ABOUT THE INSTRUMENT

"*This drum kit is a true legend. It's a vintage Pearl DLX kit which was made in the late 1980's. When I first discovered this stunning kit in deep Sequoia Red lacquer with it's distinctive resonant clear and punchy sound it was love at first sight and I still play it today*."
- David Oliver.

The Pearl DLX was originally played and endorsed by the legendary Jazz drummer Art Blakey, although it has a very versatile sound suitable for multiple genres of music. We put it through its paces sampling it with a number of different stick types for maximum scope of expressive drumming techniques from ultra loud to ultra soft. The compact 18 inch kick is super punchy with a 12 inch rack tom and 14 inch floor tom. We recorded this kit extensively at The Whitehouse Studios in UK owned by Martin Nichols who engineered and co-produced the sampling sessions. He has a great ear for drum sounds and is meticulous at fine tuning the drums and knowing exactly where to place dampeners (Moongel pads and tape). He is also very patient as there were a massive amount of long cymbal hits to get through!

We recorded an extensive array of cymbals which were mostly Zildjians with a few Sabian, a few Paiste and Wuhan. We included a variety of hi-hats with combinations of top and bottom, custom jazz and rock ride cymbals selected for their rich character, and expressive crashes and splashes. We also sampled some effects cymbals, a few of which were customized with a grinder and rivets. The Sabian custom 20-inch crash ride was customized from a minibell dry ride by artisan cymbal maker Dave Collingwood in Bristol UK working to our specifications to create a uniquely rich and tonally exotic cymbal especially for this project.

The toms were double headed using Evans Level 360 Heads for the batter side, which are great for sound control and fidelity. Evans 56 Calftone drum head was used for the Mapex Peace Snare Drum, with Remo Coated Ambassador head on the vintage Pearl Super Gripper Brass Shell Snare Drum. Evans 56 Calftone and Gope Goatskin were used on the Custom 22 inch Concert bass drum. This concert bass drum was hand built by an artisan drum maker in UK to our specifications for sound control recording purposes. The 18 inch kick was sampled with a Remo Powerstroke batter head and Evans Level 360 resonant front head. All drums and cymbals were recorded with a close stereo pair of Neumann TLM 103 cardioid condenser microphones. We used a stereo pair of Blue Dragonflys for overhead mics and a Mid-Side front pair (figure 8 Microtech-Geffell UM70s and cardioid TLM103) for room mics.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The Master Kit presets contain every sample in the library and a host of powerful performance features. Use the Remapper to create custom drum mappings or load any of our factory presets which include a number of common drum maps for easy use with existing MIDI drum loops and grooves. Our powerful mixer allows you to route each instrument track to any available output in Kontakt and includes individual control for Volume, Pan, FX Send, and Stereo width, from mono to full stereo spread, as well as an FX chain with compressor, limiter, 4-band parametric EQ and more! The Master section features Space and Delay FX sends with a wide variety of options for each.

The Solo instrument presets feature 4 independent sound layers, each with a full set of parameters that can be linked, automated and customized. These include volume, attack, start offset, release, width, pan, coarse and fine pitch, sound bank selection, and crossfader assignment. The first three layers are Mic 1 (close), Mic 2 (overhead), and Mic 3 (room). Layer 4 is the Sub-Synth layer, with 20 basic synthesizer shapes that can be added for transient and tonal support. The Snares, Toms, and Kicks presets also feature additional top and bottom microphone positions.

In the advanced settings pull-down window, you'll also find an adaptable per-layer 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. Our customizable arpeggiator features a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration.

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.

David Oliver's DRUM KIT

Version 1.0

- Deeply sampled drum set with five microphone positions
- 8 Crash Cymbals, 4 Hi-hats, 2 Rides, 7 Splashes, 1 Kick, 2 Snares, and 2 Toms
- 10 Powerful Kontakt Player .nki instrument presets
- 81,163 stereo samples in locked .ncw format
- 26.7 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!

CREDITS

Documentation
Gregg Stephens
Nathan Boler

Artwork & GUI Design
Erel Maatita
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

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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.

