

 **SOUNDIRON**

VOICES OF RAGE



MADE FOR

KONTAKT
PLAYER

NKS[™]

NATIVE
KONTROL
STANDARD 

WHERE THE WORLD IS YOUR ORCHESTRA

ABOUT THE INSTRUMENT

Voices Of Rage is an aggressive death metal, hardcore and metalcore vocal library that combines awesome vocal performances, powerful word and lyric building systems, tempo-synced phrase step sequencing features, multiple mic types, rack multi-FX and tons of cutting edge content and capabilities. It explores the raw, brutal and guttural vocal style that death metal is known for, in all of its roaring, screaming, hissing and screeching glory.

Each of the five vocalists was captured in a dry studio environment with multiple microphones to capture every subtle nuance of the performance, while providing to distinct sonic flavors. We used a dynamic stage mic (Shure SM58) to get all of the punch and grit of a stage performance. We also recorded with a large diaphragm studio condenser mic (Neumann TLM 103) for pure, crisp full range clarity and perfect fidelity. We then carefully prepared and edited each sample and hand-programmed each element into an unrivaled performance interface that delivers both efficiency and control. The library includes our Wordmaster interface with 100 words to build your own lyrics with, with death and scream modes for each word. The Scream and Death layers can be mixed, panned and switched between sustaining and staccato versions independently of one another. There's also a huge collection of live lyrical phrases with tempo-synching, step sequencing, song switching and dozens of other custom control features.

We recorded vocalists Evan "Severed" Seidlitz, Alecia "Mixi" Demner (Stitched Up Heart), Jason Kocol (Impaled) Aaron Boynton (The Sky We Scrape), and Redouane Aouameur (Lelahell). Each singer offers their own unique style and technique, giving you options to work with a broad range of metal sub-genres. We pushed them to their absolute physical limits to build a massive array of fully playable lyrics. The massive Wordmaster dictionary includes 100 words, covering a variety of nouns, pronouns, verbs and adjectives. Each word was chosen to create an effective lyrical toolbox, with sustaining and staccato variants - in both guttural death and acidic screaming tones. We also recorded hundreds of live micro-phrases that can be assembled into your own songs using our phrase step-sequencer and tempo-synced, stretched, layered and blended in all manner of ways.

We've also included our comprehensive FX Rack panel, with multi-effects, compression, EQ, amp/speaker simulation and convolution reverb, featuring dozens of our most popular custom recorded rooms, halls, cathedrals and otherworldly fx impulses easily available right through the interface. Finally, we contorted the source recordings into a broad selection of ambiences, drones, atmospheres and special FX instruments. Voices Of Rage combines superior programming and excellent performance quality to deliver a unique and flexible library with features and playability you won't find anywhere else.

ARTISTS

Aaron Boynton is a vocalist and multi-instrumentalist from Chicago. He is the vocalist and primary song-writer for the metal outfit [Internal Empires](#), who self-released their debut album Corruption Of Reason in 2012. He also plays bass for the melodic punk rock band [The Sky We Scrape](#), who released their debut album Divides on Paper + Plastick Records.



Jason Kocol is a guitarist and vocalist for Oakland-based death metal band Impaled and a notetracker for Ubisoft's Rocksmith games. As an instrumentalist, composer, recording engineer and performer, his musical interests and offerings range from modern day orchestral music to death metal, electronic music to tango, noise to synth pop. You can find Jason at the official [Impaled website](#).

Evan Seidlitz - aka Evan Severed - is a vocalist based in Hollywood, CA and former lead singer of [Thrown Into Exile](#). You can find Evan on [Facebook](#).



Alecia Demner - aka Mixi - is the lead vocalist for Stitched Up Heart out of Hollywood, CA. You can find Mixi on [Facebook](#) or [Twitter](#).

Redouane Aouameur is one of Algeria's longest-standing and most celebrated metal musicians, known to extreme metal fans worldwide for his work with the acclaimed death metal band, Metal Age Productions recording artists, Lelahell. Before the advent of Lelahell Redouane was part of bands like Carnavage, Litham, and more, all of whom assisted in the growth of the Algerian metal scene. Redouane's charismatic and powerful vocals have made him in demand as a guest or session vocalist, with the likes of Death Throne, Silent Obsession, Aash and many more calling upon his diverse and dynamic tones. You can find him at [his website](#).



