SAECULA is a definitive anthology of Sacred Pipe organs, Vintage Reed organs, and Electric Organs, meticulously engineered for every audio endeavor. From the thunderous, foundation-shaking roar of a dual-chancel cathedral organ to the fragile, wheezing charm of an ancient hand-pumped reed box, this comprehensive collection spans centuries of wind and electricity. Whether you are scoring an epic video game battle, composing a traditional liturgical piece, or crafting haunting, avant-garde soundscapes, **SAECULA** offers an unparalleled palette of pipe organs, hybrid consoles, antique parlor reeds, and beautifully flawed electric tone-wheels.

Inside this compendium, you'll discover 7 distinct libraries: from our renowned **Alpha Organ**, the delicate, historic charm of the **Sandy Creek Organ** and **Lakeside Pipe Organ**, to the whimsical, raw character of **Little Pump Reeds**. Each instrument was sampled to preserve its unique soul, quirks, and imperfections. After that, we used the source content to create hundreds of ambient pads and atmospheres - a limitless textural toolkit for any musical journey.

Alpha Organ features a beautifully sampled pair of pipe organs recorded individually and together at St. Paul's Church in San Francisco, CA. Each organ offers a distinct contrast to the other and when the two are played simultaneously in unison, the sound is glorious. We've captured both instruments individually and together in unison, with multiple microphone types and positions to offer you a variety of aesthetic options.
The "lower" organ, built by Kilgen Church Organ Company of Saint Louis, MO, was originally water-powered, but has since been converted to an electric blower-driven system. The console is in the south isle near the side entrance and its pipes are hidden behind the altar with the blower and machinery under the floor of the Apse, allowing the lowest pedal notes to resonate through the floor, seeming to shake the very foundation.
The upper organ, far larger and more elaborate, was built by the Felix F. Shoenstein & Sons Organ company of San Francisco. It is arrayed high above the portcullis and Narthex in a mezzanine between the two bell towers. Where the first organ - our "Alpha" Organ - is sweet and silky in its tone, the second - our "Omega" Organ - is thunderous and mighty in its body and energy, with a more powerful blower, larger console and many more pipes.
We feel that this space has extraordinary acoustic properties bordering on the mystical. Each time we've recorded there, we've experienced waves of strange synchronicities. The entire hall seems to sing as if one great living instrument.

Lakeside Pipe Organ is a Rodgers steel and wooden pipe-electric hybrid organ recorded at the Lakeside Temple Of Practical Christianity in Oakland, California, with organist Don Sears. This large pipe organ produces its sound by driving compressed air through 850 resonant steel pipes and wooden reeds, arranged in 15 ranks. We captured 6 primary stops to span a wide tonal and dynamic range: Wooden flute stops 1 & 2, Steel Pipe stops 3, 4 & 5 and the bass foot pedal board. You can solo individual stops, use the stop mixer panel to customize your mix, or smoothly blend between them. The stop mixer panels make it easy to glide from the soft and gentle glow of the wooden reeds to the glorious roar of the steel pipes and growling low end of the bass pedals. There is also a selection of struck bar chime tuned percussion, bellows and blower sfx, sheet music page turns and more. We include a close stage position and wide hall position to give you free control over presence and ambience.

Little Pump Reeds is a collection of instruments we've stumbled across over the years that happen to fall on the smaller side of the wonderful and under appreciated world of hand-held air-driven reed-based instruments. This library ranges from fine quality hand-crafted traditional Indian Shruti Boxes, to a mini accordion and what we refer to as the Plastisax (something vaguely like a child's plastic soprano saxophone, but sounding more like a harmonica). This library also includes a lovely 14-note concertina of which we sampled 3 dynamic layers and multiple articulations. We also implemented a powerful user interface that allows quick access to all of the instruments in a single preset. As always, we've sampled each instrument lovingly and thoroughly, with attention to playability and musicality. Obviously, we took these instruments much farther than they were ever designed to go. These sample sets are surprisingly rich, full and playable in a way that one would normally only be able to expect from top notch, full-range instruments. In the end, we just decided it was high time somebody give these little misfit toys the respect and attention to detail that they truly deserve.

Orrville Pipe Organ is a classic pneumatic pipe organ with 1,224 pipes, 21 ranks, 3 divisions, 2 manuals, 18 stops and 31 registers. It was built for the First Presbyterian Church of Orrville, Ohio in 1963 by the venerable Schantz Organ Company. With a robust and mighty sound, it's a much more elaborate and powerful instrument than you'd typically expect to find in a smaller rural church like this one, allowing the sound to completely fill the space with an epic presence and grand tonal body. However, that all might be explained by the fact that the Schantz workshop is just a mile up the road in the same small town.
We captured several of our favorite sustain and staccato articulations in two microphone positions, as well as chimes, zymbelstern, blower, and pedal noises for ultimate realism. We've also included tons of custom FX patches and sound-designed ambient synth pads created from the source to make this library extraordinarily playable and versatile. Whether you're looking to create a massive video game sound, bold synth bass tone or play straight from the hymnal, Orrville's got the pipes to do it!

