ABOUT THE INSTRUMENT

Axe Machina is a powerful multi-sampled virtual electric guitar library designed for unleashing pure metal destruction. Craig Peters sampled his custom Kiesel Aries multi-scaled 7 string guitar, tuned to A Standard. This instrument features 24 frets, a swamp ash body, birds-eye maple neck, Guitarmory Polaris pickups with D'Addario XL 10-64 gauge strings. The swamp ash body has a unique style and flavor, along with a robust natural tone and resonance. We sampled single note and power chord sustains with palm mute variations. You'll also find an assortment of SFX, like pinch harmonics, mutes, pick scrapes with slow, med and long, fret noise, chokes, rakes, and slides. Dial in your dream tone by sending our pure D.I. signal through your favorite amp simulator plugins, or use our custom reamped tone, crafted with Neural DSP software. Our flexible GUI gives you access to real-time articulation selection and performance features, key-switch and mapping options, arpeggiator, auto-strummer, sequencer, and full FX rack, all packed into an intuitive and customizable user interface.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping and performance controls to give you complete flexibility combined with playability. The Main presets contain every sample in the library and a host of powerful performance features. The Lite presets feature fewer round-robins for situations where less RAM usage is important. The DI presets feature the pure guitar tone, recorded directly in with no preamp or other sound-coloring hardware in between, giving you the pure guitar tone, ready to reamp with the built-in effects or any other way you choose. The Amped presets feature a custom tone carefully dialed in by Craig Peters, giving you a modern hi-gain tone right out of the box. In the standard presets, you have access to individual strings, giving you full control over the available range for each string, including overlapping notes. The Simple variations of the preset omit this option and include a standard cross-over point for each string going up the scale.

Featured in all presets are controls for Body, Note Attack, Sample Start Offset, Release, Release Behavior, Release Volume and Vibrato. Release Behavior lets you turn off release samples, or automatically "duck" release samples on quick note sequences, keeping the performance tighter and cleaner. The Main Volume / Dynamics knob gives you two modes of operation. In Volume mode, the knob controls the volume output of the guitar, while velocity dynamics are still controlled via MIDI velocity. In Dynamics mode, the knob dictates the velocity output, regardless of incoming MIDI note velocity.

Our advanced Articulation system gives you instant access to all 7 unique articulation types: Pick Sustains, Pick Palm Mutes, Power Chord Sustains, Power Chord Palm Mutes, Pinch Harmonics (natural), Pinch Harmonics Chromatic, and Taps. With twelve keyswitchable articulation slots, you can quickly and easily set up your own custom performance set of articulation to whatever keyswitches you decide. Individual articulation slot volume as well as pick direction settings allow you to further customize your own articulation mapping, which can also be saved and loaded. Other advanced controls include pick direction, play mode (normal, repeat, and strum), auto-hammer, hand position, pitch bend range, panning, string setup and Dual-Mode, giving you instant access to a double-tracked guitar sound. An assignable "Slide" keyswitch let's you perform real legato slides on the fly at different speeds. The harder you press the slide keyswitch, the faster the slide.

You'll also find an adaptable Sequencer system, allowing you to create and perform complex rhythmic patterns with ease. Settings for rhythm, velocity, number of steps, pick direction, slot selection, humanize and swing as well as the Sequence direction provide endless possibilities for incredible riff-creation. Quickly save and load your custom creations or load any of our included patterns to get started.

The built-in modular FX rack window offers 27 different DSP effect modules that you can assign in any of 8 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes 99 of our own convolution reverb impulse presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with 139 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

We've packed the user interface with powerful sound-shaping and performance controls to give you complete flexibility combined with playability. The Main presets contain every sample in the library and a host of powerful performance features. The Lite presets feature fewer round-robins for situations where less RAM usage is important. The DI presets feature the pure guitar tone, recorded directly in with no preamp or other sound-coloring hardware in between, ready to reamp with the built-in effects or any other way you choose. The Simple variations of the preset omit this option and include a standard cross-over point for each string going up the scale.

