

Forget everything you know about refined orchestral string libraries. Nightmare Cello is an essential horror scoring kit designed for film/TV and video game composers seeking a raw, abrasive edge. We set out to bypass traditional orchestral conventions and capture the cello in its most visceral, unvarnished state, blending harmonic tension and unpredictable textures into a sound that feels like scraped steel, bone, and exposed nerve endings.

Including a collection of deeply unsettling articulations such as ricochet swarms, chromatic runs, tremolo slides, harmonic glissandos, irregular ponticello swell sustains, frantic tremolos, and much more. Paired with 190 expertly engineered ambiences and macabre soundscapes, this library instantly heightens tension and builds gut-wrenching atmospheres that keep listeners on edge.

Recorded in a tight, dry studio environment using a pair of Neumann TLM 102 microphones, every rasping bow hair and sharp transient was captured with microscopic clarity, giving you maximum dynamic punch and modern fidelity without losing a shred of grit. Nightmare Cello is your gateway to an immersive realm of darkness, bringing unsettling acoustic dread to every cue.

NIGHTMARE CELLO

VERSION 1.0

- Tense, dynamic, and aggressive cello articulations for film, television, and game soundtrack scoring
- Deeply disturbing, strange, and unsettling sound design.
- 190 Cinematic Stingers, Ambient pads and Dark Soundscapes
- 40 Powerful Kontakt .nki instrument presets (10 master, 10 lite, 20 custom FX presets)
- 2,205 stereo samples (24bit 48kHz)
- 20.5 GB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 7.5 or later is required for all Kontakt nki 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 10 or macOS 11 (or later) are required.

CREDITS

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Programming
Chris Marshall
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Artwork & GUI Design
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Post-Production
Craig Peters

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SYSTEM REQUIREMENTS & INSTALLATION

Please read all specifications 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 10 or later, or Apple macOS 11 or later.

This library doesn't require any additional activation or unlocking process. However, you must own the full retail version of Native Instruments Kontakt 7.5 or later to use the "nki" instrument presets. You cannot use this library in the free Kontakt Player, as it is not the full retail version of Kontakt and does not support this library beyond a limited Demo Mode. The Libraries tab and "Add Library" function do not support standard open-format Kontakt Instruments like this product. Only locked "Powered-By-Kontakt" Libraries are visible to the Libraries tab view. Kontakt is available to buy here: **https://www.native-instruments.com/products/kontakt**.

This product is downloaded using our Soundiron Mac or PC Installer utility, using the link and download code included in your purchase confirmation email. Download and run the installer and copy-paste your Download Code into the empty field and click "VERIFY". Next, agree to the EULA, confirm your name and email address, select your download and install folder locations, and click INSTALL to proceed.

Once the download and installation are complete, this library can be loaded into the full version of Kontakt by dragging any of this library's .nki presets directly into Kontakt's main window, or use its Files browser page in the Side Pane by clicking F1 on PC, or Cmd+1 on Mac. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. Presets are located in this library's Instruments subfolder. Please allow any current preset to finish loading completely before loading a new one.

SAMPLES

All of the sample content is included as non-encrypted lossless NCW audio files. However, they can be converted to wav using the full version of Kontakt, to allow you access to manipulate, reprogram and customize the sounds however you wish.

We use precision low-noise audio equipment to capture our insturments. However, natural sonic impurities from movement by the performer and other environmental sounds may be present in some samples. These details are unavoidable, natural, and part of this instrument's personality. Our goal is to preserve and accentuate the organic qualities in our libraries, so that they can live and breathe in your music.

ABOUT THE LIBRARY

Cello Chromatic Articulations (3 Octaves)

- Chromatic Runs *(37 roots, 6 round robins)*
- Chromatic Trem Slides *(37 roots, 6 round robins)*
- Cold Sustains *(37 roots, 6 round robins)*
- Harmonic Glissando *(37 roots, 4 round robins)*
- Irregular Pont Swell Sustains *(37 roots, 6 round robins)*
- Irregular Pont Trem Swell Sustains *(37 roots, 6 round robins)*
- Irregular Trem Sustains *(37 roots, 6 round robins)*
- Ricochet Swarm *(37 roots, 6 round robins)*
- Violent Trems *(37 roots, 6 round robins)*

Cello Effect Banks *(51 Effects)*

- Body Mallet Rubs
- String Mallet Rubs
- Bridge Pizzicatos
- Drags
- Shrieks
- Stabs
- Knocks

Sound Designed Synths, Pads, and Strings

- Dripping Fear *(20 presets)*
- Harm *(40 presets)*
- Other Places *(20 presets)*
- Padness *(30 presets)*
- Stricken *(15 presets)*
- Tremens *(25 presets)*
- Twiested Bells *(20 presets)*
- Voxis Vixis *(20 presets)*

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete freedom. The master preset contains every sound in the library and a host of powerful expression features. There are 4 independent sonic layers, each with a full set of parameters that can be tweaked, automated and customized.

We've also used all of our favorite sound-design tricks and secrets to morph the sounds into tonal and dissonant pads, synth-tones, special effects, and ambient dreamscapes. We've also included a classic selection of synthesizer patches (our "Subsynths") to expand your blending options. They can be played by themselves, or used to add texture and body to the primary sounds.

In the Options and Space pop-up windows, you'll also find an adaptable LFO system, advanced filter options, and our customizable arpeggiator, with ARP, gliss, and strum modes, velocity and pitch step-sequencer tables 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 offers 27 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. We hope you enjoy!



