



AXE MACHINA

 SOUNDIRON

ABOUT THE INSTRUMENT

Axe Machina is a powerful multi-sampled virtual electric guitar library designed for unleashing pure metal destruction. Craig Peters sampled his custom Kiesel Aries multi-scaled 7 string guitar, tuned to A Standard. This instrument features 24 frets, a swamp ash body, birdseye maple neck, Guitarmory Polaris pickups with D'Addario XL 10-64 gauge strings. The swamp ash body has a unique style and flavor, along with a robust natural tone and resonance. We sampled single note and power chord sustains with palm mute variations. You'll also find an assortment of SFX, like pinch harmonics, mutes, pick scrapes with slow, med and long, fret noise, chokes, rakes, and slides. Dial in your dream tone by sending our pure D.I. signal through your favorite amp simulator plugins, or use our custom reamped tone, crafted with Neural DSP software. Our flexible GUI gives you access to real-time articulation selection and performance features, key-switch and mapping options, arpeggiator, auto-strummer, sequencer, and full FX rack, all packed into an intuitive and customizable user interface.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping and performance controls to give you complete flexibility combined with playability. The Main presets contain every sample in the library and a host of powerful performance features. The Lite presets feature fewer round-robins for situations where less RAM usage is important. The DI presets feature the pure guitar tone, recorded directly in with no preamp or other sound-coloring hardware in between, giving you the pure guitar tone, ready to reamp with the built-in effects or any other way you choose. The Amped presets feature a custom tone carefully dialed in by Craig Peters, giving you a modern hi-gain tone right out of the box. In the standard presets, you have access to individual strings, giving you full control over the available range for each string, including overlapping notes. The Simple variations of the preset omit this option and include a standard cross-over point for each string going up the scale.

Featured in all presets are controls for Body, Note Attack, Sample Start Offset, Release, Release Behavior, Release Volume and Vibrato. Release Behavior lets you turn off release samples, or automatically "duck" release samples on quick note sequences, keeping the performance tighter and cleaner. The Main Volume / Dynamics knob gives you two modes of operation. In Volume mode, the knob controls the volume output of the guitar, while velocity dynamics are still controlled via MIDI velocity. In Dynamics mode, the knob dictates the velocity output, regardless of incoming MIDI note velocity.

Our advanced Articulation system gives you instant access to all 6 unique articulation types: Pick Sustains, Pick Palm Mutes, Power Chord Sustains, Power Chord Palm Mutes, Pinch Harmonics (natural), and Pinch Harmonics Chromatic. With twelve keyswitchable articulation slots, you can quickly and easily set up your own custom performance set of articulation to whatever keyswitches you decide. Individual articulation slot volume as well as pick direction settings allow you to further customize your own articulation mapping, which can also be saved and loaded. Other advanced controls include pick direction, play mode (normal, repeat, strum, legato, and hammer), pitch bend range, panning, string setup and Dual-Mode, giving you instant access to a double-tracked guitar sound.

You'll also find an adaptable Sequencer system, allowing you to create and perform complex rhythmic patterns with ease. Settings for rhythm, velocity, number of steps, pick direction, slot selection, humanize and swing as well as the Sequence direction provide endless possibilities for incredible riff-creation. Quickly save and load your custom creations or load any of our included patterns to get started.

The built-in modular FX rack window offers 27 different DSP effect modules that you can assign in any of 8 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes 99 of our own convolution reverb impulse presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with 139 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

CRAIG PETERS

Craig Peters is a composer predominantly known for his guitar work that can be heard on numerous albums and soundtracks including: Borderlands 2: Commander Lilith & The Fight for Sanctuary, The Long Dark Episode Three: Crossroads Elegy, and various metal releases such as Deeds of Flesh - Portals To Canaan, Arkaik - Metamorphignition, and his Progressive Death Metal solo project Destroying The Devoid.

Before developing an interest in music for film and video games, Craig spent many years honing his craft as a guitarist recording albums and touring the US and Canada with national acts such as Cannibal Corpse, The Black Dahlia Murder and many others.