The interface is rounded-out by our modular FX rack panel, with 29 different DSP effect modules that you can assign in any of 8 available slots, in any order that you wish. You'll find classic phaser, flanger, delay, distortion, bass & guitar amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes our favorite convolution reverb impulse responses, including 99 different rooms, halls, chambers and outdoor environments, plus another 40 custom FX impulses to radically transform the sound and open up whole new worlds of musical possibility. We've added a great bank of FX rack chain factory presets to get you started!

CRAIG PETERS

Craig Peters is a composer and guitarist working across games, film, and heavy music. His recent game work includes composing and arranging additional music for Jotunnslayer: Hordes of Hel alongside main composer Robert Bruckmayer, and writing additional music for Heistgeist with Bruckmayer.

As a session guitarist he appears on Cris Velasco's video game scores for Borderlands 2: Commander Lilith & The Fight for Sanctuary, The Long Dark Episode Three: Crossroads Elegy, The Long Dark Episode Four: Fury, Then Silence. Also contributing session guitar work on the recent Borderlands 4 video game.

In the metal world, Craig's performances can be heard on albums such as Portals to Canaan by Deeds of Flesh, Metamorphignition by Arkaik, and his progressive death metal solo project Destroying the Devoid.

Website: craigpeterscomposer.com

YouTube: youtube.com/destroyingthedevoid

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AXE MACHINA

- Custom 7-string Kiesel Electric Guitar
- Single note & power chord sustains, palm mutes, pinch harmonics, mutes, pick scrapes, rakes, slides
- Pristine D.I. recordings, ready to be run through your favorite amp sims and plugins
- 8 Powerful Kontakt .nki instrument presets
- 71,796 samples in locked .ncw format
- 22.8 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 8.1 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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Gregg Stephens
Chris Marshall

Sound Design
Craig Peters

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SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 8.1 or later**, or the full retail version of **Kontakt version 8.1 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 8 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 8.1 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.

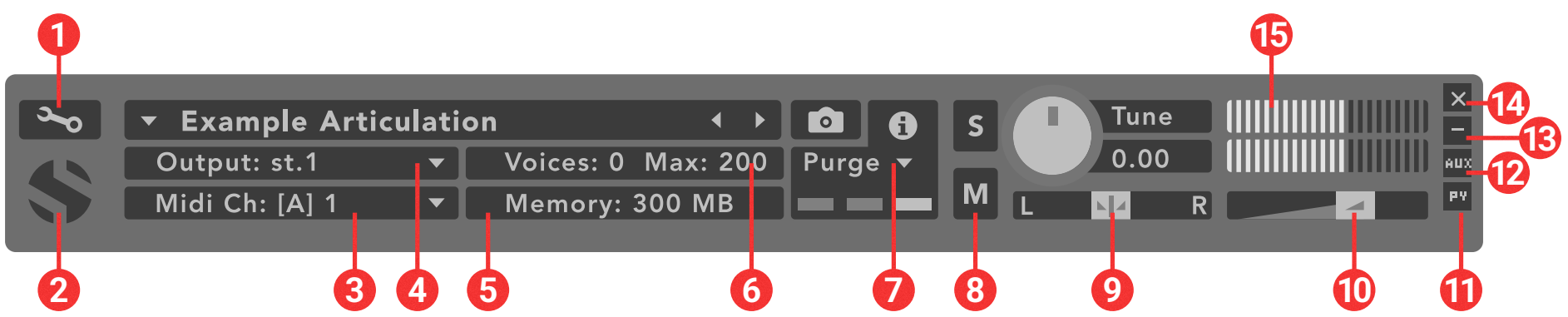
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

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).