ABOUT OUR ARTIST



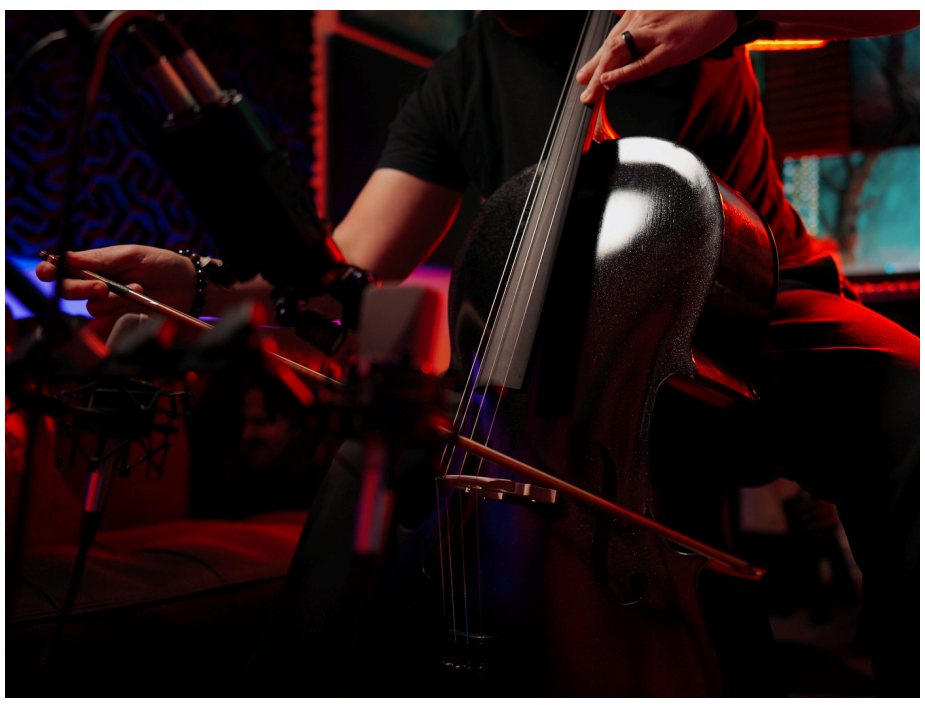


CRAIG PETERS

Craig Peters is a composer and guitarist working across games, film, and heavy music. His recent game work includes composing and arranging additional music for Jotunnslayer: Hordes of Hel alongside main composer Robert Bruckmayer, and writing additional music for Heistgeist with Bruckmayer.

As a session guitarist he appears on Cris Velasco's video game scores for Borderlands 2: Commander Lilith & The Fight for Sanctuary, The Long Dark Episode Three: Crossroads Elegy, The Long Dark Episode Four: Fury, Then Silence. Also contributing session guitar work on the recent Borderlands 4 video game. In the metal world, Craig's performances can be heard on albums such as Portals to Canaan by Deeds of Flesh, Metamorphignition by Arkaik, and his progressive death metal solo project Destroying the Devoid. Website: craigpeterscomposer.com

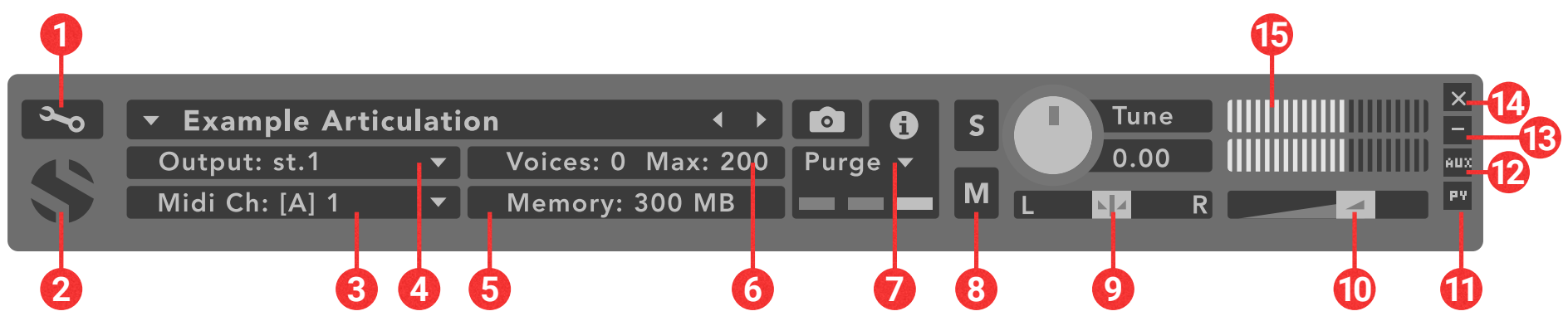
YouTube: youtube.com/destroyingthedevoid





KONTAKT INSTRUMENT HEADER

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



1. Open The Instrument Editor - Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

2. Close Main Control Area - Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

3. MIDI Input - 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 - 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 / Max Limit - Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

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

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

12. Auxiliary Sends - This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

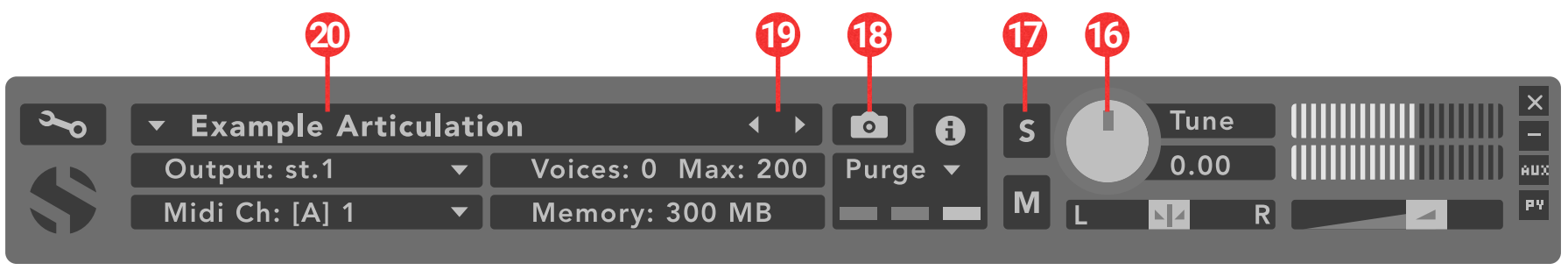
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

