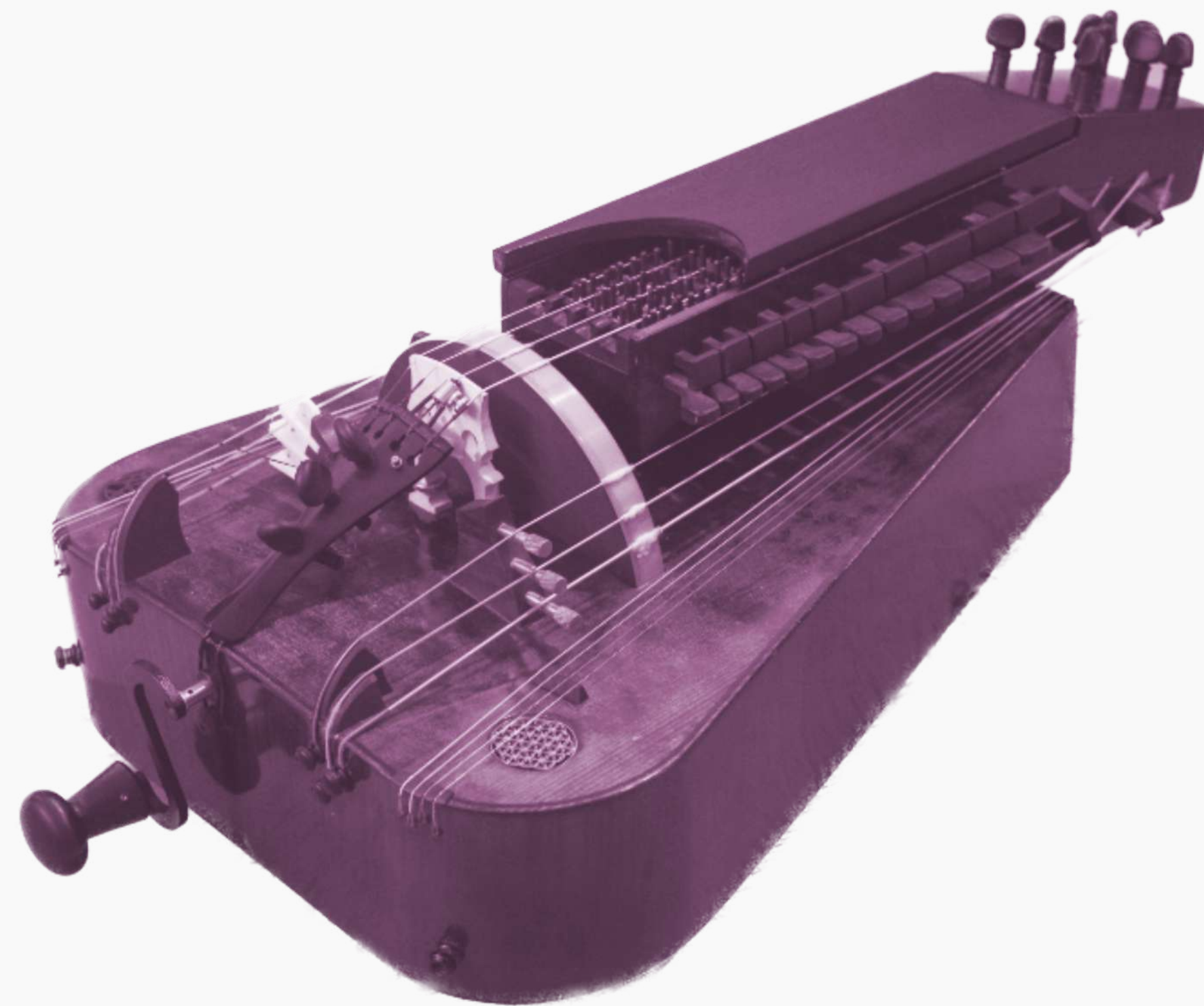


WHEEL OF STRINGS

Thank you for choosing Wheel of Strings, TONSTURM's special string instrument, based on a hurdy-gurdy for Kontakt, tailored for composers.

The idea began while recording our Sentient Frequencies sound pack, when instrument maker Guido Falke performed his hurdy-gurdy in a chapel for the FX side. (...we also captured the chapel's reverb for use as an impulse response)
Hearing its musical voice, we felt it deserved a dedicated instrument, So we invited Guido back to record his unique hurdy gurdys to layout and capture sounds for a virtual music instrument.

