



SONESPHERES



CURRENT

SONESPHERES VOL. 3

"CURRENT" by BLAKE EWING

Sonespheres is a series of uniquely sound-designed atmospheric synths, textural pads, evolving soundscapes, nuanced drones and tonal ambiences hand-crafted by American composer Blake Ewing, built for Native Instruments Kontakt. Each edition includes a deep selection of new and inspiring presets, with a full array of essential user controls to unlock virtually limitless creative potential. You can load Sonespheres presets into the full retail version of Kontakt (version 5.5.2 or later), or drag the wav samples into any DAW or audio software that supports standard pcm stereo wav files.

Our intuitive user interface gives you flexible control features for two independent sample source modules, with category and preset selection menus for each. Both modules provide automatable controls for volume, attack, start offset, release, bass, treble, pitch, pan, filter type, filter resonance, filter frequency, LFO shape, LFO rate, LFO tempo-sync, LFO target parameter, LFO depth and LFO attack time. There's also a crossfader, legato glide system, and a step-sequencable arpeggiator system, as well as our full FX rack system that allows you to select from 18 creative effect plugins, including convolution reverb with over 100 of our favorite custom reverb impulse responses covering everything from bunkers and undulating sci-fi effects to piano strings and concert halls.

Film and television composer and long-time Soundiron collaborator Blake Ewing has created each of the sounds by hand and carefully guided the overarching concept for the Sonespheres series with a very clear artistic vision. He brings to his craft a brilliant ear for nuanced layering, rich detail, fluid textures and powerful emotional weight. Blake is an American composer with a concentrated interest in creating music for visual media. His compositions have been commissioned, licensed and well received by film directors, producers, videographers, sample developers, advertising firms, music supervisors and fans from around the world. He believes in music - and in its wonderful power to support and elevate storytelling. We'll let him describe Sonespheres in his own words:

"In my mind, with few exceptions, music supports and invokes a certain storytelling. Hearing certain timbres and frequencies together triggers something in most of humanity. A place. A time. A memory. An emotion. A sense of urgency or hope. A needed comfort. A broken heart. Real or concocted, the effect is universal. This belief and these experiences affect me not only as a person, but inspire me as an artist.

To that end, I'm proud to have helped create a set of tools that will hopefully act as a canvas for your own productions. My hope is that you as musicians will use these sounds as the hazy, ethereal, ambiguous base, on which to bring into sharp focus your own artistic visions - Be it in support or your stories, or those of the others with whom you work.

In Current, I've tried to be thorough without being repetitive - to offer sounds that might work in a range of production styles and musical sensibilities. There is a pervasive sense of movement throughout the content, which includes handcrafted piano samples, harps, tidal rhythms, and massive impacts that coexist alongside achingly beautiful evolving pads and atonal textures, timeless synth keys and bass. I truly hope there's something here for everyone.

Thank you to the Soundiron team for their technological wizardry, wonderful catalog and their ability to maintain humanity in what could easily become a robotic effort. The massive task they undertake with each release makes me feel incredibly lucky and appreciative to be living as a composer in this era.

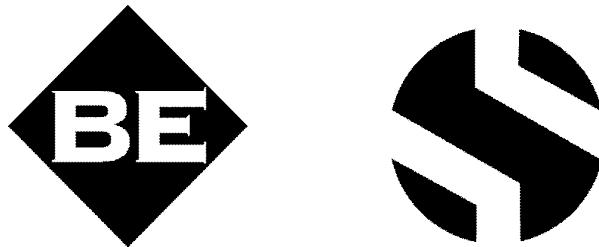
A special thank you to Mike Peaslee for reaching out to me after hearing my work and asking me to assist in the vision of this project. His guidance on library development and his shepherding me with patience, openness and an appreciation for the art of music is the only way any of this was possible.

You can hear Blake's latest works at Soundcloud, here: www.soundcloud.com/blake-ewing

Learn more about Blake's media projects here: www.imdb.com/name/hm4469449

Follow him on Facebook here: www.facebook.com/blakeewingmusic

And visit his official website here: www.blakeewingmusic.com



SONESPHERES ●●● CURRENT

Deep atmospheric synths for Kontakt, designed by Blake Ewing.