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AXE MACHINA

Version
1.0

- Deeply sampled 7 string electric guitar
- Single note & power chord sustains, palm mutes, pinch harmonics, mutes, pick scrapes, rakes, slides
- 8 Powerful Kontakt .nki instrument presets made for the full retail Kontakt 6.2.2+
- 62,630 stereo samples in unlocked WAV format
- 31.9 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 6.2.2 or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Complete Kontrol and the “Add Library” import feature do not support this library. Windows 7 (or later) or macOS 10.9 (or later) is required.

CREDITS

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AXE MACHINA

SOUNDIRON

SYSTEM REQUIREMENTS

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 6.2.2 or later. You cannot use this library in the free Kontakt Player. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. Please read all specifications and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. You must have at least Windows 7 or later, or Apple macOS 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 macOS) with at least 16 GB of system RAM, a multi-core CPU and a 7200 RPM SATA or solid state hard drive 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 machines.

Once installation is complete, you can browse and load the included .nki presets using the 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. If you’re new to the Quick-load system, check out the Help area of our website and our YouTube channel for tutorial videos on how to use it effectively and conveniently.

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.

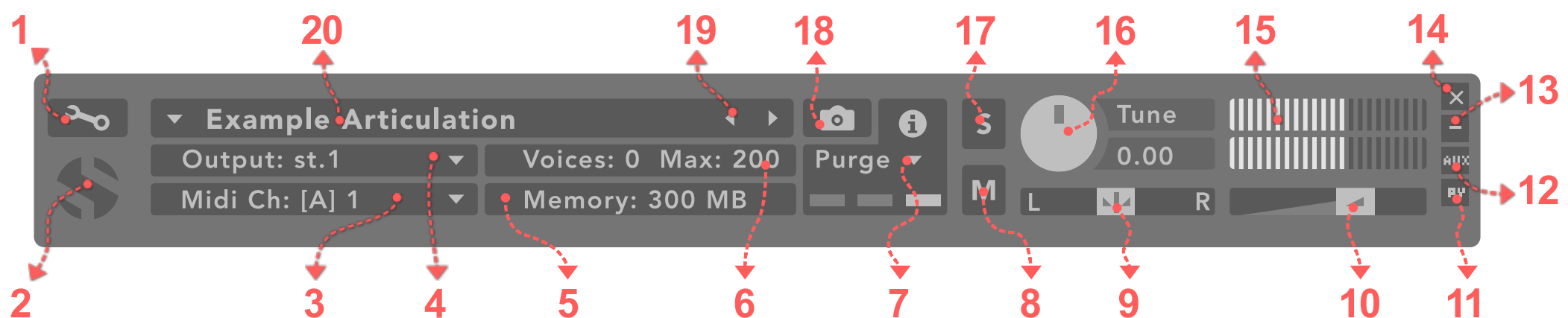
The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn’t designed to provide perfectly sterile results. Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.



1. Open Instrument Editor

Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

2. Close Main Control Area

Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

3. MIDI Input

Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

4. Output

Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (press F2).

5. Memory Use Display

This displays the amount of system RAM used by the samples and other data required by this instrument.

6. Voice Count / Max Limit

Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

7. Purge

This menu allows you to purge samples from RAM or reload them.

8. Mute

This mutes the instrument.

9. Pan Slider

This pans the output left or right in the stereo field.

10. Main Volume Slider

This controls the output volume for the instrument.

11. Performance View

This button collapses the "Performance View" to only show the instrument header bar, as seen above.

12. Auxiliary Sends

This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

13. Minimize All

This collapses the entire instrument UI down to a thin strip.

14. Close Button

This closes and removes the instrument from the rack.

15. Signal Meters

This displays the current signal level during playback.

16. Tune Knob

This controls the global pitch by semitone increments up to +/-36. Hold the shift key down while dragging the knob to adjust pitch in 1-cent (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17. Solo Button

This solos the instrument and mutes all others.

18. Snapshots

This allows you to save and load snapshot presets for this instrument. Click the "i" button to close.

