Rhythmic Odyssey is a flexible and highly-customizable loop-based virtual percussion instrument for Kontakt Player and NKS. This deep and stylistically expansive collection focuses on dynamic live tuned and untuned percussion performances by British instrumentalist and media composer David Oliver.

David has unleashed his massive collection of drums, percussion and rare world instruments, with powerful, authentic and spirited performances that are carefully and perfectly hand-crafted for easy direct use in films, games and all other forms of multimedia. He captured an incredible variety of percussion instruments and objects, exploring more than 130 distinct instruments from drum kits to raw pine tree logs.

This library spans a huge range of styles and genres, with hundreds of percussion track sets ranging from traditional ethnic arrangements and combos, to raw, hard-driving percussion beds and huge rock grooves. Each song set is a tonally rich and creatively inspired multi-track piece, with unique arrangements and exotic instrumental selections from all over the world. This enormous variety of sounds and rhythmic variations is powered by an innovative interface and powerful engine features to provide you with a massive tool box and endless creative possibilities.

For the v2 expansion, David Oliver recorded eight new master songs using a variety of percussion techniques. Each song has dozens of individual loops, so you can easily use as much or little of the instrumentation as you like.

Each of David Oliver's original rhythmic compositions included within this library has been broken down into up to a dozen modular seamless loops, with natural musical development and dynamic progression evolving naturally from intro and build-up to climactic release. These building-blocks are further deconstructed into distinct sub-mix and solo instrumental tracks in the Multitrack preset, allowing you to mix and match elements to create your own unique layered rhythmic combinations.

The built-in loop browser lets you filter your search by style and instrument keywords, tempo and time signature and you can even star your favorite loops for instant recall. Once you load your loops into the slot grid, you can tweak each loop down to the individual transient slice, with playback direction, slice order, ADSR and custom step-automation sequencing for volume, pitch, pan, filter cutoff and resonance parameters that you can freely draw with your mouse.

CREATIVE CONTROL FEATURES

As always, we've packed our custom user interface with lots of great sound-shaping controls that give you the flexibility to warp the shape in many ways. The Stereo Master Kontakt preset is convenient and ram-efficient, giving you instant plug & play access to fully-mixed broadcast-ready percussion beds, so you can get right down to business. The GUI offers you a full feature set of deep sound-shaping tools and macros to radically transform the sonic flavor and customize your workflow. It's easy to jump in and play, but if you like drilling down to control and customize every sonic detail, the power is yours.

The Multitrack Kontakt presets allow automatically tempo-synching loop step-sequencing and playback for up to four sub-mix tracks, with deep user control over performance parameters, DSP effects, modulation and automation down to the level of individual transient slices. And if you want even more control over track effects, signal routing and resource use, you can load each of the tracks as a separate Kontakt instrument preset.

The user interface controls are rounded-out by our modular FX rack window, with 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, reverbs, and so much more.

A fully non-encrypted multi-track wav library is also included, so you can use the loop sin any DAW, sampler, plugin or hardware unit that supprots 24bit/48kHz stereo wav files. In the wav library, each track's loop collection is split into an average of 8 discreet solo/sub-mix tracks, as well as wet and dry stereo master tracks.

David Oliver's RHYTHMIC ODYSSEY

- An expansive percussion groove library expertly performed by renowned instrumentalist David Oliver
- 12 Stereo, Multitrack and sub-mix nki presets for Kontakt Player
- 6,856 stereo samples in locked .ncw format
- 16.15 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 7.1.8 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

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TABLE OF CONTENTS

SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 7.1.8 or later**, or the full retail version of **Kontakt version 7.1.8 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 7 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 7.1.8 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.

