



Welcome to Little Wooden Flutes

The Indian Venu flute is an ancient end-blown keyless transverse flute used widely in both modern and traditional Indian folk music. Primarily found in southern India, it is often depicted being played by the Hindu god Krishna. The Venu we recorded for this library is peculiar in that it is a 7 holed flute carved from rosewood, rather than the typical 8 hole bamboo material you'll find in most venu flutes. This difference gives it a warmer, fuller sound. It is tuned in the key of C minor. We recorded this flute in a close, dry studio environment with a large diaphragm vintage style omni mic and a more modern transformerless cardioid mic, both by Neumann. We captured 3 styles of multi-sampled sustain and staccato notes - normal, trilled and overtone bursts. Sustaining notes each have 2x round-robin variations, while staccatos each have 8 round-robin variations per note. There are also sets of live performance phrases in a variety of keys, styles and tempos. However, the program interface allows key transposition, tempo adjustment and a whole host of customization features to allow the content to be used in any number of ways.

The Native American plains flutes we recorded were carved from walnut and cedar, in the keys of D and G minor. They are traditional end-blown 8-hole flutes, with two air chambers joined by a channel covered by an ornate block often called a "bird" or "fetish". These flutes have a mellower, darker and generally softer sound, yet have the ability to produce powerful trills, overtones and chirps. We recorded a broad range of live performance phrases and short special flute effects with these flutes, in a large open sanctuary hall to provide a rich, natural reverb and tonality. The first microphone position is at stage distance, just a few feet from the flute. The second position is at over 75 feet away, near the back of the hall at close to ceiling level. Both sets are in wide-spaced stereo arrays, using large diaphragm Nuemann microphones.

We've also included a broad collection of outstanding atmospheric, synth and pad instruments hand-crafted from the raw flute recordings to provide even more creative possibilities. Carrying the spirit and soul of the flutes, these sounds offer excellent accompaniment and texture that can be used both with the flutes and in any number of other ways, in any style of music or sound design.

SOUNDIRON

Little Wooden Flutes

version
1.0

Ethnic wooden flute phrases and multi-samples recorded in studio and hall environments.

15 powerful open-format Kontakt .nki instrument presets

1921 Samples

3.06 GB Installed

24bit / 48kHz wav samples (non-compressed)

2 Freely Mixable Microphone Positions

Dozens Of Room, Hall and Special Effect Acoustic Environments

Native American Plains Flutes (Walnut) and Indian Venu Flute (Rosewood)

Studio Microphone Types: Large Diaphragm Nuemann Cardioid and Omni Condenser Mics

Hall Microphone Types: Large Diaphragm Cardioid Wide Stage and Hall Pairs

Adaptive Sequencer and Rack Multi-FX

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets in this library. The free Kontakt “Player” and Libraries rack do not support this product.

CREDITS

Production & Recording

Mike Peaslee & Gregg Stephens

Editing, Programming & Sound Design

Mike Peaslee, Spencer Nunamaker, Gregg Stephens & Chris Marshall

Systems Design & Scripting

Chris Marshall

UI Design and Artwork

Chris Marshall

Documentation & Photos

Mike Peaslee

Performed by

Mike Peaslee

Beta Composers

Xiaotian Shi

Dirk Ehlert

Deane Ogden

Michael Maas

Adi Goldstein

Arkadiusz Reikowski

Ryan Scully

Paul Amos

Simon Begg

Marie-Anne Fischer

Tino Danielzik

Chris Cutting

Ian Dorsch

Brad Jerkins

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Format

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. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs 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.

Fidelity

The studio content in this library was recorded in dual mono using two different large diaphragm microphone types (Cardioid and Omni) at 48kHz / 24bit. The hall content was recorded in a large A-Frame sanctuary hall. Sonic impurities from the environment, body movement, outside sources, wildlife, structural movement and natural mouth and throat sounds may be present in the samples. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB 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 machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word **"INSTALLED"**. Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't 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 special activation.