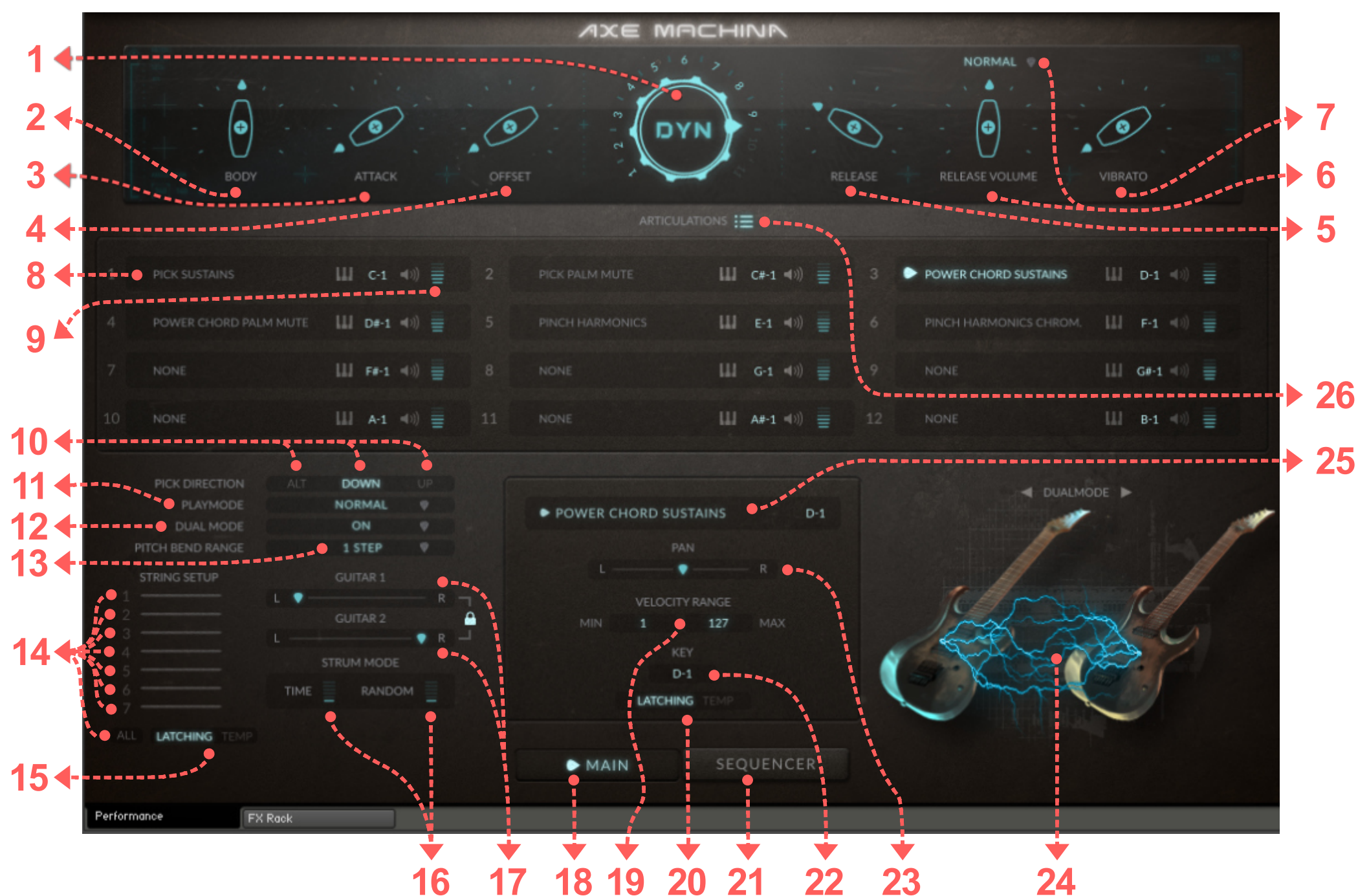
19. Previous / Next Preset

These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

20. Preset Name

This shows the currently loaded preset name.

USER INTERFACE



1. Volume / Dynamics Knob

This knob controls the volume of the instrument in VOL mode and controls the velocity dynamics in DYN mode. Click the center of the knob to switch modes.

2. Body Knob

This controls the “body” of the instrument, with lower values having reduced bass and presence.

3. Attack Knob

This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

4. Offset Knob

This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob.

5. Release Knob

This controls the duration of the release. Lower values cause the sound to fade out more quickly after a note is released, while higher values fade the sound out more slowly.

6. Release Volume Knob

This controls the volume of the release samples. The drop-down allows you to turn release sample on, off or set to Auto, where release samples aren’t played during a fast succession of notes.

