



Welcome to **The Drinking Piano!** This fat-bottomed monster upright has a classic beer hall sound, evoking images of the roaring 20s and pre-war 30s. It's got all of the brutal wear and tear that you'd expect from a hundred-year-old instrument that has been played hard and put away wet, night after night. With a fat, wide and close sound, it puts you right on the bench with the yellow, cracked ivories under your fingers. It was recorded right up against the strings in a small, slightly reflective hall, giving it all the presence of a dry studio recording with just a hint of live ambiance. The years of alcohol-fueled abuse have been less than kind to this once stately instrument. With worn and rickety key action, unreliable dampers, loose pedal mechanics, wear hardened felts, the occasional misaligned hammer and decades of baked-in dust, every key has all the character and frailty of a hundred-year-old bartender. The strings were far too corroded to be tuned without risking breakage and further internal damage, so the whole thing is a little over a half-step flat. But beneath the beer stains and cigarette burns, this massive aging troubadour has a substantial pedigree. It's an original *Ivors and Pond* model from the dawn of the 20th century, made of solid mahogany, with expert hand-craftsmanship and detail rarely seen in any modern uprights. As a small aside, this tipsy gentleman unknowingly lived side-by-side with our old **Granny Piano**, covered and forgotten in a lonely garage.

We've outfitted the Drinking Piano GUI with a range of proprietary features, including the latest version of our Uberpeggiator arp system, optional tempo syncing volume and filter LFOs, custom convolution effects, parametric EQ and standard performance shaping parameters, like note attack and sample offset, allowing you to simply tighten the sound or create padlike effects; release timing with extended decay range settings and independent release sample volume control; pedal sfx volume control, micro-tuning, stereo imaging and two special modes: Switching the Sober/ Drunk mode button to 'Sober' instantly tightens the sound and the loose action becomes more responsive, instantly wiping away years of wear and tear. In 'Drunk' mode, you hear the piano as it naturally sounds, still plenty playable, but quite a bit rougher around the edges. Flipping the 'Tuned'/'Untuned' switch corrects the tuning of the entire piano, getting it about as close as it will ever be again to 440 and fixing the misaligned hammer action that can be heard souring a few notes here and there. The unison strings aren't necessarily in unison, but it gets you pretty close, making the instrument a little easier to use in a mix with other instruments in standard tuning.

Our *Ambiences* sustain bank includes 34 custom atmospheric sounds generated from the source material that can be blended and shaped freely.

Pour yourself a glass of your favorite spirit and enjoy.

SOUNDIRON

DRINKING PIANO version 1.0

OVERVIEW

22 open-format Kontakt 4 instruments, 3 open-format Kontakt 5 instruments
 1,778 Samples
 5.25 GB Installed
 24bit / 48kHz stereo PCM wav samples (non-encrypted)
 Powerful custom performance and FX control interface
 Bonus collection of ambiences and atmospheres
 Bonus: 51 custom convolution reverb impulses

Note:

- The full version of Kontakt 4.2.4 or later is required for most presets in this library. Kontakt 5.0.3 or later required for “K5” presets.
- The free Kontakt “Player” does not support this library.

CREDITS

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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide, super-close stereo at 48kHz / 24bit, in a medium-sized open beer hall, so you'll hear slight environmental coloration and reflections. You'll also hear a few background impurities and mechanical noises due to the extreme age and actual physical condition of piano and its inner workings. 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 (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. 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 Continuator 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.

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.

Presets 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.



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 piano's release samples only.

Ped.Vol.

This knob controls the volume of the the Sustain Pedal sound effect that plays when a midi sustain pedal (CC64) is used.

Stereo

This knob controls the stereo modeler effect, with the max value being fully stereo and the minimum value being mono.

Tune

This knob controls the pitch of sample playback in cents with a range +/- 300 cents (3 semitones).

Sober/Drunk Button

This button toggles special **Drunk** and **Sober** modes. In **Drunk** mode all the characteristic clunkiness of the mechanical actions of the Drinking Piano are preserved. In **Sober** mode, all the notes, releases and actions have been tightened up to feel less tipsy.

