



ABOUT THE INSTRUMENT

Quadral is an inspiration machine. Randomize your way to your next favorite electronic score using our 16 categories of hand-crafted atmospheric synth pads. Combine quadrants to create layered organs, unique ambiances, or evolving textures using our Ouroboros modulation engine and tempo-synced XY pad. Each sound has been sculpted with care, allowing you to weave layers together into sensational new presets. We've also included over 200 factory patches of Arps, Basses, Leads, FX, Pads, and Plucks to get you started on your interstellar journey through space and time.

Quadral is a powerful sampled synthesis engine, ideal for film and game composers who need a fast workflow while maintaining their creative spark. Dive in to tweak and automate every parameter with total control, or just click Randomize to generate a virtually endless universe of fresh ideas. Good luck... We're all counting on you.

CREATIVE CONTROL FEATURES

The main user interface is built around four separate quadrants, an assignable XY Pad, quick modulator + filter routing menus, and arpeggiator system to expand your creative potential. Each layer in Quadral has fully independent sound-shaping options including Attack, Release, Offset, Pitch and Pan. Every quadrant has its own individual filter with 39 built-in filter types, as well as modulators using a variety of sources: LFO, ADSR and Velocity with 5 selectable targets: Volume, Pitch, Pan, Filter Frequency, Filter Resonance.

The central XY Pad can be used in a variety of ways but defaults as volume control between the 4 layers. Each axis can be customized to affect a different parameter and can be used to control filters or a select amount of FX options. Rhythmic motion can also be added to the XY Pad, automatically adjusting each axis in a tempo-syncable way. You can also limit the X and Y range to create new patterns and fluctuations in tone.

You can set up dynamic patterns with our integrated ARP arpeggiator system, featuring a suite of abilities like rhythm, direction, swing and randomization. The easy Glide feature is also included, instantly turning this machine into a monophonic legato/portamento instrument with adjustable pitch bend speed control. Dive in to tweak and automate every parameter with total control over every detail, or just hit the Random button to instantly generate an infinite variety of new sound, parameter and dynamic modulator combinations. The Macro knobs to the left and right of the XY Pad are used to adjust volume LFO depth and speed parameters with a single control if Volume LFO routing is enabled.

Quadral ships with over 200 Factory Presets in 6 categories, each one lovingly crafted. They can be easily perused using the Preset Browser. You can also save new patches you've made using the browser, or share presets with other users. Finally, don't forget to fire up the FX rack panel and load your synth up with dozens of DSP effects, including convolution reverb with over 100 of our custom real-world and special FX spaces to perfect your sound.



QUADRAL

SOUNDIRON

QUADRAL

Version
1.0

- 1 master NKI instrument bank in open Kontakt 5.8 format
- 16 Categories of Synth Pads, Arps, Basses, Leads, Plucks, and FX
- Over 200 factory presets: inspirational rocket fuel
- 4-Layer Morphing Engine with XY Pad Mixer and Randomize capabilities
- 384 stereo 24-bit 48kHz PCM Wav samples
- 3 GB Installed
- Custom Preset Import and Export, with intelligent random preset generator
- 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 5.8 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

Artwork & GUI Design

Spencer Nunamaker
Chris Marshall

Editing & Mapping

Nathan Boler

Production & Recording

Nathan Boler

Sound Design

Nathan Boler

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.....	7
FX RACK PANEL.....	11
LICENSING AGREEMENT.....	16
ABOUT US.....	17



QUADRAL

SOUNDIRON

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 5.8 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.

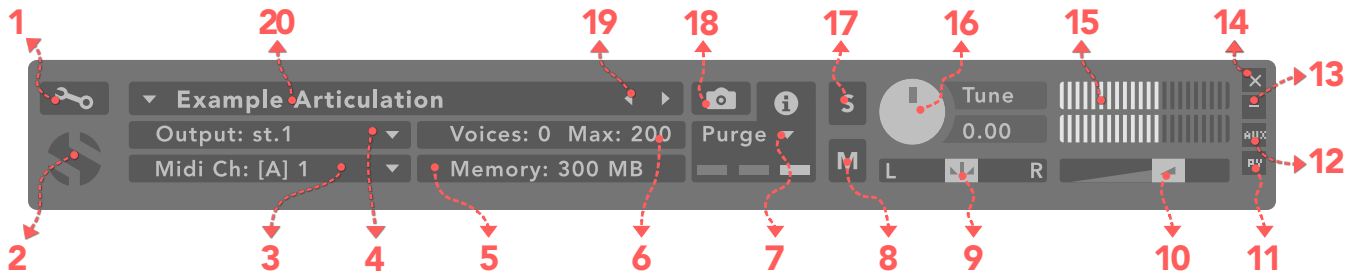
The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.

QUADRAL

SOUNDIRON

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.

QUADRANT

SOUNDIRON

USER INTERFACE



1. Volume Knob

This knob controls the dynamic volume of the corresponding quadrant.

2. Pitch Slider

This option adjusts the pitch in semitones of the specific quadrant. Click and drag upward to raise the pitch, or drag down to lower the pitch.

3. Offset Knob

This knob controls the sample start offset from the beginning of the sound. Turning the knob up starts the sample playback further along the sample.

4. Category & Sound

The top item allows you to choose from 16 categories, while the lower item includes the 24 sounds inside the category type.

5. Macro Knobs

These knobs control global volume LFO intensity and rate when volume LFO routing is enabled. Left knob controls rate, right knob controls intensity.

6. XY Pad

The XY pad can be assigned to different functions, but defaults to morphing volume between quadrants.

7. Pan Knob

This knob adjusts the stereo panorama of the corresponding quadrant.