VOICES OF RAGE

- Five vocalists from various metal genres in two microphone positions
- Live performance phrases, wordmaster, vocal FX, ambiences
- 15 Powerful Kontakt Player .nki instrument presets
- 28,600 stereo samples in locked .ncw format
- 7.4 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 Complete 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!

CREDITS

Documentation

Gregg Stephens
Nathan Boler

Artwork & GUI Design

Spencer Nunamaker

Scripting

Chris Marshall

Production & Recording

Mike Peaslee
Gregg Stephens
Chris Marshall

Editing & Mapping

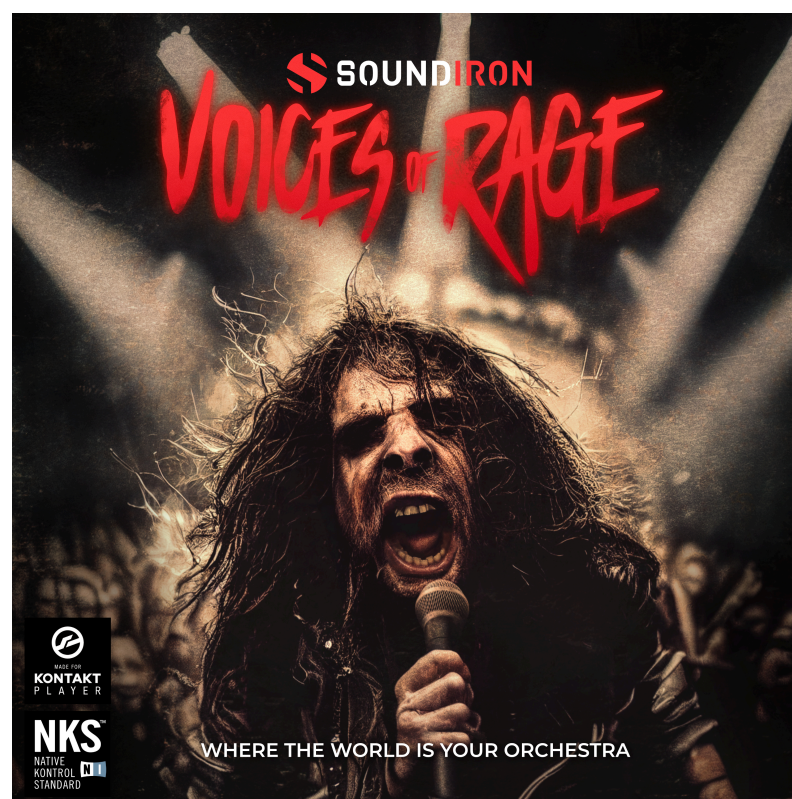
Mike Peaslee
Chris Marshall
Gregg Stephens

Sound Design

Craig Peters
Nathan Boler
Gregg Stephens

TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	4
SYSTEM REQUIREMENTS.....	5
KONTAKT INSTRUMENT HEADER.....	6
MAIN USER INTERFACE.....	8
SEQUENCER.....	10
WORDMASTER.....	11
FX RACK PANEL.....	17
LICENSING AGREEMENT.....	28
ABOUT US.....	29



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.

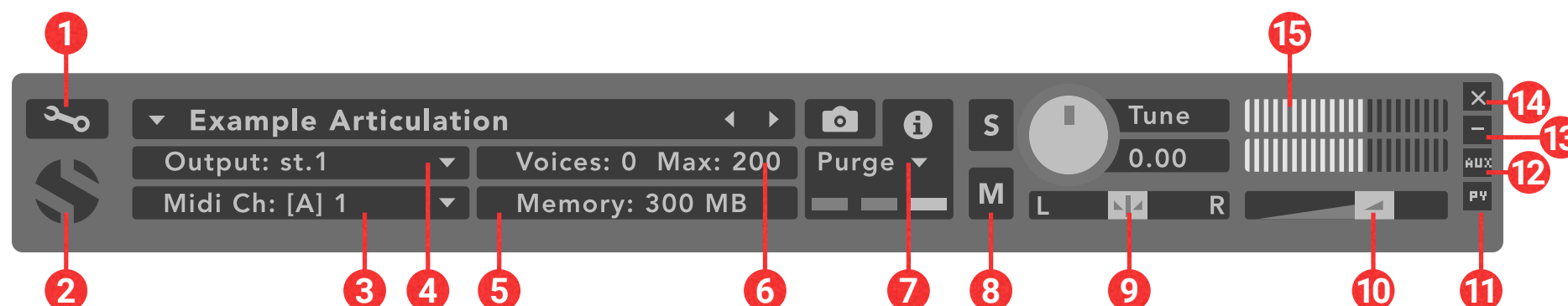
FIDELITY

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. This library requires 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.

