



Welcome to the Soundiron Breaker library. Breaker is our loving homage to the simple-yet-powerful Drum & Bass, Trip-Hop and House drum kits we all recognize and adore. Our aim with this library was to create an electro-organic hybrid instrument -- electronic in sound but organic in playability. What we ended up with was a diverse, electronic drumkit library with organic velocity layering.

To properly capture the atmosphere of early '90s music (complete with parachute pants) we made sure to include a huge variety of low and high drum sounds. The sounds cover the entire spectrum, from raw, dirty kicks to tight hi-hats and clicks.

While the vibe of Breaker definitely hints at Techno or even Dubstep (wub wub), our deep custom control interface gives users an expansive ability to shape the sound. Of course we included our beloved Uberpegiator and our new love-child the Mega Mixer. New to this library is a preset which combines the two allowing for more flexibility. We also designed a new user interface that is both compact yet easy to use, while adding even more features like a toggle-able LFO feature for our filter and selectable waveforms for all of our LFOs.

This library features over 1400 samples and 50 Kontakt presets. You'll find everything from kicks to cymbals, with a variety of useful articulations featuring 8 velocity layers and 2 round-robins. We've also included over 40 FX presets which really extend the usability of this library by creating everything from synths to the dirtiest sounding impacts. As always there is a range of automatable LFO, EQ, filter, custom convolution and arpeggiation systems to expand on the creative possibilities that this library offers.

SOUNDIRON

Breaker

version
1.0

50 Kontakt 4 presets (unlocked)

1400 Samples

425 MB Installed

24bit / 48kHz stereo PCM wav samples (non-unencrypted)

Bonus collection of 40 custom convolution reverb impulses

Powerful custom performance and FX control interface

Note: The full version of Kontakt 4.2.4 or later is required for all Kontakt presets.

The free Kontakt "Player" does not support this library.

CREDITS

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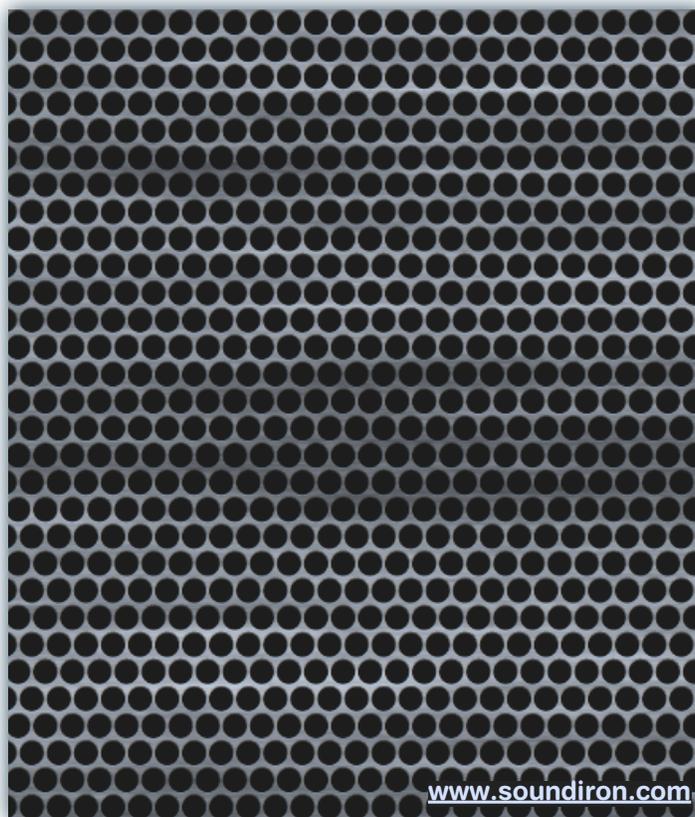
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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit., with some content recorded in a lush natural hall environment, so you'll hear room coloration and tone as well as a few background impurities in some samples, especially in the hall far C mic position. We feel these subtle natural imperfections add life and character to the sound. Therefore, please keep in mind that this library isn't designed to provide perfectly quiet or 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 or later. Kontakt 5 is fully supported by this library. 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 it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this library's sound. You can load them into most instrument presets by using the "Convolution" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. 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 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'll also need Java v1.6 or later. 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 usually 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.

