



ABOUT THE INSTRUMENT

Cosmic Hand Pans is your complete steel handpan virtual instrument collection. We've partnered with instrument-maker Grahm Doe of Hapi Drum to capture a classic D minor handpan in exquisite detail, as well as a pair of unusual hybrids that each have an utterly unique sonic flavor you won't hear anywhere else. The traditional handpan has a distinctively dark, warm, mellow tone, with a ghostly and ethereal resonance rich with harmonic overtones. We recorded it with fingerpads and fingertips, as well as small soft rubber mallets and jazz brushes to give you plenty of sonic options.

Next we sampled two unique specimens resulting from Grahm's quest to meld steel hand pans and tongue drums into a unified instrument. The first mutation is a Prototype fusion of a standard tongue drum and a handpan resonator face that was the first step on his blow-torch and pneumatic-hammer driven journey. It has a brash, plucky steel drum quality with intense and chaotic overtones. The durable steel tongues allow for much more aggressive articulations, including soft and hard rubber mallets and metal rods.

The second oddity is his signature Hybrid Handpan, a well-balanced and precisely-engineered instrument with standard handpan finger dimples on its face, tuned to match playable tongue drum tones on its belly. Each side has a distinct character that compliments the other. We recorded soft rubber finger mallets and sustaining finger rolls on the handpan face, as well as superball and giant rubber mallets on the tongues.

We've recorded each instrument up close from the top and bottom resonator/bass port, offering you two very distinct sounds. You'll also find plenty of percussion articulations played on the various edges, surfaces and bass ports of the instruments. You can mix, match, layer and blend any of the articulations and microphone perspectives together to create beautifully all-enveloping tonal auras.

We also recorded the Hybrid and Prototype models using rubber mallets in St Paul's Church, a huge cathedral-like hall in San Francisco, with close top, bottom, mid omni and far microphone options. And as always, each articulation has been lovingly sampled with Soundiron's industry-leading attention to quality and detail.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The master preset contains every sample in the library and a host of powerful expression features. There are 4 independent sound layers, each with a full set of parameters that can be linked, automated and customized. These include swell, attack, start offset, release (with pad-mode), vibrato, filter, coarse and fine pitch, sound bank selection, and crossfader assignment.

Next, we used various sound-design tricks to morph the sounds from our journey into tonal and dissonant pads, synth-tones and ambient dreamscapes. You'll find these in the Layer 4 sound menu. They can be played by themselves, or used to add texture and body to the primary sounds in Layers 1, 2, and 3. Layer 4 also includes a basic synthesizer with several shapes that can be added for transient and tonal support.

In the advanced settings pull-down window, you'll also find an adaptable LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 lowpass, high-pass and FX filters, with assignable modulation targets such as velocity, mod-wheel, expression, after-touch, key position and step-sequencer table control.

You can also use our customizable arpeggiator, with a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration. We've also included a key and scale lock system that allows you to constrain your notes to a wide variety of common scales and keys for easy melodic composition and live performance.

The built-in modular FX rack window offers 18 different DSP effect modules that you can assign in any of 10 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 40 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

HAPI DRUMS

Founded in 2008, HAPI Steel Tongue Drum has gained a reputation for outstanding service and commitment to customer satisfaction.

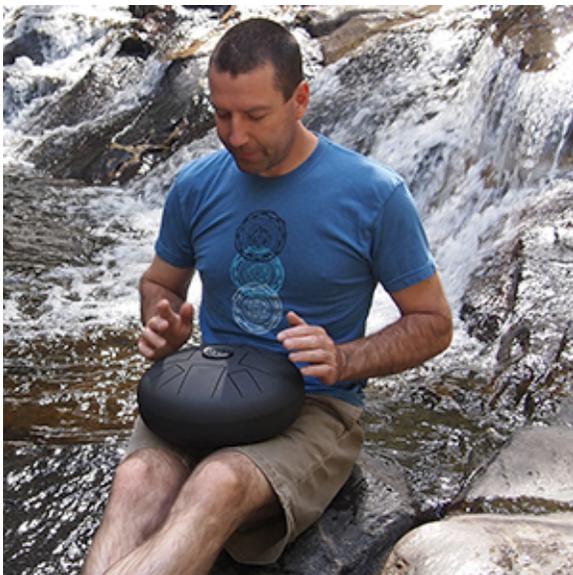
Who are we? HAPI Drum is owned and operated by partners Grahm Doe & Tricia Kelly. We also own and operate The Didgeridoo Store since 1997, with over 19 years of combined experience in the musical instrument marketplace. We are a member and participant of NAMM (National Association of Music Makers). Our mission is to enhance peoples' lives through music and culture.