Today, we're proud to bring this distinctive, hypnotic sound to your studio. Enjoy!



Note on voices using NI Kontakt:

We've implemented a True Stereo Convolution Reverb in Kontakt (very tricky to achieve btw) - which was such a game changer sonically.

The only downside is that the instrument uses double the voices when played.
So keep that in mind when layering multiple instances of Spiral Strings.

System requirements:

Full Version of NI Kontakt6 or later. Purchase separately if not owned.

Installation:

1. Open Kontakt; use 'File Browser' to find Spiral Strings.

2. To load:

- Double-click the *.nki patch.
- Or drag the *.nki patch into Kontakt.

MAIN

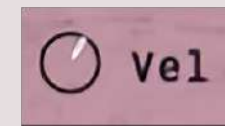
Wheel Of Strings is a two layer instrument - it is divided into LAYER A & LAYER B.
Functions for both layers are identical.
You can choose all parameters separately and individually for each layer.

White means the function is active.

A LAYER A & B

Showing the layer. Wheel Of Strings is a two layer instrument - it is divided into LAYER A & LAYER B. Functions for both layers are identical.

VELOCITY



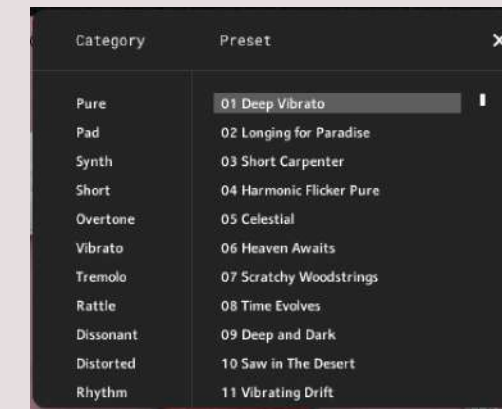
Choose the Velocity response from High (CW) to low (CCW)

KEYS



Adjusts the volume of mechanical noises (key presses), independent of the main tone, for added realism.

PRESETS

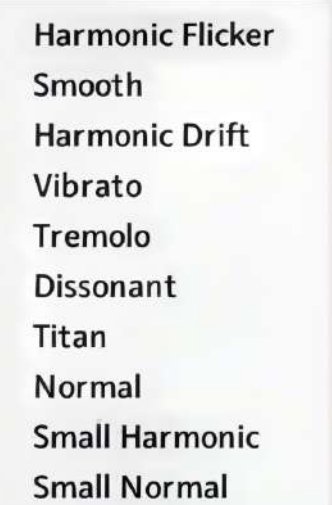


Choose a preset. You can narrow the search combining the different categories.

MENU

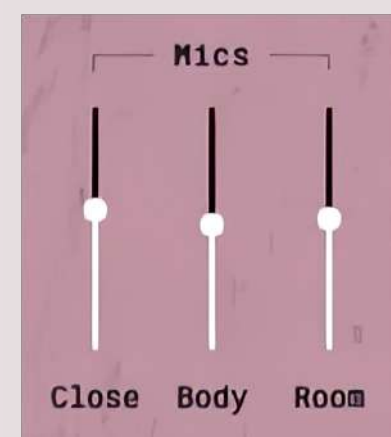
Choose between the three sites of the instruments

PLAYING STYLES



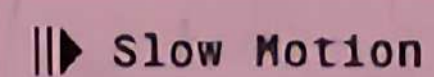
You can choose between 10 playing styles (Articulations)

THE MIXER



You have all mics separately (close, body mic, room)

SLOW MOTION



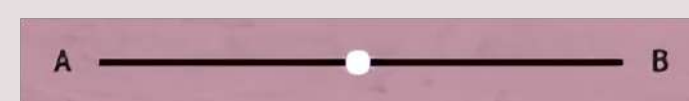
You can choose between normal and Slow Motion mode. Slow Motion is not just a normal pitched down version. We recorded in 96kHz with Hi-Freq responsive mics and then converted down to 48kHz which resulted in Hi-Q Pitchdown version

