sequence can lock to.

CONSTRAIN/FREE BUTTON

Limits and adjusts any new note to the currently selected scale and key.

VELOCITY GRAPH

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

RESET

This button resets all steps in the graph to a default value of 0 (blank).

STEPS

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

VELOCITY GRAPH ON/OFF

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you’ve drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

SAVE

This “disk” icon button allows you to save your Arp panel settings.

LOAD

This “folder” icon allows you to load previously saved Arp panel settings.



DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



EQ

Power Button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain - Use these sliders to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency - These knobs control the center frequency of the low, mid and high frequency EQ bands.



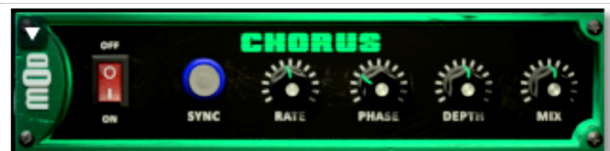
CHORUS

Power Button - Toggles the effect on and off.

Sync - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power Button - Toggles the effect on and off.

Gain - This knob controls the amount of gain added.

Warm - This knob allows you to add tonal warmth

Rolloff - This knob controls the high frequency attenuation.



Volume - This knob controls the overall output level.



DSP EFFECTS RACK (continued...)

JUMP

Power Button - Toggles the effect on and off.

Boost - This boosts the incoming signal strength.

Drive - This knob controls the amount of gain added.

Tone - This shapes tone brightness.



Low, Mid & High - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.

DISTORTION

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Damping - This shapes tone brightness.

Volume - This sets the overall output volume.



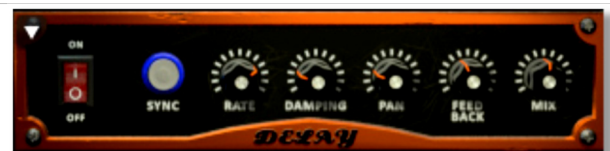
DELAY

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping - This knob controls high frequency roll-off



Pan - This knob controls the left-right ping pong effect.

Feedback - This knob controls delay loop feedback

Mix - This adjusts the wet/dry output mix.

REVERB

Power Button - Toggles the effect on and off.

Type menu - This menu selects the environment category.

Impulse Menu - This menu selects the impulse response.

Size - This knob controls the reflection decay time.



Lopass - This knob controls high frequency roll-off.

Hipass - This knob controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Bass, Mid & Treble - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.



DSP EFFECTS RACK (continued...)

TRANSIENT MASTER

Power Button - Toggles the effect on and off.

Attack - This knob controls the amount of signal boost or cut for the note attack transient.

Sustain - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



Gain - This knob controls the amount of gain added to the output signal.

CABINET

Power Button - Toggles the effect on and off.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.



Treble & Bass - Use these knobs to adjust the level of the low and high EQ bands.

Output - This sets the overall output volume.

FILTER

Power Button - Toggles the effect on and off.

Type - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk - This controls the filter cutoff and/or peak frequency.



Resonance/Sharpness - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size - This controls signal pass-through level.

FLANGER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

COMPRESSOR

Power Button - Toggles the effect on and off.

Threshold - This adjusts the signal threshold needed before compression is applied.

Ratio - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

Attack - This controls the compressor attack speed once signal exceeds the threshold



Release - This knob controls the release speed once signal drops below the threshold.

Makeup - This adjusts the wet/dry output mix.



DSP EFFECTS RACK (continued...)

APOCALYPSE MICRO FI

Power Button - Toggles the effect on and off.

Bits - This sets the amount of bit depth reduction.

Sample Rate - This sets the sample rate reduction.

Noise - This knob adds noise to the signal.



Noise - This knob adjusts tone brightness and apparent fidelity.

Output - This sets the overall output volume.

PHASER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

ROTATOR

Power Button - Toggles the effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.



Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain



Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.