How was the HAPI Drum created? Our passion for steel instruments began with the purchase of our first Hang. The beautiful sound of steel captivated and inspired us. With our previous experience of creating musical instruments (didgeridoos), we began experimenting with steel. We discovered Dennis Havlena and his research on using steel tongues to create a similar kind of sound. Inspired by his proof of concept we set out on a prototyping journey. We began to experiment with tongue shapes, drum body sizes, sound ports, dampening materials, and different steel types. After months of work we had our first design, the HAPI Origin. We began offering these for sale in 2008 and shortly after we were awarded with our first U.S. design patent and a trademark for HAPI Drum. We are always excited to improve and evolve our product line! From 1985 to 1999, Bart edited the quarterly journal Experimental Musical Instruments. The journal served as an essential resource and clearing house in an otherwise scattered but lively and growing field. After the final issue, Experimental Musical Instruments continued as an organization serving people interested in inventive instrument design, producing and selling informational resources as well as hardware for instrument makers.

Contact Information

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**COSMIC
HAND PANS**

SOUNDIRON

COSMIC HAND PANS

Version
1.0

- 3 Unique, deeply sampled Hand Pans with up to four microphone positions
- 1 Master and 20 Custom FX Kontakt Player .nki instrument presets
- 20 Custom sound-designed ambiances created from the Hand Pan source
- 24,327 stereo samples in locked .ncw format
- 12.7 GB Installed
- 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



This library has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 6.2.2 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt “Libraries” browser. It requires online serial number registration through Native Instruments’ Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying this library automatically qualifies you for a cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

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CREDITS

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TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	3
SYSTEM REQUIREMENTS.....	5
KONTAKT INSTRUMENT HEADER.....	6
MAIN USER INTERFACE.....	7
ADVANCED CONTROLS.....	9
KEYBOARD DISPLAY.....	12
FX RACK PANEL.....	14
LICENSING AGREEMENT.....	23
ABOUT US.....	24



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SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 6.2.2 or later**, or the full retail version of **Kontakt version 6.2.2 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 macOS 10.12 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 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 and audio devices.

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.

1. If you don't already have Kontakt 6 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 6.2 or later to use this library:

<http://www.nativeinstruments.com/kontakt>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

6. Exit Native Access and launch Kontakt. 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. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quick-Load or Database browser windows in Kontakt, or through the main File load/save menu.

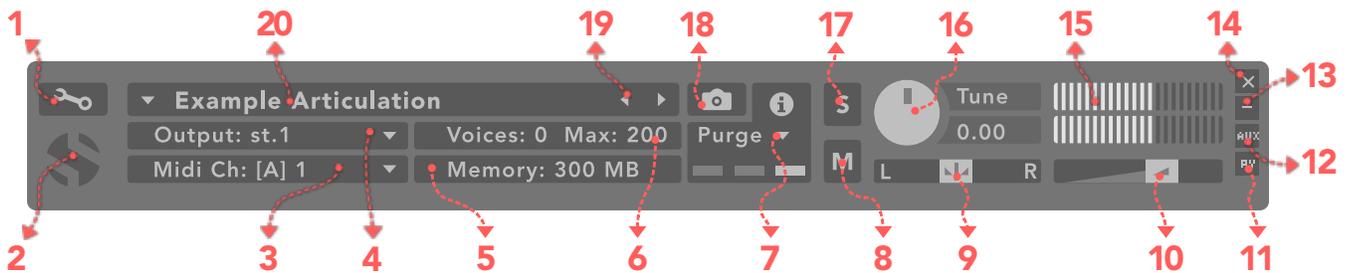
8. Please allow any current preset to finish loading completely before loading a new one.

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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. Advanced Control Tab

Click on this pull-down tab to open the advanced control window for access to the LFO, Filter and Arpeggiator systems (See pages 8 and 9).