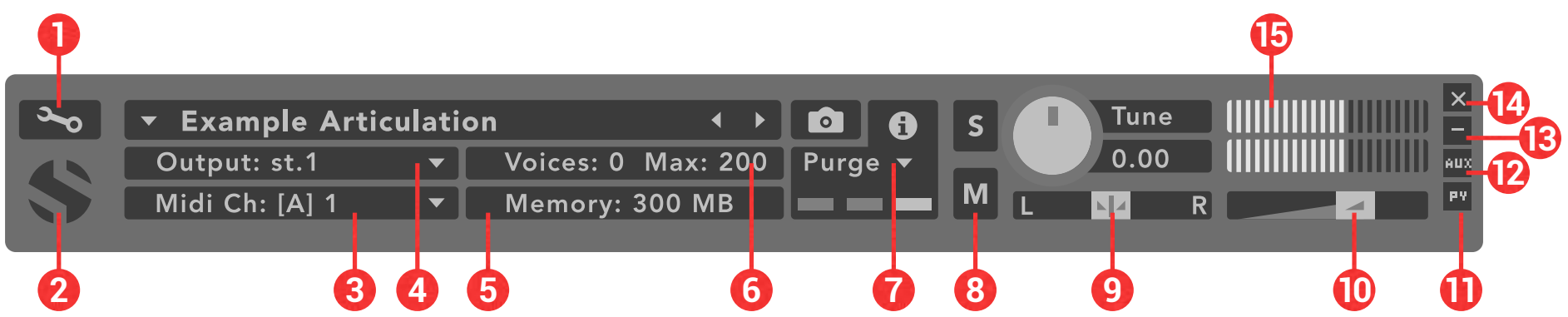
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

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).

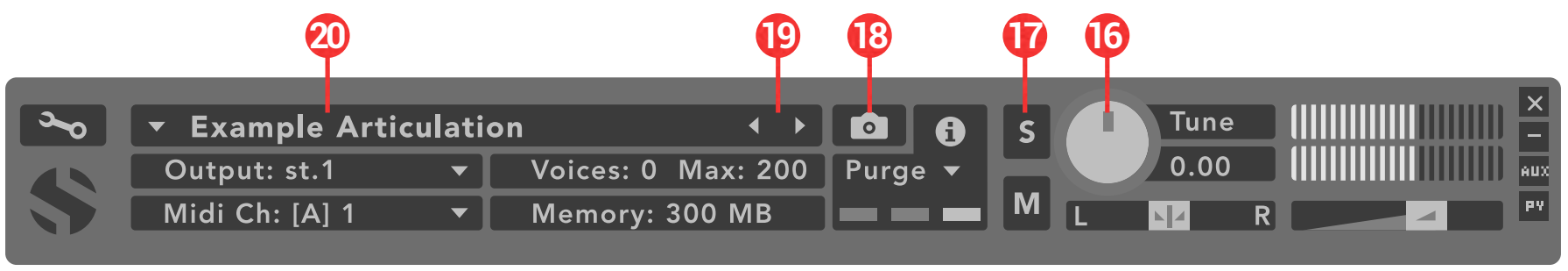
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

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.