Common Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Little Wooden Flutes contains multiple preset categories that share a number of common controls which allow users to shape the sound. You can see each control's internal midi CC assignment by hovering your mouse over many of the controls and looking down at the "hint" text displayed in the Info bar at the bottom of Kontakt. To turn on the Info bar, press the "i" button at the top of Kontakt.

To assign midi CC automation to any knob, simply right-click (PC) or Command-Click (Mac) on the knob and then click the Assign Midi CC button that appears. The next midi controller you move will automatically be assigned to the control. You can access more automation features in the "Auto" tab window on the left side of Kontakt. You can also customize and create your own custom presets by using the File Save/Load menu at the top of Kontakt. Just choose a new preset name and save it in the same Instrument folder location to insure that Kontakt can locate all necessary files the next time you load it. All custom control knob settings will be saved with the instrument preset.

Selector Menu Drop-Down

The majority of presets contain this drop-down which is used to select the currently active articulation, be it a phrase, staccato, vowel sustain or effect. The articulation can also be changed using the **Black** keyswitches mapped to the lower part of the keyboard.



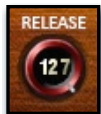
Swell - (CC 72)

This knob controls the dynamic intensity of the instrument, allowing smooth volume/brightness crescendo and decrescendo effects.



Attack - (CC 74)

This knob controls the sharpness of attack. When increasing Offset, this can help shape the sample start.



Release - (CC76)

This controls the release time of the note. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.



Start Offset - (CC78)

This allows you to skip farther into the sample when the note starts. Use this to tighten note attack, start later in a phrase or shorten staccatos.



Pitch

This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments. You can also use the Pitch Keyswitches to change the pitch via midi.



Release Volume - (CC90)

This controls the volume of release samples only. These samples play when the last note of a string is released. The small glowing radio button toggles Release Samples on/off if you don't want them to play at all.



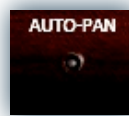
Sync/Free Button

In the main (non-lite) presets, this button toggles tempo-syncing on and off. When off, the "Stretch" knob can be used to control playback speed. When the red enable/bypass button next to it is turned off, playback returns to the natural source speed, for better audio quality.



Stretch - (CC92)

This knob, active only in "Free" mode, changes the playback speed of samples using Kontakt's TMPPro engine. Lower values are slower and higher values are faster. The default value of 64 is approximately normal speed.



Auto-Pan

This special mode for sustains & staccatos simulates an ensemble effect. When active, a single note will play at the default pan position. Each additional note will be placed in the stereo field at wider position, with increasing variability as voices are added. This feature cannot be used when legato is enabled.

Waveform Window

This window displays the actual waveform and playback position of the most recently triggered sample. In most presets, the interactive blue "O" marker shows the sample start position and is linked to the "Offset" knob. When the Sequencer is active, the Green "S" and Orange "E" marker are shown instead (not included in "Lite" presets). These interactive sliders display the sample playback start end position for the currently selected sequencer step. This visual feedback makes customizing phrases easier.

Mic 1 & Mic 2 Mixer Controls

The two microphone types can be independently adjusted, with pan sliders, volume knobs and active/bypass buttons for each microphone channel.



Legato Controls

The simulated legato system in the Multisample and Pad presets allows you to tie notes and phrases together as you play an uninterrupted melody. In natural instruments, notes blend together slightly as a performer changes between pitches. This creates a natural smoothing effect. This effect is simulated by our custom system to give them a more life-like quality. A number of controls are provided to modify and configure the legato system.

To automatically trigger legato transitions in your performances, enable the legato system by turning on the legato on/off button. Then, play a note and hold it. Now play a new note close to it on the keyboard without letting go of the old note until the new note has started. This short time overlap tells the program that you wish to perform a legato transition instead of releasing the old note and starting the new note.

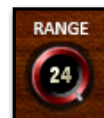
Legato On/Off

This button turns legato on/off.



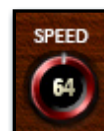
Range

This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played greater than this setting will trigger another legato voice.