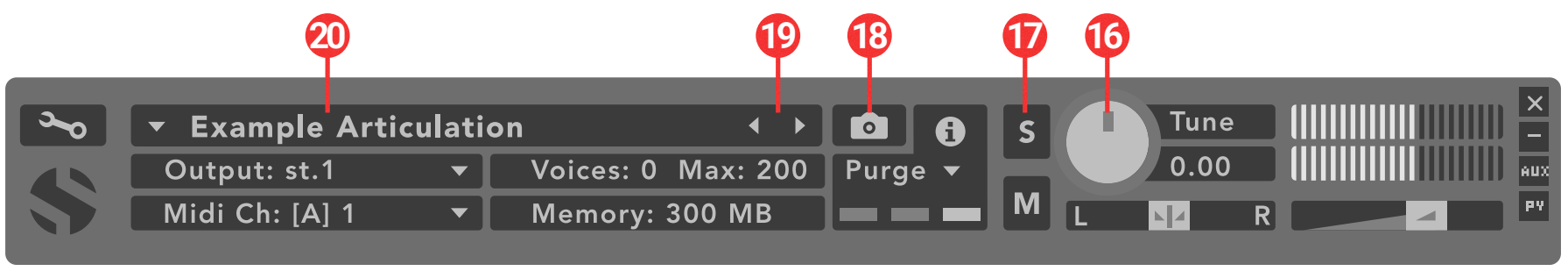
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

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.

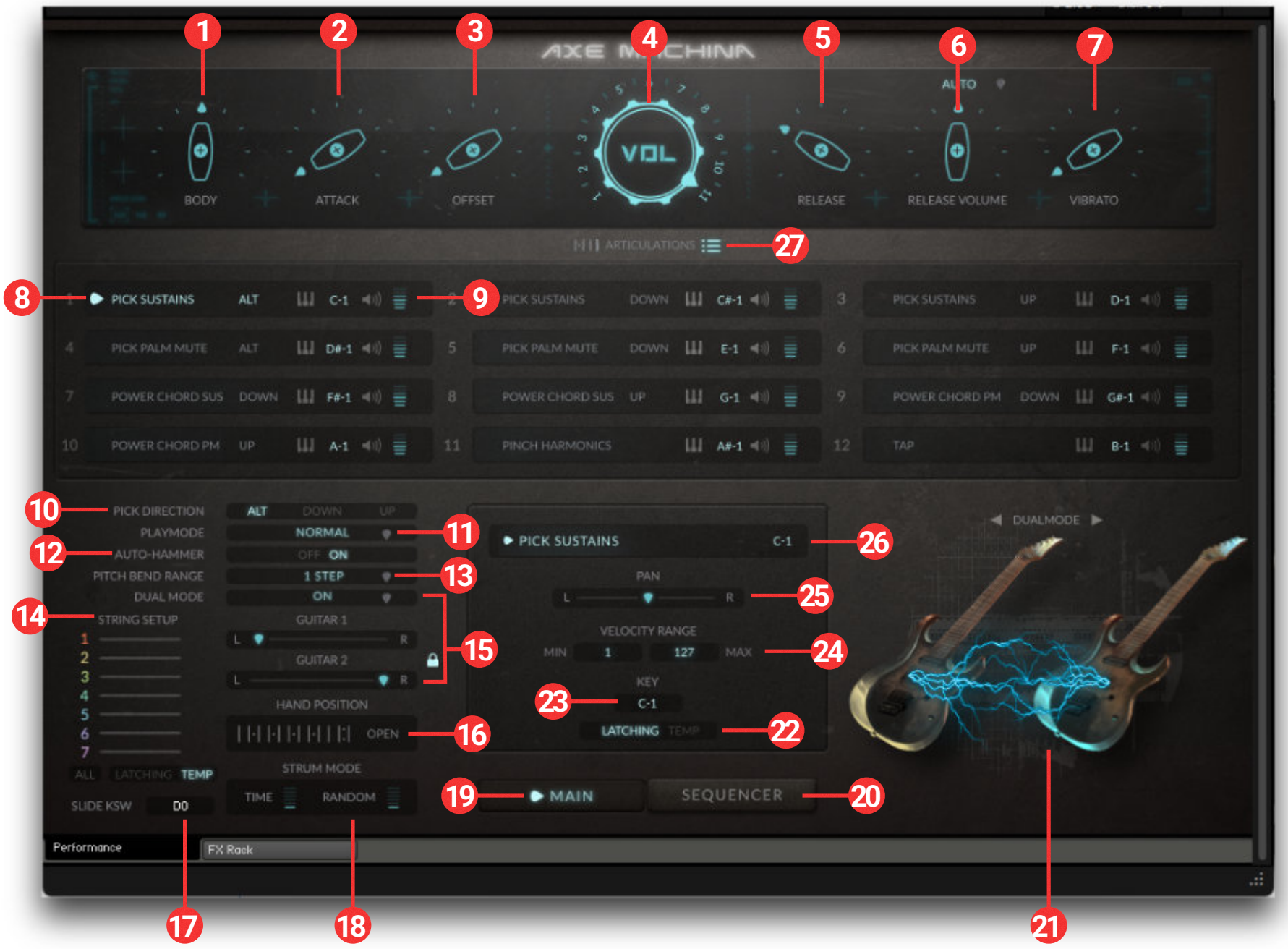
17. Solo Button - This solos the instrument and mutes all others.

