

ABOUT THE INSTRUMENT

Bamboo Stick Ensemble is a classic scoring percussion library for Kontakt, which 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.

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.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The master preset contains every sample in the library and a host of powerful expression features. There are 4 independent sound layers, each with a full set of parameters that can be linked, automated and customized. These include swell, attack, start offset, release (with pad-mode), vibrato, filter, coarse and fine pitch, sound bank selection, crossfader assignment and chromatic solo. Chromatic solo allows you to choose any sample on the keyboard and solo it as a tuned instrument across the entire key range. It can turn any sound into a playable instrument.

Next, we used various sound-design tricks to morph the sounds from our journey into tonal and dissonant pads, synth-tones and ambient dreamscapes. You'll find these in the Layer 3 sound menu. They can be played by themselves, or used to add texture and body to the primary sounds in Layers 1 and 2. Lastly, the Sub-Synth layer is a basic synthesizer with 6 simple shapes that can be added for tonal transient and tonal support.

In the advanced settings pull-down window, you'll also find an adaptable LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 lowpass, high-pass and FX filters, with assignable modulation targets such as velocity, mod-wheel, expression, after-touch, key position and step-sequencer table control.

You can also use our customizable arpeggiator, with a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration. We've also included a key and scale lock system that allows you to constrain your notes to a wide variety of common scales and keys for easy melodic composition and live performance.

The built-in modular FX rack window offers18 different DSP effect modules that you can assign in any of 10 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 **40** unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

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BAMBOO STICK
• ENSEMBLE •

Version 3.0

- 1 Master NKI instrument bank in open Kontakt format
- 20 Custom sound-designed FX and ambient presets
- 3 Instrument categories (Percussion, Tonal Effects & Special FX)
- High and low stabs, FX, single-shot sustains, tremolos, and looping sustains
- 456 Stereo samples
- 592 MB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive multi-layer user interface controls, with LFO, filter, and arpeggiator.
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments.

Please Note: The full unlocked retail version of **Kontakt 5.5.2** or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Komplete Kontrol and the "Add Library" import feature do not support this library. Windows 7 (or later) or OSX 10.9 (or later) is required.

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SYSTEM REQUIREMENTS

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt "nki" instrument presets, you'll need to own the full retail version of Native Instruments **Kontakt 5.5.2 or later. You cannot use this library in the free Kontakt Player.** Please be aware that the free Kontakt "Player" is not a full retail version of Kontakt and does not support this library. 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. **You must have at least Windows 7 or later**, or **Apple OSX 10.9 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 OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or solid state hard drive 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 machines.

KONTAKT NKI PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Files, **Quick Load** or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. IF you're new to the Quickload system, check out the Help area of our website and our Youtube channel for tutorial videos on how to use it effectively and conveniently.

Please allow any current preset to finish loading completely before loading a new one. You cannot 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 additional activation or unlocking process.

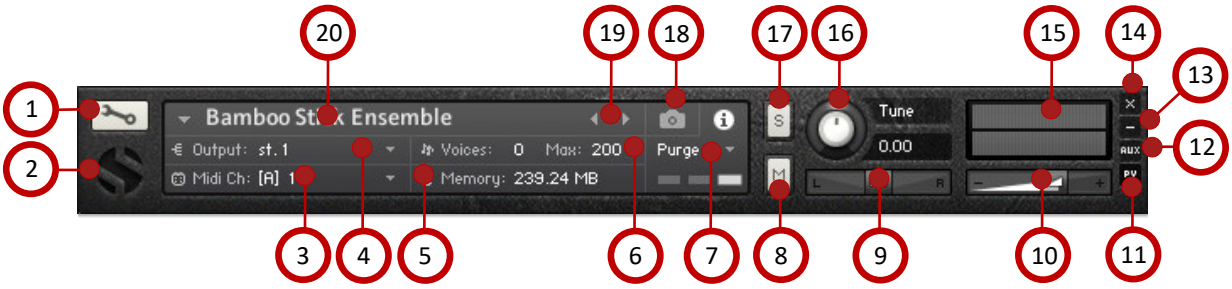
CONTROL PARAMETER AUTOMATION

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the "Learn MIDI CC# Automation" button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the "Auto" automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to. The presets have default midi CC mapping assignments for most controls already set up for you, although you can change them in the AUTO browser window on the left side of Kontakt.