ADSR



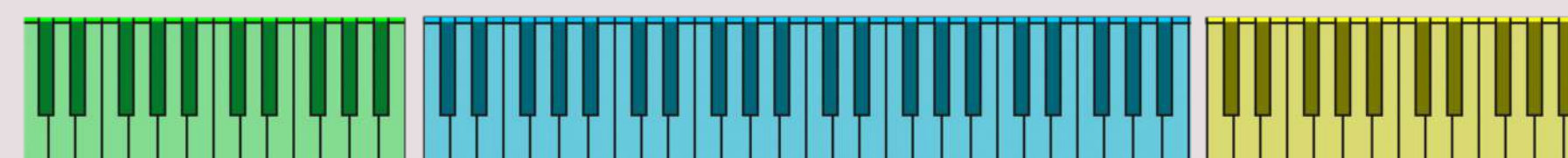
Standard envelope. Be careful with release, especially if you are working with multiple instances of Wheel Of Strings because your RAM might get overloaded!

AB SLIDER



Fades between Layer A & Layer B. Just like a DJ Slider

KEYBOARD



Green zone
Drone String.
Always mapped here, doesn't change when you switch articulations.

Blue zone
Active playing style (Articulation)
This region updates when you change the playing style (articulation)

Yellow zone
Trompette String.
Always mapped here, unchanged across articulations

Slow Motion effects both the selected articulation and the drone and trompette layers.

MODULATION CONTROL



This is a quick way to check and control the amounts of modulation for the Layer (see MOVEMENTS site)

PANNING



You can pan your layer. Panning doesn't go 100 % left/right

MOVEMENTS

This is the matrix that connects all modulation sources to their destinations.

There are three LFO's and two Step Sequencers.

LFO 1 & 2 have identical functions. LFO 3 is special because it can also modulate the speed of LFO 1 & 2.

The Step Sequencers have identical functions.

All LFO's and Step Sequencers can be routed to modulate selected parameters of both LAYER A & LAYER B.

Amounts: You can choose the amount of modulation and destination. The sliders are bipolar.

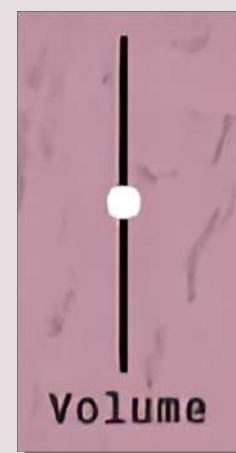
The amount sliders are connected to the chosen Modulator below (LFO 1-3, Step Sequencer 1-2).

Eg if you choose LFO 1 below, the amounts for LFO 1 are shown.

If you choose Step Sequencer 2 below, the amounts for Step Sequencer 2 are shown.

LFO 3 is special because it can also modulate the speed of LFO 1 & LFO 2

VOLUME MODULATION



Amount of Volume modulation with a bipolar slider.

MODULATOR SELECTION



Move between the modulators (LFO 1-3, Step Sequencer 1-2)



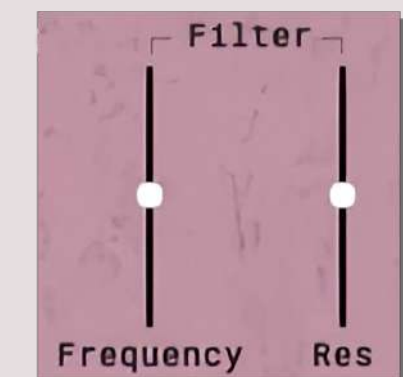
Activates/deactivates the chosen modulator.

EXTRA MODULATION



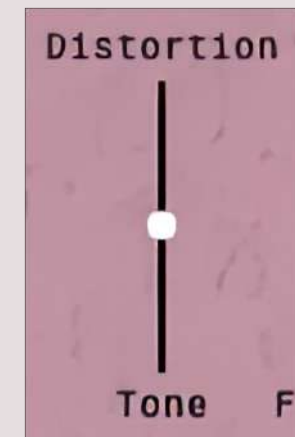
LFO 3 is special.
It can also cross modulate the speed of LFO 1 & 2