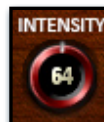
Speed

The Speed knob controls the speed of the artificial pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.



Intensity

This knob controls the intensity of the simulated legato bend. This can be used to fine tune the sound of the legato transition.



Play Mode

This button toggles the sustain between an **infinite** looping mode for holding notes indefinitely and playing long legato passages, or the more **natural** non-looping note decay mode, allowing notes to sustain only as long as they were originally performed. This can provide a more realistic and humanized result.



TIPS:

Time Stretching

All non-lite presets feature some sort of tempo-syncing or time-stretching functionality. Some settings or natural frequency components in certain samples may cause acoustic artifacts and distortions due to algorithmic limitations. Time Machine Pro is also quite CPU intensive, so some users may experience CPU spikes. We recommend driver latency settings of at least 256 - 512 samples.

Custom Control Automation

If you wish to save the knob values in the preset after changing them, save the preset. The values will be loaded the next time you open the preset. To reset a knob to its default position, simply Right Click on the knob with your mouse (Command Click for Mac). You can also assign any midi controller or host automation envelope to any of the knobs and buttons by using the automation assignment menu on the left side of Kontakt, under the "Auto" tab in the Browser area. Just click on the CC number you want to assign and drag your cursor onto the knob or button you want to automate while holding down your mouse button. Then set the "From %" and "To %" values to the min and max value range you want the automation to stay within. Setting the From % value higher than the To % value will invert the direction of the automation. To remove the automation from a control, press the Remove button at the bottom.

Live Performance Phrases

The Phrase presets contain different categories of long and short live performance phrases. These keys represent the key that the performance was generally performed in, but each phrase may span different pitches relative to its root key. Most phrases work perfectly with in the key a perfect 5th up or down from the natural root of the phrase. Because you can transpose each phrase up or down, these generalized variations provide a lot more flexibility and compatibility with a broader spectrum of material. In the Tempo-Sync version of these presets, you can use the SYNC setting to lock the playback speed to your project tempo or Kontakt's internal tempo setting. In FREE mode, you can use the Stretch knob to speed up or slow down playback freely in realtime.



Key / Phrase Group Selection Menu

This menu chooses the current staccato vowel and/or dynamic. You can also use the Song Keyswitches to select the current sound set.

Swell - (CC 72)

This knob controls the volume swell of the instrument.

Attack - (CC 74)

This knob controls the sharpness of initial note attack. Higher values soften the attack.

Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound and bypass syllables. This knob also moves the green marker in the waveform window.

Release - (CC76)

This knob controls the release time of notes when. Please keep in mind that this library was recorded in a vocal booth, so the maximum release time is short.

X-Fade

This knob controls the speed and intensity of the simulated legato blending between phrases. The bypass button next to it switches between legato and polyphonic modes.

Pitch

This knob allows you to shift the playback pitch of the phrases up or down in semi-tone intervals. You can also use the Pitch Keyswitches to change this setting.

Stretch - (CC92)

When in "Free" mode, this knob controls the speed of sample playback by utilizing Kontakt's Time Machine engines. Low values equate to a slower playback speed and higher values to faster, with 64 being the default 100% playback speed.

Time Mode Button

This enables the time-stretching engine for tempo-synching and time stretching control. When this is off, the Sampler engine is used, for a higher quality more natural sound at the originally recorded playback speed.

Sync/Free Button

This button toggles the instrument between tempo-synching and freely time-stretchable modes when the Time Mode button is turned on.

Keyswitch Controls

These controls can be used to set the keyboard location of the phrase group selection menu quick-keys and the pitch transposition keys. You can move these switches to any midi key you wish by clicking in the value range to manually edit them or by pressing the SET button and then playing the midi note you would like the key-switches to start from. See Page 14 for details.

Waveform Window

Provides a visual representation of the current sample. You can change the sample start and end time for each phrase in the sequencer by moving the "S" and "E" markers. When the Sequencer is Off, the "O" Marker corresponds to the Offset knob value. Each phrase step can store its own start/end marker positions. See Page 5 for more information.