7. Vibrato Knob

This controls the amount of simulated vibrato.

8. Articulation Slots

These 12 slots allow you to load any one of the different articulations. The same articulation can be loaded in multiple slots at the same time.

9. Articulation Slot Volume Slider

These knobs control the gain for each individual articulation layer slot.

10. Pick Direction Selector

This allows you to choose the pick direction; Down, Up or “ALT” which automatically alternates between down and up with each note. This control is independent for each articulation slot.

...Continued on next page.

USER INTERFACE

11. Play Mode

This allows you to choose from several different play modes:

- **Normal** - The standard mode where each single note is played normally.
- **Repeat** - When the sustain pedal is held down, the note will be repeated on key up. This allows you to play very quickly, effectively doubling the number of notes played with each key press.
- **Strum** - With strum mode active, individual notes are not sounded until one of the special strum keys is pressed. E5 = Alt strum, F5 = Down strum, and F#5 = Up strum. These keys will “strum” all notes currently held down in the playable range. As a note in the playable range is held down, a special “pluck” key will appear above the strum keys, starting with G5. extending to a maximum of 7 notes ending at C#6.
- **Legato** - In Legato mode, only one note per string is active at a time, allowing you to legato from note to note on the same string.
- **Hammer** - Hammer mode is very similar to Legato, but the attack of the transition note is softened, to simulate a hammer-on.

12. Dual Mode

Dual Mode gives you immediate access to a double-tracked guitar sound by playing two guitars at once, which can independently panned.

13. Pitch Bend Range

This allows you to set the range for the pitch bend from ¼ step all the way to 2 full steps.

14. String Setup*

All Seven strings can independently be enabled or disabled in the String Setup section. By default the playable range naturally transitions from string to string. Enabling a string will allow the strings full range, even if it overlaps with another string. Clicking the “All” button enables or disables all strings.

15. String Keyswitches

This controls sets the behavior of the String Keyswitches (located from C-2 to G-2) between Temp (momentary) or Latching.

16. Strum Mode Controls

With Strum Mode enabled, the Time slider adjusts the length of time over which the strum is performed, with lower values meaning faster strumming. The Random slider adjusts the amount of random variation between each strummed note, allowing a more “human” feel to the strumming.

17. Dual Mode Panning

With Dual Mode enabled, the Guitar 1 and Guitar 2 pan sliders allow you to pan each guitar left or right. The lock icon keeps the two in sync, allowing you to quickly and easily pan both guitar equally.

18. MAIN Tab

This tab selects the Main set of controls.

19. Velocity Range

This control lets you set the minimum and maximum allowed velocity ranges for the selected slot. Incoming MIDI notes with velocities outside the allowed range will be ignored.

20. Slot Keyswitch Mode

This controls sets the behavior of the Articulation slot keyswitches (located from C-1 to C0) between Temp (momentary) or Latching.

21. SEQUENCER Tab

This tab selects the Sequencer controls.

22. Slot Keyswitch Assign

This allows you to set the keyswitch for the current Articulation slot.

23. Slot Panning

This allows you to set the panning for the current Articulation slot. Note, this is only applicable with Dual Mode turned off.

24. Interactive Dual Mode Guitars

With Dual Mode enabled, the Axe Machina Guitar image becomes an interactive control! This allows you to adjust the panning width of the guitars visually. *Note that this interactive width control only works with the Lock feature enabled for Guitar 1 and 2 panning.*

25. Current Articulation

This control allows you to see and set the current articulation for the currently selected articulation slot.

26. Articulation Controls

This menu gives you access to a number of powerful articulation slot controls. **Empty All Slots** does exactly what it says. **Reset All Start Conditions** resets keyswitch and velocity range to the default values for all slots. **Set Ascending Keys From First Slot** allows you to quickly and easily regroup all the keyswitches starting from the first slot. **Distribute Velocity Range Equally On Active Slots** also does exactly what it says. **Save** and **Load** allow you to save and load your own custom articulation maps.

**Note: String Setup not available in Simple nki presets.*

USER INTERFACE



1. Activate Sequencer

This button turns the Sequencer on or off.

2. Sequencer Direction

This control allows you to choose the direction the sequencer will cycle through the notes.

3. Timing Lock

When active, this control locks the timing selection for all steps to the step 1 timing selection.