2. Layer Select

This selects a layer's controls for editing. The lower control area displays the knobs and control settings for the currently selected layer. Layers 1 and 2 offer an additional drop-down menu to select the instrument.

3. Layer Activate

This enables a layer to play. Each layer can be independently enabled or disabled, allowing up to 4 layers to play at once.

4. Layer Lock

This links the (Swell, Attack, Offset, Release, Vibrato and Filter settings for all layers that have their lock button activated. Changing the knob values for one layer applies the same change to all other locked layers. This setting doesn't effect the Invert Swell, Release Mode, Filter Type, Pitch or Articulation Selection Menu settings for each layer.

5. Volume Knob

This controls the volume of the layer, with smooth real-time tonal and dynamic attenuation.

6. 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.

7. 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. It's also great for creating glitchy effects.

8. Release Mode

This is mainly used for sustaining articulations and long notes. In Normal mode, notes fade out quickly as soon as they're released. In Pad mode, the range of the Release knob is multiplied, allowing much longer fade-out times. This control is independent of the layer lock function.

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9. Release Time 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.

10. Vibrato Knob

This applies basic vibrato to the sound. It is separate from the LFO controls in the Advanced Control window.

11. Pan / Width Knob

In Pan mode, this controls the stereo panning, allowing you to spatialize the sound to your liking between the left and right channels. Click on the down arrow to switch to Width mode, allowing you to collapse the sound to mono or push the stereo spread outward.

12. Pitch Coarse & Fine

These nested knobs control semitone and cent tuning for the current layer. The outer knob shifts the pitch in semitone increments by up to +/- 36 semitones. The inner knob shifts the pitch in cent (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves, create chords with other layers or fine-tune the sound of each layer. This control is independent of the layer lock function.

13. Pitch Display Values

These read-outs show the pitch of the current layer in semitone and cent +/- offset values. The upper box shows semitone value of the outer pitch knob. The lower box shows the cent value for the inner pitch knob. A value of 0 will play the articulation at its natural pitch at middle C. A value below 0 means that the sound has been pitched down, while a value above 0 means the sound is pitched up. This control is independent of the layer lock function.

14. Select Articulation

This allows you to choose the articulation for the current layer. Each layer has its own independent menu. The articulation menus are not effected by the layer lock function.

15. X-Fade Assign Buttons

These buttons assign the currently selected Layer to the X-Fade slider. This allows you to create custom combinations of layers which you can easily and smoothly crossfade between.

16. Articulation Next/Previous

These buttons allow you to quickly and easily jump to the next or previous articulation for the current layer.

17. X-Fade Slider

This smoothly crossfades between layers A and B. Drag the glowing indicator horizontally to blend between layers. Note that this will have no effect on layers that are assigned to "none" in the X-FADE ASSIGN section for the layer.

18. Sub-Synth Layer Select

This selects the synthesizer layer, with a choice of 6 basic synthesizer waveform shapes. The sub-synth layer can be used to add bass, reinforce the tone of percussive and atmospheric sounds and to create new sonic combinations with other layers.

Tips

Offset allows sample playback to start later than the sample's beginning, which means playback can begin in the middle of a waveform. This naturally can cause a pop or snap to occur. When using the offset control, we recommend also adjusting the Attack to prevent popping, unless you would like to create sharp, glitchy effects.

Layering: You can create unique musical and tonal combinations by combining different articulations from multiple layers. We love experimenting with creative control settings, like pitching one layer up or down an octave to create octave layering, or using the sub synth layer to reinforce note tonality or extreme bass presence.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (macOS) on the articulation menu. Or you can open the "Auto" browser panel on the left side of Kontakt, then click on an Midi CC or Host Automation ID number you wish to assign to a control and drag it onto the knob, menu or button in the UI that you wish to automate. In fact, nearly every control and menu can be automated with either of these same methods.

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the gear icon or the X at the top of the UI. It contains the per layer LFO, Filter and Arpeggiation systems. The global Keyswitches button turns off all keyswitches, allowing you to access a greater range of playable notes. The global Purge Unused Samples unloads all samples for layers that are currently turned off. The Velocity Range slider allows you to convert the incoming MIDI velocity to any bracketed range you choose. For example, setting the Range to 126-127 will always play the highest velocity samples, regardless of the velocity of the incoming MIDI notes.



