

ABOUT THE INSTRUMENT

Bamboo Stick Ensemble is a classic scoring percussion ensemble that captures the tight, powerful clack of long, heavy raw bamboo poles, played more as weapons than as instruments. We struck, clashed, bent, dragged, scraped, shattered, and pounded them into splinters, with solo and ensemble articulations. Beyond just pure epic war percussion, the Bamboo Stick ensemble features haunting drones, screeches, roars and nightmarish horn-like wails that we produced by brutally grinding the resonant bamboo against stone. Our Bamboo Stick Ensemble has been featured in a number of major motion picture soundtracks such as Avatar and Tron Legacy. It serves as a powerful display of just how far you can take a simple non-traditional object like a bamboo pole.

This open-format Decent Sampler library is perfect for light to “epic” cinematic drum arrangements and tribal percussion tracks. Each articulation is sampled with up to 10 round robin variations per velocity layer, with multiple velocity layers to provide exceedingly natural and aggressively dynamic performances.

To get just the right mix of power and edge, we took a number of high quality 8-foot x 2-inch diameter bamboo poles and sampled them meticulously in their natural state, as mighty epic percussion instruments. When striking and scraping a stone floor with them, the result is an interesting blend of aggressive slaps, clacks, screeches, drones and even howls. We recorded this library in a favorite lush tile and stone recording hall, with the specific goal of achieving the most massive and powerful epic percussion hall sound we could get. True epic percussion can only be done in a natural hall. It simply can't be faked. The instruments were recorded with a close stereo pair of Neumann TLM 103 cardioid condenser microphones.

We've also included 15 sound designed ambiences, atmospheres, and sustaining pads to provide tonal leads and background textures. They can be used with the drums or in any other sonic application you wish. Each one has been hard-crafted by our team, using the source recordings, as well as a variety of environmental field recordings. They create an ideal accompaniment to this library.

In addition to the fully-loaded "Standard" and efficiently streamlined "Lite" main presets includes with this library in the Decent Sampler subfolder of the Instruments directory, we've also included a selection of custom sound-designed FX presets created by our team to show just a glimpse of the musical potential this Soundiron library has in store for you! We hope you enjoy!

CREATIVE CONTROL FEATURES

This library includes presets built for the free **Decent Sampler** plugin, a virtual instrument engine developed by David Hilowitz at Decent Samples. It's compatible with VST, VST3, AAX, Audiounit, Auv3 and Standalone mode for Windows, Mac, iOS, and even Linux! Decent Sampler is a powerful platform for sample instrument development that offers many of the same core features you'll find on the Native Instruments Kontakt Platform. While the Kontakt version of this library requires you to buy a license for the full retail version of Kontakt or the Komplete Bundle by Native Instruments, the Decent Sampler plugin is free to download and the Decent Sampler version of this library does not require special activation. Just install the Decent Sampler Plugin, load it as a virtual instrument in your DAW or run it in stand-alone mode, and drag the .dspreset format preset files includes with this library into the Decent Sampler plugin window to instantly load it.

The very first time you load this library's .dspreset files, it may take up to a minute to load the instrument if it a very large library (2+ GB or more), but in general you will find that presets load very quickly and you can customize your RAM loading and voice settings in the Preferences window to optimize engine performance to best suit your computer's hardware. Just click "File" in the top right corner and select Preferences to open the engine settings window.

We primarily develop our instruments for the Kontakt platform, as it is the leader in sampler engine technology. Therefore, some systems and capabilities are not supported or translatable from Kontakt to the Decent Sampler format. However, you'll find essential parity between both the Kontakt and Decent Sampler versions of this library that are included with your download, and each version has its own unique benefits and advantages.

If you do not own the full retail version of Kontakt, Decent Sampler is a very capable alternative that will allow you to fully utilize this Soundiron instrument to its fullest. If you do own Kontakt, you'll find that both versions of this library are worth exploring for their own unique qualities.