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. Body Knob - This controls the “body” of the instrument, with lower values having reduced bass and presence.

2. 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.

3. 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.

4. Volume / Dynamics Knob - This knob controls the volume of the instrument in VOL mode and controls the velocity dynamics in DYN mode. Click the center of the knob to switch modes.

5. 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.

6. Release Volume Knob - This controls the volume of the release samples. The drop-down allows you to turn release sample on, off or set to Auto, where release samples aren’t played during a fast succession of notes.

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

8. Articulation Slots - These 12 slots allow you to load any one of the different articulations. The same articulation can be loaded in multiple slots at the same time.

USER INTERFACE

9. Articulation Slot Volume Slider - These knobs control the gain for each individual articulation layer slot.

10. Pick Direction Selector - This allows you to choose the pick direction; Down, Up or “ALT” which automatically alternates between down and up with each note. This control is independent for each articulation slot.

11. Playmode - This allows you to choose from several different play modes:

- Normal - The standard mode where each single note is played normally.
- Repeat - When the sustain pedal is held down, the note will be repeated on key up. This allows you to play very quickly, effectively doubling the number of notes played with each key press.
- Strum - With strum mode active, individual notes are not sounded until one of the special strum keys is pressed. E5 = Alt strum, F5 = Down strum, and F#5 = Up strum. These keys will “strum” all notes currently held down in the playable range. As a note in the playable range is held down, a special “pluck” key will appear above the strum keys, starting with G5. extending to a maximum of 7 notes ending at C#6.

12. Auto-Hammer - This toggles hammer-on and hammer-off sample transitions when playing notes.

13. Pitch Bend Range - This allows you to set the range for the pitch bend from ¼ step all the way to 2 full steps.

14. String Setup - All 7 strings can independently be enabled or disabled in the String Setup section. By default the playable range naturally transitions from string to string. Enabling a string will allow the strings full range, even if it overlaps with another string. Clicking the “All” button enables or disables all strings.

15. Dual Mode - When set to On Dual Mode will play two different round robin notes at the same time, which can be freely panned with the individual sliders below. The pan sliders can be linked to keep the guitars the equidistant. Alternatively, you can select either guitar 1 or 2, useful if you are using two different instances of Axe Machina.

16. Hand Position - This sets the hand position on the guitar. Open allows all frets to be played.

18. Strum Mode Controls - With Strum Mode enabled, the Time slider adjusts the length of time over which the strum is performed, with lower values meaning faster strumming. The Random slider adjusts the amount of random variation between each strummed note, allowing a more “human” feel to the strumming.

19. Main Tab - Selects the Main controls.

20. Sequencer Tab - Selects the Sequencer.

21. Dual Mode Slider - With Dual Mode set to On and the panning sliders linked, this graphic becomes interactive for adjusting the pan width.

22. Articulation KSW Mode - This button selects between latching or temporary modes for the articulation keyswitches. This is global.

