



Vintage Keys

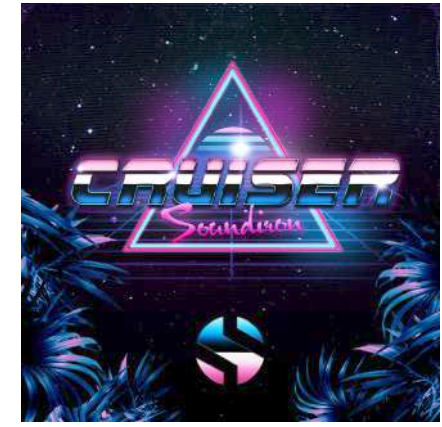
COLLECTION



Vintage Keys Collection is an epic compendium of sampled analog synthesizers, electric organs, built-in drum machines and sound effects from the last 60 years. With over 85,000 samples, these 23 libraries can cover any electronic genre or style you need, from dark gritty basses to warm ethereal soundscapes.

This collection is NKS compatible, and includes 484 nki presets so you can quickly browse through pads, leads, basses, FX, and much more. The main preset features an intuitive XY pad that allows you to effortlessly blend between four different libraries at once, unlocking boundless creative potential. The GUI offers a suite of innovative features including infinite randomization, wavetables, and user sample import capabilities. Each individual product also has its own presets, so you can quickly load up **Cruiser** or **Organetta** to dial in your new favorite tone.

Whether you're a seasoned producer or just getting into soft synths, **Vintage Keys Collection** offers a treasure trove of sounds and features to inspire your next musical masterpiece. Embrace the historic legacy of vintage synthesis and make them your own with this unparalleled collection.



CREATIVE CONTROL FEATURES

The user interface is built around four separate quadrants, an assignable XY Pad, and arpeggiator system to expand your creative potential. Each layer in the main preset has fully independent sound-shaping options including Attack, Release, Offset, Pitch, Pan, and more. Every quadrant has its own individual arpeggiator and filter with 39 built-in filter types. You can access all the samples in each layer, allowing you to mix and match with ease.

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 arpeggiator, gliss, and strum patterns with our integrated ARP system, featuring a suite of abilities like rhythm, direction, swing and randomization. The Legato 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 can be assigned to modulate a variety of layer sound shaping controls or FX rack plugins.

User sample import allows you to blend your own WAV files into the engine to make each sound truly your own. Mix and shape your samples alongside our custom categories of sounds and 24 wavetables for your next epic atmosphere.

Vintage Keys Collection ships with over 100 Factory Presets, 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.

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.

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Vintage Keys

COLLECTION

- 23 different synthesizers with a variety of sustains, staccatos, SFX, drum loops, and more.
- Hundreds of ambient pads and evolving drones created from the source content
- 484 Powerful Kontakt .nki instrument presets
- 85,082 stereo samples in locked .ncw format
- 73.1 GB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments



This library has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 7.1.8 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt "Libraries" browser. It requires online serial number registration through Native Instruments' Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying this library automatically qualifies you for a cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

CREDITS

Documentation

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TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	5
SYSTEM REQUIREMENTS.....	6
KONTAKT INSTRUMENT HEADER.....	7
MAIN USER INTERFACE.....	9
ADVANCED CONTROLS.....	10
FX RACK PANEL.....	17
LICENSING AGREEMENT.....	28
ABOUT US.....	29



SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 7.1.8 or later**, or the full retail version of **Kontakt version 7.1.8 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or macOS 10.12 or later.**

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

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results. Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

1. If you don't already have Kontakt 7 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 7.1.8 or later to use this library:

<http://www.nativeinstruments.com/kontakt>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