We've packed the Decent Sampler user interface with powerful sound-shaping controls to give you complete flexibility. The Standard version of this library's main Decent Sampler Preset (*.dspreset) provides 4 independent sound layers that can be individually enabled, modulated, adjusted, and shaped to fit your needs. This allows for sophisticated sound design and the ability to customize every detail. In most instruments, the first two layers are either clones of each other to allow layered articulation building and creative combinations.

The 3rd layer is usually reserved for ambient sound designed pads, atmospheres, synths and special effects. The 4th layer is usually dedicated as the "Subsynth" layer, providing a universal synthesizer component with a variety of waveform shapes to choose from. These can be layered under the instrument sounds to provide additional tonality, body, character and clarity, or the subsynth can be used all by itself as a classic basic synthesizer instrument plugin.

Each layer has an array of core controls: Volume, Offset, Attack, Decay, Sustain, Release, Body, Pan and Tune. There is also a LAYER FX pop-up window that includes a bank of effects, including "Amp" distortion, resonant low pass filter and independent volume, pitch and pan modulators for each of the 4 layers.

You also have a wide selection of additional master DSP effects in the MASTER FX pop-up window. The 4 layers are summed through this final master effects chain that includes Chorus, Phaser, Delay (with tempo sync), Convolution Reverb with a large selection of custom impulse responses to choose from, Algorithmic Reverb, 5-Band Equalizer, and a master Lowpass and Highpass Filter module.



BAMBOO STICK
• ENSEMBLE •

Decent Sampler Edition 1.0 (Library Version 3.0)

- A bright, lush close-mic bamboo pole percussion ensemble for soundtrack scoring
- Percussion, Tonal Effects & Special FX, including high/low stabs, FX, sustains, tremolos, and sustains
- 29 sound-designed ambient drones, pads and atmospheres
- 12 Full-featured Decent Sampler .dspreset instrument presets
- 481 stereo samples in standard 48kHz 24-bit PCM Wav format
- 734 MB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customization options.
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

This library has been programmed for use in the free Decent Sampler virtual instrument engine (1.11.14 and later). Decent Sampler can be used as a virtual instrument in any DAW that supports VST, VST3 AU, AAX, Auv3 and as a standalone application. Download it for free at **https://www.decentsamples.com/product/decent-sampler-plugin**

CREDITS

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SYSTEM REQUIREMENTS

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. The sample files are provided in standard 24-bit 48kHz stereo PCM wav format, which can be loaded in any modern wav-compatible audio software. Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These natural sounds are unavoidable. Our goal is to preserve and accentuate the natural live qualities in our instruments without draining all of the life, detail and character out of them for the sake of clinical perfection.

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system with at least 4GB 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 some older machines and audio devices.

The .dspreset instrument files in this library require **Decent Sampler version 1.11.14 or later.** You must have at least Windows version 7 or later, macOS 10.09 or later, or Linux (64-bit). Download Decent Sampler for free here (user registration is required):
https://www.decentsamples.com/product/decent-sampler-plugin/

SAVING & LOADING PRESETS

Preset Loading - To load a new preset, you can drag-drop a valid .dspreset file from the Decent Sampler sub-directory of the main Instruments folder in the library directly into the Decent Sampler plugin application window, or click the main “File…” menu and choose “Load…” to locate and select a .dspreset file to load.

Preset Saving - To save the current preset with all current settings and configurations, open the main File menu, select Developer Tools, then select “Save Preset…” and enter the preset name you want to save it as.

