

 SOUNDIRON

 JEWEL
BANDOLERO



ABOUT THE INSTRUMENT

Jewel Bandolero captures the vintage analog sounds of the distinctive Gem Rodeo 49. This Italian synthesizer was introduced to the market by the Galanti Group in the early 1970s. It featured a 49-key keyboard and drum/rhythm machine, as well as a variety of knobs and faders to control layer volume, instrument type, accompaniment, and tempo.

Our library includes synth sustains, staccatos, and “Magic Chords” dialed in from the organ, and 41 tempo-syncable drum machine loops. We recorded the instrument articulations in wide stereo and direct line in. After that, we crafted twenty evolving ambient pads from the source content to enhance versatility. Jewel Bandolero offers an exploration of a classic combo organ, complete with warm tonal colors ready to complement any genre of music.

CREATIVE CONTROL FEATURES

We've packed the GUI with lots of great sound-shaping controls that give you the flexibility to warp the sound in many ways. You have control over Volume, Attack, Release, Transient Offset, Vibrato and Octave layering. The "Glide" control slider allows you to play legato and portamento leads. You'll also find an adaptable LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 low-pass, high-pass and FX filter, with assignable modulation control options, including velocity, mod-wheel, expression, after-touch, key position and step-sequencer table control. You can also use our customizable arpeggiator, with a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration.

The user interface controls are rounded out by our modular FX rack tab, with 18 different DSP effect modules that you can assign in any of 10 slots, in any order you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and more. The Reverb effect includes 119 of our own convolution reverb impulse response presets, for a huge variety of different rooms, halls, chambers, outdoor environments and creative special effect impulses to completely transform the sound and take this rare synth into strange new territory. For non-Kontakt users, we've named each WAV file clearly by category and keywords and organized them by category for easy browsing and direct use in cinematic sound design, video games and media post-production work.



John Valasis



John is a Greek-born composer, producer and sound designer. From his Athens-based studio, he delivers scoring, foley and sound design services for a great number of local and international clients. John's clientele includes prestigious brands such as Native Instruments, Ableton, Soundiron, Virgin, Amazon Prime Video, Vice Magazine and the BBC. As of 2014, John belongs to the roster of Ninja Tune's publishing house Just Isn't Music, alongside artists like Amon Tobin, Bonobo, Flying Lotus and The Cinematic Orchestra.

John's professional experience began in the 90s, emerging in his late teens as a composer and producer for popular music and gradually expanding his skill-set across a large variety of genres. With the abilities he acquired through his 20-year professional career, as well as his genuine love for soulful music, he has managed to craft a strong, musical identity which sound both personal and diverse. When not working on tight deadlines, John uses Poordream as a vehicle to freely express his emotions and influences without defining limits and by exploring sound and composition beyond the boundaries of conventional electronic music.

Website // www.johnvalasis.com





- 3 main powerful open-format Kontakt .nki instruments
- Synth Sustains, Staccatos, FX Pads, and Vintage Drum Loops
- 20 Ambience patches created from the source content
- 20 Custom Sound-Designed FX and Ambient presets
- 4,762 stereo unlocked WAV samples
- 4.84 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive multi-layer user interface controls, with LFO, filter, glide, and arpeggiator.
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 5.5 or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Complete Kontrol and the “Add Library” import feature do not support this library. Windows 7 (or later) or macOS 10.9 (or later) is required.

CREDITS

Documentation

Nathan Boler

Sound Design

Nathan Boler
Corrina Chang

Editing & Mapping

Chris Marshall
Nathan Boler
Corrina Chang

Production & Recording

John Valasis

Artwork & GUI Design

Chris Marshall

Scripting & Systems Design

Chris Marshall

TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	3
SYSTEM REQUIREMENTS.....	4
KONTAKT INSTRUMENT HEADER.....	5
MAIN USER INTERFACE.....	6
ADVANCED CONTROLS.....	8
FX RACK PANEL.....	11
LICENSING AGREEMENT.....	16
ABOUT US.....	17



SYSTEM REQUIREMENTS

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

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 5.5 or later. You cannot use this library in the free Kontakt Player. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. Please read all specifications and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. You must have at least Windows 7 or later, or Apple macOS 10.9 or later.