14. Close Button - This closes and removes the instrument from the rack.

15. Signal Meters - This displays the current signal level during playback.

KONTAKT INSTRUMENT HEADER

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



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

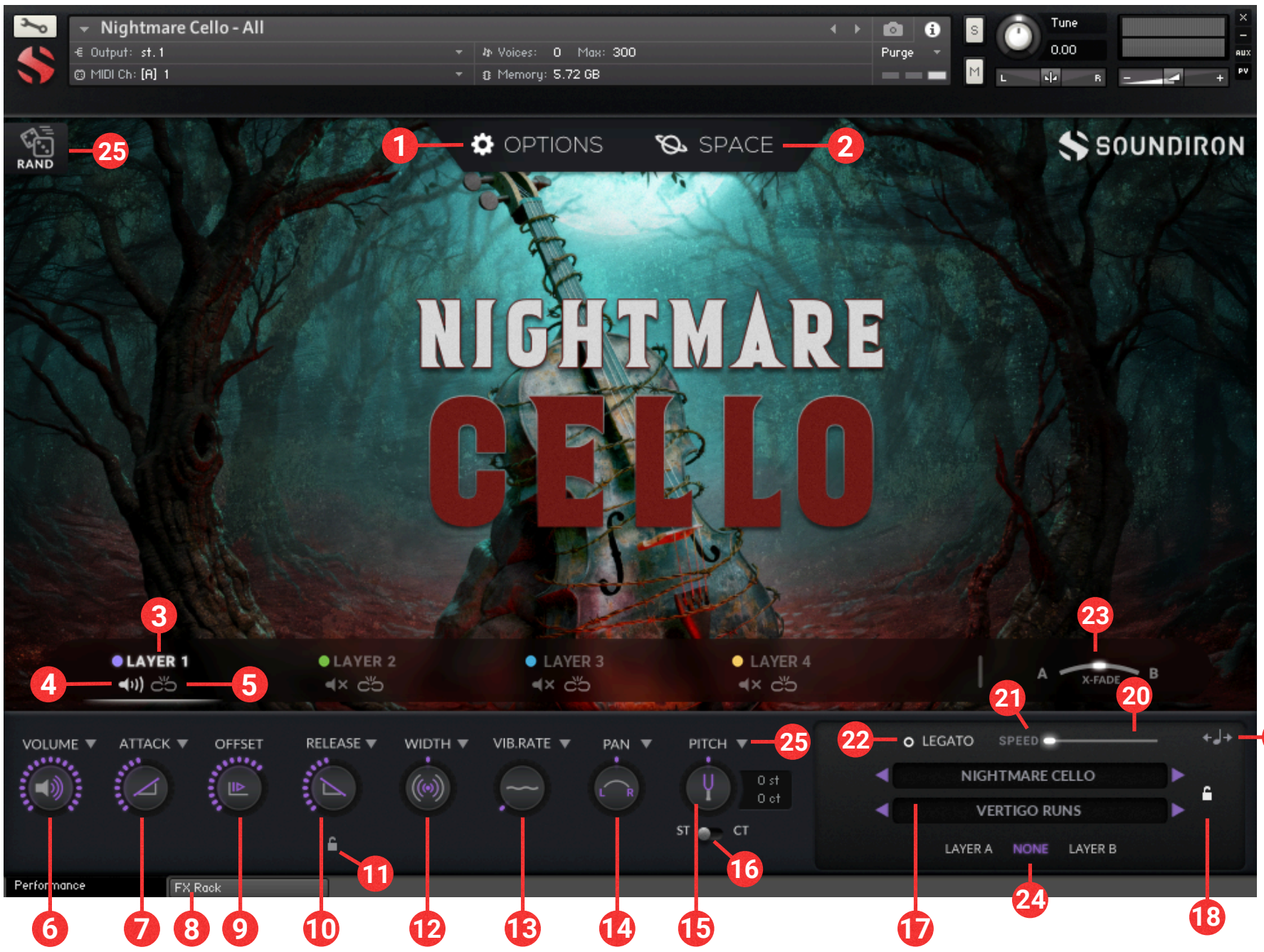
17. Solo Button - This solos the instrument and mutes all others.

18. Snapshots -This allows you to save and load snapshot presets for this instrument. Click the “i” button to close.

19. Previous / Next Preset - These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you’ve changed 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 - This shows the currently loaded preset name.

USER INTERFACE



1. Options Tab - Click on this pull-down tab to open the advanced control window for access to the LFO, Filter and Arpeggiator systems (See pp 8 - 9).

2. Space Tab - Click on this button to open up the Spatialization controls window. (See page 10).

3. Layer Select - This selects a layer's controls for editing. The lower control area displays the knobs and control settings for the currently selected layer.

4. Layer Mute / Unmute - This enables a layer to play. Each layer can be independently enabled or disabled, allowing up to 4 layers to play at once.

5. Layer Link - This links together most of the main control knobs and settings for all layers that have their lock button activated, so that moving a knob on one locked layer also changes the knobs and settings for any other locked layers.

6. Volume/Body Knob - This controls the volume of the layer. Click the down-arrow menu to switch to **Body** mode, which provides smooth real-time tonal and dynamic attenuation.

7. Attack / Sustain Knob - "**Attack**" mode sets the attack shape, and higher values fade notes in more gradually. Click the down-arrow menu to switch to **Sustain** mode, which controls the level the sound sustains at while keys are held down.

8. FX Rack - Click this to switch to the FX rack panel. (See pages 16 - 26).

9. Offset Knob - This shifts the sample start time forward into the sound, skipping past the beginning. Use this to tighten transients or start playback deeper into samples for sound design.

10. Release / Pad / Decay Knob - While in **Normal** "**Release**" mode, this sets the natural fade out time after a key is released. Click the down-arrow menu to switch to "**Pad**" **mode** for a more gentle pad-like sound with extended release time, bypassing any release-triggered samples. In "**Decay**" mode, it controls how quickly the sound fades down to the Sustain level setting while the key is held down.

USER INTERFACE

11. Release Lock - This keeps the current layer's release knob value independent of the layer lock.

12. Width / Keyspan Knob - "**Width**" mode controls the stereo field, allowing you to collapse to mono, or widen the stereo image beyond 100%. Use the down-arrow menu to switch to "**Keyspan**" mode to spread the key range across the stereo field, putting low notes to the left and high notes to the right like a piano.

13. Vibrato Rate / Depth / Rise Knob - This applies basic vibrato to the sound. "**Depth**" effects how strong the vibrato effect is applied. "**Rate**" effects the vibrato speed. "**Rise**" sets how long the vibrato takes to reach full intensity after the note start.