KONTAKT INSTRUMENT HEADER

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



1 - OPEN INSTRUMENT EDITOR button
Click on this to view and edit the internal settings and programming of this instrument. Be careful making internal changes unless you're an experienced Kontakt user, as changes here can easily disable the entire instrument.

2 - CLOSE MAIN CONTROL AREA button
Click the S icon to collapse the "Performance View" and just show the Kontakt instrument header bar, as seen above.

3 - MIDI INPUT menu
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 menu
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 AND MAX LIMIT values
This displays the number of voices currently playing on the left and the maximum number of voices that can play before voices are automatically culled. High voice counts can slow down your CPU and cause crackling, popping and other issues. The safe number of voices will vary greatly based on other programs running, the core count and speed of your CPU, available ram, hard drive speed and other factors.

7 - PURGE menu
This menu allows you to purge samples from RAM or reload them.

8 - MUTE button
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 button
This button collapses the "Performance View" to just show the instrument header bar, as seen above.

12 - AUXILLARY SENDS button
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 button
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 METES
This displays the current signal level during playback.

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 cents (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17 - SOLO button
This solos this instrument and mutes all others in the rack.

18 - SNAPSHOTS button
This allows you to save and load snapshot presets for this instrument. Click the " i " button to close the menu.

19 - PREVIOUS / NEXT PRESET buttons
These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've change 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 value
This shows the currently loaded preset name.

USER INTERFACE

The main user interface features a complete set of sound-shaping, layering and articulation controls.



1 - ADVANCED CONTROL TAB button
Click on this pull-down tab to open the advanced control window for access to the LFO, Filter and Arpeggiator systems (See pages 8 and 9).

2 - LAYER LOCK buttons
This links the (Swell, Attack, Offset, Release, Vibrato and Filter settings for all layers that have their lock button activated. Changing the knob values for one layer applies the same change to all other locked layers. This setting doesn't effect the Invert Swell, Release Mode, Filter Type, Pitch or Articulation Selection Menu settings for each layer

3 - LAYER ACTIVATE buttons
This enables a layer to play. Each layer can be independently enabled or disabled, allowing up to 4 layers to play at once.

4 - LAYER SELECT buttons
This selects a layer's controls for editing. The lower control area displays the knobs and control settings for the currently selected layer. However, if the selected layer has its lock engaged, any changes to the knobs will effect all other locked layers as well.

5 - VALUE DISPLAY TOGGLE button
This shows/hides the knob control value displays above the knobs when they are not needed.

6 - SWELL knob
This controls the volume of the layer, with smooth real-time tonal and dynamic attenuation.

7 - 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.

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8 - 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.

9 - RELEASE MODE down-arrow menu
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.

10 - RELEASE TIME knob
This controls the duration of the release. Lower values cause the sound to fade out more quickly after a note is released, while higher values fade the sound out more slowly.

11 - VIBRATO knob
This applies basic vibrato to the sound. It is separate from the LFO controls in the Advanced Control window.

12 - FILTER knob
This controls a simple resonant filter's cut-off and resonance value for easy and satisfying filter sweeps. It is separate from the Filter controls in the Advanced Control window, which can be used independently of or simultaneously with this filter.

13 - FILTER TYPE down-arrow menu
This menu selects the type of filter to use, with a choice of 12 common filter types. This control is independent of the layer lock function.

14 - PITCH COARSE & FINE nested knobs
These nested knobs control semitone and cent tuning for the current layer. The outer knob shifts the pitch in semitone increments by up to +/- 36 semitones. The inner knob shifts the pitch in cent (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves, create chords with other layers or fine-tune the sound of each layer. This control is independent of the layer lock function.

15 - PITCH DISPLAY values
These read-outs show the pitch of the current layer in semitone and cent +/- offset values. The upper box shows semitone value of the outer pitch knob. The lower box shows the cent value for the inner pitch knob. A value of 0 will play the articulation at its natural pitch at middle C. A value below 0 means that the sound has been pitched down, while a value above 0 means the sound is pitched up. This control is independent of the layer lock function.

16 - X-FADE ASSIGN buttons
These buttons assign the currently selected Layer to the X-Fade slider. This allows you to create custom combinations of layers which you can easily and smoothly crossfade between.

17 - SELECT ARTICULATION drop-down menu
This allows you to choose the articulation for the current layer. Each layer has its own independent menu. The articulation menus are not effected by the layer lock function.

18 - CHROMATIC SPREAD button*
This button allows you to select an individual sample to spread chromatically up and down the entire key range. Press the button to activate the selection mode, then press the desired keyboard key. Press the button again to exit individual chromatic spread mode.