Tuned Button

This button toggles **Tuned** and **Untuned** mode. In **Tuned** mode, samples have been hand-adjusted to be as close to tuned as possible. **Untuned** mode features the Drinking Piano in its natural state.

Tab Area Button Bar Controls

EQ, Uberpeggiator*, LFO, Reverb and **Legato***.

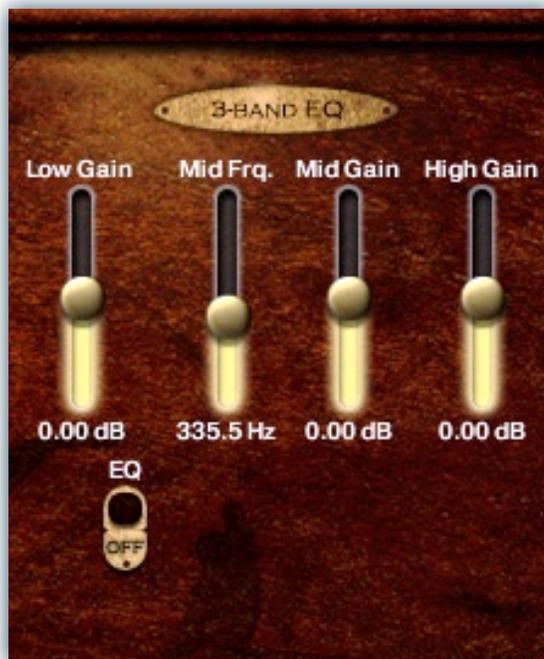
These buttons change which controls are displayed on the lower right panel of the UI, allowing one to control the various parameters of each effect. See more detailed descriptions of these controls later in this document.

*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 Frq.

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

Drinking Piano 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.

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.

LFO/Filter Tab

The LFO tab contains controls for the integrated LFO's for Volume and Filter. These allow you to create subtle or extreme tremolo and filter sweeping effects. Note that when the Filter LFO is on, the control for Cutoff is disabled and grayed out.



Filter On/Off Switch

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 On/Off Switch

This button enables/disables the LFO for the Lowpass Filter effect.

Free/Synch Mode Switch

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

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 synching system. If you wish to change the speed of the LFO in real-time while notes are playing, we recommend using "Free" mode.

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 Uberpeggiator, these patches contain a Legato tab.



Low

This drop-down selects the active ambience for the Low layer.

High

This drop-down selects the active ambience for the High layer.

Octave

This knob replaces the micro-tuning for an Octave stepper.

Blend

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

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.

Bending 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 are split into three categories: Master, FX and Ambience. Please note that presets with "K5" in the name require Kontakt 5.0.3 or higher to use.

MASTER

The Drinking Piano.nki

All-in-one patch with a fully controllable user interface. Both Tuned and Untuned modes allow the user to select either the piano's natural untuned state or the hand tuned mode that gets the piano as close to 440 as possible. Also included is a Drunk/Sober mode switch: the former includes all the age and clunkiness of the piano while the latter tightens up all the notes and mechanical actions. Also included are various pedal sound effect samples mapped to the green keys near the bottom. This preset is mapped from A-1 – C7.

Drinking Piano Lite.nki

The lite version of the above patch. This preset uses less computer memory at the cost of less available sample offset range and more hard drive activity. This preset is mapped from A-1 – C7.

Drinking Piano K5.nki

This special K5-only patch allows for the saving and loading of Uberpegiator table layouts. This preset is mapped from A-1 – C7.

Drinking Piano Lite K5.nki

Some as above but with reduced memory footprint at the expense of offset range and harddisk activity. This preset is mapped from A-1 – C7.

Drinking Piano Pluckmutes.nki

This special fx preset features muted-and-plucked strings of the piano that we sampled along with the normal stuff. This preset is mapped from A-1 – C7.

Drinking Piano Sound Effects.nki

This preset features all the sound effects we recorded that .can be used to spice up any track -- bench creaks, the piano settling and panels opening and closing. This preset is mapped from C0 – G5.

FX

Drinking Piano Atmospheric.nki

FX preset based on the main piano preset. Gives the piano a bit of atmospheric quality. This preset is mapped from A-1 – C7.

Drinking Piano Backdown.nki

FX preset based on the main piano preset. Strong reverb gives this preset depth. This preset is mapped from A-1 – C7.