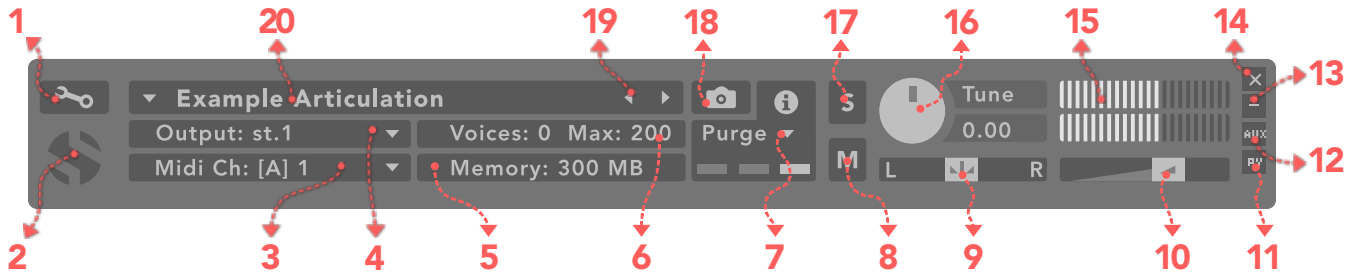
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

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.

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.

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. 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. Mixer Tab

Click this to switch to the Mixer interface.

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 shows/hides the knob-control-value displays below the knobs when they are not needed.

7. Pan Knob

This controls the pan, allowing you to spatialize the sound to your liking between the left and right channels.

8. Pitch Knob

This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones. The ST/CT 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.

9. Global/Drum/Articulation

This drop-down allows you to edit globally (all instruments), per drum, or per articulation.

10. Instrument/Articulation

This allows you to choose the specific drum and articulation currently being adjusted.

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 Apreggiation 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 master kit presets do not include the LFO section.*

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.

Intens. 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 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.

Continued on next page...

SCALE LOCK

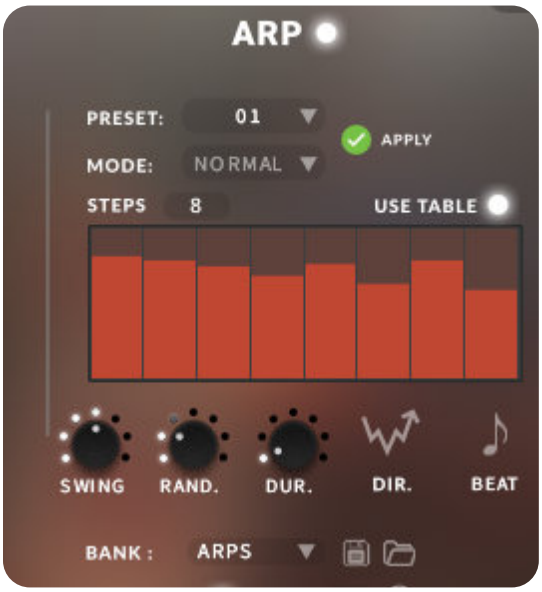
Lock button
Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and be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



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.

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.

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

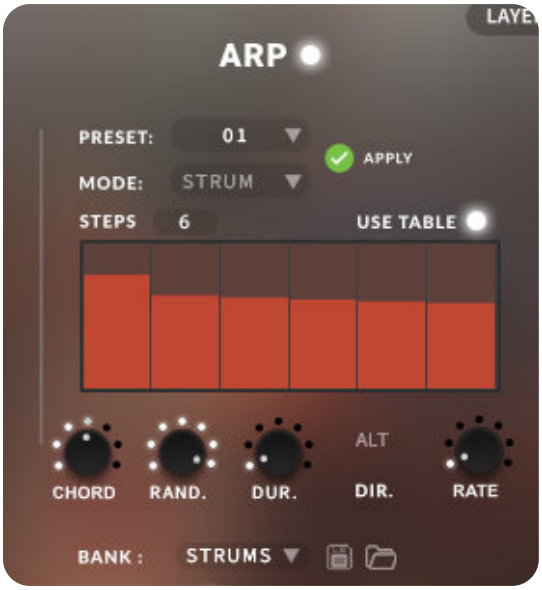
This knob applies acceleration or deceleration to the gliss. Turning it down causes the gliss to start slower, then gradually speed up. Turning it up causes the gliss to start fast and gradually slow down toward the end.