Mic 1 & Mic 2 Enable/Bypass Buttons

Turns on and off the primary microphone channel. Disabling a channel unloads its samples from ram. Do not play back a note while a channel is being loaded or unloaded, as this can cause problems in Kontakt.

Mic 1 & Mic 2 Pan Sliders

Adjusts the stereo position of each microphone channel.

Mic 1 & Mic 2 Volume Knobs

Adjusts the volume of each microphone channel.

Sequencer Panel (Phrase presets)

All Phrase presets also feature a powerful phrase step sequencing system that makes using them even easier. This system allows you to sequence any 32 phrases for the currently selected Key root category and trigger them using the master Sequencer keyswitch. This advances playback through your sequence, based on the “Sequencer Flow” setting you’ve chosen from the menu. You can add or remove steps with the “Steps” value field and jump forward or backward between steps with the “Current Step” knob. You can also shorten the start position (Green “S” Marker & “Start” knob) and duration (Orange “E” marker and “End” knob) of each phrase to play just specific sections of a phrase. You can even load and save your own custom sequence presets using the Save and Load icon buttons.



Sequencer On/Off Button

This enables/bypasses the Sequencer panel. Clicking the Sequencer label hides the panel. Click it again to open it again.

Sequencer Flow

This menu determines the direction of the step sequencer playback order as the Master Trigger Key is pressed each time. Your options are:

FWD I-Shot (single play-through with continuous playback of all steps while the trigger key is held, flowing left to right in the sequence).

FWD Loop (continuously loops through the sequence from left to right as long as the trigger key is held down).

FWD Step advances by a single step with each trigger key press for more controlled playback.

BWD I-Shot (single play-through with continuous playback of all steps while the trigger key is held, flowing from right to left).

BWD Loop (continuous looping right to left while the trigger key is held down), **BWD Step** (single play-through with continuous playback of all steps while the trigger key is held, flowing right to left in the sequence).

Random (random playback as long as the trigger key is down).

Knob Follow, which will only play the step that matches the Current Step knob value at any given time. Use the Knob Follow option if you wish to automate the playback sequence by attaching a CC or host envelope to the Current Step knob.

Current Step

This knob sets the current sequence step that will play when the Master Trigger Key is played. You can also click on a step in the sequencer grid to select it for playback or editing.

Step Options area

You can click on any step in the sequencer grid to select it for editing and adjust Start, End and Pitch settings for each step.

Start (Step Options)

This knob sets the Phrase Start Marker and determines where the sample will start, measured as a percentage of total sample duration. It is linked to the interactive “S” marker in the waveform display.

End (Step Options)

This knob sets the Phrase End Marker and determines where the sample will end, measured as a percentage of total sample duration. It is linked to the interactive “E” marker in the waveform display.

Pitch (Step Options)

This knob sets the pitch for each step.

Steps

This sets the total number of sequence steps in the grid.

Step Sequencer Grid

This allows up to 32 sequence steps. To change the phrase assignment for a step, double click on it and type in a new value or use the up/down arrow buttons that appear. The Current Step is highlighted in red, indicating that it is ready to play as soon as you press the Trigger Key (B4)

“S” Phrase Start Marker

This interactive marker shows where the currently playing phrase will start. It’s only visible when the Sequencer is On.

“E” Phrase End Marker

This interactive marker shows where the currently playing phrase will end. It’s only visible when the Sequencer is On.

“O” Sample Offset Marker

This interactive marker shows where the currently playing phrase will start when the Sequencer is turned Off.

Master Trigger Key - (midi note B4)

Playing this key (midi note number 71 / B4) will trigger the currently highlighted phrase in your step sequence (“Current Step”), and then advance to the next phrase step according to the Sequencer Flow setting you’ve chosen. See Page 17.

Save Button

This button lets you save your current step sequence to an nkp file on your hard drive.

Load Button

This button lets you load a previously saved step sequence from an nkp file on your hard drive.