14. Pan / Autopan / Distance Knob - In "**Pan**" mode, this controls the stereo pan position. It is linked to the Space tab's X axis position. In "**Autopan**" mode, each new key you hold down is spread out across the stereo field for an ensemble effect. In "**Distance**" mode, the sound can be brought forward or pushed father away, linked to the Y axis in the Space tab.

15. Pitch / Transpose Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones, or +/- 50 cents. Use this to shift octaves or fine-tune the sound. In "**Transpose**" mode, you can shift the key range placement of the articulation up or down on the keyboard, useful for key-splitting or transposition.

16. ST/CT Switch toggles the Pitch knob between semitones or cents increments.

17. Category & Articulation Dropdown Menus - These menus allow you to choose the sound loaded into the current layer. The top menu selects the general category of sounds. The lower menu selects the individual articulation or bank of sounds to load into the layer. Each layer has its own independent menu. In large presets with deeper categorization, there may also be a "Super-Category" menu to the right of the Layer Link buttons as well.

18. Menu Lock button - This keeps the current layer's menu selections independent of the layer lock.

19. Key Solo button - Press this to arm Key Solo mode, and then press one of the keys in the current layer's active key range to select that sample, and spread it across the entire key range. This allows you to play individual effects, particular strings, or individual chromatic notes as independent articulations. When enabled, it displays the Tuned Speed, and Glide controls.

20. Tuned button - This sets whether the soloed key is pitched or unpitched. When off, all keys will play the note a the same pitch.

21. Speed Slider - This slider controls the interval transition speed or pitch bend time when Glide is enabled. This slider appears in Key Solo mode for normal articulations, and is always displayed for Ambient, or Subsynth articulations. If the current articulation is a "True Legato" instrument, then the Speed slider is also shown and controls the natural interval transition speed.

22. Glide / Legato button - When available, this enables Glide mode, which allows seamless legato/portemento pitch transitions between notes. If the current articulation is a "True Legato" instrument, then its label is shown as "**Legato**".

23. Layer Crossfade slider - 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.

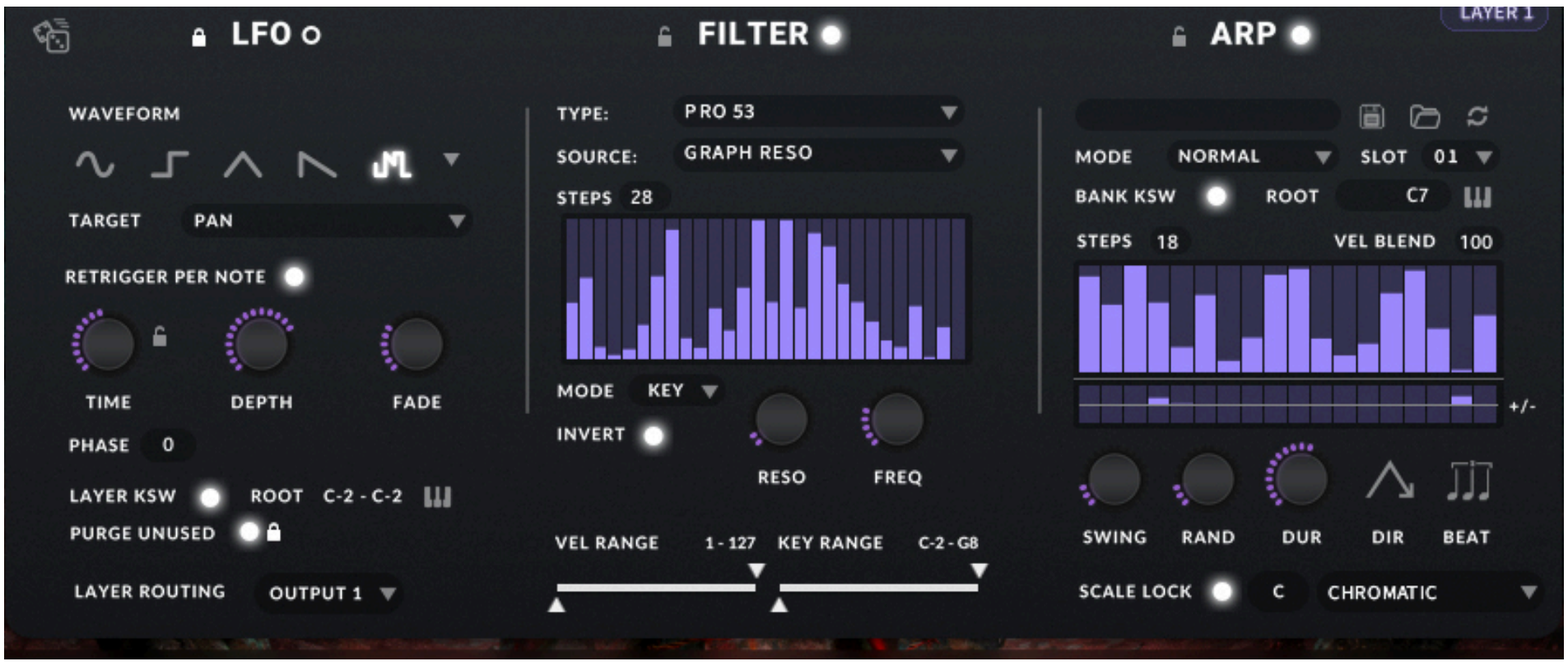
24. Layer Crossfade 3-way selector buttons - These buttons assign the currently selected Layer to the X-Fade slider, on either the left side ("**Layer A**") or right side ("**Layer B**"). Any layer can be assigned to either Crossfade Layer A or B. This allows you to create custom combinations of layers which you can easily and smoothly crossfade between. When set to "**None**", the current layer's volume is unaffected by the X-Fade slider.

25. Randomizer (Dice) button - the "**RAND**" button randomizes the main knob and menu settings for all layers. This allows you to instantly generate creative combinations of sounds for sound design and special effects. Randomize as often as you like, but allow a few seconds between presses for settings to fully change before pressing it again.

26. Knob Down-Arrow Menus - these triangle buttons open drop-down menus for each knob to display their different functions and modes. All modes are active at all times, even when hidden.

