PANACEA

ABOUT THE INSTRUMENT

Step into a world of mesmerizing harmonics, tonal warmth, and resonant mystique. **Panacea** brings together eight of our most inspiring tuned percussion libraries — a journey across the musical spectrum of steel tongue drums, handpans, kalimbas, and ancient slit drums. From the Sierra foothills to underground bunkers, each instrument was lovingly recorded in rich detail to give you an unparalleled sonic canvas. Ideal for ambient, cinematic, world, underscore, electronic, and hybrid compositions, this 25 GB library is packed with 168 presets made for NKS and the free Kontakt 8 Player. Discover the sound of soul, steel, and space with Panacea.

Hapi Drums is a set of four steel tongue drums crafted by legendary instrument makers Grahm Doe & Tricia Kelly at their workshop in the Sierra Mountain foothills of Oakhurst, CA. Steel tongue instruments are known for a smooth fundamental tone wrapped in a haze of complex harmonics and a long, mellow sustain. Hapi Drum is one of the oldest and highest quality steel tongue drum makers in the world, with unique body designs and tuning options and clear, rich notes that cut cleanly through clusters of carefully-balanced lush, swirling overtones. We recorded four instruments, capturing each of them with a wide stereo pair of large-diaphragm Neumann TLM 103s and a binaural Rode NT-SF1, to provide you with two distinct tonal options. Instruments included the low "Origin" D minor model (D3 - A4), a pair of "Slim Tunable" mid models (A3 - E5) and the small, treble Tini (A4 to A5). Each model can be loaded separately - including individual tongue soloing - or you can play all of them together as a combined chromatic scale. We played each one with soft rubber mallets, hard metal picks, and nylon jazz brushes.

Cosmic Hand Pans captures a classic D minor handpan in exquisite detail, as well as a pair of unusual hybrids that each have an utterly unique sonic flavor you won't hear anywhere else. The traditional handpan has a distinctively dark, warm, mellow tone, with a ghostly and ethereal resonance rich with harmonic overtones. We recorded it with fingerpads and fingertips, as well as small soft rubber mallets and jazz brushes to give you plenty of sonic options.

Next we sampled two unique specimens resulting from Grahm Doe's quest to meld steel hand pans and tongue drums into a unified instrument. The first mutation is a Prototype fusion of a standard tongue drum and a handpan resonator face that was the first step on his blow-torch and pneumatic-hammer driven journey. It has a brash, plucky steel drum quality with intense and chaotic overtones. The durable steel tongues allow for much more aggressive articulations, including soft and hard rubber mallets and metal rods.

The second oddity is his signature Hybrid Handpan, a well-balanced and precisely-engineered instrument with standard handpan finger dimples on its face, tuned to match playable tongue drum tines on its belly. Each side has a distinct character that compliments the other. We recorded soft rubber finger mallets and sustaining finger rolls on the handpan face, as well as superball and giant rubber mallets on the tongues.

UFO Tone is a multi-sampled metallic tuned percussion library that encapsulates a special hang drum from another realm. At Soundiron, we love anything rare, weird, or mysterious. This one checks all three boxes. We may have found this artifact halfway buried in a field, like it was dropped off from an extraterrestrial visit... After cleaning it off, we took it to St. Paul's Church in San Francisco - the same location where we sampled Requiem Light Choir, Symphony Series Brass, and Alpha Organ. We used a mallet to record its eight tongues with a close stereo pair of Neumann studio mics for a dry and present sound, as well as a second stereo pair 15 feet away for an open, spacious far sound. You can chromatically solo, combine or layer the different articulations, tongues and mic positions to create your own unique sonic blends. Steel tongue drums are known for a smooth fundamental tone wrapped in a haze of complex harmonics, lush swirling overtones, and a long, mellow sustain. Buckle your seatbelt! UFO Tone will launch you out of this world.

Steel Tones is our original multi-sampled metallic tuned percussion library capturing the essence of a classic Hapi Drum. Built by Hapi Tones, the Hapi Drum is a hollow steel-chambered acoustic instrument measuring 12 inches wide and 8 inches deep (30cm x 20cm). It's in the family of steel tongue drums, also known as tank drums or hank drums. The concept was originally pioneered by Dennis Havlena in 2007 and has evolved into various forms by numerous instrument makers. This particular model has 8 tongues tuned to a D-major pentatonic scale. Each note has a strong fundamental tone wrapped in a haze of complex overtones and harmonics and a long, very mellow sustain. We recorded it with a close stereo pair of Neumann studio mics for a dry and very present sound, as well as a second stereo pair captured in a hall at 15 feet for an open, spacious sound.