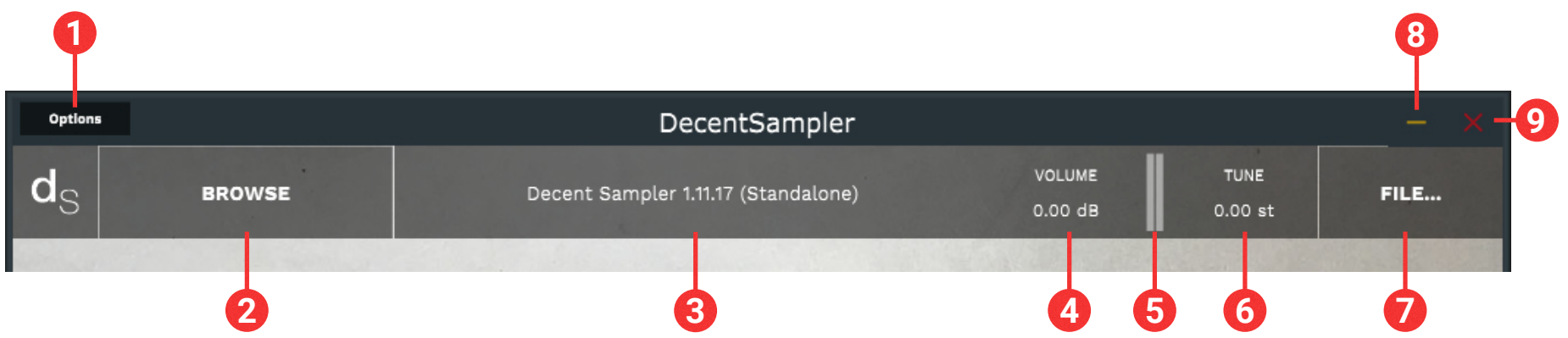
WARNING: It is very important that you choose a new name and save the preset in the same folder location as the original preset. Choosing the same name will overwrite the original preset, causing all current settings to become the default settings. Choosing a different save folder location or moving the .dspreset files, internal folder structure or contents of the Samples directory can break the relative file path connections to the samples and user interface graphical elements.

Load times in Decent Sampler are typically slightly faster than you’ll usually experience with the Kontakt version of this library. However. please allow a few minutes for large libraries to load in Decent Sampler, especially the first time you are loading a new library on your computer. While there is no “Batch Resave” function to improve loading performance like that found in Kontakt, we have found that preset loading times in Decent Sampler do tend to significantly improve for a preset after it has been loaded for the first time.

You can learn more about Decent Sampler from the platform’s develop David Hilowitz on his YouTube channel at **https://www.youtube.com/@DavidHilowitzMusic** and from the official guide videos:
Windows: https://www.decentsamples.com/how-to-use-decent-sampler/windows/
Mac: https://www.decentsamples.com/how-to-use-decent-sampler/mac/

DECENT SAMPLER INSTRUMENT HEADER

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



1. OPTIONS MENU - Click to save and load presets and to view and edit your system audio and midi driver settings when running Decent Sampler as a stand-alone application. This menu is not visible when using Decent Sampler as a virtual instrument plugin within your DAW.

2. BROWSE MENU - Click to browse instrument preset files for Decent Sampler compatible libraries installed on your computer, if you have designated a “Samples” directory on your hard drive. You can also use this menu to access the Decent Samples integrated web store.

3. Current Instrument Name - This area shows the name of the currently loaded .dspreset file if one is loaded. If no instrument preset is loaded, this area will show the current version number of the Decent Sampler engine that you are running. Clicking in this area will show you recently opened presets that can be quickly recalled by selecting one of them. When an instrument is loaded, you’ll see a star icon to the left of the preset name. Clicking the star icon will add the current preset to your Favorites list, for quick recall later from the “Favorites” sub-menu found in the main File drop-down menu.

4. Main Output Volume Control - This shows the current audio signal level for the master output bus. To adjust the master level, click and drag up or down with your mouse, or double-click the value to edit it.