4. Step Rhythm Selection

These controls allow you to select the rhythm for each step, from 1/1 to 1/32T notes.

5. Step Velocity

These sliders allow you to set the velocity for each step in the sequencer. Alt-Click and drag to adjust all.

6. Step Strum Direction

These buttons let you select the strum Direction for each step in the sequencer. Ctrl+click the first step strum direction to quickly set an alternating down/up pattern.

7. Strum Direction Lock

When active, this control locks the strum direction for all steps to the step 1 strum direction.

8. Slot Selection Lock

When active, this control locks the slot selection for all steps to the step 1 slot selection.

9. Slot Selection

This control allows you to select which slot is active for each step in the sequencer. This allows you to combine different articulations such as sustains and palm mutes to create complex sequences.

10. Humanize Knob

This control adds randomization to the sequence timing.

11. Swing Knob

This control adds pre-beat or post-beat swing to the sequence.

12. Randomize Direction

This button will randomize the direction for all steps.

13. Randomize Velocity

This button will randomize the velocity for all steps.

14. Randomize Rhythm

This button will randomize the rhythm for all steps.

15. Load Sequence Map

This button allows you to load save Sequence maps.

16. Save Sequence Map

This button lets you to save custom Sequence maps.

17. Randomize Steps

This button will randomize the number of steps.

18. Number of Step

This control allows you to set the number of steps in the sequence from 2 to 16.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 27 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in solo presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from top to bottom on each rack and from Rack 1 to Rack 2. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.



FX CHAIN PRESETS

Select Preset menu

This menu lets you select from any of our stock presets. Once you've customized your FX chain, you can save it for later use in this rack by selecting "Save" at the bottom of the list. To load any custom presets you have saved, select "Load" from the menu. Selecting "-Empty-" at the top of the list unloads all effects and resets the entire FX rack to its default state.

Rack Select buttons

The Rack 1 and Rack 2 buttons allow you to select between the two different racks. The signal flows from top to bottom of each rack and from Rack 1 to Rack 2.

Descriptions and control definitions for all effect modules are on the next 4 pages...



FILTER

Power Button

Toggles the effect on/off.

Cutoff/Talk Knob

Controls the filter cutoff and/or peak frequency.

Type Button

Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Resonance/Sharpness Knob

Controls the amount of resonance added at the cutoff or peak node.



EQ

Power Switch

Toggles the effect on/off.

Low, Mid and Hi Frequency Gain sliders

These adjust the level of the low, mid and high EQ bands.

Out Knob

Controls the output volume.

Low, Mid and High Frequency Knobs

These control the center frequency of the low, mid and high frequency EQ bands.

Bell/Shelf Buttons

Toggles the bell/shelf shape of the frequency band.



FEEDBACK COMPRESSOR

Power Button

Toggles the effect on/off.

Input Knob

Controls how much signal comes into the compressor.

Makeup Knob

Controls the amount of gain to make up for any volume decrease.

Mix Knob

Blends the amount of compressed and raw signal.

Link Button

When on, stereo is linked. When off, it is dual mono.

Attack Knob

Controls compressor attack speed once signal exceeds threshold.

Ratio Knob

Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Release Knob

Controls how long before the compression releases.

High Quality button

Toggles oversampling.



LIMITER

Power Button

Toggles the effect on/off.

Input Knob

Controls how much signal comes into the limiter.

Release Knob

Controls how long before the limiter releases the signal.

Output Knob

Controls the output volume of the signal.



BUS COMPRESSOR

Power Button

Toggles the effect on/off.

Threshold Knob

Controls what volume level the compressor kicks in.

Ratio Knob

Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob

Controls compressor attack speed once signal exceeds threshold.

Makeup Knob

Controls the amount of gain to make up for any volume decrease.

Mix Knob

Blends the amount of compressed and raw signal.

Output Knob

Controls the output volume of the signal.

Release Knob

Controls how long before the compression releases.



TRANSIENT DESIGNER

Power Button

Toggles the effect on/off.

Input Knob

Controls how much signal comes into the designer.

Attack Knob

Controls effect attack speed. Increasing will add more punch.

Sustain Knob

Controls how long the note tail rings out.

Smooth Button

Smooths out problem transients.