KONTAKT INSTRUMENT HEADER

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



1. Open The 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).

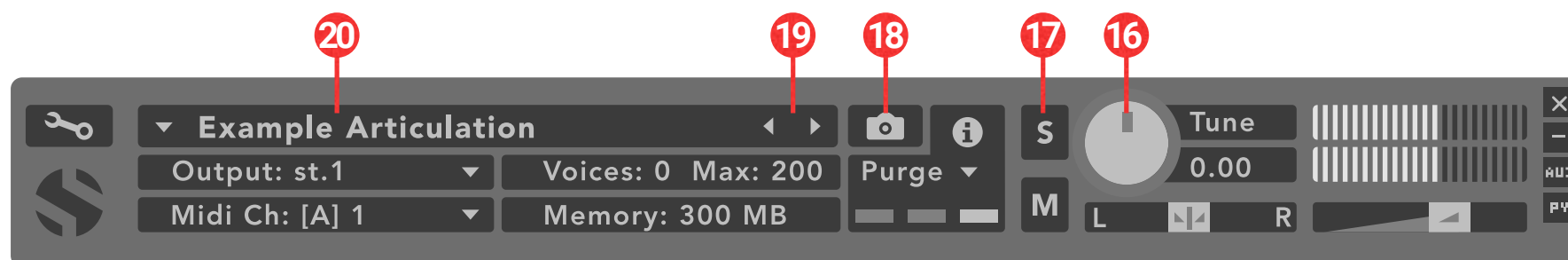
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

14. Close Button - This closes and removes the instrument from the rack.

15. Signal Meters - This displays the current signal level during playback.

KONTAKT INSTRUMENT HEADER

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



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 Sequencer, Mic Mixer, and Word List.

2. Volume Knob - This controls the volume of the instrument, with smooth real-time tonal and dynamic attenuation.

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. FX Rack - Click this to switch to the FX Rack page.

5. 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.

6. Release Knob - This controls the duration of the release. Lower values cause the sound to fade out more quickly after a note is released.

7. Legato Knob & Toggle - This controls legato on/off and speed of the legato transition. Lower values result in a slower legato transition.

8. Stretch Knob - This controls the amount of time-stretching effect, allowing you to compress or extend the duration and speed of a phrase. This control is only available when the playback selector is in Variable mode.

9. Pan Knob - This controls the stereo panning, allowing you to spatialize the sound between left and right.

10. Pitch Knob - This controls semitone and cent tuning. You can shift the pitch by +/- 36 semitones. The COARSE/FINE switch toggles the knob to control semitones or cents (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves or fine-tune the sound.

USER INTERFACE

11. Articulation Dropdowns - These drop-down menus allows you to choose the Category (top) and Articulation (bottom). In the Phrases presets, the top drop-down selects the Phrase bank and the bottom drop-down selects the set (if there are multiple sets).

12. Sample Purge - This button purges all unused samples from memory.

13. Playback Mode Selector - This 3-way selector switch lets you choose the sample playback engine mode: Natural, Sync and Variable.

Please note: Using extreme BPM, Pitch or Stretch settings can cause glitches and other audio artifacts due to natural limitations of Kontakt's internal time-stretching algorithm.

In Natural mode, samples play back at their original pitch and speed. When the pitch is increased, playback speed increases and when the pitch is decreased, playback speed slows down.

In Sync mode, the sample is automatically stretched to match your DAW's current tempo or Kontakt's internal tempo setting. If the pitch is changed, sample playback speed remains constant.

In Variable mode, the sample is can be manually stretched by using the Stretch knob. If the pitch is changed, sample playback speed remains constant.

SEQUENCER



Sequencer On/Off - This turns the Sequencer on and off.

Steps Value - This text box sets the number of steps in the sequence.

Trigger Key - This text box allows you to select the MIDI note used to play the sequence.

Save Button - This button allows you to save the Sequencer settings.