LFO

FILTER

LFO button

This engages the LFO system.

Waveform buttons & menu

Click the shape buttons or use the down-arrow menu to choose an LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth and Random.

Target menu

Use this to assign the LFO to these parameters: Volume, Bass, Treble, Pitch, Pan, Filter Resonance and Frequency.

LFO lock button

This locks the LFO speed to your DAW's tempo when Kontakt's BPM "EXT" button is off. If the EXT button is on, this will lock to Kontakt's internal BPM setting.

Time / Beat knob

This controls the speed of the LFO. When locked, the Beat knob selects note length values. When unlocked, the speed is measured in milliseconds.

Intens. knob

This controls the intensity of the LFO oscillation.

Fade knob

Use this to fade in the oscillation after the note starts.

Filter button

This engages the Filter system.

Type menu

Select from 13 different filter types with this menu.

Source menu

Select from 12 different sources for the filter with this menu, or set it to none.

Step sequencer table

Adjustable from 2 - 32 steps by either clicking the number to the right to type in a value or clicking on the number and dragging it up or down. This table is only active when Target is set to Graph Frequency or Graph Resonance. The table plays from left to right.

Reso. knob

This controls the amount of resonance applied to the filter.

Freq. knob

This sets the cut-off frequency for the filter in each source window.

Invert button

This button inverts the action of the filter modulation.

SCALE LOCK

Lock button

Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and be sloppy if you'd like!

Key menu

This menu selects the key that you wish to constrain all incoming midi notes to.

Scale menu

This menu lets you select from a variety of scales, in the key that you have selected.

ARPEGGIATOR

The "ARP" section lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the radio button next to the ARP label.

ARP button

This turns the arpeggiator on and off.

Preset menu

Use this menu to select and load any of our factory arpeggiator presets.

Save button

This "disk" icon button allows you to save and export your ARP settings to an nka preset file.

Load button

This "folder" icon allows you to import and load your previously saved Arp panel settings from an nka file.

Velocity Graph table

Use the graph to draw the velocity for each step in your desired arpeggio sequence. The table plays from left to right. The button on the right enables the graph. When this graph is off, the pattern will use the velocities of the incoming midi notes as you play.

RAND. knob

This knob applies natural variability to the speed and velocity values.

DUR. knob

This allows the duration of notes to be shortened or extended without changing the overall timing.

DIR. knob

The Direction menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the DIR. menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the "Learn Midi CC# automation" pop-up button and move the midi controller that you wish to assign.

BEAT menu

This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

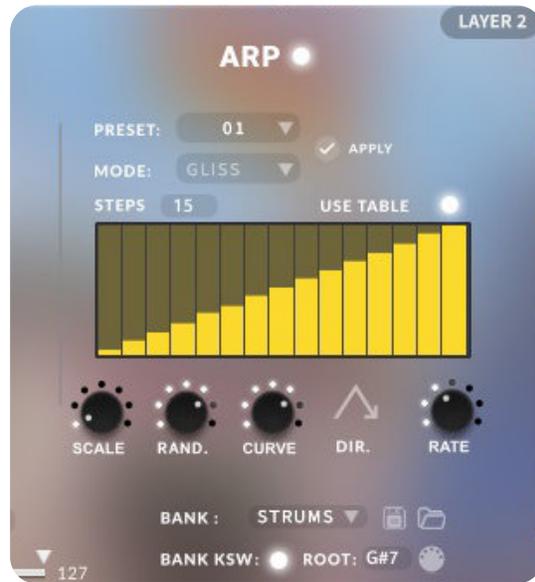


Table Steps value

This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

SWING knob

This adds pre-beat or post-beat swing to the arpeggiated rhythm.

Mode menu

This menu controls the Arpeggiator hold mode.

- **Normal** 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.

GLISS

Gliss mode allows you to create your own custom glissando patterns. Choose your velocity sequence with the graph table, then pick a scale, curve, direction, and rate to dial in something truly unique.



Scale knob

This knob selects the scale the gliss plays back.

Random knob

This knob adds a human element of less precise quantization.