Manual Download

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 and the email address you used to order. 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



Attack - (CC 74)

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

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.

Offset - (CC91)

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

Swell - (CC72)

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or fast or slow fades over time.

Stepping

This knob controls the amount of pitch stepping, allowing users to globally tune an instrument up or down by +/- 36 semitones.

Key Switch On / Off Button

This button toggles stepping keyswitches on/off. When on, keys ranged c-2 to c-1 can be used to dynamically control the "Stepping" value.

FX Mod - (MW)

In any FX preset in the FX subdirectory, this knob controls the amount of effect present.

Button Bar (LFOs, EQ, Filters, Reverb)

These buttons change which controls are displayed on the right panel of the UI, allowing one to control the various attributes of each effect. See more detailed descriptions of these controls later in this document.

LFO Controls

Most presets also include integrated LFO controls for Pitch and Volume. These allow you to create subtle or extreme tremolo effects and the pitch LFO creates a vibrato effect. At the highest settings, they can simulate classic grainy AM/FM ring mod style effects.



Waveform

This dropdown selects the waveform for the particular LFO. The values are Sine, Triangle, Rectangle, Sawtooth and Random.

Intensity

This controls the depth of the LFO. Turning this knob all the way down to the left will turn off the LFO completely.

Rate

This controls the speed of the LFO. In free mode, it is smoothly sweepable in real-time and displays the current speed in Hertz (Hz). In Synch Mode, it displays standard time signature divisions, relative to Kontakt's current internal tempo, which can also be controlled by your host sequencer. Please be aware that if an LFO is in Synch Mode, you may hear clicking or popping if you change its time signature Rate value knob while any notes are still currently playing. This is due to functional limitations within Kontakt's internal scripting engine and LFO syncing system. If you wish to change the speed of the LFO in real-time while notes are playing, we recommend using "Free" mode.

Syncing Switch

This allows you to switch between freely adjustable LFO speed control and tempo-syncing mode. If you toggle between these modes in real-time, each mode will remember the last selected value you set for that mode.

Mega-Mixer Matrix Presets



On the left-hand portion of the UI, one will see a series of 12 modules, each with a window, edit button and vertical slider. Each of these modules has useful controls independent from one another. The window of each module is an instrument selection menu and it displays the instrument that is currently loaded into each module. A blank screen means no instrument is loaded. You can choose any one of the main drum types. The vertical slider next to each window controls the volume level for that module. The edit button allows users to edit all the modules settings.

To load an element, click on a window of a module and select the instrument from a menu. Notice how the screen changes to display the loaded instrument and the module is automatically selected for editing. The sub option for the module selected for editing is displayed on the lowest rack space. Here you will see the name of the instrument loaded into that module and an articulation selector next to that. Use this menu to switch the instrument's articulation.

Beneath that notice the "Root," "Low" and "High" inputs. The "Root" sets the root pitch of the layer when the "Tuned" button is active. This value is represented on Kontakt's built-in keyboard by the green key. The "Low" and "High" options are used to set the playable range for the selected module (represented by the red keys), allowing users to place instrument articulations wherever they want on the keyboard, even overlapping them. The "Low" and "High" options can also be set using the "Set Low" and "Set High" buttons. To do so, click on one of the buttons, then press a midi key.

Also included are "Pan" and "Dynamics" knobs for each module. The "Pan" knob allows each module to be panned independently, in essence "placing" instruments in a pseudo 3d-space. The "Dynamics" knob adjusts velocity when a note is played for that module, allowing users to adjust the intensity for each module. Finally, there is the "Tuned" button for each module. When "on" this causes the notes for that module to be pitched relative to the "Root" setting.