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

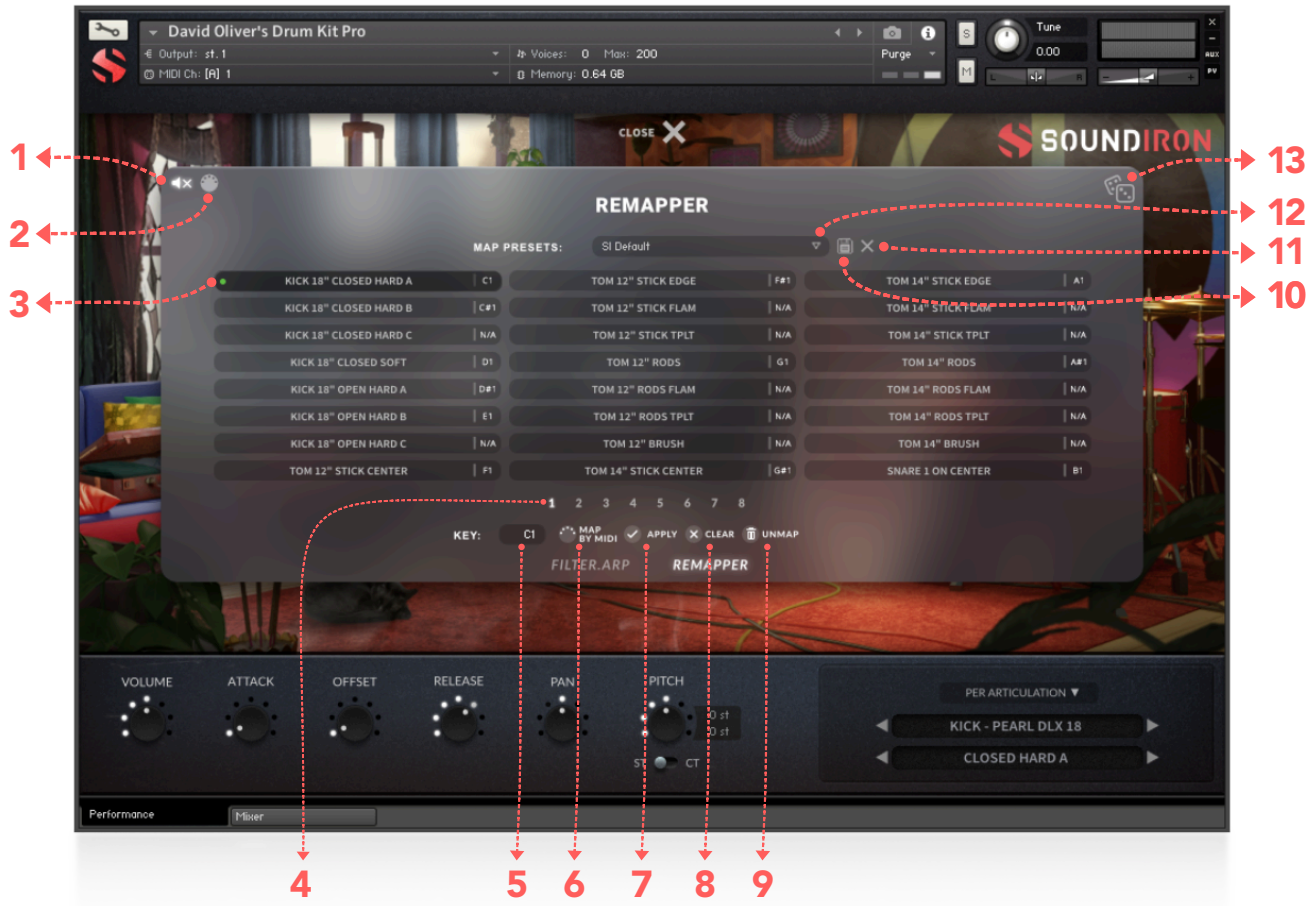
This drop-down controls whether the strum alternates between down and up, or does all upstrokes or down strokes.

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.

REMAPPER

The Remapper allows you to assign the articulations to any keys you choose. You can create and load custom drum mappings for your own unique playing style or to use with pre-existing MIDI drum grooves and loops.