Load Button - This button allows you to load previously saved sequencer settings.

Current Step - This text box controls the current step in the sequence. You can double-click and type in a value, or click and hold and drag up or down to adjust the current step.

Start Slider/Knob* - The Start slider and knob act as a sample offset control, allow you to begin playback from anywhere in the selected sample.

End Slider/Knob* - The End slider and knob allow you to set the end point for the selected sample.

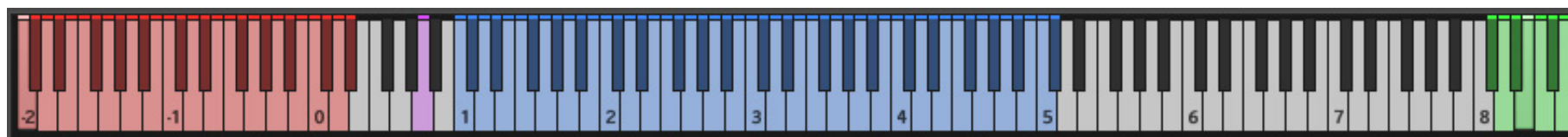
Offset Slider/Knob* - The Offset slider appears in place of the Start slider when you press any playable key other than the Trigger key. The Offset slider is directly linked to the Offset knob in the main control area below.

Pitch Knob - This knob allows you to adjust the pitch of the current sample +/- 3 semitones.

Direction Menu - This menu allows you to set the direction and mode of the sequence. Options are Forward 1-shot, Forward Loop, Forward Step, Backward 1-shot, Backward Loop, Backward step, or Random.

Assign Button - This button lets you assign a phrase to the currently selected step by pressing a MIDI key.

**Start and End Sliders only appear when the Trigger key has been selected. Offset slider appears when any other playable key is selected.*



1. Trigger Keyswitch (Purple) - This assignable keyswitch triggers the Sequence

2. Pitch Keyswitches (Green) - These green keys adjust the pitch knob up and down 3 semitones.

WORDMASTER



Sequencer On/Off Button - This button turns the step sequencer on or off.

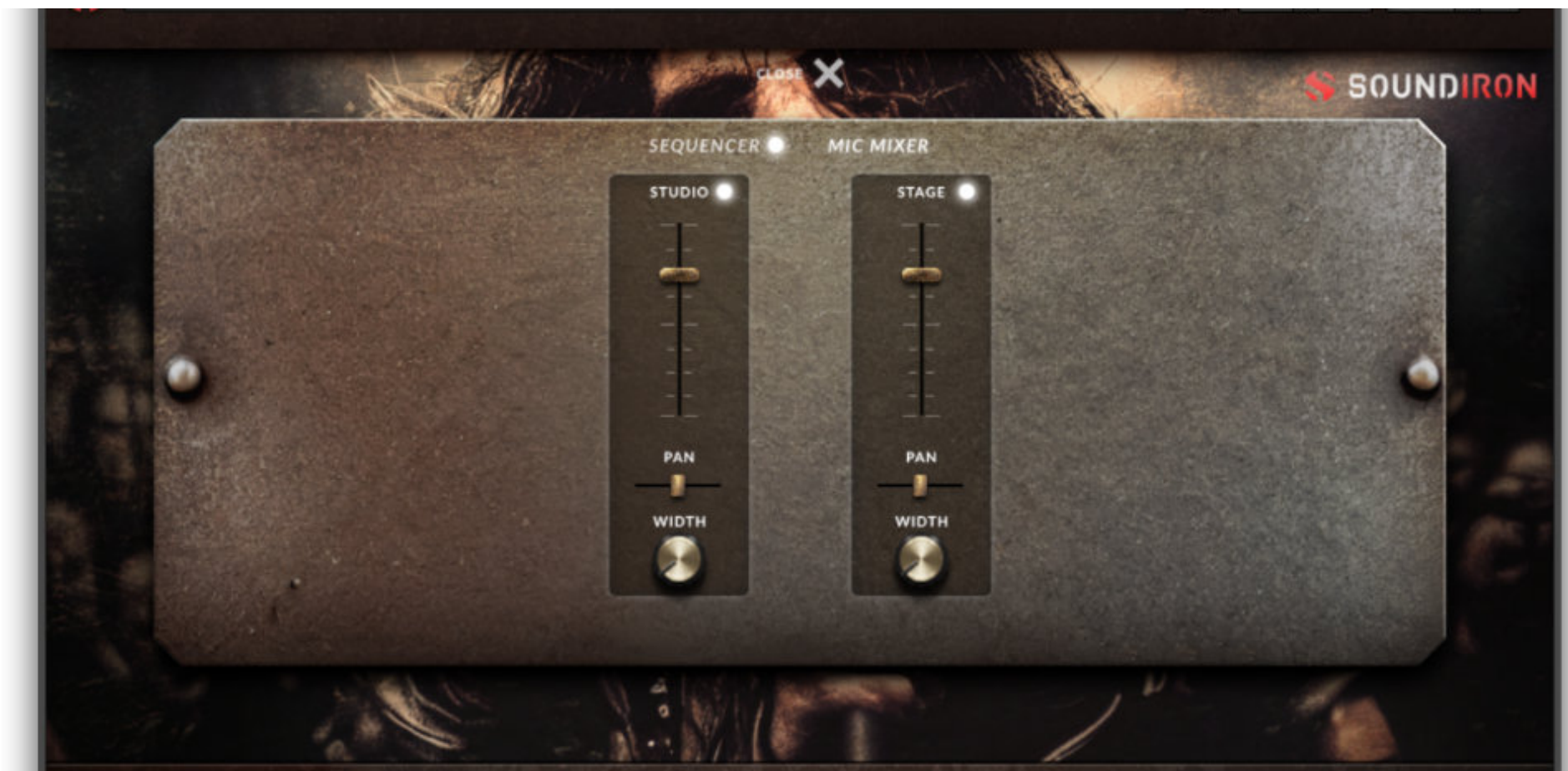
Mode Button - This button toggles between sustain and staccato. Use the mode keyswitch to quickly switch back and forth (colored red or yellow).