Output Knob

Controls the output volume of the signal.



AC BOX

Power Button

Toggles the effect on/off.

Normal Knob

Controls the normal AC Box channel volume.

Brilliant Knob

Controls the brilliant AC Box channel volume.

Tremolo Speed Knob

Controls the rate of the tremolo.

Output Knob

Controls the master volume.

Bass & Treble Knobs

These control the low and high frequency gain.

Tonecut Knob

Employs a lowpass filter. Turn up to reduce treble.

Tremolo Depth Knob

Controls the strength of the effect.

Mono Switch

Toggles between mono and stereo.



HOT SOLO

Power Button

Toggles the effect on/off.

Bass, Mid, Treble Knobs

Controls how much signal comes into the limiter.

Presence Knob

Boosts the upper midrange frequency response.

Depth Knob

Controls low range frequency response for the power amp.

Drive Switch

Selects between overdrive and normal channels.

Pre Norm Knob

Controls how long before the limiter releases the signal.

Pre Drive Knob

Controls the output volume of the signal.

Master Knob

Controls the overall output level.

Output Knob

Sets the output level of the FX module.

Mono Switch

Toggles between mono and stereo.



JUMP

Power Button

Toggles the effect on/off.

Pre-amp Knob

Sets the pre-amp gain. Turn it up to add drive.

Pre Norm Knob

Controls the amount of volume added.

Presence Knob

Boosts the upper midrange frequency response.

Bass, Mid & Treble knobs

These control the low, mid and high frequency gain.

Master Knob

Sets the overall output volume.

Hi Gain Switch

Increases the pre-amp's gain potential.

Mono Switch

Toggles between mono and stereo.



TWANG

Power Button

Toggles the effect on/off.

Volume Knob

Sets the pre-amp gain. Turn it up to add drive.

Mono Switch

Toggles between mono and stereo.

Treble, Mid, & Bass Knobs

These control the low, mid and high frequency gain.

Output Knob

Sets the overall output volume.



VAN 51

Power Button

Toggles the effect on/off.

Pre Rhythm Knob

Controls the preamp overdrive of the rhythm channel.

Pre Lead Knob

Controls the preamp overdrive of the lead channel.

Presence Knob

Boosts the upper midrange frequency response.

Lead Switch

Toggles between the rhythm and lead channels.

Bright Switch

Boosts high frequencies in the rhythm channel.

Mono Switch

Toggles between mono and stereo.

Bass, Mid & Treble knobs

These control the low, mid and high frequency gain.

Post Gain Knob

Controls master volume of both channels.

Resonance Knob

Controls low range frequency response in the poweramp.

Output Knob

Sets the output volume of the FX module.

Hi Gain Switch

Increases the gain range of the preamp.

Crunch Switch

Adds distortion to the rhythm channel.



CABINET

Power Button

Toggles the effect on/off.

Amp Selector

This drop-down allows you to choose between different amps.

Size Knob

Adjusts the size of the simulated cabinet.

Treble & Bass Knobs

These control the low, mid and high frequency gain.

Air Knob

Sets the level of early reflections in the room response.

Output Knob

Sets the output volume of the FX module.



ROTATOR

Power Button

Toggles the effect on/off.

High Acceleration Knob

Adjusts how quickly the treble rotors will react to speed changes.

Low Acceleration Knob

Adjusts how quickly the bass rotors will react to speed changes.

Slow/Fast Button

Switches the speed of the rotating speaker.

Balance Knob

Sets the ratio of sound produced by the horn and woofer.

Distance Knob

Changes the distance between the simulated mic and speaker.

Mix Knob

Controls the rotator effect's strength.



STOMP CAT

Power Button

Toggles the effect on/off.

Volume Knob

This controls the Cat master volume.

Filter Knob

Turn up to enhance low frequency range.

Distortion Knob

Adjusts the amount of distortion applied.

Mono Switch

Toggles between mono and stereo.

Bass & Treble Knobs

These control the low, mid and high frequency gain.

"Balls" Knob

Turn this up to add low-end punch.

Tone Knob

Pre-distortion mid range booster.

Output Knob

Sets the output volume of the FX module.



STOMP CRYWAH

Power Button

Toggles the effect on/off.

Wah Knob

Controls the frequency of the wah-wah effect.