23. Articulation Keyswitch - This sets the key-switch for the selected slot. Click and drag to adjust the value up or down. Hold down shift for finer-control of the click+drag feature.

24. Velocity Range - This control lets you set the minimum and maximum allowed velocity ranges for the selected slot. Incoming MIDI notes with velocities outside the allowed range will be ignored.

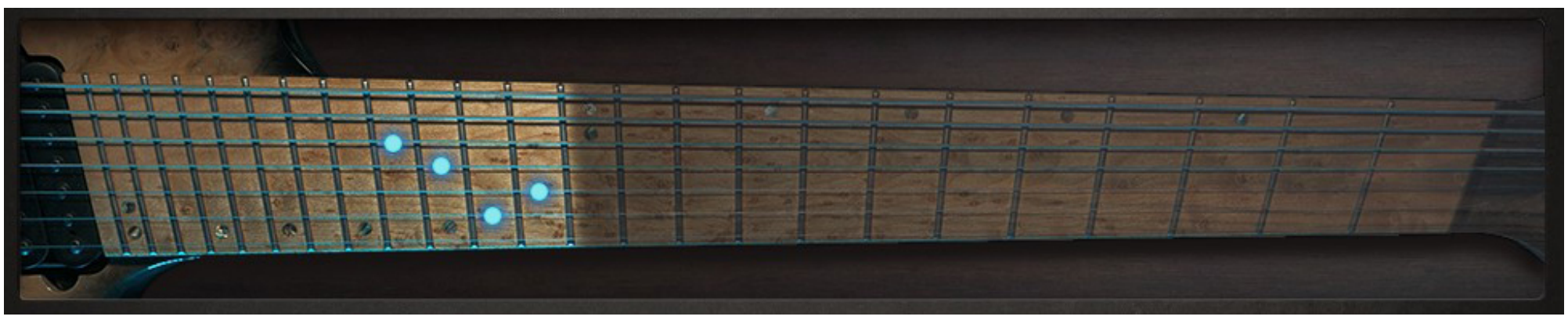
25. Slot Pan - This slider allows to you set the panning of the selected slot.

27. Articulation Selection - This drop-down menu allows you to select the desired articulation for the selected slot.

27. Fretboard/Articulation View - These buttons select the articulation or fretboard view.

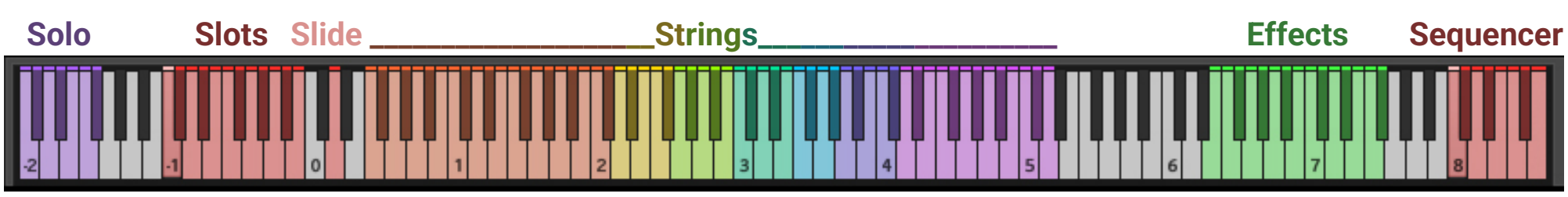
FRETBOARD VIEW

The Fretboard View gives you an overview of the entire range of the guitar, providing real-time note activation indicators. The > indicates an open note, while a solid circle indicates which fret a note is played on.