Word List - This page shows all the sampled words included in the library.

Trigger Key - This purple keyswitch is the sequencer trigger to play back the steps. You can adjust the trigger key to change where it's mapped on the keyboard.



MIC MIXER



On/Off - This button toggles the microphone position on/off.

Volume Slider - This slider controls the volume of the mic position.

Pan Slider - This slider controls the mic position stereo field.

Width Knob - This knob controls the mic position width. All the way down is mono, all the way up is 100% spread.

Studio microphone is a TLM 103.

Stage microphone is an SM58.

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the Pull-down tab's down-arrows 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. **Note: The LFO, Filter and ARP are only available in the Rage Ambiences and Vocal Effects presets.*



LFO

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.

Intensity Knob - This controls the intensity of the LFO oscillation.

Fade Knob - Use this to fade in the oscillation after the note starts.

FILTER

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

Invert Button - This button inverts the action of the filter modulation.

SCALE LOCK

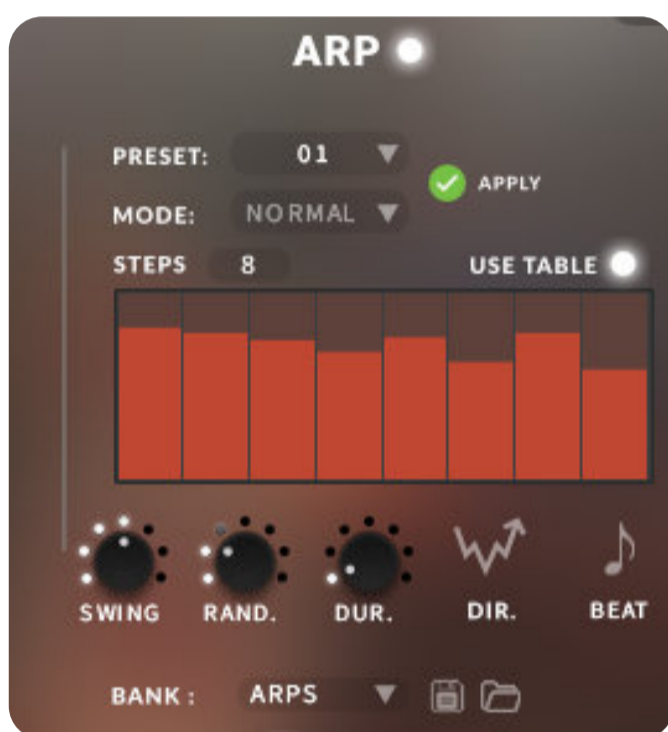
Lock Button - Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and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

Preset 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.