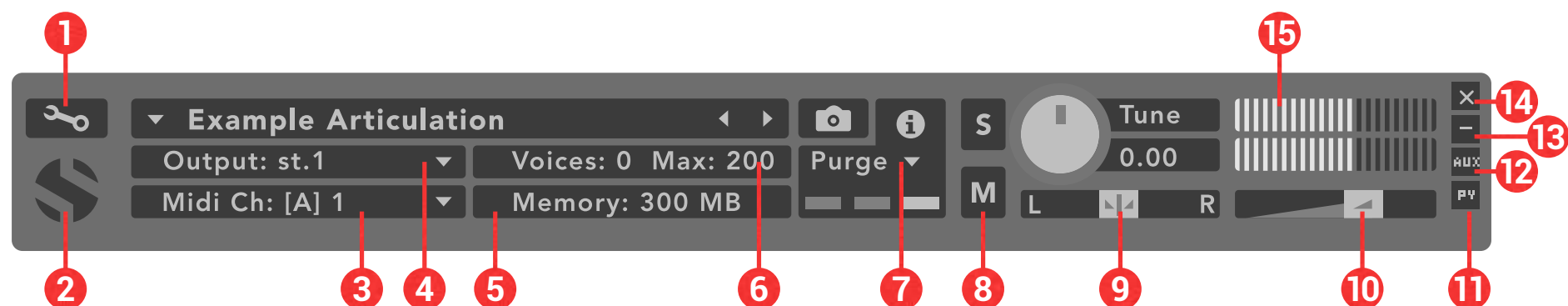
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quick-Load or Database browser windows in Kontakt, or through the main File load/save menu.

8. Please allow any current preset to finish loading completely before loading a new one.

KONTAKT INSTRUMENT HEADER

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



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

2. Close Main Control Area - Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

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

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

5. Memory Use Display - This displays the amount of system RAM used by the samples and other data required by this instrument.

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

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

8. Mute - This mutes the instrument.

9. Pan Slider - This pans the output left or right in the stereo field.

10. Main Volume Slider - This controls the output volume for the instrument.

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

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

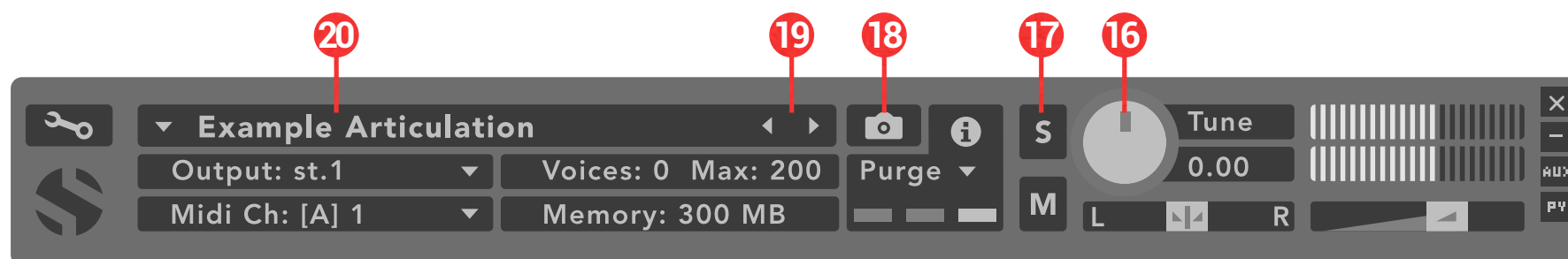
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

14. Close Button - This closes and removes the instrument from the rack.

15. Signal Meters - This displays the current signal level during playback.

KONTAKT INSTRUMENT HEADER

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



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

17. Solo Button - This solos the instrument and mutes all others.

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

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

20. Preset Name - This shows the currently loaded preset name.



USER INTERFACE



1. Preset Browser - Click on this to open or close the preset browser.

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

3. Attack Knob - This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

4. Offset Knob - This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob. It's also great for creating glitchy effects.

5. Release Knob - This determines how long the note rings out after releasing the key.

6. Vibrato Knob - This applies basic vibrato to the sound. Depth effects how strong the vibrato effect is applied, Rate effects the vibrato speed.

7. Width Knob - This controls the stereo field. Collapse the sound to mono, or push the stereo spread to 100%.

8. Pan/Autopan Knob - In Pan mode, this controls the stereo panning, allowing you to spatialize the sound to your liking between the left and right channels. Click on the down arrow to switch to Autopan mode, which will ping-pong pan the signal.

9. Pitch Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones. The inner knob controls cents (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves or fine-tune the sound.

10. Layer On/Off - This button toggles the layer sound on or off.

11. Category & Sound - This allows you to choose the category and sample for the current layer. Each layer has its own independent menu.

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

13. FX Rack - This button opens the FX rack tab.

14. Macros - This button opens the Macros tab.

MACROS & XY PAD

Macros allow you to assign multiple parameters to a single knob. The macro knobs can easily be assigned to a midi CC to quickly create evolving textures and experimental changes in tone.



Minimum - Sets the minimum amount of effect. Use the min and max to limit the effect range.

Destination - Selects what is being controlled. Choose from layers 1, 2, 3, 4, or FX rack plugins.