The **Kalimba** is a modernized version of the ancient African Mbira, also often called a thumb piano. It has a humble, melodious percussive plucking sound with a marimba-like warmth and tonal body. It is often used in conjunction with pianos and other tuned percussion instruments to add a sharper attack and playfulness to the sound. Our instruments were made of wood and coconut shell, with hammered steel tines suspended over their sound holes. The notes span about an octave and a half for the smaller of our two instruments and over two octaves for the larger kalimba.

We recorded kalimbas in 3 different environments: Close and Dry in our studio; at medium distance in a small bright chamber; and in a large, long linear hall, at both close (1 meter) and far (15 meters) microphone distances. We call our long hall "The Bunker", because that's exactly what it really is – a deep underground World War 1-era artillery bunker. It's one of our favorite secret locations, used for some parts of the Rust 2 library and several other instruments in our collection. The dry recording was done with a stereo pair of large-diaphragm condensers at 2 inches away in a very dry space. You'll hear a little bit of wood scuffing and creaking. We think those elements help to give the instruments a truer life-like sound and feel.

The **Whale Drum** is a modern example of one of the world's oldest known instrument families: the tongue or slit drum. These progenitors of the "idiophone" family were originally developed in Africa thousands of years ago. They were originally carved from hollow logs or wooden blocks and struck to produce percussive musical tones. It is one of the few instruments considered to possibly predate language itself. Over the ages, slit drums have been substantially refined to allow more accurate intonation and wider key ranges. We selected our whaledrum for its marimba-like warmth, dreamy tone, gentle softly-rounded attack and subtly undulating decay. The lower notes have an especially deep richness to them.

We recorded our 14" 8-tongued vermilion tongue drum in a dry studio environment with mallets, wooden sticks and brushes. We recorded each mallet struck note at both tongue center and edge positions, with an average of 10 dynamic velocity layers and 10 round-robin variations per note. The stick and brush articulations were played over various edges and surfaces around the drum. We then recorded a second session with the instrument in a large reverberant tile and stone hall from a slight distance with mallets and sticks. This "wet" hall sound is ideal for orchestral arrangements and more atmospheric songwriting. As a bonus, we also recorded a smaller 3-note slit drum and a wooden toy xylophone.

Tiny Thumb Pianos is a modern form of the ancient African Mbira dating back to 1000 BC, also called a kalimba or sanza. The Mbira has been used for poetic storytelling, often accompanied by a Hosho (gourd shaker), and played at religious ceremonies, weddings, and social gatherings. These wooden instruments from Zimbabwe have a gentle & melodic percussive plucking sound with a marimba-like warmth and tonal body.

We recorded each tine of Tiny Thumb Pianos in wide stereo, close and dry, performed in unison and solo. The Duo and Solo plucks were captured with 10 round-robins per velocity layer, with an average of 8 velocity layers per note. After that we sampled percussive hits, slides, taps, glisses, and other FX to enhance realism and make it feel like you're dual-wielding tiny kalimbas IRL. In short: this artifact is all you need to become a master musical storyteller.

Lenguita Drum is a miniature tongue drum used for meditation, relaxation, and casual jam sessions at home. We recorded this one super close up in stereo with a pair of Neumann TLM 103s. It has a beautiful presence with swirling overtones and metallic rasp, with up to 8 round robins and 12 velocity layers for soft and hard mallets.

PANACEA

- Metallic tuned percussion & tonal SFX from tongue drums, handpans, and kalimbas
- Multiple microphone positions and articulations from a variety of hands, mallets, picks, brushes
- Hundreds of ambient pads and evolving drones created from the source content
- 168 Powerful Kontakt .nki instrument presets
- 51,329 stereo samples in locked .ncw format
- 25 GB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

This library has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 8.1 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt "Libraries" browser. It requires online serial number registration through Native Instruments' Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying this library automatically qualifies you for a cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

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SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 8.1 or later**, or the full retail version of **Kontakt version 8.1 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or macOS 10.12 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or macOS) with at least 3GB of system ram, a multi-core CPU and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some older machines and audio devices.