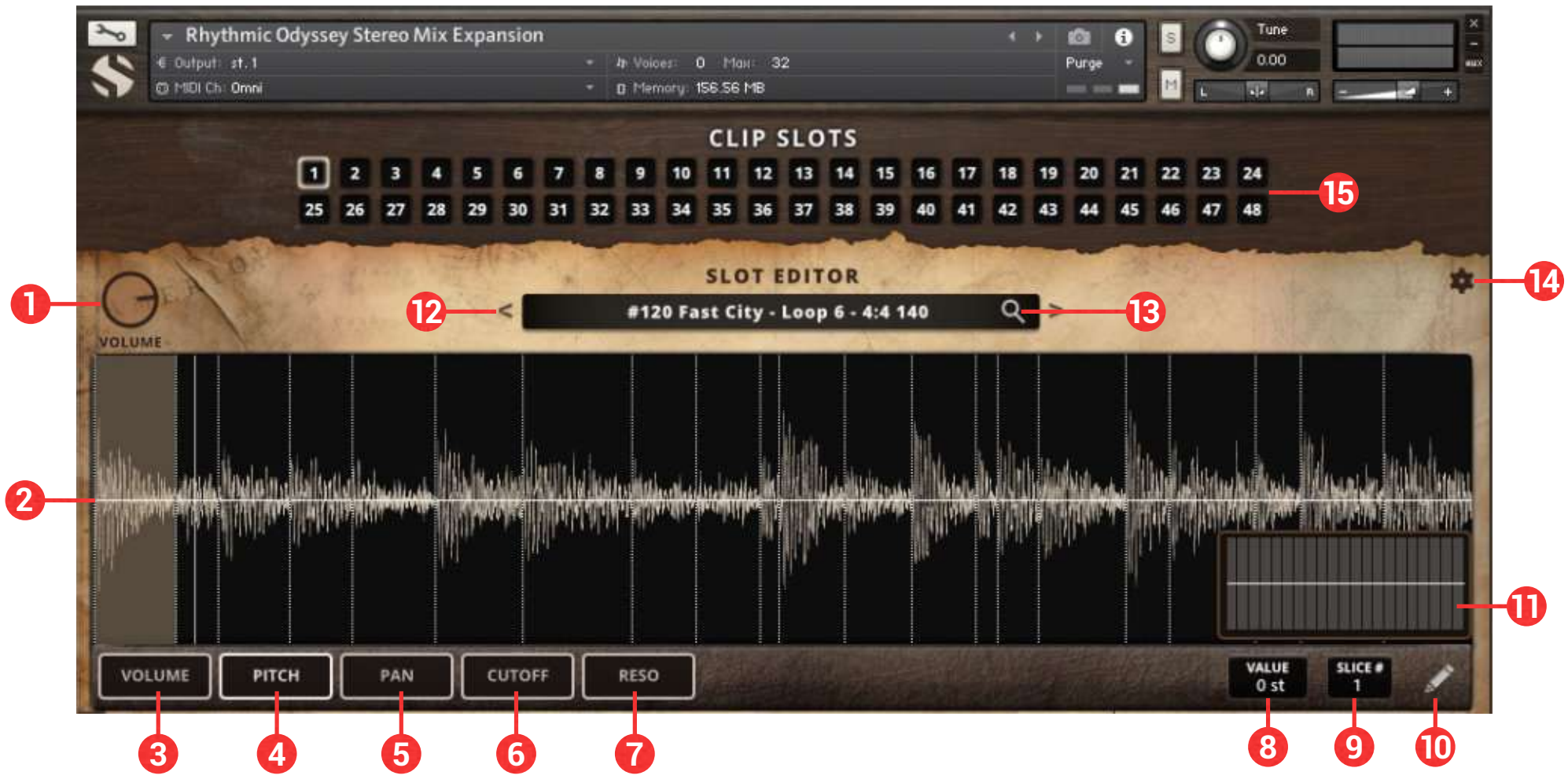
MASTER STEREO MIX PRESET

The main user interface provides you with a complete set of clip and beat slice sound-shaping controls. These controls are the same for the 4 individual Track presets.

The top **Clip Slots** area includes 48 slots that you can load loops into. Each slot has persistent settings, including per-slice parameters, time/tempo sync engine and timing options, slot order, filter settings, ADSR envelope controls and access to the Clip FX chain, Browser window and full FX module rack tab.

Check out the following pages for detailed descriptions for each control and menu. There are special keyswitches that you can also use with this preset to control clip selection, playback and individual slice triggering.

CLIP CONTROLS



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

2. Waveform Window - This displays the waveform for the current clip and allows you to select individual slices of the beat.

3. Volume step sequencer graph button - This shows the volume graph in the Waveform window.

4. Pitch step sequencer graph button - This shows the pitch graph in the Waveform window.

5. Pan step sequencer graph button - This button shows the pan graph in the Waveform window.

6. Cutoff step sequencer graph button - This shows the filter frequency cutoff graph in the Waveform.

7. Resonance step sequencer graph button - This shows the filter resonance graph in the Waveform window.

8. Value display - This shows the current slice value for the currently shown parameter graph (Volume, Pitch, Pan, Cutoff, Resonance).

9. Slice number - This display shows the currently selected slice number.

10. Quick draw button - This opens the quick draw graph for the current parameter.

11. Quick draw graph - This pop-up window lets you quickly draw across all steps for the current parameter graph with your mouse.