Output Knob

Sets the output volume of the FX module.

Mono Switch

Toggles between mono and stereo.



STOMP DISTORTION

Power Button

Toggles the effect on/off.

Volume Knob

This controls the distortion master volume.

Tone Knob

Turn up to accent mid frequency range. Turn down to accent bass.

Mono Switch

Toggles between mono and stereo.

Drive Knob

Controls the amount of distortion applied.

Bass, Mid, & Treble Knobs

These control the low, mid, and high frequency gain.

Output Knob

Sets the output volume for this FX module.



STOMP LOFI

Power Button

Toggles the effect on/off.

Bits Knob

Controls the sound's resolution in bits.

Output Knob

Sets the output volume of the FX module.

Noise Knob

Adds hiss to the audio signal.

Color Knob

Controls tonality of the noise applied.



STOMP SKREAMER

Power Button

Toggles the effect on/off.

Tone Knob

Adjusts bright versus mellow tone.

Drive Knob

Controls how much crunchy distortion is applied.

Output Knob

Sets the output volume of the FX module.

Bass Knob

Controls the bass frequency gain.

Bright Knob

Controls the high frequency gain.

Mix Knob

Sets the amount of processed signal sent to the main output.



STOMP TAPE SATURATOR

Power Button

Toggles the effect on/off.

Gain Knob

Controls the input gain. This increases tape distortion.

High Quality Switch

Toggles oversampling.

Warmth Knob

Controls the low frequency boost/cut.

Rolloff Knob

Controls the high frequency rolloff starting point.

Output Knob

Sets the output volume of the FX module.



DELAY

Power Button

Toggles the effect on/off.

Delay Type

This drop-down lets you choose from 5 delay types.

Time Knob

Adjusts the delay time in milliseconds or synced note values.

Sync Button

Turn on to sync the delay effect to the host tempo.

Saturation Knob

Adds tube-like saturation to the delay sound.

Stereo Button

Toggles between mono and stereo.

Feedback Knob

Turn up to add more delay repeats.

Lo-cut & Hi-cut knobs

Controls low and high frequency cuts in the delay repeats.

Depth Knob

Controls the amount of modulation applied.

Rate Knob

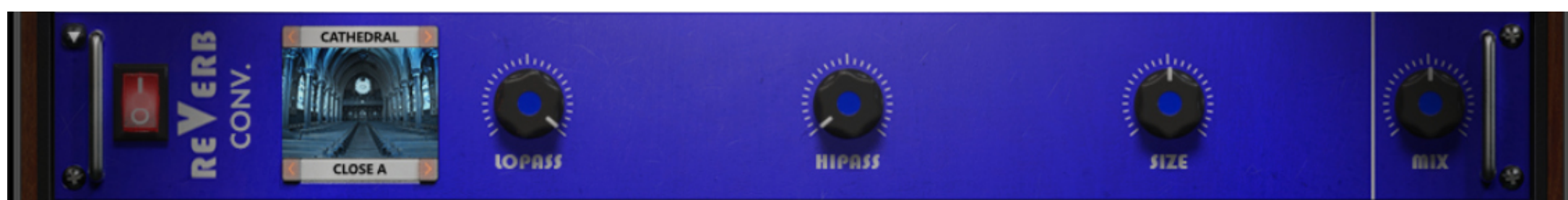
Adjusts the speed of the delay modulation.

Pingpong Button

Turn on for alternating hard left & right panning.

Mix Knob

Sets the amount of processed signal.



CONVOLUTION REVERB

Power Button

Toggles the effect on/off.

Convolution Category and Impulse Drop-downs

Choose from different impulse response samples.

Low Pass Knob

Adjusts bright versus mellow tone.

High Pass Knob

Controls how much crunchy distortion is applied.

Size Knob

Changes the length of the impulse sample between 50%-150%.

Mix Knob

Sets the amount of processed signal sent to the main output.



ALGORITHMIC REVERB

Power Button

Toggles the effect on/off.

Time Knob

Adjusts the duration of the reverb effect.

Mod Knob

Adjusts the amount of modulation applied to the reverb.

High Cut Knob

Cuts the high frequency content of the reverb signal.

Hall/Room Switch

Toggles between Hall and Room reverb algorithms.