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.

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.

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.

LEGATO

Legato system can be accessed by clicking on the “LEGATO” button at the bottom of the Advanced controls window (if available). When turned on, this system applies legato to the selected layer, tying notes together as you play an uninterrupted melody. The two options for legato speed are Legato and Portamento. Legato allows for more realistic, quicker note transitions while Portamento allows you to create very long, dramatic transitions. You can adjust the legato transition speed by clicking on the legato curve image and dragging left or right. Portamento will stretch the sample of the initial note up or down, while Legato transitions to a new sample.



VOCAL EFFECTS & AMBIENCE PRESET KEYS



1. Articulation/Sound Keyswitches - Pressing one of these red keys will change currently selected articulation or sound, visible in the drop-down menus.

2. Playable Keys - These blue keys are the standard playable, chromatic keys.

3. Root Key - This 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.



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 to you 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.

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

Cutoff/Talk Knob - Controls the filter cutoff and/or peak frequency.

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 - The 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.

Ration Knob - Controls how long before the compression releases.

Release Knob - 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.

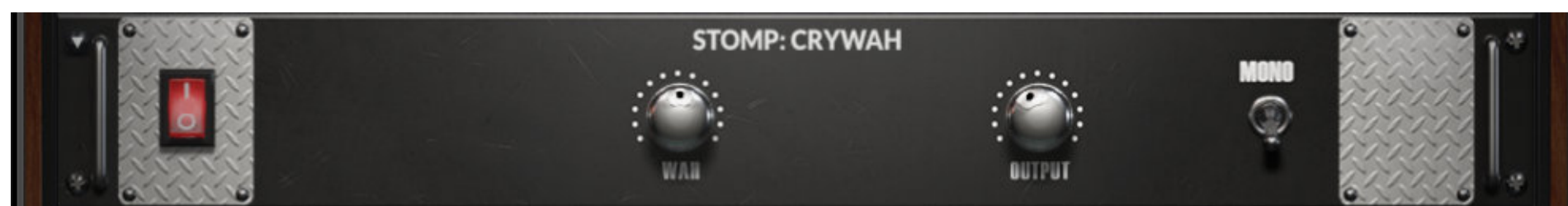
Bass & Treble Knobs - These control the low, mid and high frequency gain.

"Balls" Knob - Turn this up to add low-end punch.

Tone Knob - Pre-distortion mid rangebooster.

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 increase 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.

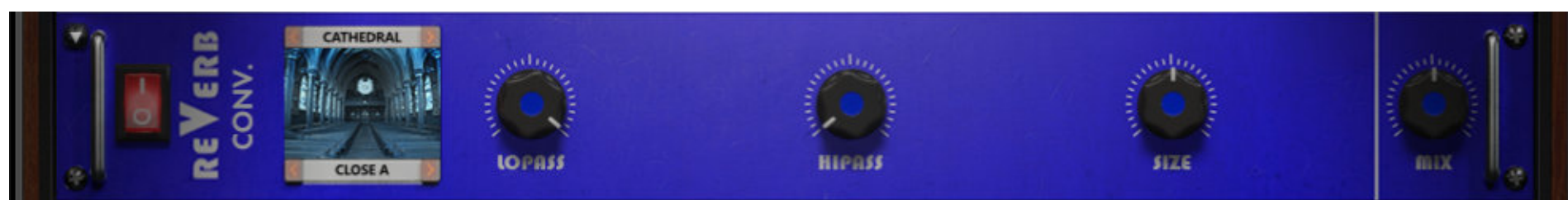
Depth Knob - Controls the amount of modulation applied.

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 process 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.