12. Next/Previous clip arrow - These left and right arrow buttons let you load the next or previous available clip.

13. Macro menu - This button shows you the currently loaded clip. Clicking it opens up the clip browser window. See Page 11 for details.

14. Macro menu - This menu provides several time-saving macros:

- Fill All Slots Randomly assigns a random clip to all slots.
- Randomize Slice Volume applies random Volume values to all of the slices in the current clip slot.
- Randomize Slice Pitch applies random Pitch values to all of the slices in the currently loaded clip slot.
- Randomize Slice Pan applies random Pan values to all of the slices in the currently loaded clip slot.
- Randomize Slice Cutoff applies random Filter Cutoff values to all of the slices in the current clip slot.
- Randomize Slice Resonance applies random Resonance values to all slices in the currently loaded clip slot.

15. Clip slots grid - This preset grid includes 48 clip slots that you can load with any of the many loops included in the Browser's clip list. To change the clip assignment for one of the slots, click on the slot number and then choose a new clip from the Browser.

MAIN TRACK CONTROLS

1. Beat / Sync tempo lock mode switch - This selects the Kontakt tempo-syncing engine mode to use.

- Sync mode stretches slices based on the tempo, so there are no gaps between slices. This works best for complex rhythms and tempos slower than the original clip tempo. However, using this mode with rhythmically simple clips and tempos more than 25% slower or 10% faster than the natural clip tempo are likely to result in glitches, stuttering effects and other unpredictable results. It also requires more system resources.
- Beat mode separates slices and locks them to tempo without changing the speed of each slice. This works best for simple rhythms at tempos close to the original clip tempo. However, complex clips and tempos more than 10% slower or faster than the natural tempo are likely to result in uneven or unpredictable results. This can work well for simple rhythms at tempos close to the original clip tempo. However, rhythmically complex clips and tempos more than 10% slower or 25% faster than the natural clip tempo are likely to produce undesirable results.

2. FX window pop-up button - This pop-up button opens the track effects window. See Page 15 for more details about this window.

3. Timing menu - This menu selects a time signature multiplier, to set clip playback to half-time, regular time and double-time modes.

4. Playback Directon switch - This controls sample playback direction. FWD lays the sample in the normal forward direction. REV plays the clip audio back in reverse.

5. Slice Order menu - This menu selects slice playback order, allowing you to play slices from first-to-last, last-to-first or in random order.

6. Filter On / Off button - This radio button turns the clip filter on or off.

7. Filter Type menu - You can choose between 12 filter types to apply to the clip.

8. Clip Settings Macro menu - This menu provides several time-saving macros:

- Copy Options copies all of the Clip engine, filter and time settings.
- Once you Copy Options and then select another clip in the Clip Slots grid, a Paste Options item will appear in the macro menu, allowing you to paste your copied settings from one clip to another.
- Copy Options To All Slots lets you apply your current clip settings to all Clip Slots.
- Reset Options returns the current clip to default.