Diffusion Knob

Adjusts the density of the simulated room reflections.

Dampening Knob

Adjusts the amount of absorption in the simulated room.

Low Shelf Knob

Attenuates or amplifies the reverb's low frequency content.

Size Knob

Adjusts the size of the simulated room.

Mix Knob

Sets the amount of processed signal sent to the main output.



PLATE REVERB

Power Button

Toggles the effect on/off.

Decay Knob

Adjusts the duration of the reverb effect.

Low Shelf Knob

Attenuates or amplifies the reverb's low frequency content.

High Dampening Knob

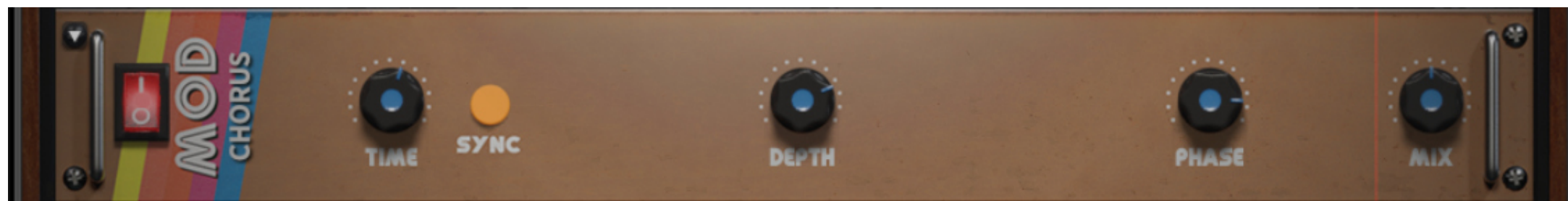
Adjusts the damping of the reverb's high frequency content.

Stereo Knob

Controls the stereo image of the reverb.

Mix Knob

Sets the amount of processed signal sent to the main output.



MOD CHORUS

Power Button

Toggles the effect on/off.

Time Knob

Sets the speed of the LFO modulation.

Sync Button

Syncs the LFO modulation to the host tempo.

Depth Knob

Sets the amount of LFO modulation applied.

Phase Knob

Adjusts the phase difference between left and right channels.

Mix Knob

Sets the amount of processed signal sent to the main output.



STEREO

Power Button

Toggles the effect on/off.

Width Knob

Sets the width of the stereo field. All the way down is Mono.

Pan Knob

Adjusts the panning of the stereo field.

Output Knob

Sets the output volume of the FX module.



MOD FLAIR

Power Button

Toggles the effect on/off.

Flanger Mode Drop-down

Choose from three different flanger modes.

Chord Drop-down

Sets the chord that the four voices use.

Width Knob

Duplicates and pans the flanger voices.

Damp Knob

Attenuates the high frequency content of the feedback.

Detune Knob

Alters the pitch of each flanger voice.

Invert Phase Button

Swaps the position of peaks & notches in the frequencies.

Sync Button

Syncs the LFO modulation to the host tempo.

Time Knob

Adjusts the frequency of the modulation applied to pitch.

Feedback Knob

Turn up for a more metallic resonant sound.

Pitch Knob

Adjusts the fundamental frequency of the first flanger voice.

Voices Knob

Choose from 1 to 4 flanger voices.

Mix Knob

Sets the amount of processed signal sent to the main output.

Output Knob

Sets the output volume of the FX module.



MOD PHASER

Power Button

Toggles the effect on/off.

Sync Button

Syncs the LFO modulation to the host tempo.

Time Knob

Adjusts the frequency of the modulation

Amount Knob

Adjusts the amount of modulation applied.

Spread Knob

Shifts frequency peaks & notches left or right.

Ultra Button

Extends parameter ranges for Rate and Center. Get crazy!

Output Knob

Sets the output volume of the FX module.

Stereo Knob

Adds a phase offset to the modulation.

Feedback Knob

Creates resonance. Makes peaks & notches more pronounced.

Notch Knob

Sets the amount of peaks and notches in the spectrum.

Center Knob

Sets the middle frequency of the peak/notch pattern.

Modulation Mix Knob

Distributes the modulation between center and spread.

Mix Knob

Sets the amount of processed signal sent to the main output.

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Thanks from the whole Soundiron team!



AXE MACHINA

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