OPTIONS WINDOW

The Options window can be opened and closed by clicking Options Cog Icon at the top of the UI. It contains the per layer LFO, Filter and Apreggiation systems. The **Dice icon** button in the top left corner randomizes many of the controls in this window to allow instant creative effects. You never know what you're going to get. The **Layer KSW** area controls the current layer's articulation selector keyswitches. The **Purge Unused** controls handle loading/unloading currently-inactive samples from RAM for either the current layer, or all layers at once. The Layer Routing menu controls Kontakt bus output assignment for the layer.



LFO

LFO On/Off button - This engages the LFO system.

LFO Lock button - This prevents the Options Dice randomizer button in the far left corner of the Options window from changing LFO settings.

Waveform buttons & 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, Pan, Pitch, Filter Frequency and Resonance.

Retrigger Per Note button - This restarts the LFO for every note, giving each voice its own oscillation.

Time / Beat knob - This controls the speed of the LFO. When the lock button next to it is turned on, it switches to Beat mode to select note length values. When unlocked, Time is measured in Hz, ranging from 0.01 Hz - 20.4 kHz.

Depth knob - This sets the intensity of the LFO.

Fade knob - Higher values fade the LFO in to full depth more gradually after note start.

Phase value - This shifts the starting phase of the LFO, where the oscillation begins in its wave cycle.

FILTER

Filter button - This engages the filter system.

Filter Lock button - This prevents the Options Dice randomizer button from changing Filter settings.

Type menu - Select from the available filter types.

Source menu - Select from 12 different control sources to drive the filter cuttoff frequency and resonance ("Q"). These control sources can work in conjunction with the Reso and Freq knobs.

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

Mode menu - Setting this to "**Key**" moves the Graph step forward on each new key press. Setting it to "Time" continuously steps the graph forward based on musical note length divisions (1/8 = 8th note).

RESO knob - This sets the filter's cut-off resonance. *CAUTION: High resonance values can produce loud piercing tones at certain cutoff frequencies.*

FREQ knob - This sets the filter's cut-off frequency.

Invert button - This button inverts the action of the filter modulation. *Note: This can result in silence if the control source puts the cutoff range beyond the sound's audible frequencies.*

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.



ARP button - This turns the arpeggiator on and off.

Arp Lock button - The prevents the Dice randomizer button from changing Filter settings.

Preset Name - The name of the current arpeggiator bank preset.

Disk button - This save icon button allows you to save and export your ARP bank settings to an nka preset file.

Folder button - This load icon allows you to import your previously saved Arp panel settings from a preset file (*.nka)

Reset button - This cycle icon resets the current bank to default.

Mode menu - This menu controls the Arpeggiator mode.

- **Normal** cycles through all held notes in a normal arp pattern.
- **Hold** cycles through the last played notes in a continuous arp pattern whether or not keys are held down.
- **Hold +-** cycles through the last played notes in a continuous arp pattern whether or not keys are held down. Pressing new keys adds them to the cycle, and pressing those same keys again removes them.
- **Gliss** runs up a scale from the last played not in a single gliss sweep.
- **Gliss Hold** sweeps up the scale in a single gliss and continues to cycle as long as the key is held.
- **Strum** strums up, down, or in alternating strokes across up to 12 "strings" from the last key pressed.
- **Strum Hold** strums up, down, or in alternating strokes across up to 12 "strings", cycling as long as the key is held.

SLOT menu - This sets the current preset slot the table pattern will play, with 12 slots available.

Bank KSW on/off and ROOT setting - This enables you to switch between the 12 ARP slots by keyswitching. The ROOT setting lets you assign the note that the keyswitches start from. Press the piano icon button to its right and then play any midi key to set the Root value to that key.

STEPS value - This sets the number of steps that will be cycled through in the sequence. Double-click it to type in a value or drag drag it up or down.

VEL BLEND value - This determines how much the velocity table overrides the midi velocities you play. At 100, the tables controls velocity completely.

Step Sequencer table - This lets you adjust the step velocity bars. Taller bars play louder velocities. Empty steps play rests.

Pitch Offset table - This offsets the pitch for each step by up to 24 semitones up or down. To reset pitch for all steps, click the **+/-** button to the right.

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

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

DUR Knob - This shortens or extends the hold duration of notes without changing overall timing.

DIR Knob - 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 ("Chord Mode"), Random, and "As Played".

BEAT Menu - This menu lets you choose the note time, with half note, quarter note, triplet, 8th note, 8th triplet, 16th note, 16th triplet, 32nd note, and 32nd note triplet.

GLISS

Gliss mode allows you to create your own custom glissando patterns. Choose your velocity sequence with the graph table, then pick a scale, curve, direction, and rate to dial in something truly unique.



SCALE Knob - This knob selects the scale the gliss plays back. The Scale Lock menu can override it where they disagree.

RAND Knob - This knob adds a human element of less precise quantization, with a randomization factor applied.

CURVE Knob - This knob applies acceleration or deceleration to the gliss. Turning it down causes the gliss to start slower, then gradually speed up. Turning it up causes the gliss to start fast and gradually slow down toward the end.

DIR button - This icon menu lets you choose the direction of the gliss, with 17 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, Cascade Up, Cascade Down, Cascade Up 3, Cascade Down 3, and Random.

RATE Knob - This knob controls the duration of each note in the gliss. The higher the value, the longer each note will be held before triggering the next note.

STRUM

Strum mode allows you to create your own custom strum patterns. Choose your velocity sequence with the graph table, then pick a chord type, duration, direction, and rate to dial in something truly unique.



CHORD Knob - This knob selects the chord the strum plays back.

RAND Knob - This knob adds a human element of less precise quantization, with a randomization factor applied.

CURVE Knob - This knob applies acceleration or deceleration to the strum. Turning it down causes the stroke to start slower, then gradually speed up. Turning it up causes the stroke to start fast and gradually slow down toward the end.

Strum Direction - This icon menu controls the direction of the strum: Up, Down, Alternate, Up-Down, Down-Up, and Random.

Rate Knob - This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

SCALE LOCK

Scale Lock button - This enables the key/scale locking system, allowing 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 you can play within a fixes musical key and scale (be as sloppy as you like!)

Key Menu - This menu selects the musical key that you wish to constrain all incoming midi notes to.

Scale Menu - This lets you select from a variety of scales, within the musical key that you have selected.

ADVANCED OPTIONS

The bottom row of the Options pop-up window has several advanced settings for each layer.