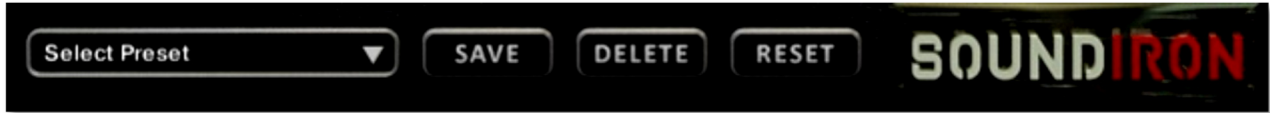


Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.



SAVING & LOADING PRESETS



Select Preset - This menu lets you select from any of the factory presets or any presets you've created.

Save - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

Delete - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

Reset - This unloads all effects and resets the entire FX rack to its default state.



INSTRUMENT PRESETS

STANDARD

/Instruments/Master/Standard/...

APE Elements All

This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. See Pages 5 & 6. The key mapping is fully customizable, but defaults to the following:

Drums C-1 - B4

Cymbals C5 - F7

APE Elements Ensemble Bass & Toms

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms. Mapped from C0 - B1.

APE Elements Ensemble Clacks

This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums. Mapped from C0 - G1.

APE Elements Ensemble Cymbals

Single-stroke articulations for all cymbals. Mapped from C-2 - B2

APE Elements Ensemble Ethnic Drums

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums. Mapped from C0 - G1

APE Elements Ensemble Snares

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes. Mapped from C0 - F1.

APE Elements Solo Bass & Toms

This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms. Mapped from C0 - F2.

APE Elements Solo Ethnic Drums

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

Strikes C0 - G#2

Frame Head Rupture FX A2 - D3 "...there it went."

APE Elements Solo Snares

This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums: 13" x 9" deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare. Mapped from C0 - C#3.

MEGAMIXER & SECTION MIXER PRESETS

/Instruments/Master/Megamixer/...

APE Elements All Megamixer

This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. The key mapping is fully customizable.

APE Elements Ensemble Bass & Toms Mixer

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.

Basses C0 - F1

Low Toms F#1 - D#2

High Toms E2 - B2

Rim Clacks C3 - G3

APE Elements Ensemble Clacks Mixer

This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums.

Low C0 - G0

Lower-Mid G#0 - D#1

Upper-Mid E1 - B1

High C2 - A2

APE Elements Ensemble Cymbals Mixer

Single-stroke articulations for all cymbals.

Ride C-2 - F-2

Crash F#-2 - A-1

Hi-Hats A#-1 - G1

Ting Shag Finger Cymbals G#1 - G2

Gong G#2 - B2



APE Elements Ensemble Ethnic Drums Mixer

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.

Dhols C0 - D#1

Frame Drums E1 - G1

Doumbeks G#1 - G2

Riqs & Dafs G#2 - D#3

APE Elements Ensemble Snares Mixer

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.

Sticks C0 - F0

Brushes F#0 - F1

Snares Off F#1 - B1

Rim Clacks & Drumstick Clicks C2 - B2

APE Elements Solo Bass & Toms Mixer

This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms.

Bass Drums C0 - D#0

Floor Toms E0 - G0

Mid Toms G#0 - D#1

High Toms E1 - F2

APE Elements Solo Ethnic Drums Mixer

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

Frame Drums C0 - B0

Bongos C1 - F1

Cajon F#1 - B1

Frame Head Rupture FX C2 - D3

APE Elements Solo Snares Mixer

This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums.

10x9" Deep Maple (Snare 1) C0 - A0

13x6" Black Beauty (Snare 5) A#0 - F1

10x8" Birch & 13" x 4" Piccolo (Snares 3 & 4) F#1 - F2

7x3" FX & 5x2" FX (Snares 2 & 6) F#2 - C#3

TUNED DUAL-LAYER PRESETS

/Instruments/Master/Tuned Dual-Layer/...

APE Elements Ensemble Bass & Toms Tuned

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.

APE Elements Ensemble Clacks Tuned

This preset focuses on the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks & frame drums.

APE Elements Ensemble Cymbals Tuned

Stick and Mallet strike articulations for all cymbals.

APE Elements Ensemble Ethnic Drums Tuned

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.