FILTER MODULATION

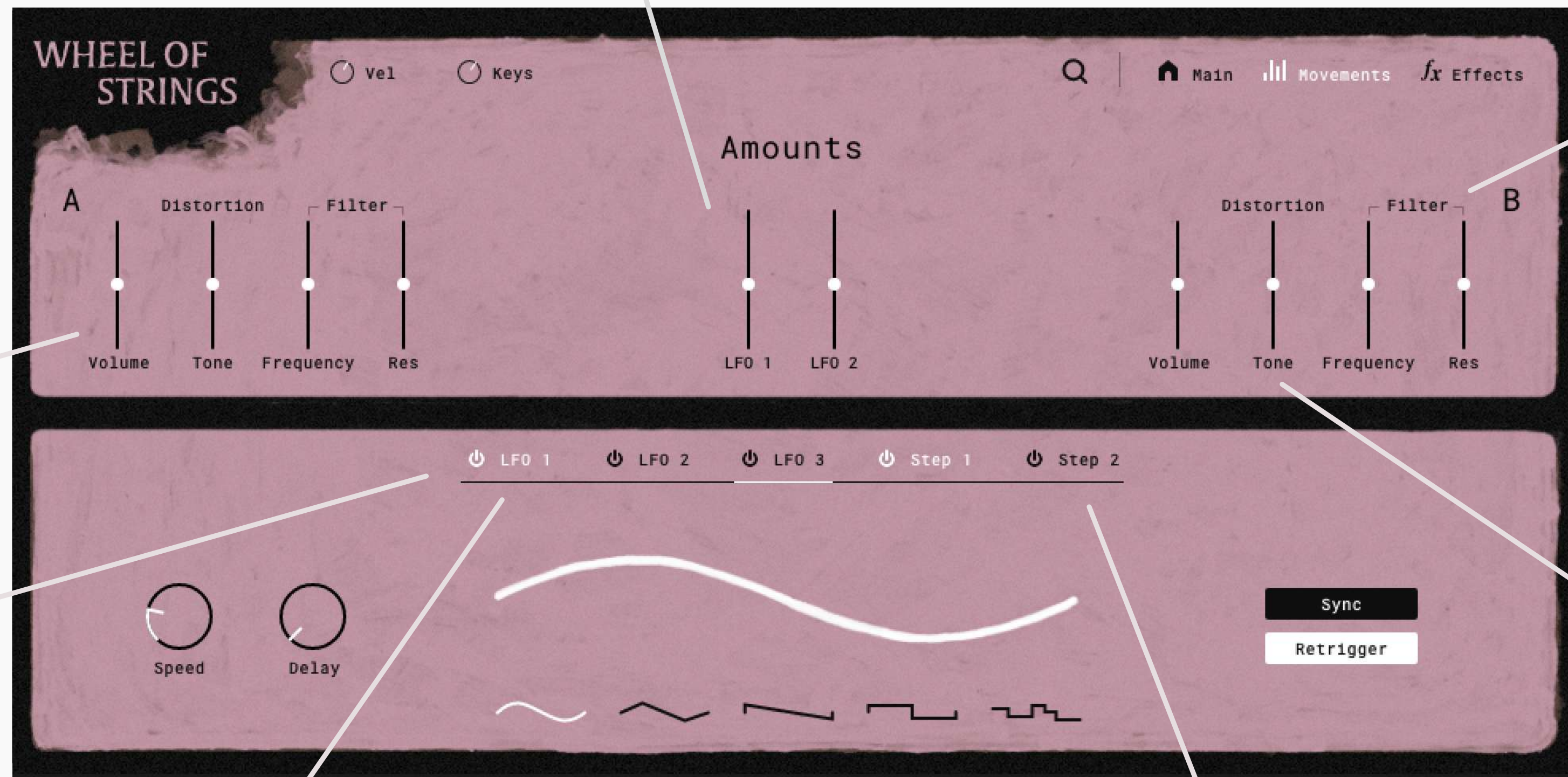


Frequency:
Amount of Frequency modulation (Filter effect) with a bipolar slider
Resonance:
Amount of Resonance modulation (Filter effect) with a bipolar slider