Slot - Only applies when FX rack is selected in destination. Choose from any plugin currently loaded in the FX rack.

Parameter - Determines what parameter is being effected by the macro. Examples include layer 1 vibrato depth, or FX rack Delay time.

Maximum - Sets the maximum amount of effect.

X-Axis CC - Choose the X-Axis midi CC assignment. By default, it is midi CC 1 modwheel.

Y-Axis CC - Choose the Y-Axis midi CC assignment. By default, it is midi CC 11 expression.

Dropdowns - Choose what the XY pad movement is controlling. Options include layer volume or a macro knob.

Speed Knobs - These knobs set 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 range limiting.

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.

ADVANCED CONTROL WINDOW



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 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 set the cut-off frequency for the filter in each source window.

Invert Button - This button inverts the action of the filter modulation.



LEGATO

Each layer has its own independent legato system. When turned on, it applies simulated legato to the selected layer, tying notes together as you play an uninterrupted melody. The two options for legato speed are Legato and Portamento. Legato allows for more realistic, quicker note transitions while Portamento allows you to create very long, dramatic transitions. You can adjust the legato transition speed by clicking on the legato slider and dragging left or right. Portamento will stretch the sample of the initial note up or down, while Legato transitions to a new sample.

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.

Dice Button - Use this button to randomize arp settings.

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.

Mode 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.
- Gliss changes the arpeggiator into a glissando generator.
- Strum changes the arpeggiator into a chord strummer.

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.

GLISS

Gliss mode allows you to create your own custom glissando patterns. Choose your velocity sequence with the graph table, then pick a scale, curve, direction, and rate to dial in something truly unique.



Scale Knob - This knob selects the scale the gliss plays back.

Random Knob - This knob adds a human element of less precise quantization.

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

Rate Knob - This knob controls the duration of each note in the gliss. The higher the value, the longer each note will be held before triggering the next note.

STRUM

Strum mode allows you to create your own custom strum patterns. Choose your velocity sequence with the graph table, then pick a chord type, duration, direction, and rate to dial in something truly unique.



Chord Knob - This knob selects the chord the strum plays back.

Random Knob - This knob adds a human element of less precise quantization.

Duration Knob - This allows the duration of notes to be shortened or extended without changing the overall timing.

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

Rate Knob - This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

WAVETABLES

The wavetable window can be viewed when a layer has the Wavetables category selected. Choose from a selection of 24 different wavetables to add interest and texture to any sound.



Position Knob - Morphs between the waveforms included in the loaded wavetable. Assign this to your modwheel to easily sweep through the positions.

Mode Menu - Selects one of 14 types of waveshaping that can be applied to the oscillator's phase. This fundamentally changes the way the wavetable is read out, bending and warping the waveform.

Quality Menu - Selects one of four types of interpolation applied to the Position control. Higher settings result in improved levels of accuracy and lower levels of distortion.

Form Knob - Adjusts the amount of waveshaping applied to the oscillator's phase. The type of waveshaping can be selected using the Mode Menu dropdown.

USER SAMPLE IMPORT

The sample import window can be viewed when a layer has the User Samples category selected. Drag 'n drop your own WAV file into the drop zone to load it into the synthesis engine.



Drop Zone - Area for dropping a WAV file in to load it. You can load up to 24 samples per layer.

Root Selector - Choose the root pitch that your sample will stretch up and down from.

Trashcan Icon - Remove the user sample from the engine.

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

3. Attack Knob - This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

4. FX Rack - Click this to switch to the FX rack panel.

5. Offset Knob - This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob. It's also great for creating glitchy effects.

6. Release Knob - This is mainly used for sustaining articulations and long notes. In Normal mode, notes fade out quickly as soon as they're released. In Pad mode, the range of the Release knob is multiplied, allowing much longer fade-out times. This control is independent of the layer lock function.

7. Width Knob - This controls the stereo field. Collapse the sound to mono, or push the stereo spread to 100%.

8. Vibrato Knob - This applies basic vibrato to the sound. Depth effects how strong the vibrato effect is applied, Rate effects the vibrato speed.

9. Pan/Autopan Knob - In Pan mode, this controls the stereo panning, allowing you to spatialize the sound to your liking between the left and right channels. Click on the down arrow to switch to Autopan mode, which will ping-pong pan the signal..

USER INTERFACE

10. Pitch Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones. The ST/CT switch toggles the knob to control semitones or cents (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves or fine-tune the sound.