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results. Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

1. If you don't already have Kontakt 8 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 8.1 or later to use this library:

http://www.nativeinstruments.com/kontakt

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

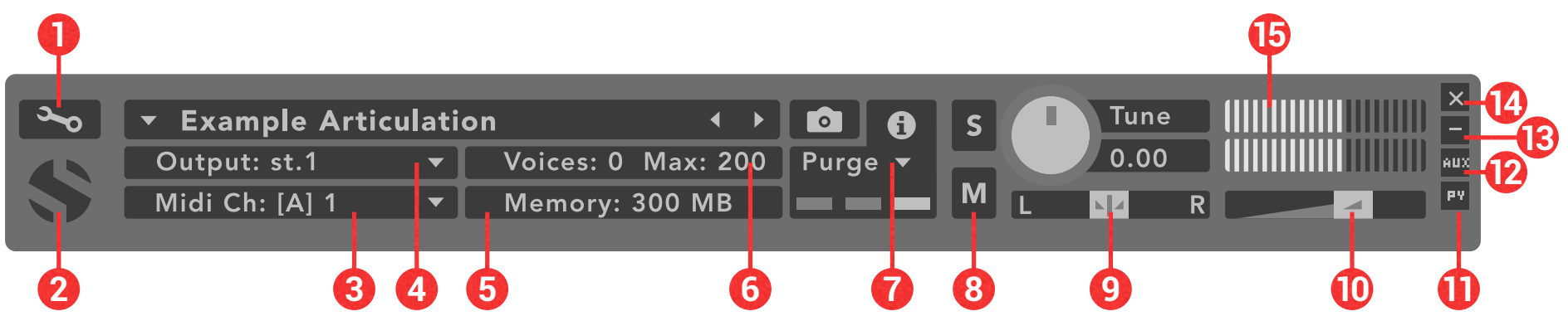
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quick-Load or Database browser windows in Kontakt, or through the main File load/save menu.

8. Please allow any current preset to finish loading completely before loading a new one.

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).

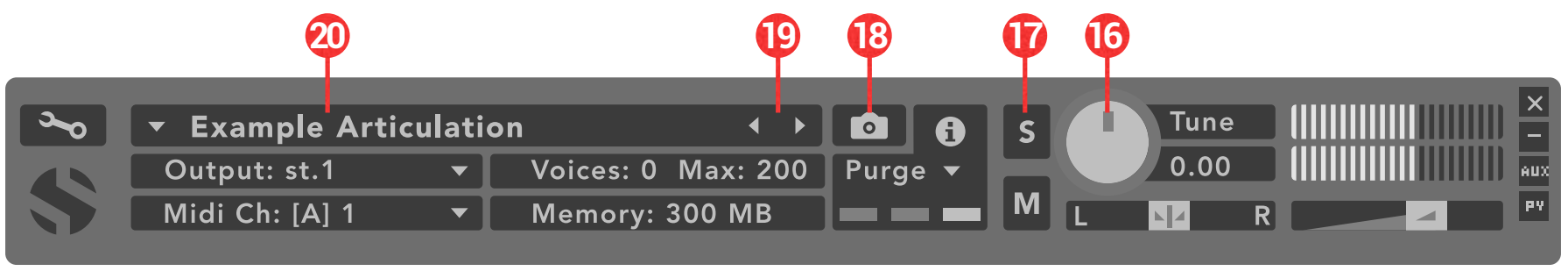
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

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

2. Volume Knob - This controls the volume of the instrument, with smooth real-time tonal and dynamic attenuation.

3. Attack Knob - This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

4. FX Rack - Click this to switch to the FX rack panel.

5. Offset Knob - This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob. It's also great for creating glitchy effects.

6. Release Knob - This is mainly used for sustaining articulations and long notes. In Normal mode, notes fade out quickly as soon as they're released. In Pad mode, the range of the Release knob is multiplied, allowing much longer fade-out times. This control is independent of the layer lock function.

7. Width Knob - This controls the stereo field. Collapse the sound to mono, or push the stereo spread to 100%.

8. Vibrato Knob - This applies basic vibrato to the sound. Depth effects how strong the vibrato effect is applied, Rate effects the vibrato speed.

