

 TRIUMPH AUDIO



INTRODUCTION

Superball Bang - Trailer-Ready Superball Mallet Mayhem

Superball Bang from Triumph Audio is what happens when you take superball mallets and unleash them on a rock drum kit—scraping, rubbing, and thwacking bass drums, snares, toms, and cymbals. We sampled it all in that classic Triumph style: raw, authentic vibes mixed with wild, processed twists that push this way beyond your average superball percussion library. With instant pitch control, these quirky, gut-rattling sounds will slide right into your tracks and add punch to your music.

We didn't stop there. We tapped our Triumph Audio crew—those collaborators who've helped shape our wildest patches—and they came through with a mountain of fresh content built from the original samples. These sounds blend modern hybrid tones with a cool edge you'll want to dig into.

This library's packed with trailer-ready hits, eerie drones, gritty textures, searing leads, deep basses, lush pads, chaotic atonal bursts, haunting atmospheres, and a slew of pulses and loops that thump with personality. *Superball Bang* has its own vibe—it's ready for you to jump in and explore.

INSTALLATION

Installing Superball Bang

1. After purchasing via our website www.triumphaudio.com, or through Pulse Audio or Loot Audio, you will receive an email with a unique serial code.
2. To activate your serial code, you'll need the free Pulse Downloader app (click [here](#) to download Pulse).
3. Create your Pulse account.
4. Enter serial code in the Pulse Downloader app and download your library to your desired location.
5. After downloading please know that the "Add library" function in Kontakt is not supported for this library. To access patches, please use the file browser feature in Kontakt.

Troubleshooting

- For any problems regarding Pulse please contact:
 - <https://pulsedownloader.com/contact-us/>
- For any problems regarding Loot please contact:
 - <https://www.lootaudio.com/support/>
- For any problems regarding ordering or our libraries contact:
 - info@triumphaudio.com

Watermarking

- Be advised that your copy of this product is watermarked by Pulse Downloader. Any torrenting, sharing, or re-selling will easily be identified and tracked.



SPECS

Patches and Folders – Superball Bang features a curated collection of sampler types, including DFD and TMP. The 281 patches are organized into two master folders: **Authentic** and **Processed**, each containing various subfolders for easy navigation and accessibility.

Authentic

- a - Main Menus (24)
- b - FX Menus (5)
- c - Drum Kits (18)
- d - Drones (15)

Processed

- a - Trailer Elements (10)
- b - Drones (35)
- c - Textures (24)
- d - Pads, Leads & Basses (45)
- e - Atonal & Events (40)
- f - Pulses (65)

For the full patch list, please visit our [Superball Bang](#) product page on our website.

Misc

- Full Retail Kontakt 5.8.1 or higher required
- Kontakt Player not supported
- 24bit / 48k uncompressed wav sample files
- Size of library: 3.79GB

Superball Bang Credits

Concept, Recording & Programming – Kevin Manthei.

Recording Studio Assistant – Honor Manthei.

Programming & Assembly – Royal Dean and Lorenzo Pelli.

Engine Processed Programming and Additional Sample Manipulation – Austin Blau, Jake Weston, Royal Dean, Kevin Manthei, Owen Nathanael, Lorenzo Pelli, Fernando Cañedo, Mat Campbell, Mathew Mozzoni, Tangelene Bolton, Tim Verstegen, Nick Soole, Michael Henry, and Robert Bruckmayer.

Special thanks to our beta testers – Ben Elliott, Fernando Cañedo, Kyle J. Hartman, and Timothy Shortell.