11. Articulation Dropdown - This allows you to choose the bell and articulation for the current layer. Each layer has its own independent menu. The articulation menus are not effected by the layer lock function.

12. Layer Crossfade - These buttons assign the currently selected Layer to the X-Fade slider. This allows you to create custom combinations of layers which you can easily and smoothly crossfade between.

13. Layer Lock - This links the (Swell, Attack, Offset, Release, Vibrato and Filter settings for all layers that have their lock button activated. Changing the knob values for one layer applies the same change to all other locked layers. This setting doesn't effect the Invert Swell, Release Mode, Filter Type, Pitch or Articulation Selection Menu settings for each layer.

14. Layer Select - This selects a layer's controls for editing. The lower control area displays the knobs and control settings for the currently selected layer. Layers 1 and 2 offer an additional drop-down menu to select the instrument.

15. Layer Activate - This enables a layer to play. Each layer can be independently enabled or disabled, allowing up to 4 layers to play at once.

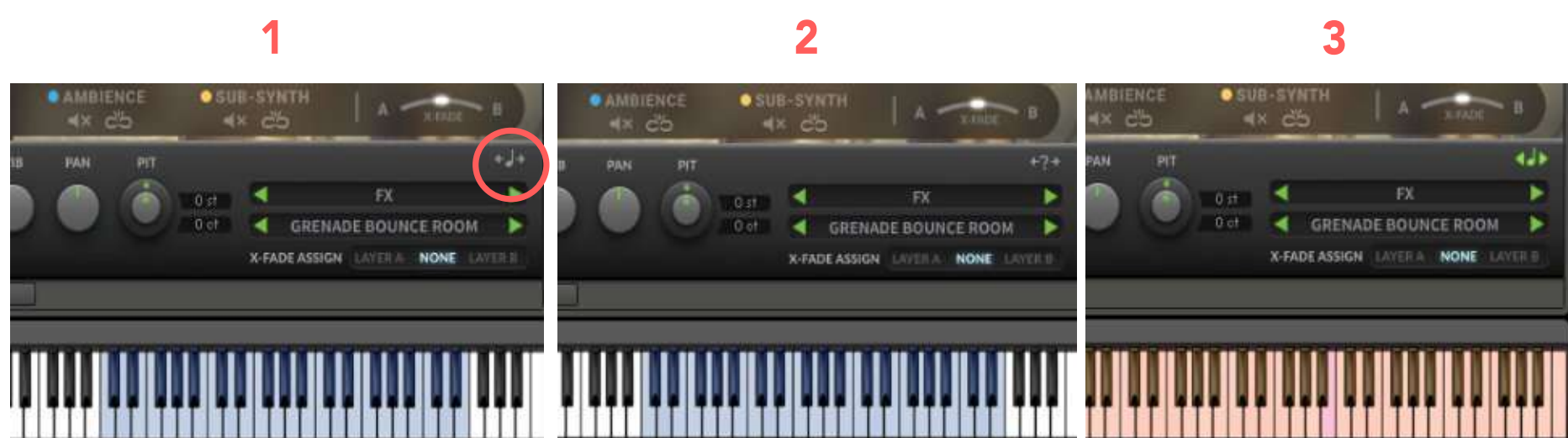
16. Ext Range - This extends the playable range up and down the keyboard. The real range of the instrument can be seen in blue.

17. Map Offset - Click and drag the number to move the octave of where the mapping is placed on the kontakt keyboard.

18. Keyswitch Mapping - Click and drag up or down to adjust the red keyswitch mapping on the kontakt keyboard.

19. Velocity Limiter - This slider allows you to limit the range of playable velocities. You can easily remove the highest or lowest velocity layers by sliding the arrows.

CHROMATIC SOLO



1. Chromatic Solo Button - This button appears in applicable articulations. Once you have a chosen sample you want to spread across the keyboard, click the button.

2. ? Icon - This icon shows that it's waiting for you to play a sample. The next sample played will be pitched across the keyboard range.

3. Colored Notes - The kontakt keyboard is now colored orange with the root sample shown in pink. When you're done with this mode, click the colored note icon to go back to normal.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 27 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in solo presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from top to bottom on each rack and from Rack 1 to Rack 2. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.