5. Main Output Volume Meters - This displays the real-time peak dB meter bars for the master output bus.

6. Main Tuning Offset Control - Displays the amount that the instrument is pitch-shifted by, measured in semitones and cents (1/100th semitones). A value of 0.00 means that the instrument will play back at the pitch the instrument is set to play at, factoring in any internal offsets due to user adjustments to the Tune knobs in any of the layer controls. Changing this value up or down will pitch shift the audio output by the desired number of semitones/cents.

7. File Menu - This menu is the main application menu for Decent Sampler. Use this menu to browse and load presets - or you can always simply drag-drop any .dspreset file into the application window. You can also access Midi CC Learn, Global Tuning and MPE options, the main engine Preferences window and more advance features in the Developer Tools area.

Use this menu to load presets by using the “Load…” sub-menu options. Save the current preset by choosing the “Developer Tools” sub-menu and selecting “Save Preset”, and then choose a new name for the preset. **Be sure to save the preset to the same folder as the original preset to prevent the internal sample file path data from being lost.**

8. Minimize Window - This minimizes the application window to the task bar, if Decent Sampler is being run in stand-alone application mode.

9. Close Window - This closes the window and exits the application.

USER INTERFACE



1. Instrument Layer Selection Tabs - Click on these buttons to show each layer's controls in the lower control panel. By default, only layer 1 is active when the instrument is first loaded.

2. Layer FX Pop-Up Window Button - Click on this buttons to open the layer effects control window.

3. Master FX Pop-Up Window Button - Click on this buttons to open the master effects control window.

Note: All knobs in the interface can be assigned to a midi CC controller by right-clicking the knob with your mouse, clicking the Midi Learn box that appears and then moving the midi control you wish to assign to the knob.

4. Volume Knob - This controls the volume of the currently selected instrument layer.

5. 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.

6. Offset Knob - This cuts into the sample start, allowing 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.

Note 1: This knob is not shown in the Subsynth layer controls, because the waveforms are too uniform and short for offset to be functionally applicable. Because the offset feature requires the samples to be fully loaded into ram, this knob is also only included in the standard full presets. It is not available in the "Lite" version of the instrument preset.

USER INTERFACE

7. Decay Knob - This controls how quickly the sound fades to the sustain level set by the Sustain knob, beginning from the moment the note is triggered. If you set the Decay knob to a low value, with the Sustain knob turned down, it will have a damping effect, similar to hand-mute a percussion instrument or plucked string.

8. Sustain Knob - This sets the sustaining volume level once the Decay phase is complete. If turned down, the note will start at normal volume but will then fade to the sustain level and hold there until the note is released or plays out. This is normally left at 100%, but is useful for a variety of special performance methods.

9. Release Knob - This controls how quickly the sound fades out once the note has been released. It also controls the volume of release samples for articulations that have a separate release sample that is triggered when a key is released.

10. Body Knob - This controls how much presence the sound has. Turn it up to add a bit of punch and sparkle. Turn it down to get a more vintage lofi sound.

11. Pan Knob - This controls the left/right pan. Each layer can be panned differently.

12. Tune Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones.

13. Instrument/Articulation - This allows you to choose the specific articulation that will be loaded in the current layer.

Note: In “Lite” presets, you’ll also see a Category Menu shown above the Articulation menu. The category menu lets you select from the various articulation types and categories included in the library.

14. Midi Pitch Bend Wheel - This controls the midi pitch bend of the instrument. By default, the bend range is +/- 2 semitones. This can be changed by opening the main File menu in the top right, and selecting Instrument Settings.