Drinking Piano Belladonna.nki

FX preset based on the main piano preset with a bit of echo and some flange. This preset is mapped from A-1 – C7.

Drinking Piano Canned Lite.nki

FX preset based on the main piano preset. Now preserved in a can! This preset is mapped from A-1 – C7.



FX continued**Drinking Piano Canned.nki**

FX preset based on the main piano preset. Now preserved in a can and high in sodium! This preset is mapped from A-1 – C7.

Drinking Piano Crumbler.nki

FX preset based on the main piano preset. Lo-fi distortion effect added. This preset is mapped from A-1 – C7.

Drinking Piano Deckard.nki

FX preset based on the main piano preset. Roy Batty recommends this soft synth-like effect. This preset is mapped from A-1 – C7.

Drinking Piano Grumbler.nki

FX preset based on the main piano preset. Lo-fi distortion effect with less tail. This preset is mapped from A-1 – C7.

Drinking Piano Plunck's Constant.nki

FX preset based on the pluckmute piano preset. A sharp attack with a synth finish. This preset is mapped from A-1 – C7.

Drinking Piano Robobooze.nki

FX preset based on the main piano preset. Bender's favorite preset. This preset is mapped from A-1 – C7.

Drinking Piano Rotodendrite.nki

FX preset based on the main piano preset. A synth-style sound that dances around the ears. This preset is mapped from A-1 – C7.

Drinking Piano Shivers.nki

FX preset based on the main piano preset. A soft piano with reverb that makes it feel like ice. This preset is mapped from A-1 – C7.

Drinking Piano Synthyng.nki

FX preset based on the main piano preset. A straightforward synth, pad-like instrument. The velocity controls the filter cutoff. This preset is mapped from A-1 – C7.

Drinking Piano Wahzitar.nki

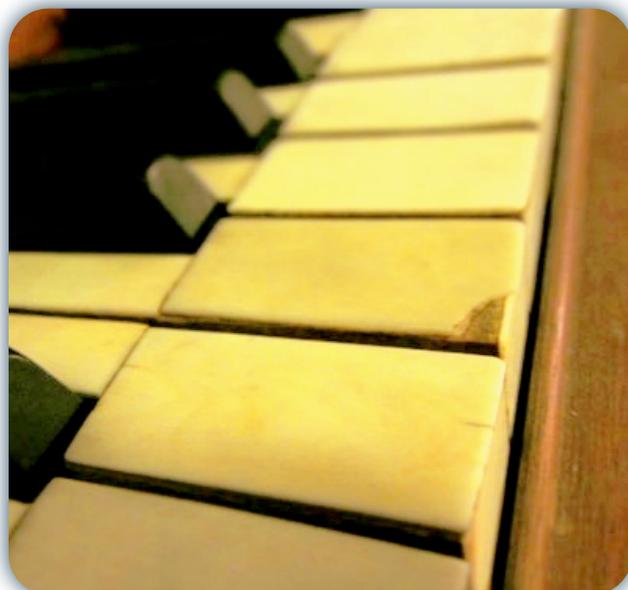
FX preset based on the main piano preset. Makes the piano sound a bit 'tar-like with a nice Wah-Wah effect. This preset is mapped from A-1 – C7.

Drinking Piano Wood Chipper.nki

FX preset based on the main piano preset. LFO'd filter and tremolo makes this piano sound like its been mulched. This preset is mapped from A-1 – C7.

Drinking Piano Yondwise.nki

FX preset based on the main piano preset. Makes the piano sound like a delicate soundscape. This preset is mapped from A-1 – C7.