- 1 master NKI instrument bank in open Kontakt format
- 20 Custom Sound-Designed FX and Ambient presets
- Pads, Pianos, Impacts, Textures, Synths, Rhythms, and more
- 274 stereo samples
- 2.40 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive multi-layer user interface controls, with LFO, filter, glide, and arpeggiator
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 5.5.2 or later is required for all instrument 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 7 (or later) or OSX 10.9 (or later) is required

CREDITS

Sound Design
Blake Ewing

Editing & Mapping
Nathan Boler
Chris Marshall

Documentation
Gregg Stephens

Scripting and GUI Design
Chris Marshall

Artwork
Blake Ewing

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SYSTEM REQUIREMENTS

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 5.5.2 or later. You cannot use this library in the free Kontakt Player. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. 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 fformat compatibility for each library. You must have at least Windows 7 or later, or Apple OSX 10.9 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 OSX) with at least 3GB of system ram, a multicore cpu and a 7200 rpm SATA or solid state hard drive 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 machines.

KONTAKT NKI PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick Load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. IF you’re new to the Quickload system, check out the Help area of our website and our Youtube channel for tutorial videos on how to use it effectively and conveniently.

Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view.

The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process

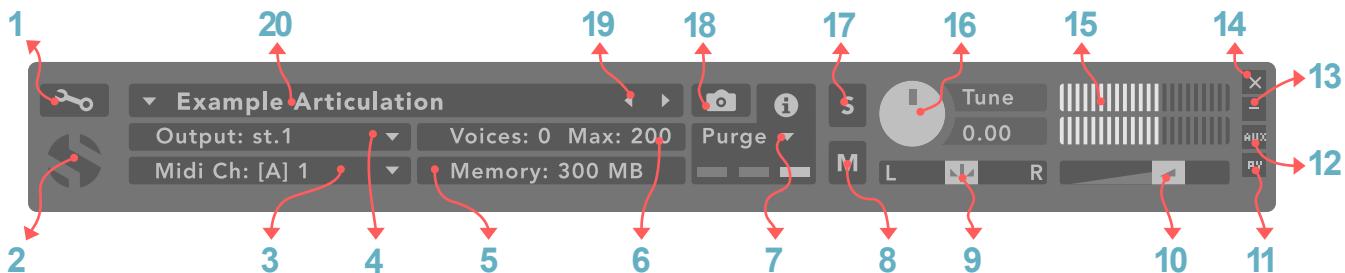
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KONTAKT INSTRUMENT HEADER

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



1. OPEN 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.

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



BANK MENU (“BANK”)

This menu selects the sound category. The arrow buttons on the sides allow you to skip to the previous or next preset in the menu.

TEMPO-SYNC BUTTON

When one of the “Rhythmic” Banks is selected, a Lock icon button appears in the upper corner of the Source window. This allows you to sync the preset to your DAW’s tempo.

PRESET MENU (“PRESET”)

This menu selects the individual sound preset. The arrow buttons on the sides allow you to skip to the previous or next preset in the menu. You can turn off either Source window by choosing OFF in the menu.

VOLUME (“VOL”)

This slider controls the volume swell of an individual layer.

ATTACK (“ATK”)

This slider controls the sharpness of attack.

OFFSET - (“OFS”)

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

RELEASE - (“REL”)

This controls the release fade-out time once a note has been released.

BASS

This controls the amount of low end in the signal.

TREBLE (“TREB”)

This controls the amount of high end in the signal.

PITCH

This controls the root pitch of the source.

PAN

This controls the stereo position of the source.

CROSSFADE

X-FADE ON/OFF BUTTON

This button toggles Source Cross-Fading. When switched on, the slider above it can be used to crossfade between the layers. When turned off, both layers play at regular volume, based on their Volume settings.



X-FADE SLIDER

This slider allows you to cross-fade between the two Source windows when the X-FADE button is active.