APE Elements Ensemble Snares Tuned

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.

APE Elements Solo Bass & Toms Tuned

This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms.

APE Elements Solo Ethnic Drums Tuned

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

APE Elements Solo Snares Tuned

This preset focuses on solo snare drum single stroke articulations for 6 different types of snare drums: 13" x 9" deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare.



Apocalypse Percussion Elements

DRUM & CYMBAL ARTICULATION LIST

ENSEMBLE DRUMS

Bass Drum Ensemble

Strike 1
Strike 2
Strike 3
Strike 4
Strike 5
Rim
Clack

Tom Ensemble

High Strike
Mid-High Strike
Mid Strike
Mid-Low Strike
Low Strike

Snare Ensemble

Stick Center Tight
Brush Center Tight
Stick Edge Tight
Snares Off Center Tight
Stick Rim Tight

Dhol Ensemble

Bass Dagga Strike
High Tihli Strike
Side Dagga Clack
Rim Tihli Click

Frame Drum Ensemble (Bodhrans)

Strike Tight
Strike Flam

Riq & Daf Ensemble

Riq & Daf Strike Center
Riq & Daf Strike Edge

Doumbek Ensemble

Head Strike 1
Head Strike 2
Metal Rim Click

Drum Stick Ensemble

Shoulder Click
Shank Clack

Crash Cymbal Ensemble

Low Crash Strikes
High Crash Strikes

SOLO DRUMS

Solo Bass Drum

Strike Front
Strike Back

Solo Floor Tom

Strike 1
Strike 2

Solo Mid Tom

Strike 1
Strike 2
Strike 3
Strike 4
Rim

Solo High Tom

Strike 1
Strike 2

Solo Roto Tom

Strike 1
Strike 2
Strike 3
Strike 4

Solo Frame Drums (Bodhran)

Frame Strike 1
Frame Strike 2
Frame Strike 3
Frame Strike 4
Frame Smash

Solo Bongos

Low Strike
High Strike

Solo Cajon (w/wires)

Low Strike
High Strike

Solo Snare 1 (Maple 13x9")

Center
Edge
Rim Shot
Sidestick
Snares Off

Solo Snare 2 (5x2" FX snare)

Snares On
Snares Off

Solo Snare 3 (10x8" birch)

61 Center
62 Edge
63 Rim
64 Wires Off

Solo Snare 4 (13x4" piccolo)

65 Center
66 Edge

67 Wires Off

Solo Snare 5 (14x6" Black Beauty)

68 Center
69 Wires Off

Solo Snare 6 (7x3" FX snare)

Snares On
Snares Off

CYMBALS

Ride 1 (Sticks)

Strikes
Choke

Ride 2 (Suspended w/ Mallets)

Strikes

Crashes

Crash Strikes (17")
China Strikes (19")
Hybrid-Crash Strikes (16")
Small Crash (14")

Splashes

Trash Splash (6")
Rippled Splash (7")
Small Splash (8")
Large Splash (10")

Hi-Hats

Closed Bell (Fully-Clamped)
Closed Tight
Closed
Semi Closed
Semi Open
Open
Wide Open
Foot-Pedal Full Down
Foot-Pedal Full Up
Foot-Pedal Closed

Ting Shag (Finger Cymbals)

Strike Open Ring
Back
Stike Choke
Clap
Cup
Fast Scrapes

Gong (38")