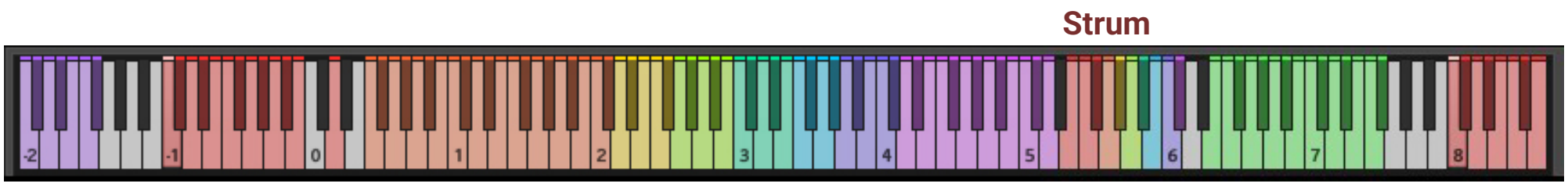


The Hand Position control is also depicted in the Fretboard View, graying out the range beyond the selected fret position. Note that the lowest string still allows notes beyond the selected fret positions to be played.

KEYBOARD



Axe Machina features key coloring for the playable range, keyswitches and effects, visible in Kontakt with the Keyboard view enabled. The seven purple keys on the far left are keyswitches to solo individual strings. Moving up the range, the next twelve red keys are keyswitches for the articulation slots. The red key on D0 is the Slide keyswitch. The orange, yellow, green, turquoise, blue, purple, and violet keys represent the playable range for each string, low to high. The next fifteen green keys are various effects such as strings scrapes, mutes, scuffs, slides, etc. The top eight red keyswitches are for the eight separate sequencer banks.



When Strum Mode is active, three additional red keys appear at the top of the string range. In ascending order they are strum alternate, strum down, and strum up. As a note in the playable range is held down, a special “pluck” key will appear above the strum keys, starting with G5. extending to a maximum of 7 notes ending at C#6.

SEQUENCER

1. Activate Sequencer - This button turns the sequencer on or off.

2. Sequencer Direction - This control allows you to choose the direction the sequencer will cycle through the notes.

3. Timing Lock - When active, this control locks the timing selection for all steps to the step 1 timing selection.

4. Step Rhythm Selection - These controls allow you to select the rhythm for each step, from 1/1 to 1/32T notes.

5. Step Velocity - These sliders allow you to set the velocity for each step in the sequencer. Alt-Click and drag to adjust all.

6. Step Strum Direction - These buttons let you select the strum Direction for each step in the sequencer. Ctrl+click the first step strum direction to quickly set an alternating down/up pattern.

7. Slot Selection Lock - When active, this control locks the strum direction for all steps to the step 1 strum direction.

8. Slot Selection - This control allows you to select which slot is active for each step in the sequencer. This allows you to combine different articulations such as sustains an palm mutes to create complex sequences.

9. Humanize Knob - This control adds randomization to the sequence timing.

10. Swing Knob - This control adds pre-beat or post-beat swing to the sequence.

11. Randomize Buttons - These buttons randomize the Direction, Velocity, and Rhythm.

12. Save/Load Sequence Map - These buttons allow you to save and load your own sequence maps.

13. Sequence Steps - This control allows you to set the number of steps in the sequence from 2 to 16.

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 tremolo.

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.

BASS PRO

Power Button - Toggles the effect on/off.

Gain Knob - Adjust the input volume or gain of the amplifier.

Mid Freq Knob - Sets the frequency band adjusted using the Mid control from 200 Hz to 3200 Hz.

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

Drive Knob - Adjusts gain specifically for mid-frequency content.

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

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

Ultra Lo Switch - Boosts low frequencies and cuts mid frequencies.

Ultra Hi Switch - Boosts high frequency content in a wide frequency range.

Bright Switch - Boosts high frequency content.

Mono Switch - Toggles between mono and stereo.

BASS INVADER

Power Button - Toggles the effect on/off.

Volume Knob - Adjust the input volume or gain of the amplifier.

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

Boost Knob - Adjusts the amount of extra gain added to the signal.

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

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

Low Cut Switch - Cuts low frequencies, removing rumble.

Mid Contour Switch - Cuts low-mid frequency content, softening the sound.

High Boost Switch - Boosts high frequency content, adding edge and definition.

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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Thanks from the whole Soundiron team!