9. Attack knob - This knob controls Attack for the slices in the current clip.

10. Decay knob - This knob controls Decay time for the slices in the clip.

11. Sustain knob - This knob controls the Sustain level for the current clip.

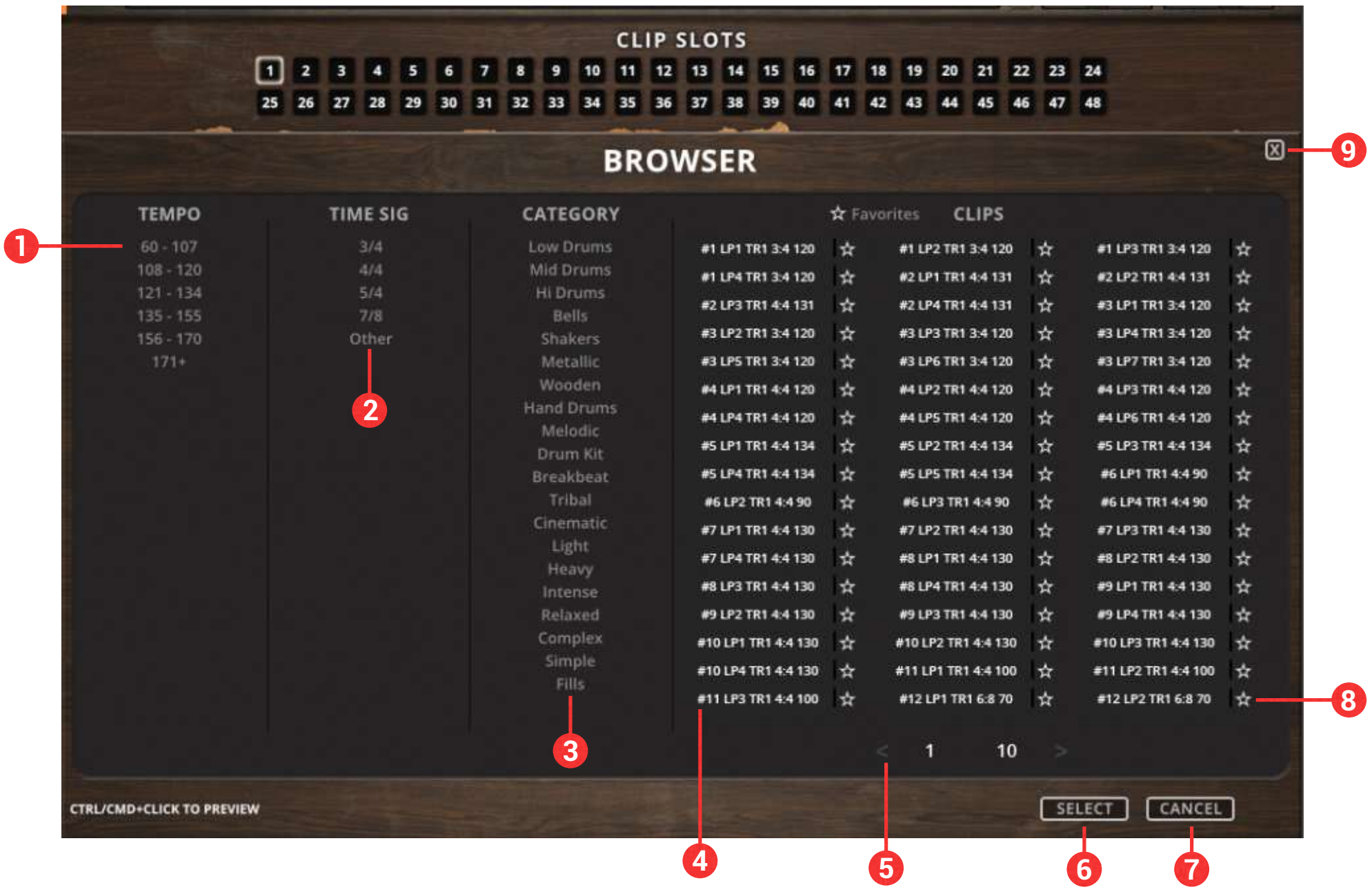
12. Release knob - This knob controls the slice Release time for the clip.

13. Pan slider - This controls the stereo pan position for the slices in the current clip.

14. ADSR macro menu - This menu provides time-saving macros for ADSR controls:

- Copy ADSR copies all of the Clip ADSR settings.
- Once you Copy ADSR and then select another clip in the Clip Slots grid, a Paste ADSR item will appear in the macro menu, allowing you to paste your copied ADSR knob values from one clip to another.
- Copy ADSR To All Slots lets you apply your current clip ADSR knob values to all Clip Slots.
- Reset ADSR returns the current clip ADSR values to default.

CLIP BROWSER



1. Root Tempo Filter Tag grid - These tag buttons allow you to filter the displayed clips down to specific tempo categories.

2. Time Signature Filter Tag grid - These buttons filter clips down to specific time signatures.

3. Category Filter Tag grid - These tag buttons allow you to filter the displayed clips down to specific style categories, including the Favorites list.

4. Clips list window - This list shows all available loops, depending on the filter settings. The first value in the clip's name is the song number. The next part is the Loop number for the song. The next value is the time signature and the last value is bpm.