DISTORTION MODULATION

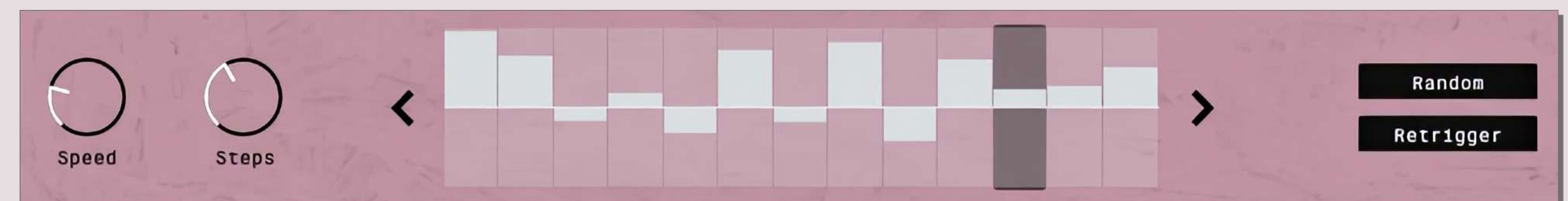


Amount of Tone modulation (Distortion effect) with a bipolar slider



SEQUENCER

Speed:
You can choose between the divisions
Steps:
Choose the amount of steps 1-32
Random:
Fills the steps with random amounts
Retrigger:
Retriggers the Step sequencer with every note
Arrows beside the steps:
Move the sequence to the left or to the right



LFO

Speed:
You can choose the speed of the LFO.
If sync is activated you can choose between the divisions
Delay:
You can delay the start of the LFO
Curves:
You can choose between sinus, triangle, sawtooth, square and random
Sync:
You can sync the LFO to your DAW speed
Retrigger:
Retriggers the LFO with every note



EFFECTS

The most exceptional effect of Wheel Of Strings is the True Stereo Reverb.
We've sampled Hi-Q IR's of the instrument itself, but also of the most characterful hardware and rooms.
The reverb is for both layers
You can also choose between Filter, Distortion and Tape Saturation for each layer separately.

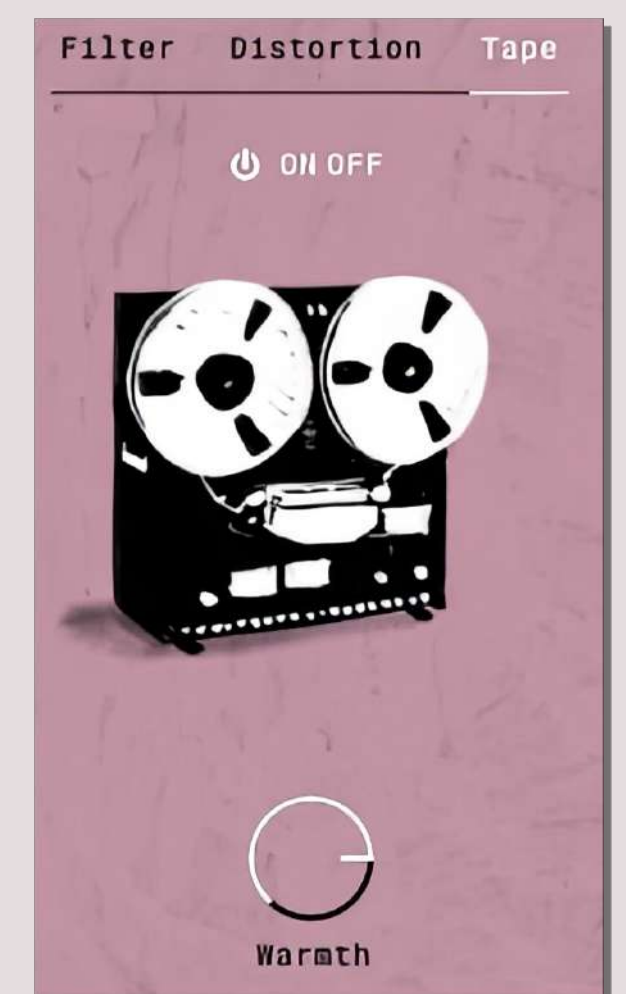
FILTER



On/Off switch:
Activates/deactivates the Filter
LP/BP/HP:
Choose between Lowpass, Bandpass & Highness Filter
Frequency:
Adjust the Frequency
Resonance:
Adjust the amount of Resonance
Modulation Control:
This is a quick way to check and control the amounts of modulation for the Filter Cutoof and Resonance (see MOVEMENTS site)