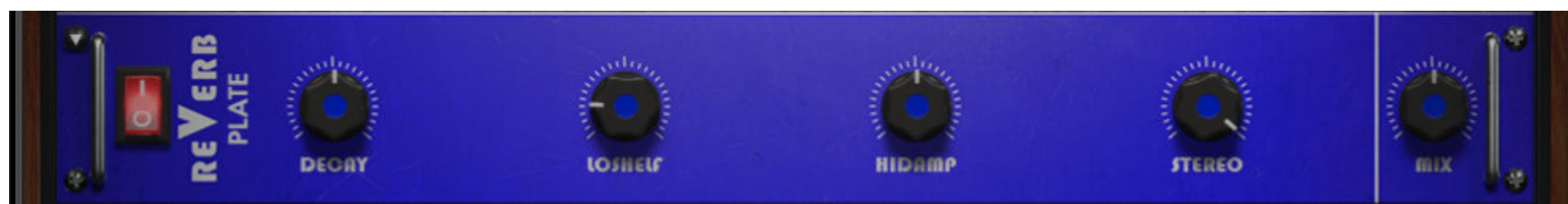
Dampening Knob - Adjusts the amount of absorption in the simulated room.

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.

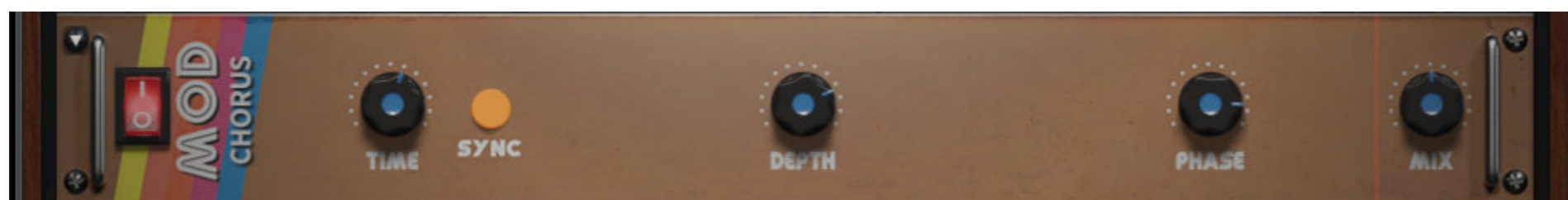
Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

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



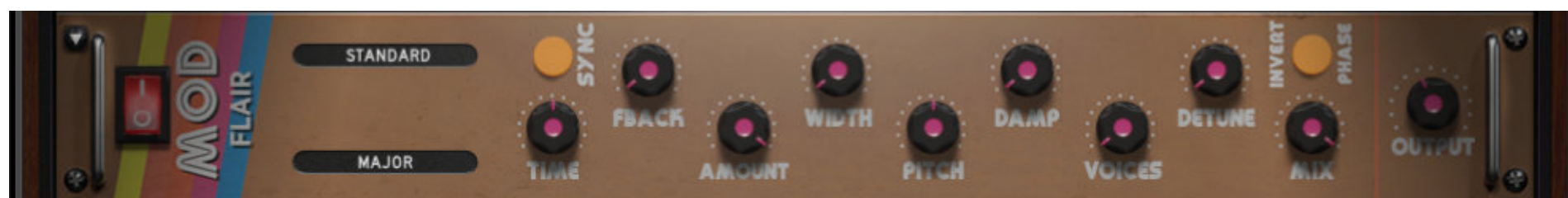
Power Button - Toggles the effect on/off.

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 and 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 and 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.



SOUNDIRON USER SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By purchasing and installing the product, you the Customer accept the following product terms.

LICENSE GRANT

The license for this product is granted only to a single individual user. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, LLC. This software is licensed, but not sold, to Customer by Soundiron, for commercial and noncommercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron LLC allows Customer to use any of the sounds and samples in library(s) that Customer has purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or noncommercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finished soundtrack or audio mix of an audio, visual or interactive multimedia production, broadcast, live performance or finished work of sound design, with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity, without written consent of Soundiron LLC.

RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by the terms of this agreement.

REFUNDS

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been downloaded from our servers or physically sent to the Customer, it can not be returned, exchanged or refunded.

RESPONSIBILITY

Using this product and any supplied software is at the Customer's own risk. Soundiron LLC holds no responsibility for any direct or indirect loss, harm or damage of any kind arising from any form of use of this product.

TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, LLC. The license is terminated if Customer breaks any of the terms or conditions of this agreement. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past, present and future versions of this product, including versions sold by companies other than Soundiron LLC, are covered under the terms of this agreement.

VIOLATION

Soundiron LLC reserves the right to prosecute piracy and defend its copyrighted works to the fullest extent of US and International civil and criminal law.

THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living-breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make composition and sound design a breeze, so you can spend more time creating. If you enjoy this instrument, 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!