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or macOS) with at least 3GB of system RAM, a multi-core CPU and a 7200 RPM SATA or solid state hard drive before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

KONTAKT NKI PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick-load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. If you’re new to the Quick-load system, check out the Help area of our website and our YouTube channel for tutorial videos on how to use it effectively and conveniently.

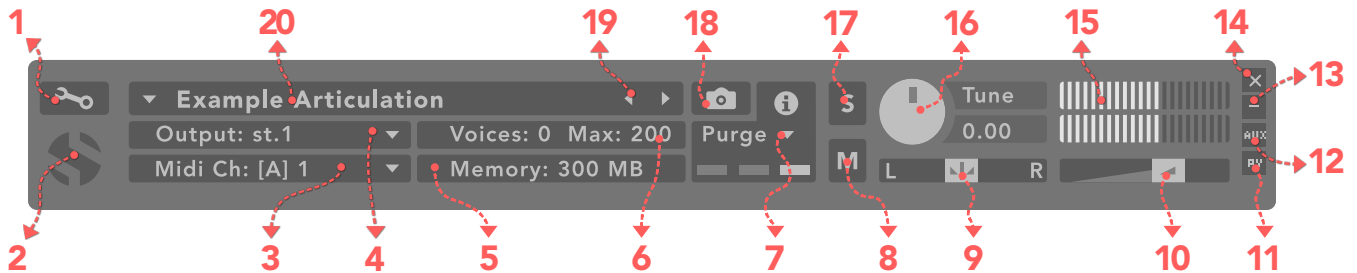
Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view.

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



KONTAKT INSTRUMENT HEADER

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



1. Open Instrument Editor

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

2. Close Main Control Area

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

3. MIDI Input

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

4. Output

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

5. Memory Use Display

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

6. Voice Count / Max Limit

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

7. Purge

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

8. Mute

This mutes the instrument.

9. Pan Slider

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

10. Main Volume Slider

This controls the output volume for the instrument.

11. Performance View

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

12. Auxiliary Sends

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

13. Minimize All

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

14. Close Button

This closes and removes the instrument from the rack.

15. Signal Meters

This displays the current signal level during playback.

16. Tune Knob

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

17. Solo Button

This solos the instrument and mutes all others.

18. Snapshots

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

19. Previous / Next Preset

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

20. Preset Name

This shows the currently loaded preset name.



USER INTERFACE



1. Advanced Control Tab

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

2. Swell Knob

This knob controls the volume swell of the instrument.

3. Attack Knob

This knob controls the sharpness of attack.

4. Release Knob

This knob controls the release fade-out time once a note has been released.

5. Offset Knob

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

6. Vibrato Knob

This knob controls the amount of simulated vibrato.

7. Octave Knob

This knob controls the Octave effect, gradually increasing the volume of a lower (-12 semitones) and a higher (+12 semitones) octave of the sound.

8. Glide Slider

This slider controls the Glide effect. When set all the way left (0), the Glide effect is off and the instrument is polyphonic. When set to the right at all, the instrument becomes monophonic and will “glide” (portamento) between notes. The higher the slider is set, the longer the glide will take between notes.