In the Mega-Mixer presets, the standard Attack, Release and Offset control appear under the "Global" section of the right panel.

Important Note: Due to limitations within Kontakt concerning grouping and effect modulation, Mega Mixer presets can take a long time to load.

Equalizer (EQ)



On/Off

This button enables/disables the 3 Band EQ.

Low Gain

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

Mid Gain

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

High Gain

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

Mid Bandwidth

This sets the bandwidth for the mid frequency node.

Low Frequency

This sets the center frequency for the low band.

Mid Frequency

This sets the center frequency for the mid band.

High Frequency

This sets the center frequency for the high band.

Pro53 Low-Pass Filter



On/Off

This button enables/disables the Lowpass Filter effect.

Cutoff

This knob sets the filter cut-off frequency.

Resonance

This knob sets the amount of filter resonance.

LFO Button

Toggles the LFO for Cutoff Frequency. Disables the Cutoff knob.

Syncing Button

Toggles tempo-syncing the LFO.

Intensity

This knob sets the LFO intensity.

Rate

This controls the speed of the LFO. In free mode, it is sweepable in real-time and displays the speed in Hertz (Hz). In Sync Mode, it displays standard time signature divisions, relative to Kontakt's current internal tempo, which can also be controlled by your host sequencer.

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.

Uberpeggiator Controls

We've designed a 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.

Hits and Hit % Knobs

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

Swing

This sets the amount of rhythmic offset (swing) between notes.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat AFTER the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme "glitch" stutter and stair-step effects and can self-generate strange grooves and beats, based on the combination of notes you hold.

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.

Durations

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 to slur phrases.

Arpeggio Direction 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.

Repeat Setting

This sets the direction of the up or down repeats.

Velocity Graph Sequencer

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

Reset

Resets the Graph to blank

Steps

This setting determines the number of steps that are used by the velocity graph step sequencer, starting from the left.

Table Velocities

This activates the Graph. When it is active, the arpeggiation follows the note velocities that you've drawn on the graph. When it is bypassed, each note repeat is played at the velocity that it's original note was played at.

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.

Key Root Note Button

This sets the root note of the **Key** you've chosen to the next higher or lower octave.

Constrain Button

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

Memory Management Preset Types

Normal Presets:

These presets load all sample data directly into system ram. They are designed for use on computers with 64-bit Operating Systems and a large quantity of ram. On more powerful computers, these presets provide the best overall performance. Please use caution when attempting to load these files, as they may cause system instability, crashes and other problems if insufficient system resources are available. You'll find these in the “**hi-mem**” sub-folders for each category of preset.

Lite Presets:

Some of the larger and more demanding presets also include low-memory “lite” versions. These presets use only a small portion of the sample pool and stream most of the sample data directly from disk. They omit the Filter and LFO effects. Additionally, the “Offset” control functionality may be more limited than usual (see “*Offset*” in the front panel control section).

INSTRUMENT PROGRAMS

Breaker All

Mapped from D-1 to F#6. This preset features all of the drum articulations, arranged together in an un-tuned percussive array. Each articulation is set to a single key.

Mega Mixer

This preset allows access to all of the drum articulations in a single configurable matrix. You can load up to 12 separate articulations in any order you like in the articulation loader windows. Just click on any matrix loader window and select one of the shells or helmet from the drop-down menu that appears. Then click the Edit button under the loader window you've selected. Select the articulation you'd like to use for that window by using the articulation drop-down menu located within the bottom-most rack space.

Each articulation can be tuned or un-tuned, with any root note and key range you wish. The current root note for the currently selected matrix window is marked in **Green** on the Kontakt keyboard display. The assigned key-range for the current window is displayed in **Red** on the keyboard display and the total designated key range for the entire instrument is designated in **Blue**. You can also set the volume, pan and dynamic velocity attenuation you prefer for each articulation. See the Mega-Mixer instructions on page 6 for more information.