9. Pan/Autopan Knob - In Pan mode, this controls the stereo panning, allowing you to spatialize the sound to your liking between the left and right channels. Click on the down arrow to switch to Autopan mode, which will ping-pong pan the signal..

USER INTERFACE

10. Pitch Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones. The ST/CT switch toggles the knob to control semitones or cents (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves or fine-tune the sound.

11. Articulation Dropdown - This allows you to choose the bell and articulation for the current layer. Each layer has its own independent menu. The articulation menus are not effected by the layer lock function.

12. Layer Crossfade - 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.

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

14. 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. Layers 1 and 2 offer an additional drop-down menu to select the instrument.

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

16. Space Tab - Click on this button to open up the Spatialization controls window.

CHROMATIC SOLO

1. Chromatic Solo Button - This button appears in applicable articulations. Once you have a chosen sample you want to spread across the keyboard, click the button.

2. ? Icon - This icon shows that it's waiting for you to play a sample. The next sample played will be pitched across the keyboard range.

3. Colored Notes - The kontakt keyboard is now colored orange with the root sample shown in pink. When you're done with this mode, click the colored note icon to go back to normal.

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the Pull-down tab's down-arrows at the top of the UI. It contains the per layer LFO, Filter and Apreggiation systems. The global Keyswitches button turns off all keyswitches, allowing you to access a greater range of playable notes. The global Purge Unused Samples unloads all samples for layers that are currently turned off. **Note: The master kit presets do not include the LFO section.*

LFO

LFO Button - This engages the LFO system.

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, Bass, Treble, Pitch, Pan, Filter Resonance and Frequency.

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

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

Intensity Knob - This controls the intensity of the LFO oscillation.

Fade Knob - Use this to fade in the oscillation after the note starts.

FILTER

Filter Button - This engages the filter system.

Type Menu - Select from 13 different filter types with this menu.

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

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

Reso. Knob - This controls the amount of resonance applied to the filter.

Freq. Knob - This set the cut-off frequency for the filter in each source window.

Invert Button - This button inverts the action of the filter modulation.

SCALE LOCK

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

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

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

ARPEGGIATOR

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

Arp Button - This turns the arpeggiator on and off.

Preset Menu - Use this menu to select and load any of our factory arpeggiator presets.

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

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

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

Preset Menu - This menu controls the Arpeggiator hold mode.

• Normal sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.

• Hold sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.

• Hold +/- sets it to allow new notes to be added to the automated chain of repeats.

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

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

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

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

DIR. 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, Random and As Played.

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

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

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.

Random Knob - This knob adds a human element of less precise quantization.

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.

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.

Random Knob - This knob adds a human element of less precise quantization.