KEYSWITCHES

LAYER KSW on/off button - This button enables the per-layer keyswitches for the selected layer. These keyswitches allow you to remotely change between available articulations in the current category by triggering different midi keys. Keyswitches are colored **RED**.

ROOT range values - This value display sets the location of the available articulation keyswitches for the currently category menu selection. The range will depend on how many articulations are included in the category. You can root the bank of keyswitches anywhere on the keyboard. Keyswitches trigger silently, so regular notes cannot be played on top of keyswitches. Press the piano icon to the right of the Root values and then play any midi key to set it as the lowest keyswitch.

GENERAL SETTINGS

PURGE UNUSED button - This button unloads all samples that are not currently in use by the layer to free up ram. However, if other layers are left unpurged and share the same samples, then purging the current layer will not reduce ram use. However, when the **PADLOCK** button next to it is locked, all layers share the same purge state and turning on Purge Unused will clear unused samples from ALL layers, freeing up the maximum amount of ram. Be aware that when the preset is purged, switching between articulations is slower as samples load and unload in real-time.

LAYER ROUTING menu - This menu selects which currently active Kontakt output bus the layer will output its audio signal to. If you have configured Kontakt's main output routing panel and DAW to connect additional outputs beyond the default main stereo bus, then you can send the audio from the currently selected layer directly to it, bypassing the main stereo output channel (and all effects on the SPACE and FX RACK tabs). Only active outputs will be shown in the menu. You can add an output in the Kontakt Outputs window (*press F2*) by pressing the **+** button there, and then closing and reopening the current nki preset.

RANGE SLIDERS

VEL RANGE slider - This slider sets the minimum and maximum velocity range sent to the instrument, allowing you to focus on a specific area of the dynamic range, giving you more precise dynamic control. The bottom triangle sets the lowest velocity, and top one sets the highest velocity.

KEY RANGE slider - This slider sets the lowest and highest midi notes that are allowed for the current layer, allowing you to truncate the active key range to set up key-splits or a specific key range bracket. This will not extend the key range of articulations beyond their actual mapped note range. The bottom triangle sets the lowest playable key, and top one sets the highest.

SCALE LOCK

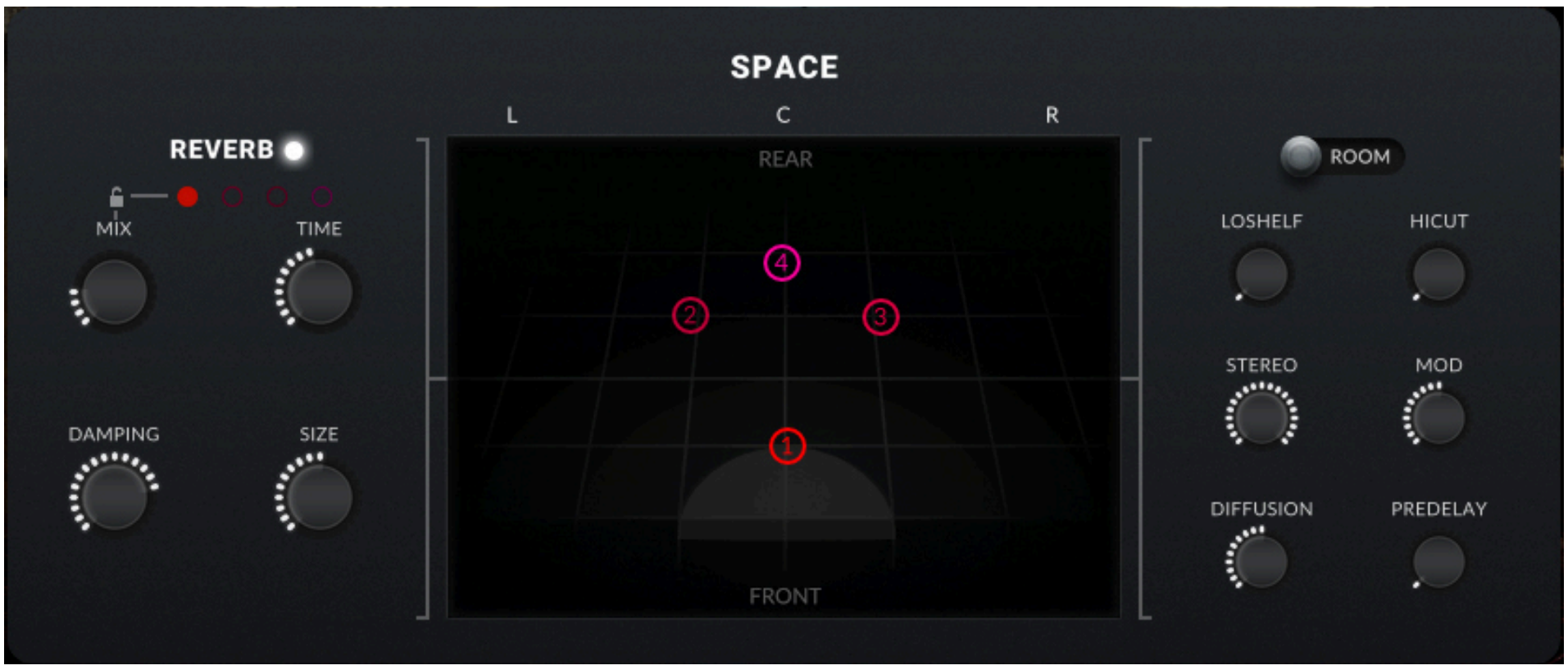
Scale Lock button - This enables the key/scale locking system, allowing you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so you can play within a fixes musical key and scale - be as sloppy as you like

Key Menu - This menu selects the musical key that you wish to constrain all incoming midi notes to.

Scale Menu - This lets you select from a variety of scales, within the musical key that you have selected.

SPACE TAB

The Space tab allows you to adjust the panning and distance of each of the four individual layers. The numbered icons will be brightly colored when that layer is activated. Click and drag each icon to move it in space. There is also a global Algorithmic reverb that you can control from this tab.



REVERB on/off button - This turns the reverb on. Pan position (X axis) and proximity (Y axis) still work even when reverb is off.