Breaker

Breaker All

Each drum articulation mapped to a single key spread out from D-1 - F#6.

Breaker MegaMixer

Mega Mixer preset with the ability to map drum articulations to individual “layers” each with separate controls.

Breaker MegaMixer Uberpeggiator

Preset that combines the functionality of the Mega-Mixer and the Uberpeggiator into one patch.

Breaker Solo Cymbals

Just the cymbals with key crossfading and tuned spread out from D-1 - F#3.

Breaker Solo Kicks

Just the kicks with key crossfading and tuned spread out from D-1 - G3.

Breaker Solo Smack

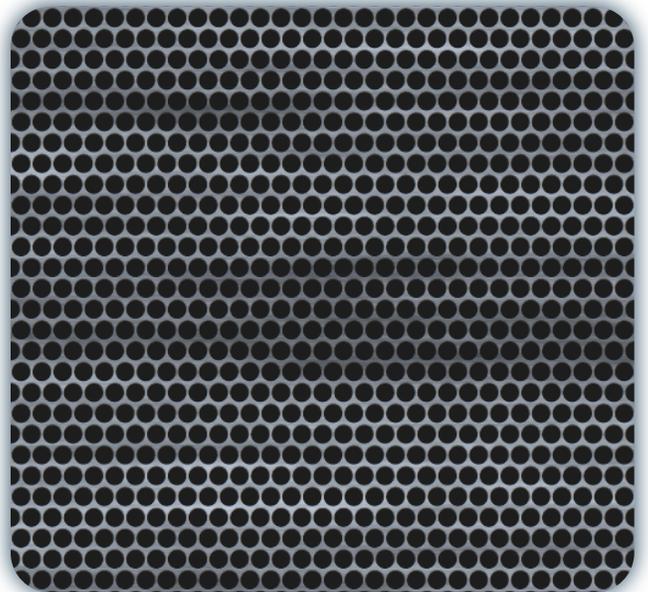
Just the clicks, clacks, snaps and claps with key crossfading and tuned spread out from D-1 - G6.

Breaker Solo Snares

Just the snares with key crossfading and tuned spread out from D-1 - B5.

Breaker Solo Toms

Just the low, mid and high toms with key crossfading and tuned spread out from D-1 - C8.



FX Presets

These unique hand-crafted FX presets really show what is possible with our UI controls. We think they provide a great deal of musical flexibility and creative potential to the library as ideal accompaniments, since the tonal and textural elements in these ambiences naturally and perfectly compliment the instruments within this library that they were directly derived from.

Be aware that not all ambiences can be precisely tuned, due to complex overtones, pitch variances and other tonal changes over the duration of each atmospheric element. Most are mapped from D-1 to F#6.

Breaker Amod

Ability to adjust distortion with amplitude modulators.

Breaker Amplitoid

Even dirtier distortion.

Breaker Ankh

We must find sanctuary.

Breaker Bascher

Rezzed-out, fuzzy drums.

Breaker Bash & Release

Lo-Fi distorted drums.

Breaker Beedeelee

Treble-iscious distorted drums.

Breaker Blitztopian

Synth nastiness.

Breaker Blockjaw

Angry computer is revolting.

Breaker Blown Fusion

Super mega distorted drums.

Breaker Buchugga

Short, distorted echo whumpums.

Breaker Clumpressed

Echo-y compressed drums.

Breaker Das Boot

Drums that live under the sea.

Breaker Drum-n-Basement

Drums -- in a basement!

Breaker E-pianuddle

E-piano like impact and echo..