5. Previous / Next page arrow buttons - These buttons let you skip between pages in the browser.

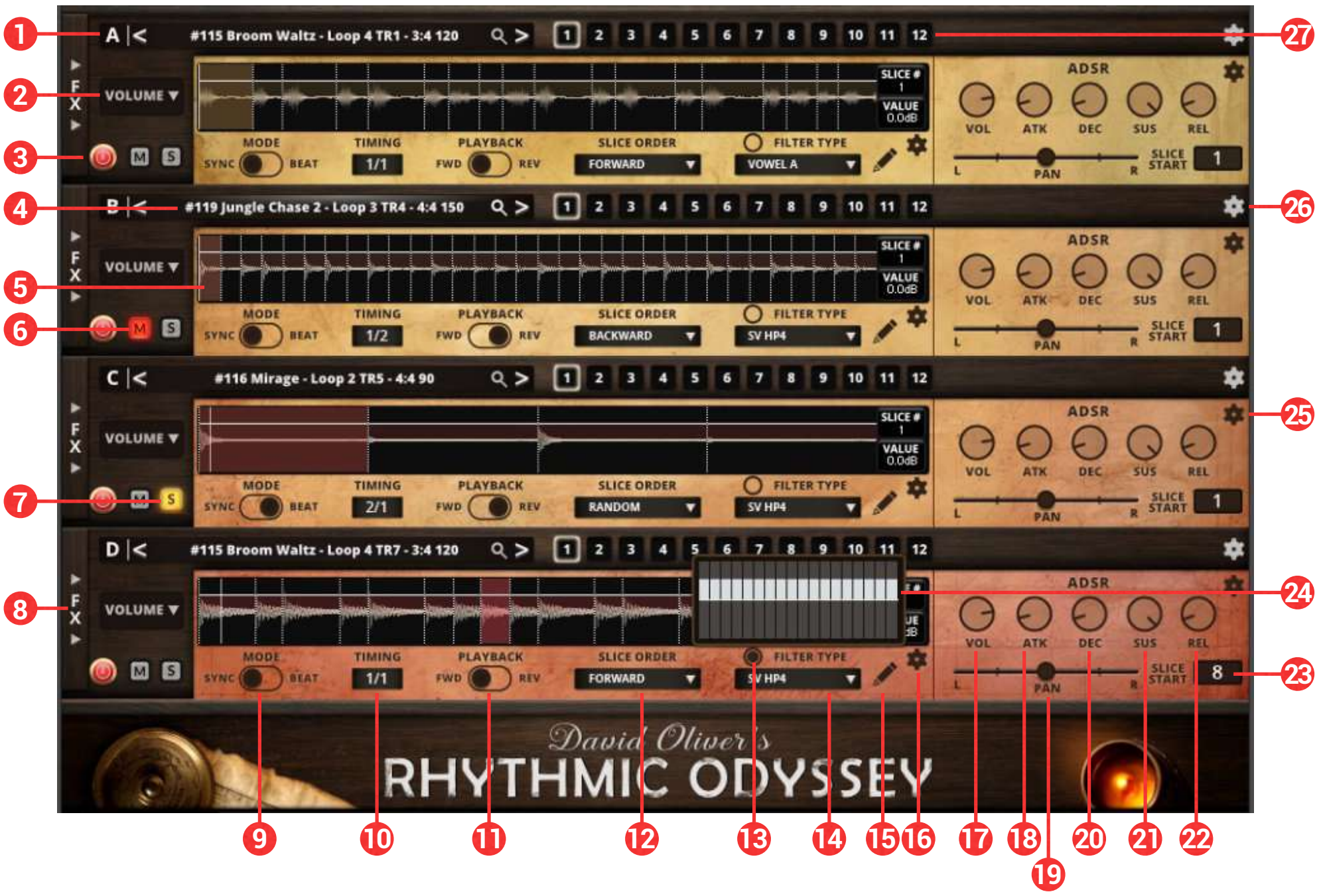
6. Select button - This loads the currently selected Clip into the currently selected Clip Slot.