GLIDE

This controls the legato system. When it's turned all the way down to the left (so that the knob is pointing at the dot in the lower left corner) the legato system is turned off. Turning it up past the dot will activate the legato system, making the instrument monophonic. The higher you turn this knob up, the slower the legato transition will be.

FILTER

FILTER TYPE (“TYPE”)

You can select from 13 different filter types with this menu.



FILTER RESONANCE (“REZ”)

This controls the amount of resonance applied to the filter.

FILTER FREQUENCY (“FREQ”)

This sets the cut-off frequency for the filter in each source window.

LFO

LFO SHAPE (“SHAPE”)

This menu selects the LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth, Random and Off.



LFO RATE (“RATE”)

This controls the speed of the LFO.

LFO SYNCH BUTTON (“SYNC”)

This locks the LFO to your DAW tempo or Kontakt’s bpm setting.

LFO DEPTH

This controls the depth of the LFO oscillation.

LFO ATTACK (“ATK”)

This allows you to control how long the LFO takes to reach full depth.

LFO MODULATION TARGET PARAMETER (“TARGET”)

This allows you to assign the LFO to one of several different parameter options: Volume, Bass, Treble, Pitch, Pan, Resonance, Frequency.

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.

VELOCITY GRAPH

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.

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.

CLEAR BUTTON

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

MODE

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.

HOLD

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.



SWING KNOB

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

RANDOM KNOB

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

LENGTH KNOB

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

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.

KEYBOARD DISPLAY

The Kontakt presets display colored keys in Kontakt's keyboard view panel. To show the keyboard view, press F3 or click the window menu at the top of Kontakt. This key coloring is also shown in Native Instruments' Komplete Kontrol software and all S-Series Keyboards and other NKS Standard compatible software and hardware.

STANDARD & AMBIENCE PRESET KEYS



KEYSWITCHES

Pressing one of these **red** keys will change currently selected articulation or sound, visible in the drop-down menus.

PLAYABLE KEYS

These **blue** keys are the standard playable, chromatic keys.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 18 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. 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 and any custom presets you create.

SAVE BUTTON

Once you've customized your FX chain, you can save it for later use in this rack by pressing this.

FADE KNOB

Use this to fade in the oscillation after the note starts.

DELETE BUTTON

Use this to delete the currently selected custom preset. Factory presets can't be deleted.

RESET BUTTON

This unloads all effects and resets the entire FX rack to its default state.

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

JUMP

Power Button

Toggles the effect on/off.

Boost Button

This boosts the incoming signal strength.

Drive Knob

This controls the amount of gain added.

Tone Knob

This shapes tone brightness.



Low, Mid & High knobs

These control the low, mid and high frequency gain.

Vol Knob

This sets the overall output volume.

DISTORTION

Power Switch

Toggles the effect on/off.

Drive Knob

This knob controls the amount of gain added.

Damping Knob

This shapes tone brightness.



Output Knob

This sets the overall output volume.

DELAY

Power Switch

Toggles the delay on and off.

Sync Button

This syncs the rate to your BPM.

Rate Knob

Controls the echo rate. In sync-mode, it changes by note divisions.

Damping Knob

This controls high frequency roll-off.



Pan Knob

This controls the left-right ping pong effect.

Mix Knob

This adjusts the wet/dry output mix.

REVERB

Power Button

Toggles the effect on/off.

Type Menu

This menu selects the environment category.

Impulse Menu

This menu selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Size Knob

This controls the reflection decay time.



Lopass Knob

This controls high-frequency roll-off.

Hipass Knob

This controls low frequency cut-off

Mix Knob

This adjusts the wet/dry output mix.

AMP

Power Button

Toggles the effect on/off.

Drive Knob

This controls the amount of gain added.

Bass, Mid, & Treble Knobs

Controls the low, mid and high frequency gain.



Volume Knob

This sets the overall output volume.

TRANSIENT MASTER

Power Button

Toggles the effect on/off.

Attack Knob

Controls amount of signal boost/cut from attack transient.