FX CHAIN PRESETS

SELECT PRESET MENU

This menu lets you select from any of our stock presets. Once you've customized your FX chain, you can save it for later use in this rack by selecting "Save" at the bottom of the list. To load any custom presets you have saved, select "Load" from the menu. Selecting "-Empty-" at the top of the list unloads all effects and resets the entire FX rack to its default state.

RACK SELECT BUTTONS

The Rack 1 and Rack 2 buttons allow to you select between the two different racks. The signal flows from top to bottom of each rack and from Rack 1 to Rack 2.

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

FILTER



Power Button - Toggles the effect on/off.

Type Button - Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob - Controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob - Controls the amount of resonance added at the cutoff or peak node.

EQ



Power Switch - Toggles the effect on/off.

Low, Mid and Hi Frequency Gain sliders - These adjust the level of the low, mid and high EQ bands.

Out Knob - Controls the output volume.

Low, Mid and High Frequency Knobs - The control the center frequency of the low, mid and high frequency EQ bands.

Bell/Shelf Buttons - Toggles the bell/shelf shape of the frequency band.

FEEDBACK COMPRESSOR



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the compressor.

Makeup Knob - controls the amount of gain to make up for any volume decrease.

Mix Knob - blends the amount of compressed and raw signal.

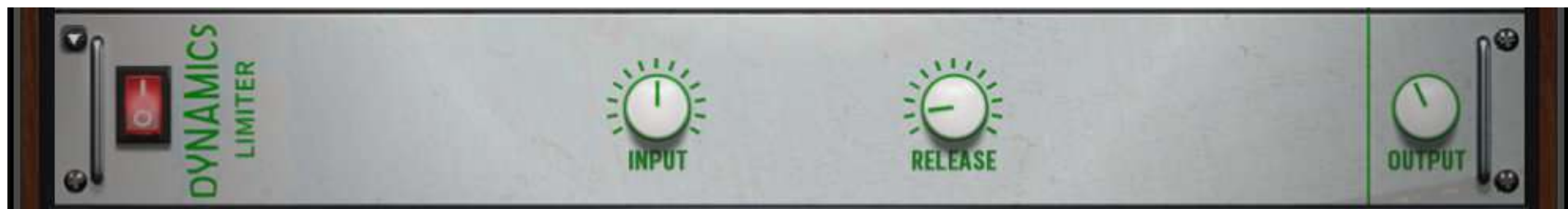
Link Button - When on, stereo is linked. When off, it is dual mono.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Ration Knob - Controls how long before the compression releases.

Release Knob - High Quality Button - Toggles oversampling.

LIMITER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the limiter.

Release Knob - Controls how long before the limiter releases the signal.

Output Knob - Controls the output volume of the signal.

BUS COMPRESSOR



Power Button - Toggles the effect on/off.

Threshold Knob - Controls what volume level the compressor kicks in.

Ratio Knob - Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Makeup Knob - Controls the amount of gain to make up for any volume decrease.

Mix Knob - Blends the amount of compressed and raw signal.

Output Knob - Controls the output volume of the signal.

Release Knob - Controls how long before the compression releases.

TRANSIENT DESIGNER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the designer.

Attack Knob - Controls effect attack speed. Increasing will add more punch.

Sustain Knob - Controls how long the note tail rings out.

Smooth Button - Smooths out problem transients.

Output Knob - Controls the output volume of the signal.

AC BOX



Power Button - Toggles the effect on/off.

Normal Knob - Controls the normal AC Box channel volume.

Brilliant Knob - Controls the brilliant AC Box channel volume.

Tremolo Speed Knob - Controls the rate of the tremolog.

Output Knob - Controls the master volume.

Bass & Treble Knobs - These control the low and high frequency gain.

Tonecut Knob - Employs a lowpass filter. Turn up to reduce treble.

Tremolo Depth Knob - Controls the strength of the effect.

Mono Switch - Toggles between mono and stereo.

HOT SOLO



Power Button - Toggles the effect on/off.

Bass, Mid, Treble Knobs - Controls how much signal comes into the limiter

Presence Knob - Boosts the upper midrange frequency response.

Depth Knob - Controls low range frequency response for the power amp.

Drive Switch - Selects between overdrive and normal channels.

Pre Norm Knob - Controls how long before the limiter releases the signal.

Pre Drive Knob - Controls the output volume of the signal.

Master Knob - Controls the overall output level.

Output Knob - Sets the output level of the FX module.

Mono Switch - Toggles between mono and stereo.

JUMP



Power Button - Toggles the effect on/off.