MIX Layer Lock button - This locks the reverb mix level knob to any of the 4 color-coded layer icons. Once locked to a layer, you can have the reverb wetness track proximity by moving its icon on the XY pad to the front (down) or rear (up), or moving its Proximity knob, which can be found in the down-arrow menu for the Pan knob in the main layer control knob row.

TIME knob - This sets the reverb decay time.

DAMPING knob - This controls the amount of high frequency room absorption.

SIZE knob - This sets the simulated room size.

ROOM / HALL switch - This switches between room and hall reverb algorithms.

LOSHELF knob - This rolls off the reverb's low end.

HICUT knob - This rolls off the reverb's high end.

STEREO knob - This controls the stereo width of the reverb.

MOD knob - This controls the reverb's modulation.

DIFFUSION knob - This blurs early reflections into a dense, continuous tail.

PREDELAY knob - This controls the amount of pre-delay before the reverb arrives, allowing for "slap-back" style reverb effects.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 27 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in solo presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from top to bottom on each rack and from Rack 1 to Rack 2. 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. Once you've customized your FX chain, you can save it for later use in this rack by selecting "Save" at the bottom of the list. To load any custom presets you have saved, select "Load" from the menu. Selecting "-Empty-" at the top of the list unloads all effects and resets the entire FX rack to its default state.

RACK SELECT BUTTONS

The Rack 1 and Rack 2 buttons allow to you select between the two different racks. The signal flows from top to bottom of each rack and from Rack 1 to Rack 2.

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

FILTER



Power Button - Toggles the effect on/off.

Type Button - Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob - Controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob - Controls the amount of resonance added at the cutoff or peak node.

EQ



Power Switch - Toggles the effect on/off.

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

Out Knob - Controls the output volume.

Low, Mid and High Frequency Knobs - The control the center frequency of the low, mid and high frequency EQ bands.

Bell/Shelf Buttons - Toggles the bell/shelf shape of the frequency band.

FEEDBACK COMPRESSOR



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the compressor.

Makeup Knob - controls the amount of gain to make up for any volume decrease.

Mix Knob - blends the amount of compressed and raw signal.

Link Button - When on, stereo is linked. When off, it is dual mono.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Ration Knob - Controls how long before the compression releases.

Release Knob - High Quality Button - Toggles oversampling.

LIMITER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the limiter.

Release Knob - Controls how long before the limiter releases the signal.

Output Knob - Controls the output volume of the signal.

BUS COMPRESSOR



Power Button - Toggles the effect on/off.

Threshold Knob - Controls what volume level the compressor kicks in.

Ratio Knob - Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Makeup Knob - Controls the amount of gain to make up for any volume decrease.

Mix Knob - Blends the amount of compressed and raw signal.

Output Knob - Controls the output volume of the signal.

Release Knob - Controls how long before the compression releases.

TRANSIENT DESIGNER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the designer.

Attack Knob - Controls effect attack speed. Increasing will add more punch.

Sustain Knob - Controls how long the note tail rings out.

Smooth Button - Smooths out problem transients.

Output Knob - Controls the output volume of the signal.

AC BOX



Power Button - Toggles the effect on/off.

Normal Knob - Controls the normal AC Box channel volume.

Brilliant Knob - Controls the brilliant AC Box channel volume.

Tremolo Speed Knob - Controls the rate of the tremolo.

Bass & Treble Knobs - These control the low and high frequency gain.

Tonecut Knob - Employs a lowpass filter. Turn up to reduce treble.

Tremolo Depth Knob - Controls the strength of the effect.

Mono Switch - Toggles between mono and stereo.

Output Knob - Controls the master volume.

HOT SOLO



Power Button - Toggles the effect on/off.

Bass, Mid, Treble Knobs - Controls how much signal comes into the limiter

Presence Knob - Boosts the upper mid-range frequency response.

Depth Knob - Controls low range frequency response for the power amp.

Drive Switch - Selects between overdrive and normal channels.

Pre Norm Knob - Controls how long before the limiter releases the signal.

Pre Drive Knob - Controls the output volume of the signal.

Master Knob - Controls the overall output level.

Output Knob - Sets the output level of the FX module.

Mono Switch - Toggles between mono and stereo.

JUMP



Power Button - Toggles the effect on/off.

Pre-amp Knob - Sets the pre-amp gain. Turn it up to add drive.

Pre Norm Knob - Controls the amount of volume added.

Presence Knob - Boosts the upper mid-range frequency response.

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

Master Knob - Sets the overall output volume.

Hi Gain Switch - Increases the pre-amp's gain potential.

Mono Switch - Toggles between mono and stereo.

TWANG



Power Button - Toggles the effect on/off.

Volume Knob - Sets the pre-amp gain. Turn it up to add drive.

Mono Switch - Toggles between mono and stereo.

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

Output Knob - Sets the overall output volume.

VAN 51



Power Button - Toggles the effect on/off.

Pre Rhythm Knob - Controls the preamp overdrive of the rhythm channel.

Pre Lead Knob - Controls the preamp overdrive of the lead channel.

Presence Knob - Boosts the upper mid-range frequency response.

Lead Switch - Toggles between the rhythm and lead channels.

Bright Switch - Boosts high frequencies in the rhythm channel.

Mono Switch - Toggles between mono and stereo.

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

Post Gain Knob - Controls master volume of both channels.

Resonance Knob - Controls low range frequency response in the poweramp.

Output Knob - Sets the output volume of the FX module.

Hi Gain Switch - Increases the gain range of the preamp.

Crunch Switch - Adds distortion to the rhythm channel.

CABINET



Power Button - Toggles the effect on/off.

Amp Selector - This drop-down allows you to choose between different amps.

Size Knob - Adjusts the size of the simulated cabinet.

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

Air Knob - Sets the level of early reflections in the room response.

Output Knob - Sets the output volume of the FX module.

ROTATOR



Power Button - Toggles the effect on/off.

High Acceleration Knob - Adjusts how quickly the treble rotors will react to speed changes.

Low Acceleration Knob - Adjusts how quickly the bass rotors will react to speed changes.

Slow/Fast Button - Switches the speed of the rotating speaker.

Balance Knob - Sets the ratio of sound produced by the horn and woofer.

Distance Knob - Changes the distance between the simulated mic and speaker.

Mix Knob - Controls the rotator effect's strength.