15. Mod Wheel - This controls the midi mod wheel controller.

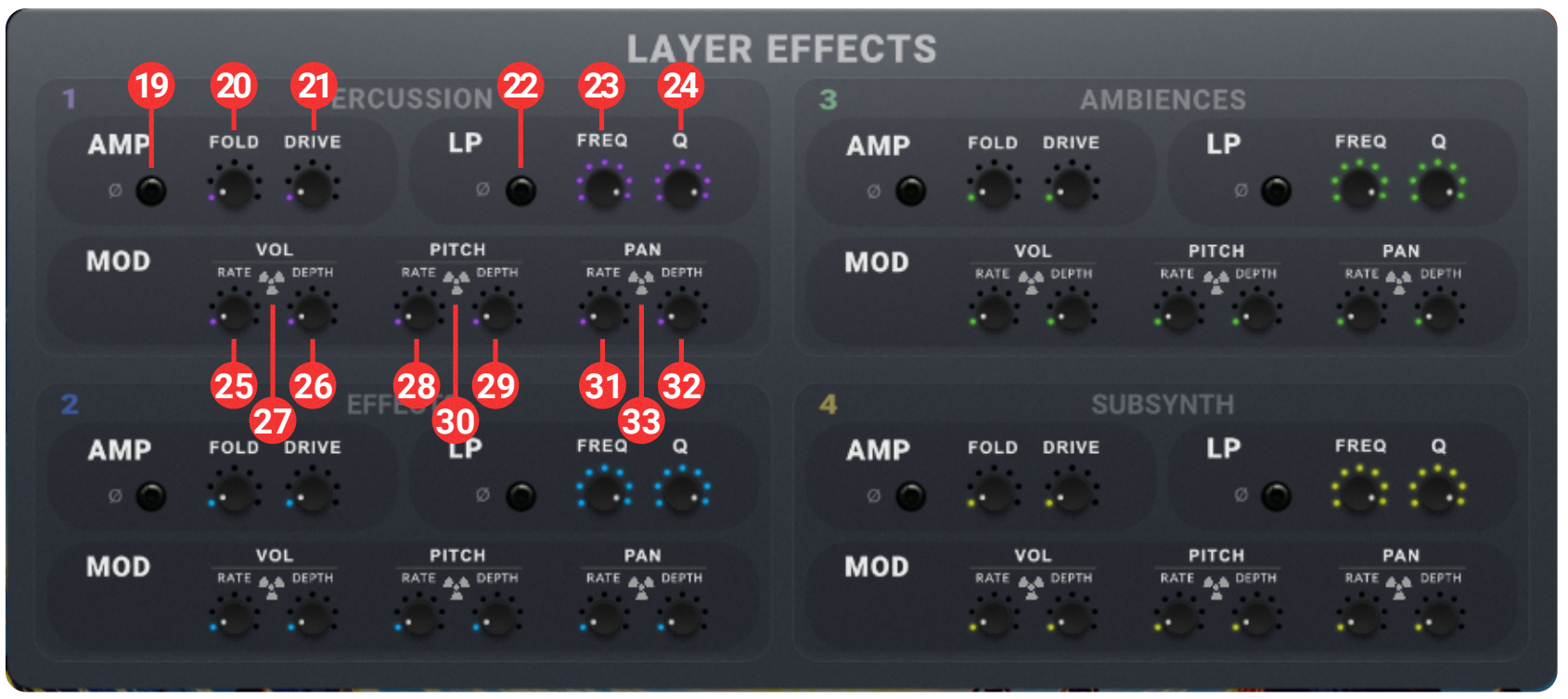
16. Active Key-range Display - This keyboard shows the currently active key-range for the selected layer. If a layer is turned on and an articulation is loaded in the Articulation menu for that layer, the keyboard display at the bottom of the window can show its active key range. However, because Layer 1 takes first priority, it will cover the visible keyrange of any layer below it that is also active. The priority order proceeds down from there.

17. Keyboard Range Display Shift Buttons - This button bars on the left and right sides of the keyboard display shift the visible keyboard range up and down to show the full midi keyrange from midi note 0 - 127.

Note: There is a known bug that can occur in keyboard color display in the Decent Sampler engine when the displayed key color or range is changed by the user. This bug can cause the new color or range to not update automatically right away, unless the user clicks the left or right octave shift arrows on the left or right side of the keyboard, or hovers their mouse over the keys, or triggers the keys via midi. This is merely a graphical glitch that has no effect on the actual playable range of the instrument. To quickly correct this issue if it occurs, simply use your mouse to press the left/right keyboard shift buttons **(#17)** to immediately refresh the keyboard display and show the current proper active key range.