Pre-amp Knob - Sets the pre-amp gain. Turn it up to add drive.

Pre Norm Knob - Controls the amount of volume added.

Presence Knob - Boosts the upper midrange frequency response.

Bass, Mid & Treble Knobs - These control the low, mid and high frequency gain.

Master Knob - Sets the overall output volume.

Hi Gain Switch - Increases the pre-amp's gain potential.

Mono Switch - Toggles between mono and stereo.

TWANG



Power Button - Toggles the effect on/off.

Volume Knob - Sets the pre-amp gain. Turn it up to add drive.

Mono Switch - Toggles between mono and stereo.

Treble, Mid, & Bass Knobs - These control the low, mid and high frequency gain.

Output Knob - Sets the overall output volume.

VAN 51



Power Button - Toggles the effect on/off.

Pre Rhythm Knob - Controls the preamp overdrive of the rhythm channel.

Pre Lead Knob - Controls the preamp overdrive of the lead channel.

Presence Knob - Boosts the upper midrange frequency response.

Lead Switch - Toggles between the rhythm and lead channels.

Bright Switch - Boosts high frequencies in the rhythm channel.

Mono Switch - Toggles between mono and stereo.

Bass, Mid & Treble Knobs - These control the low, mid and high frequency gain.

Post Gain Knob - Controls master volume of both channels.

Resonance Knob - Controls low range frequency response in the poweramp.

Output Knob - Sets the output volume of the FX module.

Hi Gain Switch - Increases the gain range of the preamp.

Crunch Switch - Adds distortion to the rhythm channel.

CABINET



Power Button - Toggles the effect on/off.

Amp Selector - This drop-down allows you to choose between different amps.

Size Knob - Adjusts the size of the simulated cabinet.

Treble & Bass Knobs - These control the low, mid and high frequency gain.

Air Knob - Sets the level of early reflections in the room response.

Output Knob - Sets the output volume of the FX module.

ROTATOR



Power Button - Toggles the effect on/off.

High Acceleration Knob - Adjusts how quickly the treble rotors will react to speed changes.

Low Acceleration Knob - Adjusts how quickly the bass rotors will react to speed changes.

Slow/Fast Button - Switches the speed of the rotating speaker.

Balance Knob - Sets the ratio of sound produced by the horn and woofer.

Distance Knob - Changes the distance between the simulated mic and speaker.

Mix Knob - Controls the rotator effect's strength.

STOMP CAT



Power Button - Toggles the effect on/off.

Volume Knob - This controls the Cat master volume.

Filter Knob - Turn up to enhance low frequency range.

Distortion Knob - Adjusts the amount of distortion applied.

Mono Switch - Toggles between mono and stereo.

Bass & Treble Knobs - These control the low, mid and high frequency gain.

"Balls" Knob - Turn this up to add low-end punch.

Tone Knob - Pre-distortion mid rangebooster.

Output Knob - Sets the output volume of the FX module.

STOMP CRYWAH



Power Button - Toggles the effect on/off.

Wah Knob - Controls the frequency of the wah-wah effect.

Output Knob - Sets the output volume of the FX module.

Mono Switch - Toggles between mono and stereo.

STOMP DISTORTION



Power Button - Toggles the effect on/off.

Volume Knob - This Controls the distortion master volume.

Tone Knob - Turn up to accent mid frequency range. Turn down to accent bass.

Mono Switch - Toggles between mono and stereo.

Drive Knob - Controls the amount of distortion applied.

Bass, Mid & Treble Knobs - These control the low, mid, and high frequency gain.

Output Knob - Sets the output volume for this FX module.

STOMP LOFI



Power Button - Toggles the effect on/off.

Bits Knob - Controls the sound's resolution in bits.

Output Knob - Sets the output volume of the FX module.

Noise Knob - Adds hiss to the audio signal.

Color Knob - Controls tonality of the noise applied.

STOMP SKREAMER



Power Button - Toggles the effect on/off.

Tone Knob - Adjusts bright versus mellow tone.

Drive Knob - Controls how much crunchy distortion is applied.

Output Knob - Sets the output volume of the FX module.

Bass Knob - Controls the bass frequency gain.

Bright Knob - Controls the high frequency gain.

Mix Knob - Sets the amount of processed signal sent to the main output.

STOMP TAPE SATURATOR



Power Button - Toggles the effect on/off.

Gain Knob - Controls the input gain. This increase tape distortion.