STOMP CAT



Power Button - Toggles the effect on/off.

Volume Knob - This controls the Cat master volume.

Filter Knob - Turn up to enhance low frequency range.

Distortion Knob - Adjusts the amount of distortion applied.

Mono Switch - Toggles between mono and stereo.

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

"Balls" Knob - Turn this up to add low-end punch.

Tone Knob - Pre-distortion mid rangebooster.

Output Knob - Sets the output volume of the FX module.

STOMP CRYWAH



Power Button - Toggles the effect on/off.

Wah Knob - Controls the frequency of the wah-wah effect.

Output Knob - Sets the output volume of the FX module.

Mono Switch - Toggles between mono and stereo.

STOMP DISTORTION



Power Button - Toggles the effect on/off.

Volume Knob - This Controls the distortion master volume.

Tone Knob - Turn up to accent mid frequency range. Turn down to accent bass.

Mono Switch - Toggles between mono and stereo.

Drive Knob - Controls the amount of distortion applied.

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

Output Knob - Sets the output volume for this FX module.

STOMP LOFI



Power Button - Toggles the effect on/off.

Bits Knob - Controls the sound's resolution in bits.

Output Knob - Sets the output volume of the FX module.

Noise Knob - Adds hiss to the audio signal.

Color Knob - Controls tonality of the noise applied.

STOMP SKREAMER



Power Button - Toggles the effect on/off.

Tone Knob - Adjusts bright versus mellow tone.

Drive Knob - Controls how much crunchy distortion is applied.

Output Knob - Sets the output volume of the FX module.

Bass Knob - Controls the bass frequency gain.

Bright Knob - Controls the high frequency gain.

Mix Knob - Sets the amount of processed signal sent to the main output.

STOMP TAPE SATURATOR



Power Button - Toggles the effect on/off.

Gain Knob - Controls the input gain. This increase tape distortion.

High Quality Switch - Toggles oversampling.

Warmth Knob - Controls the low frequency boost/cut.

Rolloff Knob - Controls the high frequency rolloff starting point.

Output Knob - Sets the output volume of the FX module.

DELAY



Power Button - Toggles the effect on/off.

Delay Type - This drop-down lets you choose from 5 delay types.

Time Knob - Adjusts the delay time in milliseconds or synced note values.

Sync Button - Turn on to sync the delay effect to the host tempo.

Saturation Knob - Adds tube-like saturation to the delay sound.

Stereo Button - Toggles between mono and stereo.

Feedback Knob - Turn up to add more delay repeats.

Lo-cut & Hi-cut Knobs - Controls low and high frequency cuts in the delay repeats.

Depth Knob - Controls the amount of modulation applied.

Rate Knob - Adjusts the speed of the delay modulation.

Pingpong Button - Turn on for alternating hard left & right panning.

Mix Knob - Sets the amount of process signal.

CONVOLUTION REVERB



Power Button - Toggles the effect on/off.

Convolution Category and Impulse Drop-downs - Choose from different impulse response samples.

Low Pass Knob - Adjusts bright versus mellow tone.

High Pass Knob - Controls how much crunchy distortion is applied.

Size Knob - Changes the length of the impulse sample between 50%-150%.

Mix Knob - Sets the amount of processed signal sent to the main output.

ALGORITHMIC REVERB



Power Button - Toggles the effect on/off.

Time Knob - Adjusts the duration of the reverb effect.

Mod Knob - Adjusts the amount of modulation applied to the reverb.

High Cut Knob - Cuts the high frequency content of the reverb signal.

Hall/Room Switch - Toggles between Hall and Room reverb algorithms.

Diffusion Knob - Adjusts the density of the simulated room reflections.

Dampening Knob - Adjusts the amount of absorption in the simulated room.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

Size Knob - Adjusts the size of the simulated room.

Mix Knob - Sets the amount of processed signal sent to the main output.

PLATE REVERB



Power Button - Toggles the effect on/off.

Decay Knob - Adjusts the duration of the reverb effect.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

High Dampening Knob - Adjusts the damping of the reverb's high frequency content.

Stereo Knob - Controls the stereo image of the reverb.

Mix Knob - Sets the amount of processed signal sent to the main output.

MOD CHORUS



Power Button - Toggles the effect on/off.

Time Knob - Sets the speed of the LFO modulation.

Sync Button - Syncs the LFO modulation to the host tempo.

Depth Knob - Sets the amount of LFO modulation applied.

Phase Knob - Adjusts the phase difference between left and right channels.

Mix Knob - Sets the amount of processed signal sent to the main output.

STEREO



Power Button - Toggles the effect on/off.

Width Knob - Sets the width of the stereo field. All the way down is mono.

Pan Knob - Adjusts the panning of the stereo field.

Output Knob - Sets the output volume of the FX module.

MOD FLAIR



Power Button - Toggles the effect on/off.

Flanger Mode Drop-down - Choose from three different flanger modes.

Chord Drop-down - Sets the chord that the four voices use.

Width Knob - Duplicates and pans the flanger voices.

Damp Knob - Attenuates the high frequency content of the feedback.

Detune Knob - Alters the pitch of each flanger voice.

Invert Phase Button - Swaps the position of peaks & notches in the frequencies.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation applied to pitch.

Feedback Knob - Turn up for a more metallic resonant sound.

Pitch Knob - Adjusts the fundamental frequency of the first flanger voice.

Voices Knob - Choose from 1 to 4 flanger voices.

Mix Knob - Sets the amount of processed signal sent to the main output.

Output Knob - Sets the output volume of the FX module.

MOD PHASER



Power Button - Toggles the effect on/off.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation.

Amount Knob - Adjusts the amount of modulation applied.

Spread Knob - Shifts frequency peaks and notches left or right.

Ultra Button - Extends parameter ranges for Rate and Center. Get crazy!

Output Knob - Sets the output volume of the FX module.

Stereo Knob - Adds a phase offset to the modulation.

Feedback Knob - Creates resonance. Makes peaks and notches more pronounced.

Notch Knob - Sets the amount of peaks and notches in the spectrum.

Center Knob - Sets the middle frequency of the peak/notch pattern.

Modulation Mix Knob - Distributes the modulation between center and spread.

Mix Knob - Sets the amount of processed signal sent to the main output.

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