Sustain Knob

Controls sustain volume following a transient.

Tone Knob

Shapes the brightness of the tone.



CABINET

Power Button

Toggles the effect on/off.

Model Menu

Selects the model of speaker to simulate.

Damping Knob

This shapes tone brightness.



FILTER

Power Button

Toggles the effect on/off.

Type Button

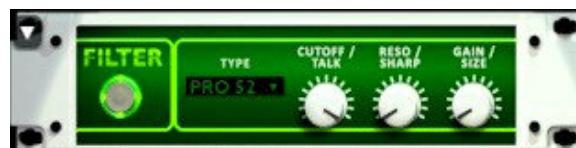
This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob

This controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob

This controls the amount of resonance added at the cutoff or peak node.



FLANGER

Power Button

Toggles the effect on/off.

Synch Button

This synchronizes the rate to your BPM.

Rate Knob

Controls the mod rate in ms or by note if Sync is on.

Feedback Knob

This adjusts the amount of feedback.



COMPRESSOR

Power Button

Toggles the effect on/off.

Threshold Knob

This adjusts the signal threshold needed before compression is applied.

Ratio Knob

This 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.

LO FI

Power Switch

Toggles the effect on/off.

Bits Knob

This sets the level of bit depth reduction.

Sample Rate Knob

This sets the level of sample rate quality reduction.

Noise Knob

This knob adds noise to the signal.



Color Knob

This knob adjusts tone brightness and apparent fidelity.

Vol Knob

This sets the overall output volume.

PHASER

Power Switch

Toggles the effect on/off.

Sync Button

This synchronizes the rate to your BPM.

Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

Feedback Knob

This adjusts the amount of feedback



Phase Knob

This knob controls the phase center.

Depth Knob

This controls the depth of the phase sweep.

Mix Knob

This adjusts the wet/dry output mix.

ROTATOR

Power Switch

Toggles the effect on/off.

Speed

This button toggles between cabinet rotation speeds.

Size Knob

Use this knob to adjust the simulated size of the speaker cabinet.signature by note divisions.

Output Knob

This sets the overall output volume.



Air Knob

Adjusts the simulated distance between the speaker and microphone.

SKREAMER

Power Switch

Toggles the effect on/off.

Drive Knob

This knob controls the amount of gain added.

Tone Knob

This sets the overall signal tone.

Bass & Bright Knobs

These control low & high frequency gain.



Clean Knob

This sets the amount of clean signal pass-through.

Output Knob

This sets the overall output volume.

STEREO MODEL

Power Switch

Toggles the effect on/off.

Spread Knob

This knob controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.



Pan Knob

This knob sets the final left-right stereo pan direction of the processed signal.

EQ

Power Switch

Toggles the effect on/off.

Low, Mid and Hi Frequency Gain sliders

Use these to adjust the level of the low, mid and high EQ bands.



Low, Mid and High Frequency Knobs

These control the center frequency of the low, mid and high frequency EQ bands.

CHORUS

Power Switch

Toggles the effect on/off.

Sync Button

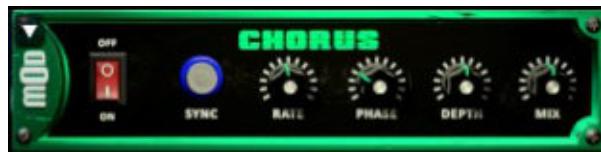
This synchronizes the rate to your BPM.

Rate Knob

Controls the mod-rate, in ms or note values if Sync is on.

Phase Knob

This controls the phase.



Depth Knob

This controls the depth of the chorus sweep.

Mix Knob

This adjusts the wet/dry output mix.

TAPE SATURATOR

Power Switch

Toggles the effect on/off.

Gain Knob

This controls the amount of gain added.

Warmth Knob

This allows you to add tonal warmth

Rolloff Knob

Controls high frequency attenuation.



Volume Knob

This knob controls the overall output level.

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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living-breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make composition and sound design a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at support@soundiron.com!

Thanks from the whole Soundiron team!