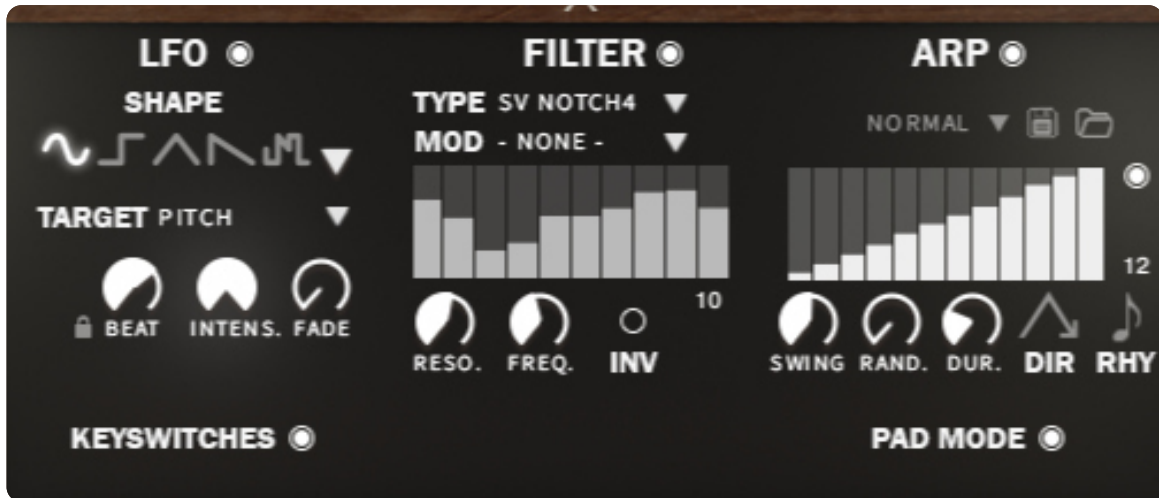
9. Bank Menu

This menu selects the sound category. The arrow buttons on both sides of the menu allow you to skip to the previous or next preset in the menu.



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.



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.



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

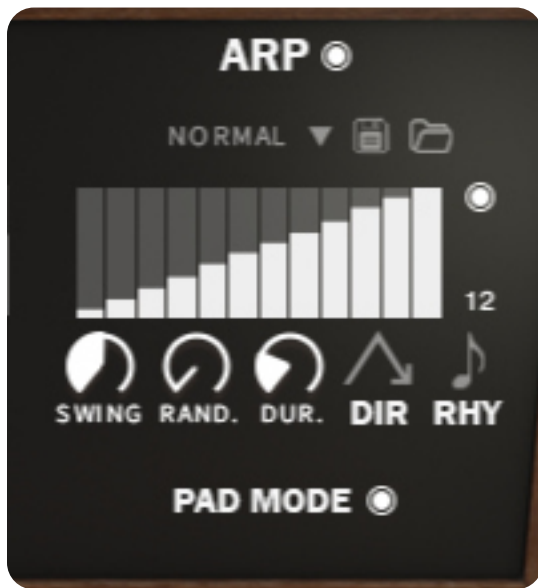
This menu selects the key that you wish to constrain all incoming midi notes to.

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

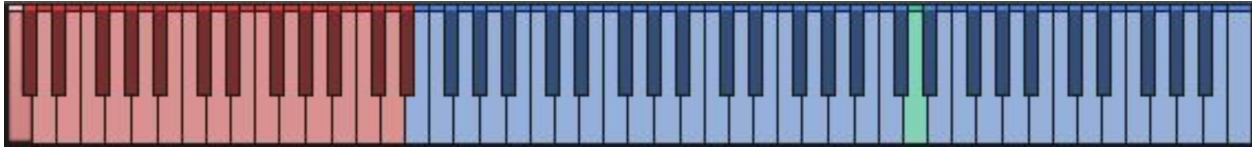
This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.



KEYBOARD DISPLAY

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

STANDARD & AMBIENCE PRESET KEYS



1. Articulation/Sound Keyswitches

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

2. Playable Keys

These blue keys are the standard playable, chromatic keys.

3. Root Key

This turquoise key represents a given sound's 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 18 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. 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 and any custom presets you create.

Save button

Once you've customized your FX chain, you can save it for later use in this rack by pressing this.

Fade knob

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

Delete button

Use this to delete the currently selected custom preset. Factory presets can't be deleted.

Reset button

This unloads all effects and resets the entire FX rack to its default state.

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

JUMP

Power Button

Toggles the effect on/off.

Boost Button

Boosts the incoming signal strength.

Drive Knob

Controls the amount of gain added.

Tone Knob

Shapes tone brightness.



Low, Mid & High knobs

These control the low, mid and high frequency gain.

Vol Knob

Sets the overall output volume.

DISTORTION

Power Switch

Toggles the effect on/off.

Drive Knob

Controls the amount of gain added.