19 - SUB-SYNTH LAYER SELECT button
This selects the synthesizer layer, with a choice of 6 basic synthesizer waveform shapes. The sub-synth layer can be used to add bass, reinforce the tone of percussive and atmospheric sounds and to create new sonic combinations with other layers.

20 - ARTICULATION NEXT/PREV buttons
These buttons allow you to quickly and easily jump to the next or previous articulation for the current layer.

21 - X-FADE slider
This smoothly crossfades between layers A and B. Drag the glowing indicator horizontally to blend between layers. Note that this will have no effect on layers that are assigned to "none" in the X-FADE ASSIGN section for the layer.

TIPS

Offset allows sample playback to start later than the sample's beginning, which means playback can begin in the middle of a waveform. This naturally can cause a pop or snap to occur. When using the offset control, we recommend also adjusting the Attack to prevent popping, unless you would like to create sharp, glitchy effects.

Layering: You can create unique musical and tonal combinations by combining different articulations from multiple layers. We especially experimenting with creative control settings like pitching down one layer up and another layer down by an octave to create octave layering, or using the sub synth layer to reinforce note tonality or pitched down to generate extreme bass presence.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (OSX) on the articulation menu. Or you can open the Auto" browser panel on the left side of Kontakt, then click on an Midi CC or Host Automation ID number you wish to assign to a control and drag it onto the knob, menu or button in the UI that you wish to automate. In fact, nearly every control and menu can be automated with either of these same methods.

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the Pull-down tab's down-arrows at the top of the UI. It contains the global LFO, Filter and Apreggiation systems. The global **Keyswitches** button turns off all keyswitches, allowing you to access a greater range of playable notes. The global **Purge Unused Samples** unloads all samples for layers that are currently turned off.



LFO

LFO button
This engages the LFO system.

WAVEFORM buttons and menu
Click the shape buttons or use the down-arrow menu to choose an LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth and Random.

TARGET menu
Use this to assign the LFO to these parameters: Volume, Bass, Treble, Pitch, Pan, Filter Resonance and Frequency.

LFO LOCK button
This locks the LFO speed to your DAW's tempo when Kontakt's BPM "EXT" button is off. If the EXT button is on, this will lock to Kontakt's internal bpm setting.

TIME / BEAT knob
This controls the speed of the LFO. When locked, the Beat knob selects note length values. When unlocked, the speed is measured in milliseconds.

INTENS. knob
This controls the intensity of the LFO oscillation.

FADE knob
Use this to fade in the oscillation after the note starts.

FILTER

FILTER button
This engages the Filter system.

TYPE menu
Select from 13 different filter types with this menu.

SOURCE menu
Select from 12 different sources for the filter with this menu, or set it to none.

STEP SEQUENCER table
Adjustable from 2 - 32 steps by either clicking the number to the right to type in a value or clicking on the number and dragging it up or down. This table is only active when Target is set to Graph Frequency or Graph Resonance. The table plays from left to right.

RESO. knob
This controls the amount of resonance applied to the filter.

FREQ. knob
This sets the cut-off frequency for the filter in each source window.

INVERT button
This button inverts the action of the filter modulation.

SCALE LOCK

LOCK button
Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and be sloppy if you like!

KEY menu
This menu selects the key that you wish to constrain all incoming midi notes to.

SCALE menu
This menu lets you select from a variety of scales, in the key that you have selected.

ARPEGGIATOR

The "ARP" section lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the radio button next to the ARP label.



MODE menu
This menu controls the Arpeggiator hold mode.

- **Normal** 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.

TABLE STEPS value
This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

SWING knob
This adds pre-beat or post-beat swing to the arpeggiated rhythm.

ARP button
This turns the arpeggiator on and off.

PRESET menu
Use this menu to select and load any of our factory arpeggiator presets.

SAVE button
This "disk" icon button allows you to save and export your ARP settings to an nka preset file.

LOAD button
This "folder" icon allows you to import and load your previously saved Arp panel settings from an nka file.

VELOCITY GRAPH table
Use the graph to draw the velocity for each step in your desired arpeggio sequence. The table plays from left to right. The button on the right enables the graph. When this graph is off, the pattern will use the velocities of the incoming midi notes as you play.

RAND. knob
This knob applies natural variability to the speed and velocity values.

DUR. knob
This allows the duration of notes to be shortened or extended without changing the overall timing.