8. Quick Filter and Mod

These buttons show the filter and modulation options.

9. Random

This button randomizes a variety of parameters and can be used to quickly create and experiment with new sounds.

10. XY Pad Options

This button opens the XY Pad options.

11. Mod Panel

This button shows the modulation page for deep customization and tweaking.

QUADRAL

12. Attack Knob

This knob controls the initial note attack time of the quadrant. Low values are quick, while higher values can be used to swell up in volume over a long period of time.

13. Release Knob

This knob controls the release fade time of the quadrant. It controls the amount of time it takes for the sound to reach silence once a note is released.

14. Previous/Next Buttons

These buttons will load the previous or next .nka preset in the foldered category. You must already have a preset loaded from the browser.

15. Preset Browser

This opens and closes the preset browser window. See page 10 for more information.

16. Arp

Click this tab to view the arpeggiator window. Click the white radio button to turn the arp on/off. See page 8 for more information.

17. Glide

Click this tab to view the Glide knob. Glide turns your sound into a monophonic legato instrument. See page 8 for more information.

Tips

Offset allows sample playback to start later than the sample's beginning, which means playback can begin in the middle of a waveform. This naturally can cause a pop or snap to occur. When using the offset control, we recommend also adjusting the Attack to prevent popping, unless you would like to create sharp, glitchy effects.

Layering: You can create unique musical and tonal combinations by combining different articulations from multiple layers. We love experimenting with creative control settings, like pitching one layer up or down an octave to create octave layering, or using the sub synth layer to reinforce note tonality or extreme bass presence.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (macOS) on the articulation menu. Or you can open the "Auto" browser panel on the left side of Kontakt, then click on an Midi CC or Host Automation ID number you wish to assign to a control and drag it onto the knob, menu or button in the UI that you wish to automate. In fact, nearly every control and menu can be automated with either of these same methods.

XY PAD OPTIONS



Pad X Target

This dropdown menu sets the parameter that the X axis of the XY pad controls.

Pad Y Target

This dropdown menu sets the parameter that the Y axis of the XY pad controls.

Motion Buttons

Turning these buttons on will enable motion for the axis. This makes the XY Pad automatically move along the selected axis at a speed controlled by the Speed knob and is synced to the host tempo.

Speed Knobs

These knobs control the cursor speed along each selected axis. Motion is synced to host tempo.

Range Knobs

These knobs limit the range of the cursor in the XY pad. When turned all the way up, there is no limit of range.

ARPEGGIATOR

The “ARP” section lets you create arpeggios, rhythmic patterns and step sequences.



ARP button

This turns the arpeggiator on and off.

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.

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.

Clear Button

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.

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.

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.

Direction Menu

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.

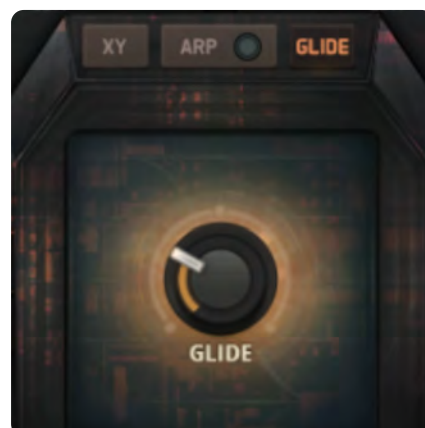
BEAT menu

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

GLIDE

Glide Knob

When turned up, this knob turns on monophonic legato mode. This causes all played notes to legato with a synth pitch bend between notes. The length of the transition is controlled by the position of the glide knob. The higher the knob is turned, the longer the pitch transition.



QUADRANT

SOUNDIRON

PRESET BROWSER



1. Previous/Next Buttons

These buttons will load the previous or next .nka preset in the foldered category.

2. Preset Tab

Click this area to open the preset browser. Click it again to close the preset browser and go back to the main interface.

3. Category Folders

There are six folders of .nka presets organized by synth type.

4. Presets

These are all available .nka presets in the category folder. Double click one to load it.

5. Import Button

Click this button to import and load an .nka preset not included with the library.

6. Export Button

Click this button to choose a path to export and save your new .nka preset.

QUADRAL

MOD PANEL



1. Layer Select

These buttons select the active layer for independent modulation and filter editing.

2. Modulation Target

This selects the target that is modulated. Choose from Volume, Pan, Pitch, Filter Frequency or Resonance.

3. Modulation Source

This selects the source that modulates the target. Choose from LFO, Table, ADSR, Key Position, or Velocity.

4. Filter On/Off

This button toggles the filter on/off for the selected layer. This can also be controlled via the Quick Filter options on the main panel.

5. Filter Options

Choose filter types, adjust cutoff, resonance, and gain amounts in this panel.

6. Delay

This controls delay for all four layers. For more info, see FX rack details starting on page 11.

7. Distort

This controls distortion for all four layers. For more info, see FX rack details starting on page 11.

8. EQ

This controls equalization for all four layers. For more info, see FX rack details starting on page 11.

9. Reverb

This controls convolution reverb for all four layers. For more info, see FX rack details starting on page 11.

10. Main Panel

This button brings you back to the main interface.

QUADRAL

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.



QUADRAL

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

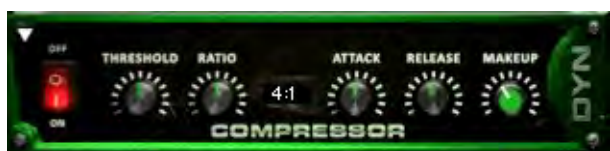
Toggles the effect on/off.

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.

QUADRAL

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.

QUADRANT

SOUNDIRON

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!



QUADRAL

SOUNDIRON