Sandy Creek Organ captures the last gasps of life from this well-worn vintage Thomas Monticello organ. Bequeathed to us by a friendly neighbor, this gem had a story to tell. It seems that in the downtime between service as a musical instrument, this particular organ also served as a home to countless little critters who left their mark all over the interior. There it sat in our old Sand Creek studio until we got it working just long enough to unlock some of its musical mysteries.
In order to capture all of the character of this vintage treasure, we recorded two microphone positions: up close and room. Sandy Creek Organ includes six different sustain types (two of which feature a rotating Leslie speaker), each with round robin and releases, as well as a variety of sound effects. As always we have included a selection of carefully crafted ambiences and creative FX presets to help jumpstart your creative juices. The actual Thomas Monticello we recorded may have reached its last stop, but it will live on forever as our Sandy Creek Organ.

Traveler Organ is a multi-sampled instrument library featuring an early 20th century Clough & Warren flat-top reed organ. A variety of stops and articulations were meticulously recorded dry in studio, with high quality noiseless preamps and a trio of Neumann microphones, capturing all the subtle nuances of this wonderful instrument. We captured a variety of stop configurations and articulations including sustains, marcatos and staccatos, along with bellows creaks, key clicks and plenty of custom sound-designed organs, pads and ambiences.
This 61-key, 13-stop organ has a sound that can fit any genre of music ranging from the playful street performances of the streets of France to powerful classical church music. From soft and airy to powerful and deep, Traveler Organ was recorded dry, perfect for the application of reverb to make it fit in anywhere - and we provide dozens of spaces to choose from through the FX rack!

Trinity Electric Pipe Organ has got body and soul! This Rodgers electric pipe organ is an especially warm and robust amplified electro-acoustic pipe organ. It was built by T.S Good Church Organ Company at the Trinity Lutheran Church, a humble and beautiful little church in Clinton, Ohio. The chapel's classic A-frame and great acoustics give the organ tremendous presence and tonal richness that make it an outstanding choice for all kinds of tracks, whether you need a pipe organ or are looking for a fatter modern electric sound.
The primary microphone position is of course a wide stereo pair of Neumann TLM 103s for stunning clarity and realism. To give you additional layering and mixing options, we also captured it with a far stereo mic placed at the back of the house, and with a dynamic mono mic right against the main speaker stack for added punch. We captured 11 main stops: Tremulent Rohrflote, 4 Combination Stops, Tutti, Hautbois Plein Jeu, Block Flote, Bourdon, Gemshorn, Rohrflote, along with three thunderous bass pedal stops, and 3 concert percussion stops: Tubular chimes, Zimbelstern bells, and glorious Bellplucks!

SAECULA
ORGAN COLLECTION

- 7 distinct virtual instruments: Organs of all shapes and sizes
- Deeply sampled organs with tons of velocity layers, sound effects, and unique articulations
- Hundreds of unique ambient atmospheric pads and drones, created from the source content
- 150 Powerful Kontakt .nki instrument presets
- 37,1378 stereo samples in locked .ncw format
- 36.9 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 8.2 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 8.2 or later**, or the full retail version of **Kontakt version 8.2 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 8.2 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.

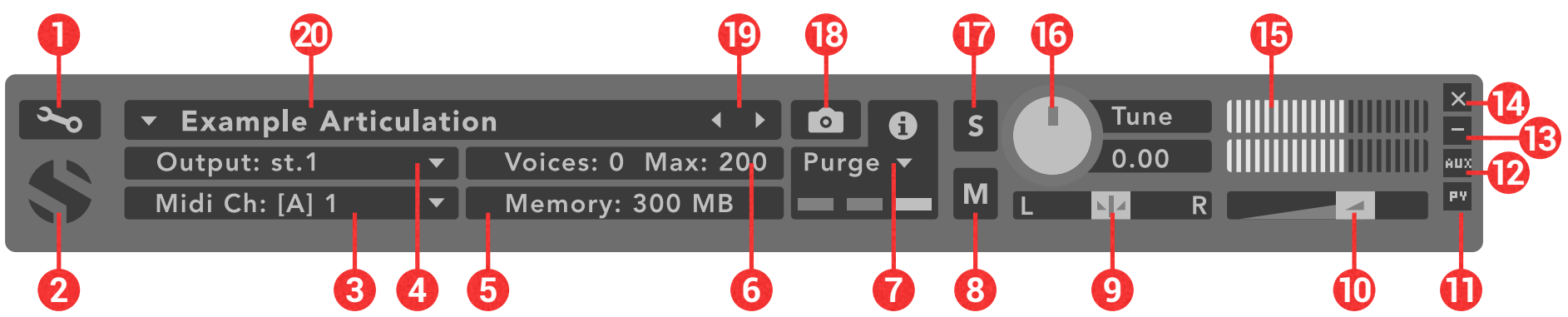
6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

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 Hyperion emblem to collapse the "Performance View."

3. MIDI Input - Click to select a midi input source. You can choose a specific midi channel, or choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel.

