



The **Bamblong** is a small idiophone similar to a marimba, meticulously hand-crafted from sections of cut and carved bamboo from Southeast Asia. It is comprised of a row of tuned bamboo logs that serve as resonance chambers, each ranging between 1 1/2 - 2 1/4 inches in diameter and 8 – 14 inches in length, with sound holes cut into the top of each one. The actual playing surface for each log is a thin bamboo plank suspended on pegs over each bamboo log. When played with recycled rubber bicycle tire mallets, the instrument has a smooth and mellow, yet very crisp and clear musical note, with a quick decay.

First, we sampled it in a very close, intimate dry setting to capture the full warmth and tonality of each note. This gives it a rich, strong presence and total creative flexibility and also allows our Bamblong to work extremely well with any reverb or spatializing effect you like. We deep-sampled the instrument exhaustively, with an average of 20 dynamic velocity layers per note and 10 round-robin variations per dynamic layer. We also recorded strikes and rolls using nylon jazz brushes for a unique raspy effect.

In addition to the dry studio articulations, the bamblong was also recorded in a large glass and stone recording hall for a bright, organic live sound. This “wet” version of the Bamblong is ideal for use in symphonic arrangements and blending with other concert percussion.

As a bonus, we've included a selection of self-evolving dynamic ambient pad and atmospheric synth-like instrument presets, designed using only the raw Bamblong recordings as our raw acoustic source material. The library also contains a wide variety of custom-recorded convolution impulses in a variety of live acoustic environments and halls, as well as an array of special FX impulses to allow a range of fantastic creative effects that can be loaded through our built-in custom user interface.

For our new version 2.0, we've added a full-featured custom user interface with powerful fully-automatable performance controls. The included EQ, Reverb and Uberpeggiator meta-arp system give the Bamblong 2.0 a whole host of new musical potential and playability.

*Note: This library was originally published as “Bamblong” by Tonehammer in 2009.*

## OVERVIEW

17 open format Kontakt .nki instrument presets  
 3 Program Types  
 2519 Samples  
 1.56 GB Installed  
 24bit / 48kHz stereo PCM wav samples (non-encrypted)  
 Powerful custom performance and FX control interface  
 21 custom environmental reverbs and 30 special FX impulses integrated into the GUI

**Note:**

- The full version of Kontakt 4.2.4 (for K4 presets) and Kontakt 5.0.3 (for K5 presets) or later is required.
- The free Kontakt “Player” and special “Libraries” tab do not support this library.

## CREDITS

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 Mike Peaslee

Scripting & Systems Design by  
 Chris Marshall

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Version 2.0 Programming by  
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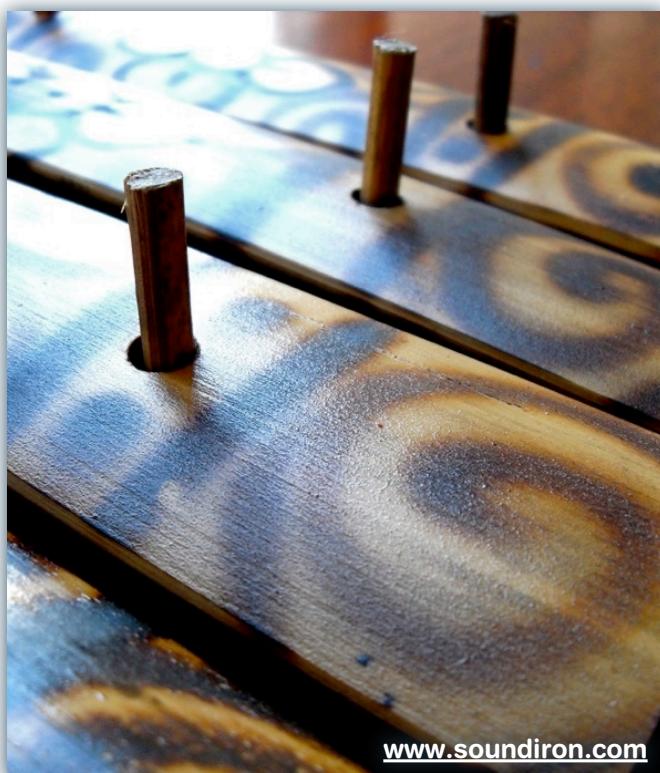
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# ABOUT THIS LIBRARY

## Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. Some content was recorded live and in natural environments, while other portions have been heavily manipulated with a variety of post production tools to create special effects. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile samples.

## Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.3 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

## Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has its own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike and just as often, they can be completely surreal. It all depends on the sound, the impulse, the settings you choose.

We've included a hand-selected collection of impulse files that we think compliment this library's sound directly built into the GUI. You can load them into most instrument presets by using the Reverb control panel and selecting an impulse from the Impulse drop-down menu.

You can also manually import any of your own wavs into the Convolution effect within Kontakt's instrument editor view, down in the Insert Effects module. Just make sure to set the Reverb control to On and Custom to enable convolution impulse wav import and custom preset saving. Be aware that convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

## System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

## Download & Installation

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

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If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

## Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.



## Main Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt. These controls are included in most presets and control basic sound-shaping parameters.



### Distance - (CC 94)

This knob controls the Distance of the instrument from the microphones. This knob blends between the different mic positions. \*Only in Combo patches.

### Attack - (CC 74)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

### Offset - (CC91)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

### Release - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

### Rel.Vol. (CC92)

This knob controls the volume of the loop release samples only.\*Only in Hall Loops preset.

### Rel.Vol. Button

This button toggles the playback of release samples on and off.

### Swell (CC72)

This knob controls the volume of the instrument, allowing users to swell volume over time.

### Microtune

This knob controls the pitch of sample playback in cents with a range of +- 99 cents.

### Width

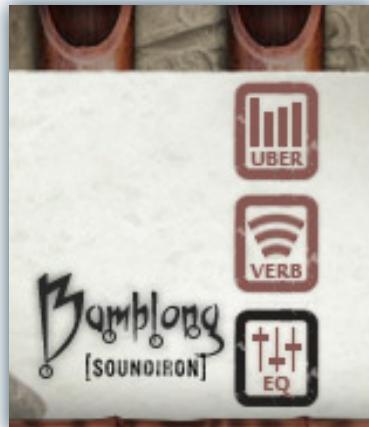
This knob controls the amount of stereo panning based on key position, simulating the natural stereo width of such a large physical instrument.

## Tab Area Button Bar Controls

**EQ, Uberpeggiator\*, Reverb and Legato\*.** These buttons change which controls are displayed on the lower right panel of the UI, allowing one to control the various parameters of each effect. See more detailed descriptions of these controls later in this document.

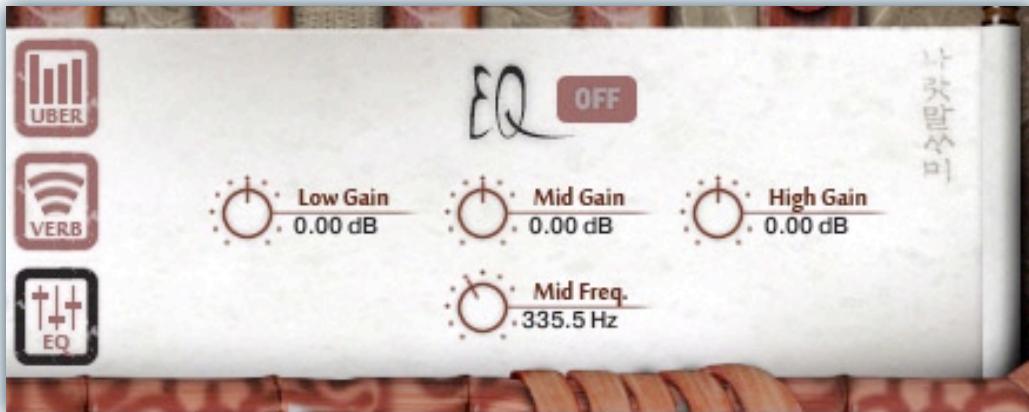
\*Note: Uberpeggiator not available in Ambience presets.

Legato only available in Ambience presets.