1. Audition Button

This button allows you to hear an example sample of the articulation when clicking on an articulation slot.

2. Select by MIDI Button

This button enables automatic slot selection by MIDI.

3. Slot Select Buttons

The slot select buttons allow you to select and edit all of the articulations. Note that there are 8 different pages.

4. Page Buttons

These buttons allow you to select the different pages of articulations.

5. Key Select/Display

This displays the assigned MIDI key for the currently selected articulation. You can double-click to manually type in a value.

6. Map by MIDI Button

Click this to map the MIDI note by pressing a MIDI key. You must click apply to save the changes.

7. Apply Button

Click this to apply the current changes.

8. Clear Button

Click this to clear the current changes.

9. Unamp Button

Click this to unmap the currently selected articulation.

10. Save Map Button

Click this to save the current mapping. Before clicking save, click in the name area and type in a name.

11. Delete Map Button

Click this button to delete the currently loaded user map. Note that factory presets cannot be deleted.

12. Map Preset Select

Click this button to open the drop-down menu and select a factory or custom mapping.

13. Randomize Button

Surprise!

Continued on next page...

MIXER

The Mixer gives you powerful control to shape, route, and mix your kit to fit your needs. Individual track controls provide volume, panning, spatialization, FX chains and more. Included are master Delay and Space send effects. The Routing section under Options allows you to route each instrument to any available output.

1. Pan Knob

This controls the pan per track, allowing you to spatialize each drum to your liking between the left and right channels.

2. Send Knob

This controls the level sent to the DELAY and SPACE effects for each track.

3. Width Knob

This controls the stereo image of the track from Mono to 100% Spread.

4. Solo Button

This toggles the track solo.

5. Mute Button

This toggles the track mute.

6. Volume Fader

This controls the volume of the instrument track.

7. Track Select

Click this to choose routing and FX per track.

8. Save FX Chain

Click this to save the FX settings per track.

9. Load FX Chain

Click this to load FX Chains per track.

10. Routing Button

This selects the Routing options for the currently selected track.

11. Stereo Knob

This knob controls the volume for the close stereo TLM 103 mic position. **Note this is only available on the Kick, Toms, and Snare tracks.*.

12. Top Knob

This knob controls the volume for the close top single mic position. **Note this is only available on the Kick, Toms, and Snare tracks.*.

13. Bottom Knob

This knob controls the volume for the close bottom single mic position. **Note this is only available on the Kick, Toms, and Snare tracks.*.

Continued on next page...

14. Mic Position Buttons
These load or purge the Stereo, Top, and Bottom microphone samples.

15. FX On/Off Switch
This allows you to choose the specific drum and articulation currently being adjusted.

16. Select FX Drop-down
This drop-down menu allows you to select from these FX: EQ, Compressor, Limiter, Transient Master, or Tape Saturator. Th FX flow from left to right and are available per track.

17. Routing Output
This drop-down menu allows you to assign the currently selected track to any of the available outputs in Kontakt.

18. Save Master Preset
Click this to save Master FX settings as presets.

19. Load Master Preset
Click this to load Master FX presets.

20. Delay Select and Switch
This button selects the Delay effect. The Delay controls will appear in the master area above. The switch below enables or disables the Delay send effect.

21. Space Select and Switch
This button selects the Delay effect. The Delay controls will appear in the master area above. The switch below enables or disables the Delay send effect.

22. Master Volume Fader
This controls the master volume.

23. Link Toggle Buttons
The Link buttons allow you to control the feed level of each instrument into the Overhead and Room mic positions. When Link is disabled, all individual instruments will be sent at full volume. When Link is enabled, the fader position for each instrument track will determine the level of the feed sent to the Overhead and or Room mics.

24. Mic Position Button
This loads or purges the overhead/room microphone samples.

25. Master Width Knob
This controls the stereo image of the track from Mono to 100% Spread.

26. Master Send Knob
This controls the level sent to the DELAY and SPACE effects for the master output.

27. Master Pan Knob
This controls the master pan, allowing you to spatialize the entire mix to your liking between the left and right channels.

DELAY

SPACE

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.

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 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 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!