7. Cancel - This closes the Browser window with -out changing the current Clip Slot's clip selection.

8. Add-To-Favorites - Click this to add the clip to your Favorites list for easy recall.

9. Close Browser button - Closes the window without changing the current selection.

MULTI-TRACK PRESET



1. Track letter - This is the track identifier, A through D.

2. Slice Graph Parameter Menu - This selects the slice graph shown for each track. Options include Volume, Pitch, Pan, Filter Cutoff and Filter Resonance. The functionality and features of the slice graph is the same for each track as the main slice graph in the master stereo preset.

3. Track On/Off button - This turns each track on and off.

4. Browser menu button - This button shows you the currently loaded clip. Clicking it opens up the clip browser window. Use the left and right arrows to quickly cycle between clips.

5. Waveform window - This displays the waveform for the current clip and allows you to select individual slices of the beat.

6. Mute button - This mutes the track.

7. Solo button - This solos the track.

8. FX button - This pop-up button opens the track effects window.

9. Sync Mode - This selects the Kontakt tempo-syncing engine mode to use. Sync mode stretches slices based on the tempo, so there are no gaps between slices. This works best for tempos slower than the original clip tempo. Beat mode separates slices and locks them to tempo without changing the speed of each slice. This works best for tempos close to the clip tempo.

10. Timing menu - This menu selects a time signature multiplier, to set clip playback to half-time, regular time and double-time modes.

11. Playback direction switch - This controls sample playback direction. FWD lays the sample in the normal forward direction. REV plays the clip audio back in reverse.

12. Slice order menu - This menu selects slice playback order, allowing you to play slices from first-to-last, last-to-first or in random order.

MULTI-TRACK PRESET

13. Filter On/Off buton - This radio button turns the clip filter on or off.

14. Filter type menu - You can choose between 12 filter types to apply to the clip.

15. Quick draw button - This opens the quick draw graph for the current parameter.

16. Slot options button - This button shows opens the options drop-down menu for the selected slot.

- Copy Options copies all of the Clip engine, filter and time settings.
- Once you Copy Options and then select another clip in the Clip Slots grid, a Paste Options item will appear in the macro menu, allowing you to paste your copied settings from one clip to another.
- Copy Options To All Slots lets you apply your current clip settings to all Clip Slots.
- Reset Options returns the current clip to default.

17. Volume knob - This controls the volume of the currently loaded clip.

18. Attack knob - This knob controls Attack for the slices in the current clip.

19. Pan slider - This controls the stereo pan position for the slices in the current clip.

20. Decay knob - This knob controls Decay time for the slices in the clip.

21. Sustain knob - This knob controls the Sustain level for the current clip.

22. Release knob - This knob controls the slice Release time for the clip.

23. Slice start number - This shows the current slice start number. Click and drag up or down to adjust the slice start number.

24. Quick draw graph - This pop-up window lets you quickly draw across all steps for the current parameter graph with your mouse.

25. ADSR options button - This menu provides several time-saving macros.

- Copy ADSR copies all of the Clip ADSR settings.
- Once you Copy ADSR and then select another clip in the Clip Slots grid, a Paste ADSR item will appear in the macro menu, allowing you to paste your copied ADSR knob values from one clip to another.
- Copy ADSR To All Slots lets you apply your current clip ADSR knob values to all Clip Slots.
- Reset ADSR returns the current clip ADSR values to default.

26. Clip slot macro button - This menu provides several time-saving macros for the Clip Slot grid for each track:

- Fill All Slots Randomly assigns a random clip to all slots.
- Randomize Slice Volume applies random Volume values to all of the slices in the current clip slot.
- Randomize Slice Pitch applies random Pitch values to all of the slices in the currently loaded clip slot.
- Randomize Slice Pan applies random Pan values to all of the slices in the currently loaded clip slot.
- Randomize Slice Cutoff applies random Filter Cutoff values to all of the slices in the current clip slot.
- Randomize Slice Resonance applies random Resonance values to all slices in the currently loaded clip slot.

27. Clip slots grid - This grid includes 12 clip slots that you can load with any of the many loops included in the Browser's clip list. To change the clip assignment for one of the slots, click on the slot number and then choose a new clip from the Browser.