Damping Knob

Shapes tone brightness.



Output Knob

Sets the overall output volume.

DELAY

Power Switch

Toggles the delay on and off.

Sync Button

Syncs the rate to your BPM.

Rate Knob

Controls the echo rate. In sync-mode, it changes by note divisions.

Damping Knob

Controls high frequency roll-off.



Pan Knob

Controls the left-right ping pong effect.

Mix Knob

Adjusts the wet/dry output mix.

REVERB

Power Button

Toggles the effect on/off.

Type Menu

Selects the environment category.

Impulse Menu

Selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Size Knob

Controls the reflection decay time.



Lopass Knob

Controls high-frequency roll-off.

Hipass Knob

Controls low frequency cut-off

Mix Knob

Adjusts the wet/dry output mix.

AMP

Power Button

Toggles the effect on/off.

Drive Knob

Controls the amount of gain added.

Bass, Mid, & Treble Knobs

Controls the low, mid and high frequency gain.



Volume Knob

Sets the overall output volume.

TRANSIENT MASTER

Power Button

Toggles the effect on/off.

Attack Knob

Controls amount of signal boost/cut from attack transient.

Sustain Knob

Controls sustain volume following a transient.

Tone Knob

Shapes the brightness of the tone.



Gain Knob

Controls the amount of gain added.

CABINET

Power Button

Toggles the effect on/off.

Model Menu

Selects the model of speaker to simulate.

Damping Knob

Shapes tone brightness.



Output Knob

Sets the overall output volume.

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.



Gain/Size Knob

Controls signal pass-through level.

FLANGER

Power Button

Toggles the effect on/off.

Sync Button

Synchronizes the rate to your BPM.

Rate Knob

Controls the mod rate in ms or by note if Sync is on.

Feedback Knob

Adjusts the amount of feedback.



Phase Knob

Controls the phase.

Depth Knob

Controls the depth of the sweep.

COMPRESSOR

Power Button

Toggles the effect on/off.

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 compressor attack speed once signal exceeds threshold.

LO FI

Power Switch

Toggles the effect on/off.

Bits Knob

Sets the level of bit depth reduction.

Sample Rate Knob

Sets the level of sample rate quality reduction.

Noise Knob

Adds noise to the signal.



Color Knob

Adjusts tone brightness and apparent fidelity.

Vol Knob

Sets the overall output volume.

PHASER

Power Switch

Toggles the effect on/off.

Sync Button

Synchronizes the rate to your BPM.

Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

Feedback Knob

Adjusts the amount of feedback



Phase Knob

Controls the phase center.

Depth Knob

Controls the depth of the phase sweep.

Mix Knob

Adjusts the wet/dry output mix.

ROTATOR

Power Switch

Toggles the effect on/off.

Speed

Toggles between cabinet rotation speeds.

Size Knob

Adjusts the simulated size of the speaker cabinet.signature by note divisions.

Output Knob

Sets the overall output volume.



Air Knob

Adjusts the simulated distance between the speaker and microphone.

SKREAMER

Power Switch

Toggles the effect on/off.

Drive Knob

Controls the amount of gain added.

Tone Knob

Sets the overall signal tone.

Bass & Bright Knobs

These control low & high frequency gain.



Clean Knob

Sets the amount of clean signal pass-through.

Output Knob

Sets the overall output volume.

STEREO MODEL

Power Switch

Toggles the effect on/off.

Spread Knob

Controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.



Pan Knob

Sets the final left-right stereo pan direction of the processed signal.



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.



Low, Mid and High Frequency Knobs

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

CHORUS

Power Switch

Toggles the effect on/off.

Sync Button

Synchronizes the rate to your BPM.

Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

Phase Knob

Controls the phase.



Depth Knob

Controls the depth of the chorus sweep.

Mix Knob

Adjusts the wet/dry output mix.

TAPE SATURATOR

Power Switch

Toggles the effect on/off.

Gain Knob

Controls the amount of gain added.

Warmth Knob

Adds tonal warmth

Rolloff Knob

Controls high frequency attenuation.



Volume Knob

Controls the overall output level.



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!