4. Output - Click to route the audio from this instrument to any available Kontakt plugin output.

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.

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 main 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.

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 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/Keyspan 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. Ext Range - This extends the playable range up and down the keyboard. The real range of the instrument can be seen in blue.

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

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.

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.

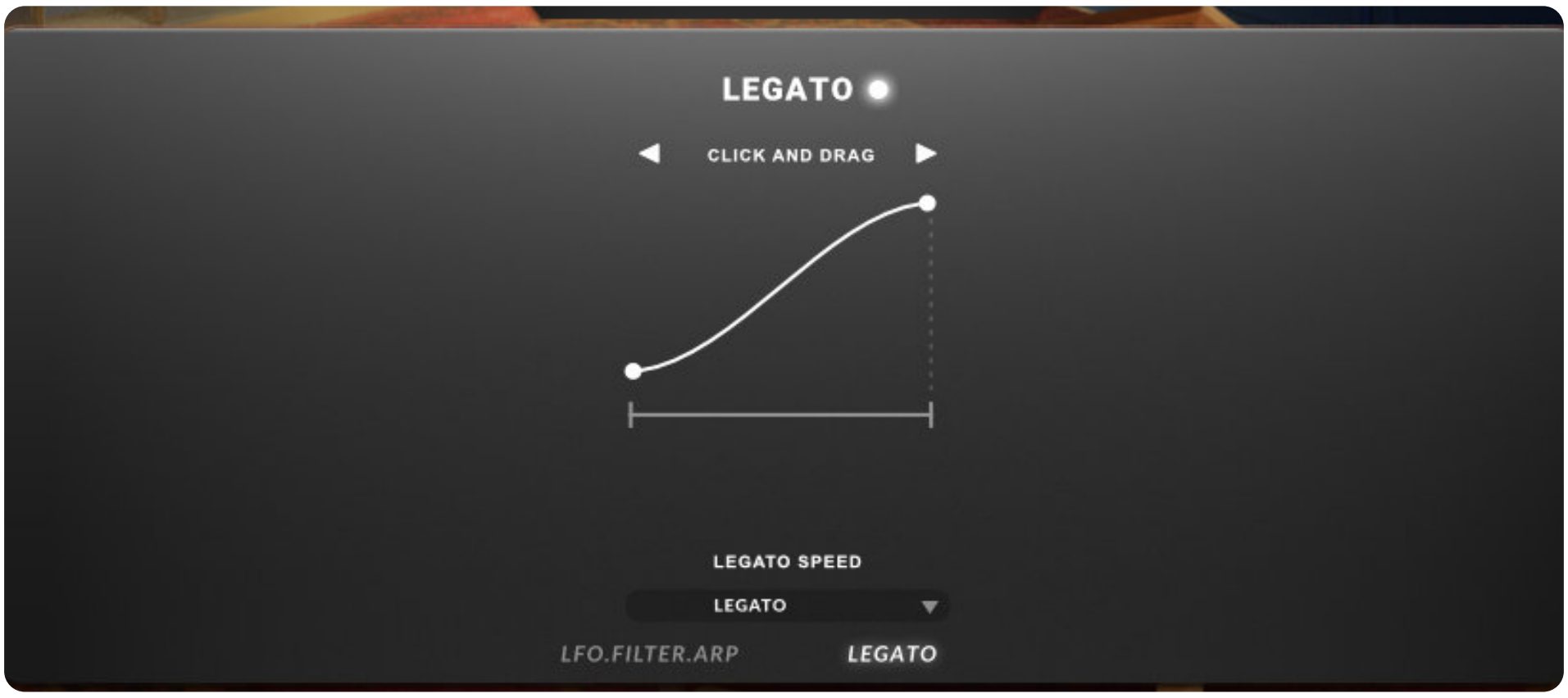
Duration Knob - This allows the duration of notes to be shortened or extended without changing the overall timing.

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

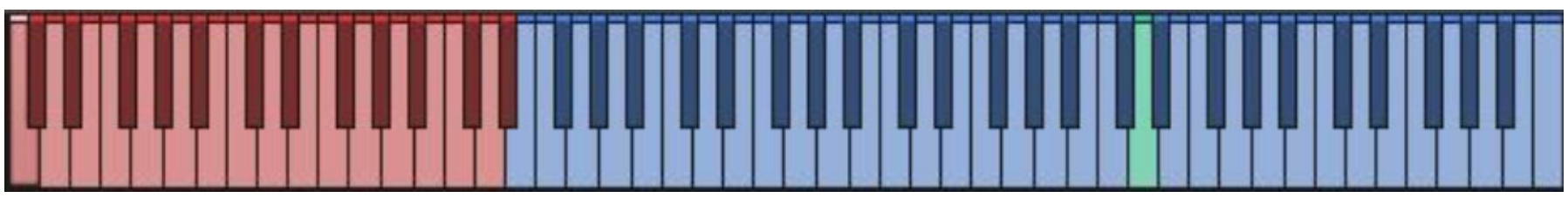
Rate Knob - This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

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!