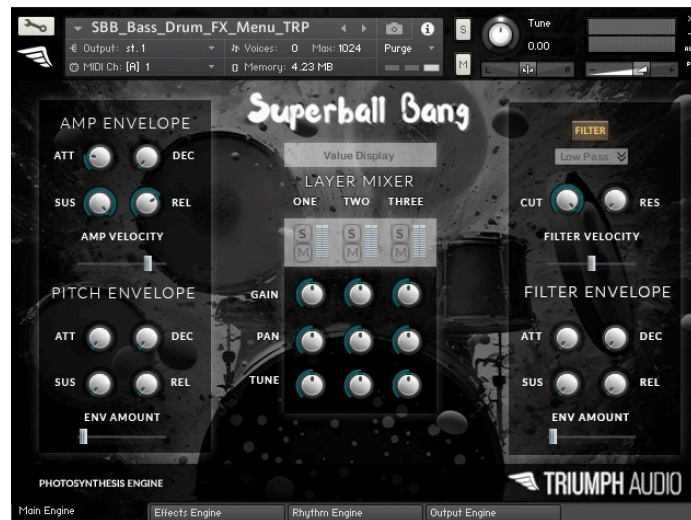
THE TRIUMPH ENGINE

Superball Bang Specifics

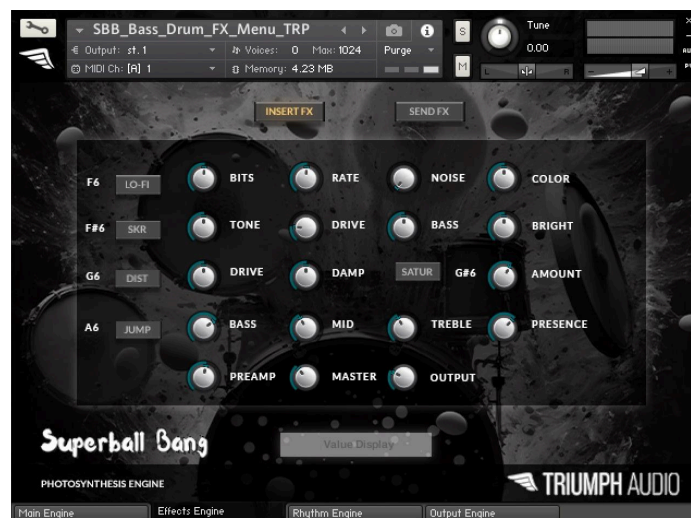
- **Layer Mixer:**
 - **We are excited to note that Superball Bang is programmed to utilize the Layer Mixer** on the Main Page/Page 1 of our engine allowing you to easily customize the gain, pan, and tune of the layers – **this feature is especially useful for our various MOD patches.**
- **Use the MOD Wheel!**
 - Using the MOD wheel in a **MOD FX** patch will allow you to go from a less/not affected version of a sample into an effects-laden version.
 - For any non MOD FX patches, use the **MOD** wheel to control filter cutoff.
 - **Discover various types** of the MOD FX feature like **MOD MORPH** and **MOD PITCH**. See Patch Terms below for more info on these patch types.
- **Use the Engine!**
 - We are excited to include **artist made Triumph Engine Processed patches.**
 - These processed patches were created by composers using the various pages of our engine including the Main, Effects, Rhythmic, and Output Engines.
 - Amongst these are rhythmic **Pulse patches** – use these to add a rhythmic flair to your pieces!
 - Use our Triumph Audio Engine to **create your own engine processed and rhythmic patches** to take your Superball Bang experience to the next level!
- **Specific notes about the FX on our Page 3/Effects Engine:**
 - **Delay time knob** – note that the time knob is programmed to allow you to change the delay time by stacking a 16th note with each value added. Use this to customize the delay time on a patch.

Triumph Engine Breakdown

- All Triumph Audio patches are programmed with and housed in our Triumph Engine (which is based on the Photosynthesis engine by Jeremiah Pena). Any parameters of a patch are free to be changed and manipulated by you the user – have fun with it!
- Home Engine: Control the main parameters of the patch



- Effects Engine: Add, tweak, and layer in various effects



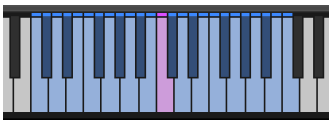
- Rhythm Engine: Program step sequences, control LFOs, and set up various rhythmic features



- Output Engine: Fine tune the patch with various output effects



Patch Terms:

- **VEL:** Sample velocity layers in use.
- **REV:** Includes samples or elements that are reversed.
- **MOD FX:** Mod wheel is assigned to toggle between a less affected version of a sample into an effects-laden version.
 - **MOD MORPH:** toggle between one sample into a totally different one.
 - **MOD PITCH:** toggle between one sample into a differently pitched sample.
- **TRP:** Included in the patch are 2 octaves of keys solely designated to pitch up or down the patch. Look for these blue labeled keys:
- **MENU:** Generally one sample per key patch to showcase all samples in a set, folder, or library.
- **FX Keyswitches:** Note that all Triumph Engine patches include FX Key Switches (E6-C#7) that control the effects engine. Allowing you to control the effects via the FX keys in real time and/or program the effects manually through Kontakt on the effect engine pages.
- **DFD & TMP:**
 - **DFD:** (Direct from Disk): Plays back samples in real-time. DFD is unique in that the lower a sample is stretched/mapped, its tone lowers and slows in tempo. Conversely, a sample that is mapped/stretched upwards will play higher in tone and will be faster in tempo. DFD patches are not tempo synced. Further, DFD is also helpful in that it doesn't eat up as much RAM compared to other sampler types.
 - **TMP** (Time Machine Pro): Compresses and stretches samples in real-time, unlike DFD, TMP allows all mapped samples to be played back at the same tempo.

TRIUMPH AUDIO EULA

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THANK YOU

Thank you for purchasing this library and for supporting Triumph Audio. We truly hope you enjoy using these patches and that they bring value to the music you create! We want to hear what you're working on so please share! Shoot us an email or tag us on social media:

Web: www.triumphaudio.com

Email: info@triumphaudio.com

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Happy writing!

-Triumph Audio Team