Multi-sampled Sustains and Staccatos

The Flute Studio Multisamples preset contains 3 different articulations (normal, trilled and overtone) in both sustain and staccato variants. The sustains have 2 round-robin variation per note and the staccatos have 8 per note.



Articulation Selector Menu

This menu chooses the current staccato vowel and/or dynamic. You can also use the Keyswitches to select the current sound.

Swell - (CC 72)

This knob controls the volume swell of the instrument.

Attack - (CC 74)

This knob controls the sharpness of initial note attack. Higher values soften the attack.

Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound and bypass syllables. This knob also moves the green marker in the waveform window.

Release - (CC76)

This knob controls the release time of notes when. Please keep in mind that this library was recorded in a vocal booth, so the maximum release time is short.

Release Volume - (CC90)

This controls the volume of release samples only. The small glowing radio button toggles Release Samples on/off if you don't want them to play at all. This control is not used in the Sustain Pad preset.

Legato

This button turns on/off Simulated Legato.

Speed

This knob controls the speed of legato transitions.

Intensity

This knob controls the volume level of the transition portion of the legato samples.

Range

This knob controls the interval range in which legato occurs. Notes played outside this range trigger a new legato voice.

Stretch - (CC92)

When in "Free" mode, this knob controls the speed of staccato note playback by utilizing Kontakt's Time Machine engine. Low values equate to a slower playback speed and higher values to faster, with 64 being the default 100% playback speed. This control does not apply to the Sustain articulations and is not used in the Sustain Pad preset.

Auto-Pan

This special mode simulates a wider stereo field when multiple notes are played at once to help simulate an ensemble. When active, a single note will play at the default center pan position. Each additional note will be placed in the stereo field at a semi-random locations, with increasing variability as more voices are played.

Keyswitch Controls

These controls can be used to set the position of the articulation key-switches. See Page 17 for details.

Play Mode

This button toggles the sustain between an **infinite** looping mode for holding notes indefinitely and playing long legato passages, or the more **natural** non-looping note decay mode, for more realistic and nuanced / humanized performances.

Waveform Window

Provides a visual representation of the current sample as well as the playback cursor. See Page 5 for more information.

Mic 1 & Mic 2 Enable/Bypass Buttons

Turns on and off the primary microphone channel. Disabling a channel unloads its samples from ram. Do not play back a note while a channel is being loaded or unloaded, as this can cause problems in Kontakt.

Mic 1 & Mic 2 Pan Sliders

Adjusts the stereo position of each microphone channel.

Mic 1 & Mic 2 Volume Knobs

Adjusts the volume of each microphone channel.

Flute Effects

The Flute Hall Effects preset contains a variety of common long and short flute special effects, including flitters, trills, falls, chirps, staccato runs, performance breaths and more.



Effect Sound Set Selection Menu

This menu chooses the current type of effect. You can also use the Keyswitches to select the current sound.

Swell - (CC 72)

This knob controls the dynamic intensity of the instrument.

Attack - (CC 74)

This knob controls the sharpness of initial note attack. Higher values soften the attack.

Release - (CC76)

This knob controls the release time of notes when. Please keep in mind that this library was recorded in a vocal booth, so the maximum release time is short. When using the built-in convolution reverb, release time can further be shaped by the Size knob on the main FX rack panel.

Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound and bypass syllables. This knob also moves the green "S" (sample start) marker in the waveform window.

Pitch

This knob controls the playback pitch of the sample up or down in semi-tone steps.

Stretch - (CC92)

When the On/Off switch next to it is activated, this knob controls the speed of sample playback by utilizing Kontakt's Time Machine engines. Low values equate to a slower playback speed and higher values to faster, with 64 being the default 100% playback speed.

Keyswitch Controls

These controls can be used to set the position of the articulation key-switches. See Page 17 for details.

Waveform Window

Provides a visual representation of the current sample, including playback cursor. See Page 5 for more information.