High Quality Switch - Toggles oversampling.

Warmth Knob - Controls the low frequency boost/

cut.

Rolloff Knob - Controls the high frequency rolloff starting point.

Output Knob - Sets the output volume of the FX module.

DELAY



Power Button - Toggles the effect on/off.

Delay Type - This drop-down lets you choose from 5 delay types.

Time Knob - Adjusts the delay time in milliseconds or synced note values.

Sync Button - Turn on to sync the delay effect to the host tempo.

Saturation Knob - Adds tube-like saturation to the delay sound.

Stereo Button - Toggles between mono and stereo.

Feedback Knob - Turn up to add more delay repeats.

Lo-cut & Hi-cut Knobs - Controls low and high frequency cuts in the delay repeats.

Depth Knob - Controls the amount of modulation applied.

Rate Knob - Adjusts the speed of the delay modulation.

Pingpong Button - Turn on for alternating hard left & right panning.

Mix Knob - Sets the amount of process signal.

CONVOLUTION REVERB



Power Button - Toggles the effect on/off.

Convolution Category and Impulse Drop-downs - Choose from different impulse response samples.

Low Pass Knob - Adjusts bright versus mellow tone.

High Pass Knob - Controls how much crunchy

distortion is applied.

Size Knob - Changes the length of the impulse sample between 50%-150%.

Mix Knob - Sets the amount of processed signal sent to the main output.

ALGORITHMIC REVERB



Power Button - Toggles the effect on/off.

Time Knob - Adjusts the duration of the reverb effect.

Mod Knob - Adjusts the amount of modulation applied to the reverb.

High Cut Knob - Cuts the high frequency content of the reverb signal.

Hall/Room Switch - Toggles between Hall and Room reverb algorithms.

Diffusion Knob - Adjusts the density of the simulated room reflections.

Dampening Knob - Adjusts the amount of absorption in the simulated room.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

Size Knob - Adjusts the size of the simulated room.

Mix Knob - Sets the amount of processed signal sent to the main output.

PLATE REVERB



Power Button - Toggles the effect on/off.

Decay Knob - Adjusts the duration of the reverb effect.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

High Dampening Knob - Adjusts the damping of the reverb's high frequency content.

Stereo Knob - Controls the stereo image of the reverb.

Mix Knob - Sets the amount of processed signal sent to the main output.

MOD CHORUS



Power Button - Toggles the effect on/off.

Time Knob - Sets the speed of the LFO modulation.

Sync Button - Syncs the LFO modulation to the host tempo.

Depth Knob - Sets the amount of LFO modulation applied.

Phase Knob - Adjusts the phase difference between left and right channels.

Mix Knob - Sets the amount of processed signal sent to the main output.

STEREO



Power Button - Toggles the effect on/off.

Width Knob - Sets the width of the stereo field. All the way down is mono.

Pan Knob - Adjusts the panning of the stereo field.

Output Knob - Sets the output volume of the FX module.

MOD FLAIR



Power Button - Toggles the effect on/off.

Flanger Mode Drop-down - Choose from three different flanger modes.

Chord Drop-down - Sets the chord that the four voices use.

Width Knob - Duplicates and pans the flanger voices.

Damp Knob - Attenuates the high frequency content of the feedback.

Detune Knob - Alters the pitch of each flanger voice.

Invert Phase Button - Swaps the position of peaks & notches in the frequencies.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation applied to pitch.

Feedback Knob - Turn up for a more metallic resonant sound.

Pitch Knob - Adjusts the fundamental frequency of the first flanger voice.

Voices Knob - Choose from 1 to 4 flanger voices.

Mix Knob - Sets the amount of processed signal sent to the main output.

Output Knob - Sets the output volume of the FX module.

MOD PHASER



Power Button - Toggles the effect on/off.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation.

Amount Knob - Adjusts the amount of modulation applied.

Spread Knob - Shifts frequency peaks and notches left or right.

Ultra Button - Extends parameter ranges for Rate and Center. Get crazy!

Output Knob - Sets the output volume of the FX module.

Stereo Knob - Adds a phase offset to the modulation.

Feedback Knob - Creates resonance. Makes peaks and notches more pronounced.

Notch Knob - Sets the amount of peaks and notches in the spectrum.

Center Knob - Sets the middle frequency of the peak/notch pattern.

Modulation Mix Knob - Distributes the modulation between center and spread.

Mix Knob - Sets the amount of processed signal sent to the main output.



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