LAYER FX CONTROL WINDOW

The Layer FX control window can be opened and closed by clicking on the Layer FX button (labeled as #2 on page 7 above). This shows the individual layer DSP effect chains for each of the four instrument sound layers. Each can have its own “Amp” distortion, resonant low-pass filter and Volume, Pitch and Pan LFOs.



AMP

19. AMP On/Off Button - This engages the Amp effect for the layer. This module combines a wave foldback effect and general distortion, ranging from mild saturation to total sonic destruction. Be cautious with this effect, as it can get very loud.

20. Fold Amount Knob - Sets the foldback amount for the Wave Folder effect.

21. Drive Amount Knob - Sets the distortion level for the Wave Shaper effect.

LP FILTER

22. Lowpass Filter On/Off Button - This engages the low-pass filter effect for the layer.

23. Lowpass Cutoff Frequency - This controls the filter cutoff frequency. Everything above the cutoff frequency will be significantly attenuated.

24. Lowpass Q Knob - This controls the resonance level (“filter Q”) for the the low-pass filter.

VOLUME LFO

25. Volume LFO Modulation Rate Knob - This controls the speed of the volume LFO.

26. Volume LFO Depth - This controls the amount/depth of the volume LFO.

27. Volume LFO Rad Button - This significantly amplifies the intensity of the Volume LFO values to achieve more extreme ring modulation effects.

PITCH LFO

28. Pitch LFO Modulation Rate Knob - This controls the speed of the pitch LFO.

29. Pitch LFO Depth - This controls the amount/depth of the pitch LFO.

30. Pitch LFO Rad Button - This significantly amplifies the intensity of the Pitch LFO values to achieve more extreme pitch warping effects.

PAN LFO

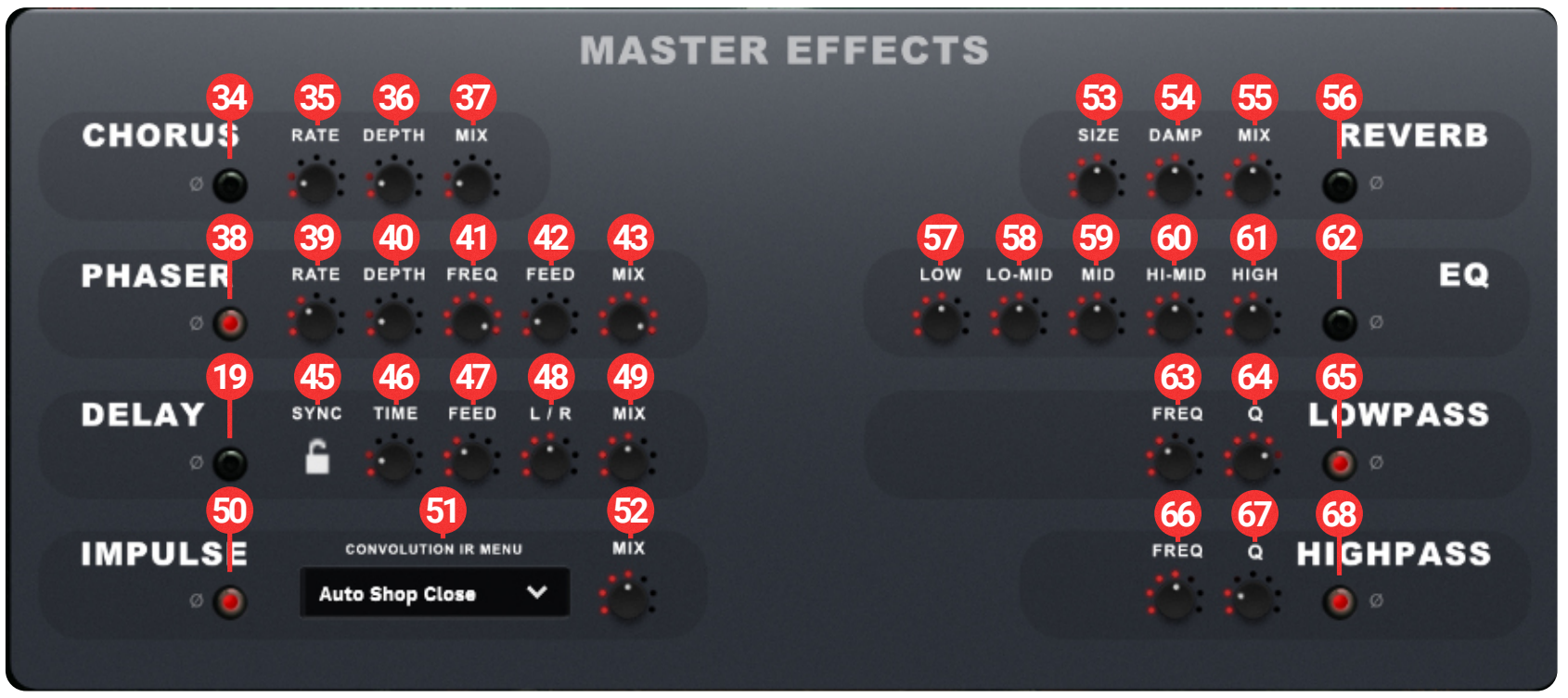
31. Pan LFO Modulation Rate Knob - This controls the speed of the pan LFO.