Mallet Strike
Choked Strikes



Apocalypse Percussion Elements

DEFAULT DRUM MAPPING

12.	C-1	Ens Bass Hit 1	63.	D#3	Ens Snare Wires Off
13.	C#-1	Ens Bass Hit 2	64.	E3	Ens Snare Stick Rim
14.	D-1	Ens Bass Hit 3	65.	F3	Ens Snare Wires Off
15.	D#-1	Ens Bass Hit 4	66.	F#3	Solo Snare 1 Stick Edge
16.	E-1	Ens Bass Hit 5	67.	G3	Solo Snare 1 Stick Center
17.	F-1	Ens Bass Rim	68.	G#3	Solo Snare 1 Rim
18.	F#-1	Ens Bass Clack	69.	A3	Solo Snare 1 Sidestick
19.	G-1	Solo Bass Hit 1	70.	A#3	Solo Snare 2 Center
20.	G#-1	Solo Bass Hit 2	71.	B3	Solo Snare 2 Edge
21.	A-1	Solo Bass Hit 3	72.	C4	Solo Snare 2 Wires Off
22.	A#-1	Ens Toms Hit 1	73.	C#4	Solo Snare 3 Center
23.	B-1	Ens Toms Hit 2	74.	D4	Solo Snare 3 Edge
24.	C0	Ens Toms Hit 3	75.	D#4	Solo Snare 3 Rim
25.	C#0	Ens Toms Hit 4	76.	E4	Solo Snare 3 Wires Off
26.	D0	Solo Floor Tom Hit 1	77.	F4	Solo Snare 4 Center
27.	D#0	Solo Floor Tom Hit 2	78.	F#4	Solo Snare 4 Edge
28.	E0	Solo Mid Tom Hit 1	79.	G4	Solo Snare 4 Wires Off
29.	F0	Solo Mid Tom Hit 2	80.	G#4	Solo Snare 5 Center
30.	F#0	Solo Dhol Hit 1	81.	A4	Solo Snare 5 Wires Off
31.	G0	Solo Dhol Hit 2	82.	A#4	Solo Snare 6 Center
32.	G#0	Solo High Tom Hit 1	83.	B4	Solo Snare 6 Wires Off
33.	A0	Solo High Tom Hit 2	84.	C5	Ride 1
34.	A#0	Solo High Tom Rim	85.	C#5	Ride 1 Choke
35.	B0	Roto-Tom 1	86.	D5	Ride Mallet
36.	C1	Roto-Tom 2	87.	D#5	Crash 1
37.	C#1	Roto-Tom 3	88.	E5	Crash 2
38.	D1	Roto-Tom 4	89.	F5	Crash 3
39.	D#1	Ens Dhol Bass	90.	F#5	Crash 4
40.	E1	Ens Dhol Snare	91.	G5	Splash 1
41.	F1	Ens Dhol Clack	92.	G#5	Splash 2
42.	F#1	Ens Dhol Rim	93.	A5	Splash 3
43.	G1	Ens Frame Hit 1	94.	A#5	Splash 4
44.	G#1	Ens Frame Hit 2	95.	B5	HH Tight
45.	A1	Solo Frame 1	96.	C6	HH Closed
46.	A#1	Solo Frame 2	97.	C#6	HH Semi Closed
47.	B1	Solo Frame 3	98.	D6	HH Semi Open
48.	C2	Solo Frame 4	99.	D#6	HH Open
49.	C#2	Ens Riq Hit 1	100.	E6	HH Closed (Bell)
50.	D2	Ens Riq Hit 2	101.	F6	HH Wide Open
51.	D#2	Ens Doumbek Hit 1	102.	F#6	HH Pedal Close
52.	E2	Ens Doumbek Hit 2	103.	G6	HH Pedal Down
53.	F2	Ens Doumbek Metal	104.	G#6	HH Pedal Up
54.	F#2	Solo Bongo Hit 1	105.	A6	HH All (CC4)
55.	G2	Solo Bongo Hit 2	106.	A#6	Ting Strike
56.	G#2	Solo Cajon Hit 1	107.	B6	Ting Back
57.	A2	Solo Cajon Hit 2	108.	C7	Ting Choke
58.	A#2	Ens Sticks Hit 1	109.	C#7	Ting Clap
59.	B2	Ens Sticks Hit 2	110.	D7	Ting Cup
60.	C3	Ens Snare Stick Ctr	111.	D#7	Ting Scrape
61.	C#3	Ens Snare Brush Ctr	112.	E7	Gong Strike
62.	D3	Ens Snare Brush Edge	113.	F7	Gong Choke



SOUNDIRON

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Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at support@soundiron.com!

Thanks from the whole Soundiron team!



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WWW.SOUNDIRON.COM

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