Curve knob

This knob applies acceleration or deceleration to the gliss. Turning it down causes the gliss to start slower, then gradually speed up. Turning it up causes the gliss to start fast and gradually slow down toward the end.

Rate knob

This knob controls the duration of each note in the gliss. The higher the value, the longer each note will be held before triggering the next note.

STRUM

Strum mode allows you to create your own custom strum patterns. Choose your velocity sequence with the graph table, then pick a chord type, duration, direction, and rate to dial in something truly unique.



Chord knob

This knob selects the chord the strum plays back.

Random knob

This knob adds a human element of less precise quantization.

Duration knob

This allows the duration of notes to be shortened or extended without changing the overall timing.

Strum Direction

This drop-down controls whether the strum alternates between down and up, or does all upstrokes or down strokes.

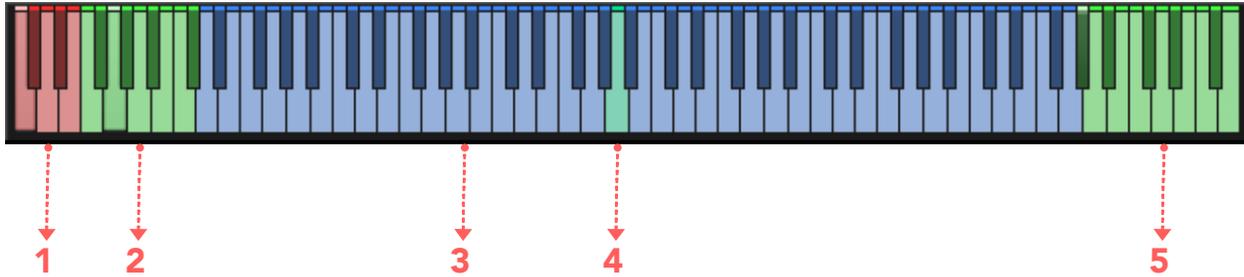
Rate knob

This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

KEYBOARD DISPLAY

The Kontakt presets display colored keys in Kontakt's keyboard view panel. To show the keyboard view, press F3 or click the window menu at the top of Kontakt. This key coloring is also shown in Native Instruments' Complete Kontrol software and all S-Series Keyboards and other NKS Standard compatible software and hardware.

STANDARD & AMBIENCE PRESET KEYS



1. Articulation/Sound Keyswitches

Pressing one of these red keys will change currently selected articulation or sound, visible in the upper drop-down menu.

2. Sub-Articulation Keyswitches

Pressing one of these lower green keys will change currently selected sub-articulation or sound, visible in the lower drop-down menu.

3. Playable Keys

These blue keys are the standard playable, chromatic keys.

4. Root Keys

This turquoise key represents a given sounds natural root. The playable range above and below is stretched from this point. With the "All" articulations, there are multiple root notes, allowing you to see the natural range of the instrument.

5. Arp Keyswitches

These turquoise key represents a given sounds natural root. The playable range above and below is stretched from this point. *Note: This is only available in some presets.

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.



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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.

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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.

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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.

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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.

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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.

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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.

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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.

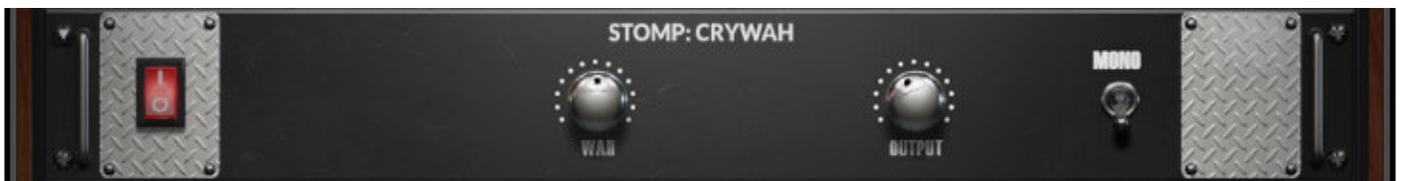
Tone Knob

Pre-distortion mid range booster.

Output Knob

Sets the output volume of the FX module.

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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.

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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.

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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.

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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.

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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.

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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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THANK YOU!

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Thanks from the whole Soundiron team!



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