32. Pan LFO Depth - This controls the amount/depth of the pan LFO.

33. Pan LFO Rad Button - This significantly amplifies the intensity of the pan LFO values to achieve more extreme stereo phase modulation effects.

MASTER FX CONTROL WINDOW

The Master FX control window can be opened and closed by clicking on the Master FX button (labeled as #3 on page 7 above). This shows the master DSP effect chain for the instrument, with Chorus, Phaser, Delay, Convolution Impulse Loader, Reverb, EQ, master low-pass filter, and high-pass filter.



CHORUS

34. Chorus On/Off Button - This engages the master Chorus effect.

35. Rate Knob - Sets the chorus speed.

36. Depth Knob - Sets the chorus depth.

37. Mix Knob - Wet/dry mix level for the chorus.

PHASER

38. Phaser On/Off Button - This engages the master Phaser effect.

39. Rate Knob - Sets the phaser speed.

40. Depth Knob - Sets the Phaser depth.

41. Freq Knob - Sets the Phaser sweep frequency center.

42. Feed Knob - Sets the Phaser feedback lever.

43. Mix Knob - Wet/dry mix level for the Phaser.

DELAY

44. Delay On/Off Button - This engages the master Delay effect.

45. Sync Button - Toggles the tempo-sync mode. When on, the delay will follow your DAW's host tempo.

46. Time Knob - Sets the delay repeat time. When in Sync mode, the knob will use musical note divisions. When in normal mode, it will display the time in seconds.

47. Feed Knob - Sets the delay feedback amount.

48. L / R Offset Knob - Sets the amount of left/right delay time offset.

49. Mix Knob - Wet/dry mix level for the delay.

IMPULSE

50. Impulse On/Off Button - This engages the convolution reverb effect.

51. Convolution IR Menu - This menu selects the Impulse Response file to convolve the instrument signal with. You'll find a wide variety of real room, space, acoustic environment and sound-designed special effect impulses.