Mic 1 & Mic 2 Enable/Bypass Buttons

Turns on and off the primary microphone channel. Disabling a channel unloads its samples from ram. Do not play back a note while a channel is being loaded or unloaded, as this can cause problems in Kontakt.

Mic 1 & Mic 2 Pan Sliders

Adjusts the stereo position of each microphone channel.

Mic 1 & Mic 2 Volume Knobs

Adjusts the volume of each microphone channel.

Ambient Drones, Pads, Soundscapes and Atmospheres

The 3 ambience presets contain a wide variety of re-synthesized content that we created by manipulating the original flute source recordings with specialized tools and techniques to create organic soundscapes, atmospheres, pads and lead “synths”. Each of the presets contains a collection of related content depending on the style and texture of the sounds. The controls are similar to the main Multisample and Sustain Pad preset.



Articulation Selector Menu

This menu chooses the current staccato vowel and/or dynamic. You can also use the Keyswitches to select the current sound.

Swell - (CC 72)

This knob controls the volume swell of the instrument.

Attack - (CC 74)

This knob controls the sharpness of initial note attack. Higher values soften the attack.

Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound and bypass syllables. This knob also moves the green marker in the waveform window.

Release - (CC76)

This knob controls the release time of notes when. Please keep in mind that this library was recorded in a vocal booth, so the maximum release time is short.

Release Volume - (CC90)

This controls the volume of release samples only. The small glowing radio button toggles Release Samples on/off if you don't want them to play at all.

Legato

This button turns on/off Simulated Legato.

Speed

This knob controls the speed of legato transitions.

Intensity

This knob controls the volume level of the transition portion of the legato samples.

Voices

This sets the number of simultaneous legato melodies possible at any one time (maximum 3). As long as each legato melody is outside of the Range value of any other active legato melody, you can play independent legato harmonies.

Range

This knob controls the interval range in which legato occurs. Notes played outside this range trigger a new legato voice. Notes played within this range of each other will trigger an automatic legato transition from the old note to the new note.

Keyswitch Controls

These controls can be used to set the position of the articulation key-switches. See Page 14 for details.

Waveform Window

Provides a visual representation of the current sample. See Page 5 for more information.

FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "FX Rack."



Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button - Toggles the effect on and off.

Drop-Down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.



Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Dynamics Controls

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.



Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

FX Rack continued...

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Screamer, Tape Saturator and De-Rez (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-Down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.



Low - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Screamer mode) controls the tone level of the Screamer effect.

Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-Down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp sim.

Drive - This knob controls the amount of extra gain on the amp simulator.

Low - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.



High - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-Down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect..

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual mic and cab.



Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued...

Delay Controls

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.



Feedback - This knob controls the feedback of the delay effect. High values can cause an endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

Reverb Controls

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.



Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned.

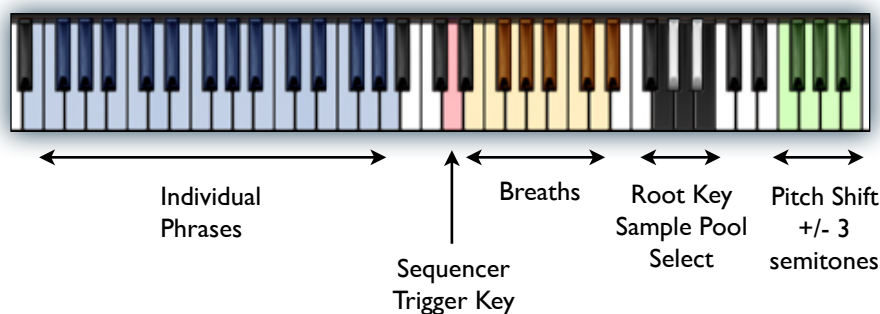
Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

Keyswitch Reference

This library contains keyswitch functionality in every preset. Keyswitches allows users to quickly change an articulation or instrument parameter by pressing a key on a midi keyboard. Placement and on/off state for every keyswitch is configurable. The following sections goes over the major keyswitches and how they are represented visually on Kontakt's built-in keyboard.