CLIP FX CHAINS

All presets include the Clip FX area that allows you to apply various effects to each individual clip slot. In the stereo Master and single-track presets, there is a single master FX chain that you can open by clicking the FX button in the lower left area of the UI. In the Multitrack preset, each track has its own FX button and its own independent modular FX chain. You can choose any order you like for the first 6 slots in each FX chain. Simply click on the tabs below the effects to select the effect type you wish to plug into that slot in the chain. To turn the effect one or off once it's loaded, click the small radio button on the right side of its tab.

CLIP FX CHAINS

1. Close FX module buton - This buttons closes the clip FX chain area.

2. Bus Compressor button - Clicking this tab shows the Bus Compressor controls. Turning on the radio button activates the effect.

- Threshold knob - Adjusts the signal threshold needed before compression is applied.
- Ratio knob - Controls the ratio of gain added or removed based on incoming signal level above the threshold.
- Attack knob - Controls the compressor attack speed once signal exceeds the threshold
- Release knob - Controls the release speed once signal drops below the threshold.
- Makeup knob - This adjusts the additional make-up gain to add to the output after compression is applied

3. Distortion button - Clicking this tab shows the Distortion controls. Turning on the radio button activates the effect.

- Volume knob - This sets the overall output volume.
- Tone - This sets the overall signal tone.
- Drive - This knob controls the amount of gain added.
- Bass, Mid & Treble knobs - These knobs control the low, mid and high frequency gain.

4. EQ button - Clicking this tab shows the EQ controls. Turning on the radio button activates the effect.

- Low, Mid and Hi Frequency knobs - These control the center frequency of the low, mid and high frequency EQ bands.
- Low, Mid and Hi Q knobs - These control the bandwidth of the low, mid and high frequency bands.
- Low, Mid and Hi Frequency Gain sliders - Use these to adjust the level of the low, mid and high EQ bands.

5. Rotator button - Clicking this tab shows the Rotator controls in the Multitrack preset. Turning on the radio button activates the effect. In the master stereo and individual track presets, this effect is replaced with the STEREO effect, which includes Spread, Pan position and Output level knobs.

- Speed - This button toggles between fast & slow speaker cabinet rotation speeds.
- Hi Acceleration - The high frequency acceleration rate.
- Lo Acceleration - The low frequency acceleration rate.
- Balance - Controls the low/high frequency balance.
- Distance - Use this knob to adjust the simulated distance between the speaker and the microphone.
- Mix - This sets the overall wet/dry mix.

CLIP FX CHAINS (continued)

6. LOFI button - Clicking this tab shows the LoFi controls. Turning on the radio button activates the effect.

- Bits knob - This sets the level of bit depth reduction.
- Sample Rate knob - This sets the level of sample rate quality reduction.
- Noise knob- This knob adds noise to the signal.
- Color knob - This knob adjusts tone brightness and apparent fidelity.
- Output knob - This sets the overall output volume.

7. Limiter button - Clicking this tab shows the Limiter controls. Turning on the radio button activates the effect.

- In Gain - This sets the signal input level.
- Release - This sets the limiter release time.
- Output - This sets the signal output level.

8. Send FX button - Clicking this tab shows the Send FX controls, which include Delay and Convolution Reverb. Turning on the radio button activates the effect. Send FX are post track effects, so the control values are shared across all tracks. However, each track can have it's own individual send levels for the Delay and Reverb modules.

Delay

- Delay send knob - Controls how much dry signal is sent to the effect.
- Time knob - This controls the echo rate. In synch mode, it changes time signature by note divisions.
- Damp knob - This controls high frequency roll-off
- Pan knob - This controls the left-right ping pong effect.
- Feedback knob - This controls delay loop feedback
- Return knob - This adjusts the wet signal output level.

Reverb

- Reverb send knob - Controls how much dry signal is sent to the effect.
- Delay knob - This sets the pre-delay level.
- Size knob - This controls the room size.
- Color knob - This controls reverb tone.
- Damp knob - This controls high frequency roll-off.
- Return - This adjusts the wet signal output level.

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 cuttof 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 tremolog.

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 - Attentuates 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 concent 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 paramter 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.

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Thanks from the whole Soundiron team!