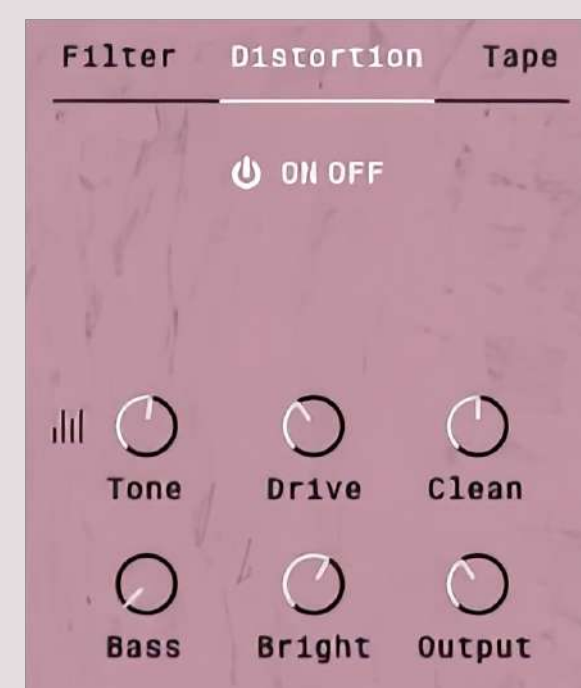


TAPE



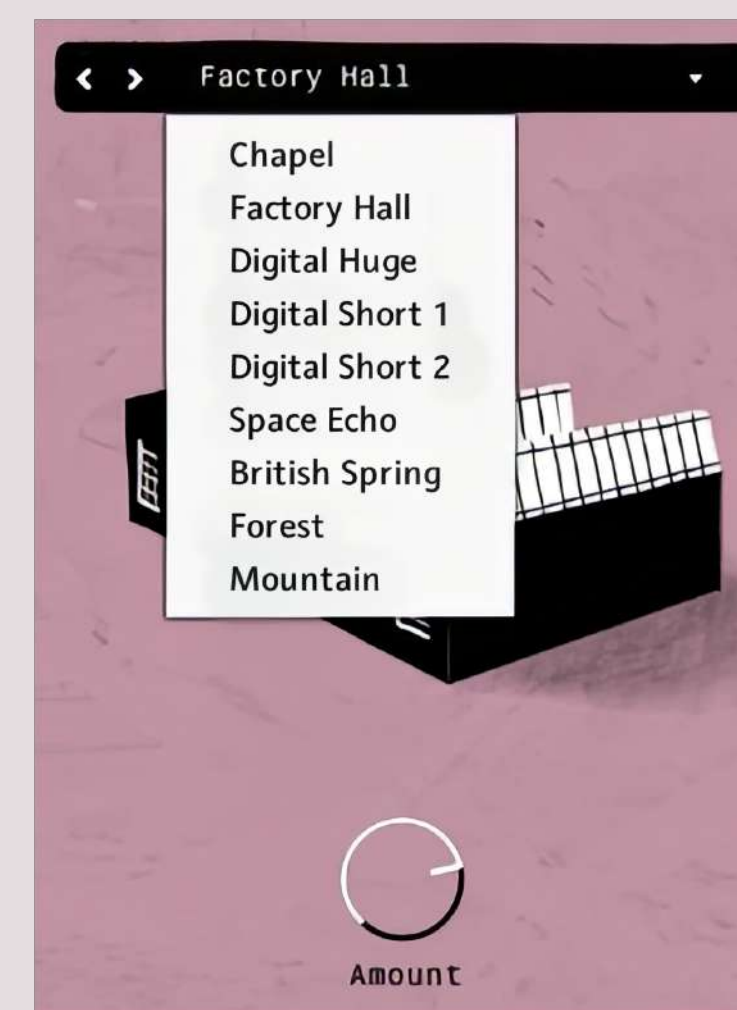
On/Off switch: Activates/deactivates the Tape effect
Warmth: a subtle way to adjust the amount of saturation

DISTORTION



On/Off switch:
Activates/deactivates the Distortion effect
Tone:
Adjust the tone of distortion
Drive:
Adjust the amount of distortion
Clean:
Adjust the clean signal amount
Bass:
Adjusts the low frequency gain
Bright:
Adjusts the high frequency gain
Output:
Adjust the overall volume
Modulation Control:
This is a quick way to check and control the amounts of modulation for the distortion (see MOVEMENTS site)

TRUE STEREO SPACE



Choose between 9 True Stereo Impulse Responses
Amount: Choose the amount of Reverb