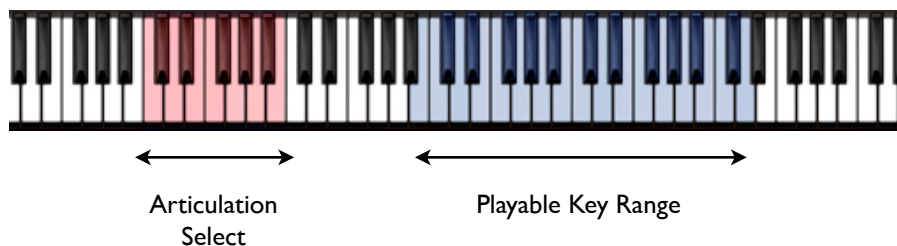
Phrase Presets

In the Hall and Studio Phrases presets, 5 key switch color zones are displayed on Kontakt's built-in keyboard. The **Blue** playable range in the center shows the individual phrases that are mapped for this current root key sample set. The **Black & White** range switches between available root key sample sets. The **Red** key is the Master Trigger Key for the Sequencer. Pressing this will cause the sequencer to play, according to the settings currently shown in the Sequencer panel at the top of the GUI. You can click on the Sequencer label to reveal the Sequencer panel if it is currently hidden. The **Yellow** color is where the natural breaths are mapped for each Root Key's sample pool. The **Green** keys shift the playback pitch up or down by up to ± 3 semitones. The key in the center of that displayed range restores playback to the default natural pitch.



Standard Chromatic Presets

In the Flute Studio Multisamples and other common non-phrase presets, there are only **2** key switch color zones are displayed on Kontakt's built-in keyboard. The **Blue** playable range in the center shows the playable chromatic key range of the instrument, typically from B2 - D5. The **Red** key is the Articulation selector that allows you to switch between different vowels, chants, syllables or effect types, depending on the specific preset.



Preset List

** Please note that all presets listed are designed to be used with Kontakt 5.1.0 or higher. Lite version of all presets are also included. The Lite presets are designed to be less CPU & memory-intensive, but necessarily lack certain resource-intensive features.

Flute Hall Phrases

This is the melodic live performance phrase preset for our Native American plains flutes, recorded in a large open hall to provide plenty of warm, natural reverberation. There are two adjustable mic positions (stage and far). This preset includes our special phrase sequencer system. Key mapping and placement depends on the articulation you select. Please see page 6 for info about all of the phrase system controls.

Flute Studio Phrases

This is the melodic live performance phrase preset for our East Indian Venu flute, recorded in a dry studio setting. There are two adjustable microphone types (modern cardioid and vintage omni). It comes pre-loaded with convolution reverb on the FX rack panel, but the room type and wetness can be changed/bypassed. See page 6 for info.

Flute Studio Multisamples

This is the multisample flute sustain/staccato preset. You can choose between the different articulations (normal, trilled and overtone) for both sustain and staccato notes by using the main drop-down menu and/or selector key-switches. You can also use the simulated legato system and various shaping parameters to sculpt your performance. See Page 8 for info about this preset's control systems.

Flute Studio Sustain Pad

This is the standard flute sustain preset with a special modification. Designed to be used polyphonically, the attacks and releases of each sustain are much slower to produce a deep, lush atmospheric effect perfect for creating pads and soundscapes, especially when adding convolution and DSP effects on the FX rack panel. See Pages 8 and 11 for info.

Flute Hall Effects

The Flute Hall Effects preset contains a variety of common long and short flute special effects, including flitters, trills, falls, chirps, staccato runs, performance breaths and more. Key mapping and placement depends on the articulation you select. Please see page 9 for info about the controls for this preset.

Floombience, Mumbience & Sembience

These three special atmospheric FX presets includes a wide variety of sustaining multi-layered ambiances and soundscapes created by heavily resynthesizing and manipulating the original raw flute source recordings. See Page 10 for info about this preset's control systems.



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thanks!

Mike, Gregg and Chris



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