## EQ Controls

The EQ tab contains three separate sweepable equalizer bands featuring an adjustable frequency knob for the Mid control. This special panel can be found in all of the instrument presets.



### **EQ3 On/Off**

This button enables/disables the 3-band Parametric EQ.

### **Low Gain**

This knob sets the amount of gain for the bass frequency band.

### **Mid Gain**

This knob sets the amount of gain for the mid band.

### **Mid Freq.**

This sets the center frequency for the sweepable mid band.

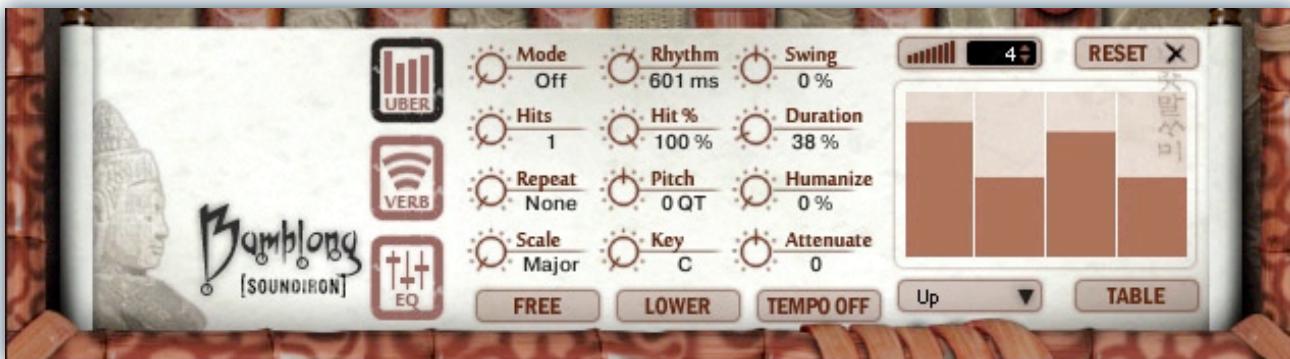
### **High Gain**

This knob sets the amount of gain for the treble frequency band.



# Uberpeggiator Controls

**BAMBLONG** features a flexible, custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



## Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** 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.
- **EZ-Roll** sets it to allow polyphonic rolls to be played.

## Hits and Hit % Knobs

Sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

## Repeat Setting

This sets the direction of the up or down repeats.

## Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

## Attenuate

This knob attenuates the velocity of each Uberpeggiator step by +- 10 velocity steps.

## Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "As Played" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

## Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

## Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length.

## Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

## Scale Selector

Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

## Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

## Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

## Reset

This button resets all steps in the graph to a default value of 0 (blank).

## Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

## As Played / Table

This activates the Graph. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that it was originally played at.

## Convolution Reverb Controls

We've incorporated our custom convolution impulses into each instrument preset, with full control over all available convolution effect parameters.



### Convolution On/Off

This button enables/disables the convolution reverb effect.

### Custom On/Off

Turning this button “On” allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

### Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

### Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

### Size

Sets the simulated room size of the convolution.

### Low Pass

Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

### High Pass

Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

### Delay

Sets the amount of pre-delay time before the wet signal is returned

### Impulse menus

These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

### Effects

This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

### Spaces

This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

## Ambience Controls

Sustains presets contain most of the standard sound-shaping controls as normal presets, but also offer some different functionality. In place of the Überpeggiator, these patches contain a Legato tab.



### Layer 1

This dropdown selects the active ambience for the Low layer. Users can automate this menu by assigning a midi cc automation to the “Layer1” label above the dropdown.

### Layer 2

This dropdown selects the active ambience for the High layer. Users can automate this menu by assigning a midi cc automation to the “Layer2” label above the dropdown.

### Stepping

This knob replaces the microtuning for a semitone stepper.

### Blend

This knob blends between the Low and High layers, allowing users to morph between any two ambiences.

## Legato

### XFade

This knob controls the amount of crossfade between samples during legato transitions.

### Polyphony

This knob controls the available number of separate legato positions. Using this allows for up to three separate legato melodies to be played simultaneously.

### Range

This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played greater than this setting will trigger another legato position.

### Speed

In Sustains presets, the Speed knob controls the speed of the pseudo-legato pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.