AMBIENCES

Drinking Piano Ambiences.nki

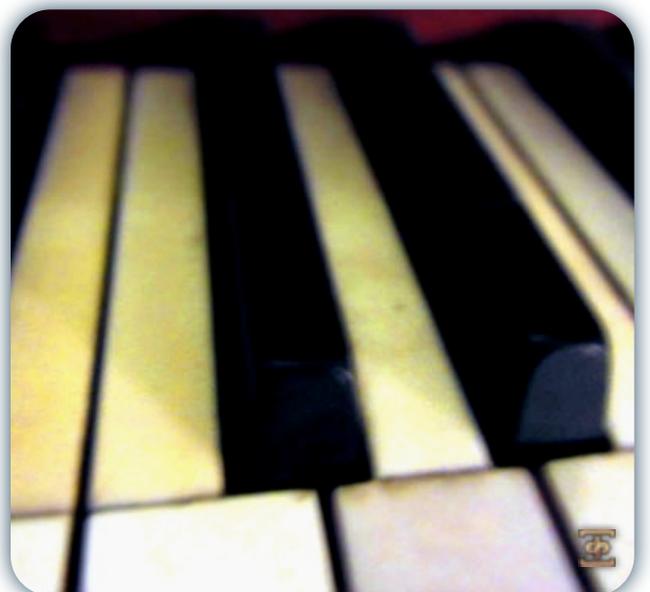
Preset featuring 34 soundscapes and textures derived from the source material that can be assigned to two separate layers and blended freely. This preset is mapped from C-2 – G8.

Drinking Piano Ambiences (dfd).nki

Same as the above patch but with a reduced memory footprint at the cost of offset range. This preset is mapped from C-2 – G8.

Drinking Piano Ambiences K5.nki

Same as the main Ambiences preset but tempo-synced via Kontakt 5's Time Machine Pro. This preset is mapped from C-2 – G8.



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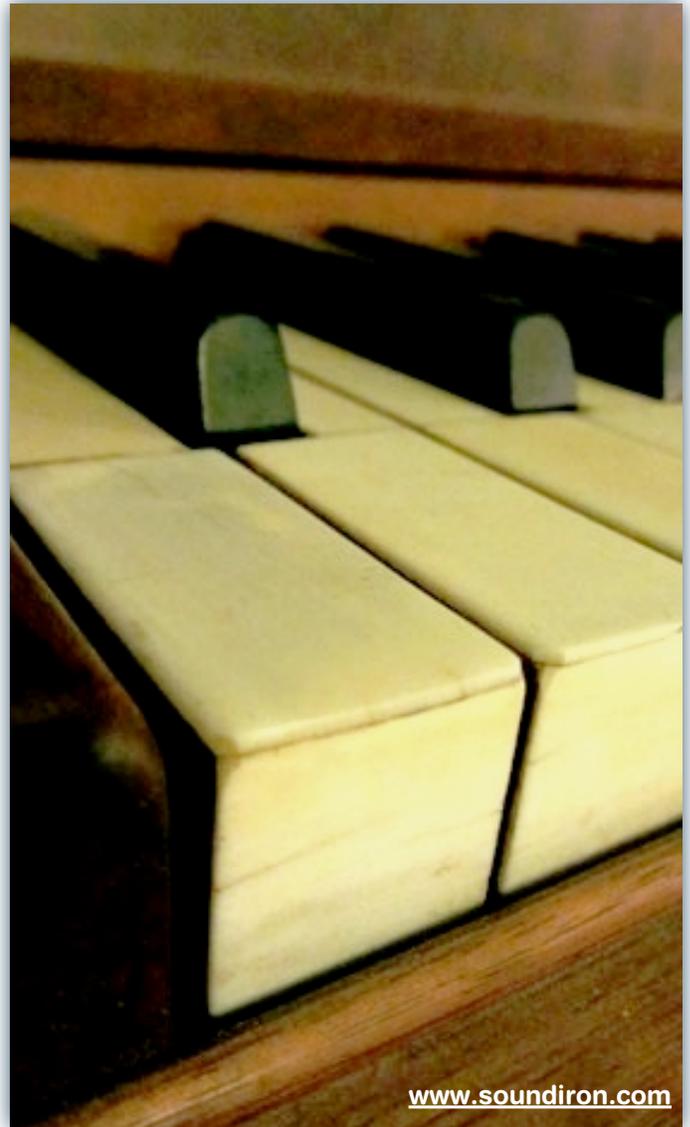
THANK YOU.

Thanks for purchasing the Soundiron Drinking Piano. If you enjoy this creation, we hope you'll also consider checking out some of our other premium virtual instrument libraries. If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

info@soundiron.com

much obliged,

Chris, Gregg and Mike



www.soundiron.com

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