DIR. menu
The Direction menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the DIR. menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the "Learn Midi CC# automation" pop-up button and move the midi controller that you wish to assign.

BEAT menu
This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 18 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. 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 and any custom presets you create.

Save button - Once you've customized your FX chain, you can save it for later use in this rack by pressing this.

Delete button - Use this to delete the currently selected custom preset. Factory presets can't be deleted.

Reset button - This unloads all effects and resets the entire FX rack to its default state.

Descriptions and control definitions for all effect modules are on the next 4 pages...

JUMP



Power switch - Toggles the amp simulation on and off.

Boost button - This boosts the incoming signal strength.

Drive knob - This controls the amount of gain added.

Tone knob - This shapes tone brightness.

Low, Mid & High knobs - These control the low, mid and high frequency gain.

Vol knob - This sets the overall output volume.

DISTORTION



Power switch - Toggles the distortion on and off.

Drive knob - This knob controls the amount of gain added.

Damping knob - This shapes tone brightness.

Output knob - This sets the overall output volume.

DELAY



Power switch - Toggles the delay on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping knob - This controls high frequency roll-off

Pan knob - This controls the left-right ping pong effect.

Feedback knob - This controls delay loop feedback

Mix knob - This adjusts the wet/dry output mix.

REVERB



Power switch - Toggles the convolution reverb on and off.

Type menu - This menu selects the environment category.

Impulse menu - This menu selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Size knob - This controls the reflection decay time.

Lopass knob - This controls high frequency roll-off.

Hipass knob - This controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP



Power switch - Toggles the amp on and off.

Drive knob - This controls the amount of gain added.

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

Volume knob - This sets the overall output volume.

TRANSIENT MASTER



Power button - Toggles the dynamic processor on and off.

Attack knob - This controls the amount of signal boost or cut for the note attack transient.

Sustain knob - This controls the sustain volume following a transient, shaping the fullness of the sound.

Gain knob - This controls the amount of gain added to the output signal.

CABINET



Power switch - Toggles the speaker simulation on and off.

Model menu - Selects the model of speaker to simulate.

Size knob - Controls the simulated size of the speakers.

Air - Use this to adjust the simulated distance between the speaker and the microphone.

Treble & Bass knobs - These adjust the level of the low and high EQ bands.

Output knob - This sets the overall output volume.

FILTER



Power button - Toggles the filter on and off.

Type menu - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk knob - This controls the filter cutoff and/or peak frequency.

Resonance/Sharpness knob - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size knob - This controls signal pass-through level.

FLANGER



Power switch - Toggles the flanger on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This controls the phase.

Depth knob - This controls the depth of the sweep.

Mix knob - This adjusts the wet/dry output mix.

COMPRESSOR



Power switch - Toggles the compressor on and off.

Threshold knob - This adjusts the signal threshold needed before compression is applied.

Ratio knob - This controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack knob - This controls the compressor attack speed once signal exceeds the threshold

Release knob - This controls the release speed once signal drops below the threshold.

Makeup knob - This adjusts the additional make-up gain to add to the output after compression is applied.

LO FI



Power button - Toggles bit destruction on and off.

Bits knob - This sets the level of bit depth reduction.

Sample Rate knob - This sets the level of sample rate quality reduction.

Noise knob- This knob adds noise to the signal.

Color knob - This knob adjusts tone brightness and apparent fidelity.

Output knob - This sets the overall output volume.

PHASER



Power Button - Toggles the phaser on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This knob controls the phase center.

Depth - This controls the depth of the phase sweep.

Mix knob - This adjusts the wet/dry output mix.

ROTATOR



Power Button - This turns the rotating speaker effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER



Power Button - Toggles the distortion effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain

Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL



Power Button - Toggles the stereo image effect on and off.

Spread - This knob controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.

Pan - This knob sets the final left-right stereo pan direction of the processed signal.

EQ



Power button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain sliders - Use these to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency knobs - These control the center frequency of the low, mid and high frequency EQ bands.

CHORUS



Power Button - Toggles the effect on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Phase knob - This controls the phase.

Depth knob - This controls the depth of the chorus sweep.

Mix knob - This adjusts the wet/dry output mix.

TAPE SATURATOR



Power button - Toggles the effect on and off.

Gain knob - This controls the amount of gain added.

Warm knob - This allows you to add tonal warmth

Rolloff knob - Controls high frequency attenuation.

Volume knob - This knob controls the overall output level.

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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!



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