52. Mix Knob - Wet/dry mix level for the convolution reverb impulse effect.

REVERB

53. Reverb Size Knob - This controls the size of the reverb space.

54. Reverb Damp Knob - This controls the high-frequency damping applied to the reverb.

55. Reverb Mix Knob - Wet/dry mix level for the reverb effect.

56. Reverb On/Off Button - This engages the algorithmic reverb effect.

EQ

57. Low Gain Knob - This controls the amount of gain for the master equalizer effect's low frequency range.

58. Lo-Mid Gain Knob - This controls the amount of gain for the master equalizer effect's low-mid frequency range.

59. Mid Gain Knob - This controls the amount of gain for the master equalizer effect's middle frequency range.

60. Hi-Mid Gain Knob - This controls the amount of gain for the master equalizer effect's high-mid frequency range.

61. High Gain Knob - This controls the amount of gain for the master equalizer effect's high frequency range.

62. EQ On/Off Button - This engages the master equalizer effect.

LOWPASS

63. FREQ Knob - This controls the filter cutoff frequency for the master low-pass filter, which filters out most of the signal above the frequency threshold.

64. Q Knob - This controls the resonance level ("filter Q") for the the master low-pass filter.

65. Lowpass Filter On/Off Button - This engages the master low-pass filter effect.

HIGHPASS

66. FREQ Knob - This controls the filter cutoff frequency for the master high-pass filter, which filters out most of the signal below the frequency threshold.

67. Q Knob - This controls the resonance level ("filter Q") for the the master high-pass filter.

68. Lowpass Filter On/Off Button - This engages the master high-pass filter effect.

LITE USER INTERFACE



The "Lite" preset is a streamlined version of the instrument that operates with a single sound layer, plus the addition of the Subsynth as an optional add-on in the main Effects window (#1). Detailed definitions of these controls can be found on pages 7 - 11. While you can still choose from any of the sounds in the library, focusing on a single layer at a time reduces the number of voices that are played, which lowers the CPU load and sound hardware resource demand somewhat.

This preset type also uses disk-streaming to reduce ram consumption. Therefore, it lacks the sample start offset feature controlled by the "Offset" knob found in the standard preset type.

You still have access to a full DSP effect chain, including Amp, Lowpass Filter, Volume/Pitch/Pan Mod LFOs, Chorus, Phaser, Delay, Convolution Impulse, Reverb and EQ effects.

1. Subsynth voice layer waveform menu - This menu selects the synthesizer waveform shape to play in addition to the main instrument voice. If the main Category Menu or Articulation Menu are set to off, you can still use the Subsynth to play the preset like a classic synthesizer instrument.

2. Subsynth voice layer controls - The knobs control the subsynth volume, attack, release, pan and tune parameters. They can be adjusted independently of the main instrument parameters (#4). However, the subsynth voice layer does share the main Decay, Sustain and Body parameters with the instruments main voice, so changes to the Decay, Sustain and Body knobs effect both the main instrument sound and the subsynth sound.

3. Effects Pop-Up Window Button - Click on this button to open the master effects control window, including the Subsynth layer menu and controls.

4. Main Instrument Control Knobs - These include the instrument Volume, Attack, Decay (Shared), Sustain (Shared), Release, Body (Shared), Pan and Tune (pitch-shifting) controls.

The Subsynth layer has its own independent Volume, Attack, Release, Pan and Tune knobs that work independently of the main instrument parameter knobs, but the Decay, Sustain and Body knobs are shared by both sound layers.

5. Sound Category Menu - This menu lets you select the main articulation category for the library. Different selections will change the Articulation Menu options that are available. Turning this menu Off will disable the main instrument voice, but you can still enable the Subsynth sound layer and use the preset as a classic synthesizer instrument.

6. Articulation Menu - This menu lets you select the specific articulation, sound bank, or variation to load from the currently selected Sound Category. Turning this menu Off will disable the main instrument voice, but you can still enable the Subsynth sound layer and use the preset as a classic synthesizer instrument.



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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living- breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tolls make composition and sound design a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at support@soundiron.com!

Thanks from the whole Soundiron team!