Breaker Flibbit

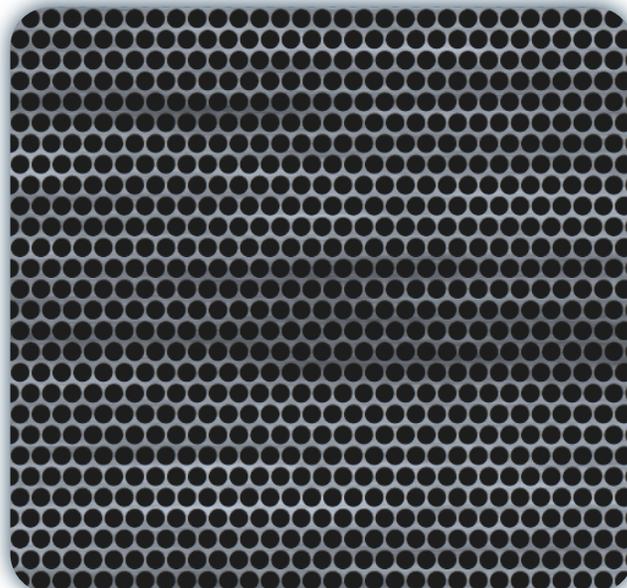
Drum ray guns from the future!

Breaker Fritz

Slightly controlled distortion.

Breaker Glecho

Glitch and echo.



Breaker Gliss Whistler

Whistles and a bit of gliss.

Breaker Hamoniko

Android mouth harp.

Breaker Hatebox

Impacts with a lot of computer sproing.

Breaker Kicks Hardener

Nastier, sharper kicks to the groin.

Breaker Leader One

Synth lead from outer space.

Breaker Nu U

For when the old you just isn't good enough.

Breaker Premonission

Ghostly swell.

Breaker Pruncher

Impacts with slight sinewave tuning with each hit.

Breaker Pryby

Space fighter flyby.

Breaker Rand

Glitchy randomness.

Breaker Smushhugger

Like being squeezed by a distorted Russian bear.

Breaker Snares Sizzizzle

Higher, poppier snares.

Breaker Spiny Dancer

Tuned, short high electronic impacts

Breaker Subfuture

A futuristic submarine.

Breaker Syneventies

For when you need to score a '70s era science fiction film.

Breaker Tonar 1

Tuned sustain.

Breaker Tonar 2

Another tuned sustain.

Breaker Verper

Drums with adjustable amount of verp.

Breaker Wubbler

Ride a wobbly, distorted wave.

Breaker Wubz

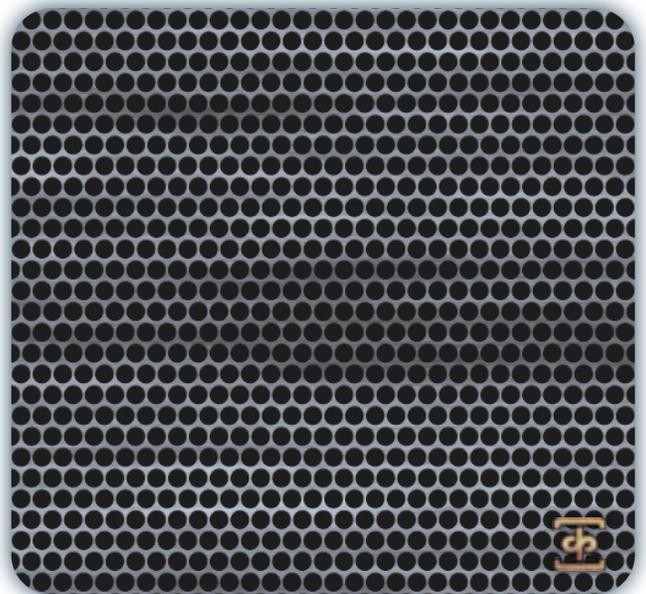
Make my wub wubz bounce.

Breaker fffffffuuuuuuu

For when you lol omg wtf!

Breaker Cymbal Tightener

Tighten and brighten cymbal hits.



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much obliged,

Chris, Gregg and Mike