### Bend On/Off

This button toggles on/off simulated pitch bending during legato transitions.

### Legato On/Off

This button toggles legato mode on/off.

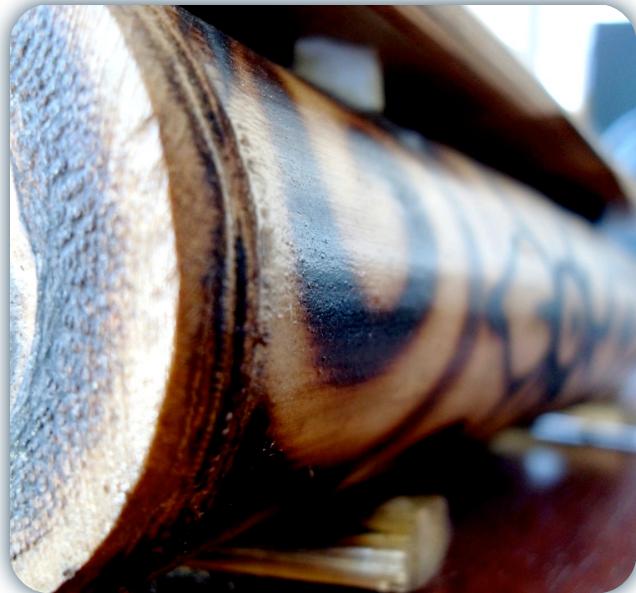


# INSTRUMENT PROGRAMS

The instrument presets have been categorized into 4 preset types:  
Mallet, Brush, FX, and Ambiences.

## **Bamblong Mallet Dry.nki**

The Bamblong played with a mallet, deep-sampled dry and up close in a studio environment featuring multiple velocity layers and extensive round robin variation. C0 – C7.



## **Bamblong Mallet Hall.nki**

The Bamblong played with a mallet, in our favorite large hall with multiple velocity layers and extensive round robin variation. C0 – C7.

## **Bamblong Mallet Combo.nki**

This preset features both the Mallet Dry and Mallet Hall articulations in a single preset with a “Distance” knob to blend between the two. C0 – C7.

## **Bamblong Brush Strike.nki**

The Bamblong struck with a brush, deep-sampled dry and up close in a studio environment featuring multiple velocity layers and extensive round robin variation. C0 – C7.

## **Bamblong Brush Roll.nki**

The Bamblong played with a brush, featuring looping rolls in multiple velocity layers and round robin with releases. C0 – C7.

## **Bamblong Brush Roll Speed-Control.nki**

This preset is the same as the Brush Roll preset, but features a speed-control knob to speed up or slow down the rolls. C0 – C7.



## **Bambiennes A.nki**

16 atmospheres and soundscapes created from the source material in a configurable, 2-layer preset with optional simulated legato. C-2 – G8.

## **Bambiennes B.nki**

14 additional atmospheres and soundscapes created from the source material in a configurable, 2-layer preset with optional simulated legato. C-2 – G8.



## **Bamblong Bamboo Flower.nki**

Based on the Bamblong Mallet Combo preset, this preset features a unique custom reverb impulse response loaded combined with a set of sustaining ambiances.

## **Bamblong Brush Roll Speed-Control + Verb.nki**

Based on the Bamblong Brush Roll Speed-Control preset, this preset features a custom reverb impulse response pre-loaded.

## **Bamblong Brush Strike + Verb.nki**

Based on the Bamblong Brush Strike preset, this preset features a custom reverb impulse response pre-loaded.

## **Bamblong Brush Strike-Roll.nki**

This preset combines the Brush Roll preset with the Brush Strike preset, giving a sharper initial attack to each hit.

## **Bamblong Mallet Combo Epic.nki**

Based on the Bamblong Mallet Combo preset, this preset features a custom reverb impulse response pre-loaded.

## **Bamblong Mallet Dry + Verb.nki**

Based on the Bamblong Mallet Dry preset, this preset features a custom reverb impulse response pre-loaded.

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[info@soun diron.com](mailto:info@soun diron.com)

much obliged,

Chris, Gregg and Mike



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