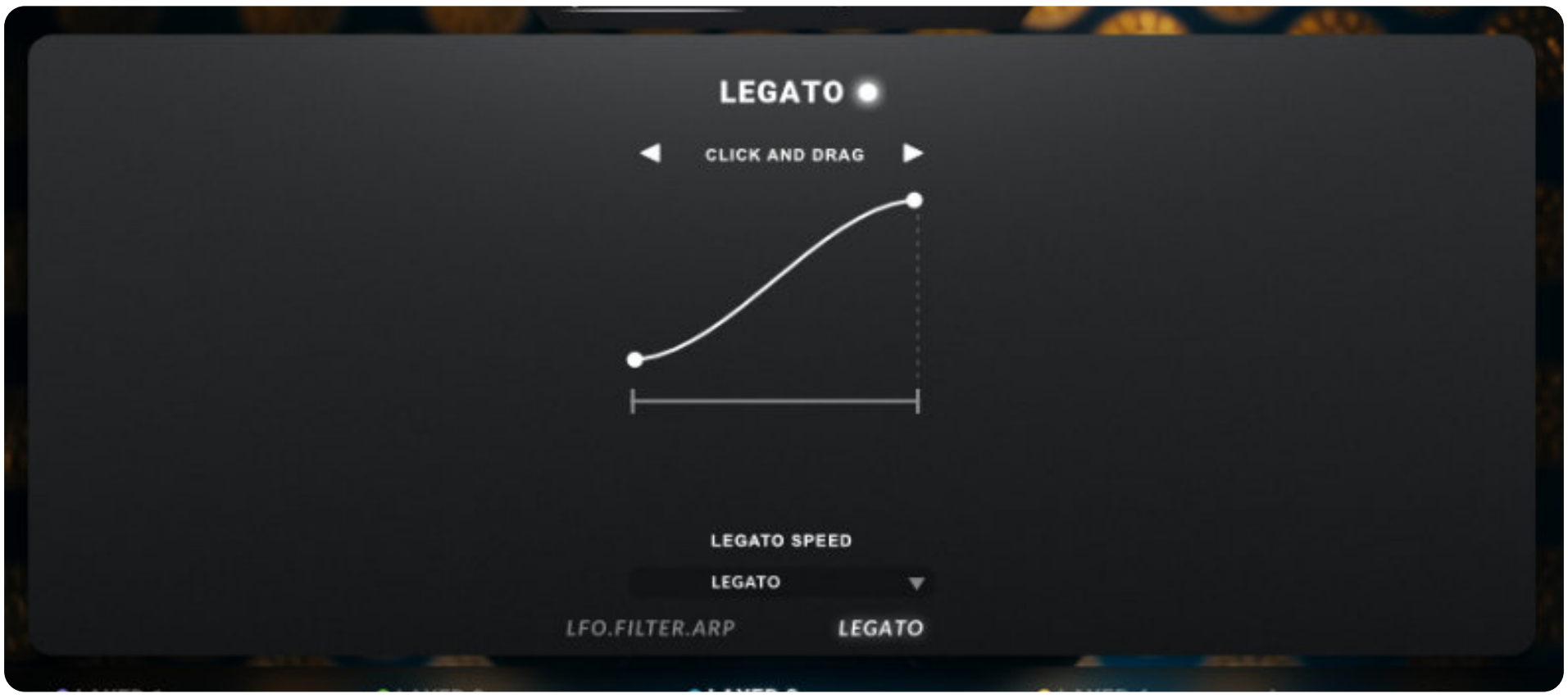
Duration Knob - This allows the duration of notes to be shortened or extended without changing the overall timing.

Strum Direction - This drop-down controls whether the strum alternates between down and up, or does all upstrokes or down strokes.

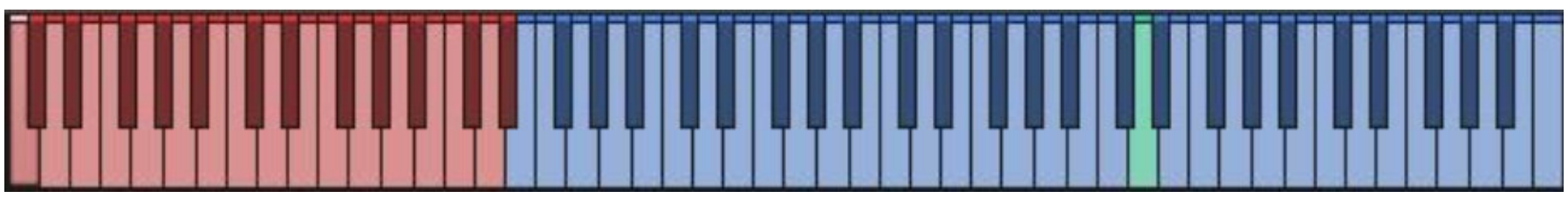
Rate Knob - This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

LEGATO

Legato system can be accessed by clicking on the “LEGATO” button at the bottom of the Advanced controls window (if available). When turned on, this system applies simulated legato to the selected layer, tying notes together as you play an uninterrupted melody. The two options for legato speed are Legato and Portamento. Legato allows for more realistic, quicker note transitions while Portamento allows you to create very long, dramatic transitions. You can adjust the legato transition speed by clicking on the legato curve image and dragging left or right. Portamento will stretch the sample of the initial note up or down, while Legato transitions to a new sample.



STANDARD & AMBIENCE PRESET KEYS



1. Articulation/Sound Keyswitches - Pressing one of these red keys will change currently selected articulation or sound, visible in the drop-down menus.

2. Playable Keys - These blue keys are the standard playable, chromatic keys.

3. Root Key - This turquoise key represents a given sounds natural root. The playable range above and below is stretched from this point. *Note: This is only available in some presets.

SPACE

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.

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 cuttof 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 tremolog.

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 midrange 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 midrange 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 midrange 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 - Attentuates 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 concent 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 paramter 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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Thanks from the whole Soundiron team!