



Welcome to The Struck Grand piano library from Soundiron. The Struck Grand is an extraordinary instrument collection that delves deep into the fine art of piano abuse. This 9 GB collection explores all of the ways a 1926 Steinway Model L parlor grand piano can be "played" from the far side of the hammer. You'll find well over 4000 samples of pick plucks, steel hammers, finger mutes, harmonics, slides, mallets, glisses, scrapes and otherworldly sustaining effects over the full note range. This collection shines as equal part stringed/tuned percussion and super-harp/mega-zither with a huge key range and rich, complex musical character.

This library goes far beyond any other piano "effect" library you've heard before. And as always, we've gone the extra mile with profound total attention to detail through our nuanced programming, total user parameter control, sonic flexibility and simply unmatched playability. You'll feel The Struck Grand live and breathe under your fingertips.

The Struck, Harmonic, Mallet and Gliss elements are perfect for dramatic and suspenseful scoring, while the Steel Hammer, Slide and Picked sections are ideal for expressive and nuanced classical and ethnic compositions. With rumbling bass and glistening highs, we've captured each articulation with ultra-close, dry micing right on the strings, for exquisite life-like detail, stunning presence and fidelity.

If you love guitar or harp, you'll love our Gliss/Strum Creator. This unique tool allows you to instantly start playing life-like strums and glisses over the whole key range, with a huge variety of chords and total real-time control over direction, stroke alternation, string, speed, dynamics, palm muting, pick attack and more. Each parameter can be automated on the fly, allowing incredibly organic performances.

We also provide 3 extraordinary new control systems that will unlock new creative and production possibilities. The new "Layer Builder" system lets you easily create an endless variety of unique complex sonic flavors, with total control over up to 12 independent layers of sound. Let us re-invent your whole concept of tuned percussion with the simple turn of a dial. The library also includes a bonus selection of real-world space and FX convolution impulses and ambient drones, tonal pads and evolving soundscapes, all with custom morphing and dual-layer mix control.

SOUNDIRON

The Struck Grand version 1.0

OVERVIEW

40 open-format Kontakt instruments (36 K4 presets / 4 K5 presets)
 4058 Samples
 9 GB Installed
 24bit / 48kHz stereo PCM wav samples (non-encrypted)
 Powerful custom performance and FX control interface
 Bonus unique FX ambiences and atmospheres
 Bonus: 46 custom convolution reverb impulses

Note:

- The full version of Kontakt 4.2.4 or later is required for all K4 presets
- The full version of Kontakt 5.0.2 or later is required for all K5 presets
- The free Kontakt "Player" does not support this library.

CREDITS

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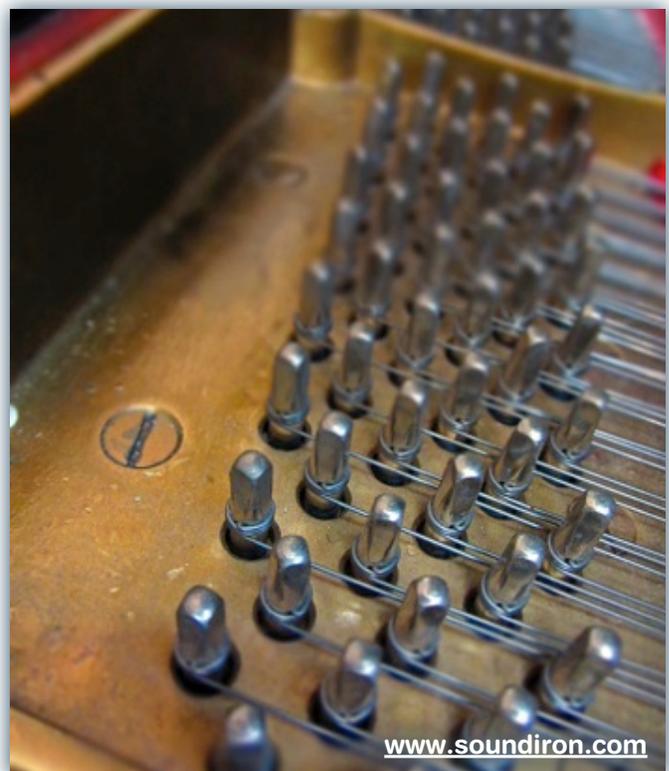
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ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit., with some content recorded in a lush natural hall environment, so you'll hear room coloration and tone as well as a few background impurities in some samples, especially in the hall far C mic position. We feel these subtle natural imperfections add life and character to the sound. Therefore, please keep in mind that this library isn't designed to provide perfectly quiet or sterile samples.

Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.2 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has its own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike. Sometimes they're awful. It all depends on the sound, the impulse, the plugin and the settings used. Then again, you may find some unexpectedly useful and interesting results through a little experimentation.

We've included a hand-selected collection of impulse files that we think compliment this library's sound. You can load them into most instrument presets by using the "Convolution" control panel tab and selecting an impulse from the Impulse drop-down menu. You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

We provide the Continuator Download Manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You'll also need Java v1.6 or later. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading,

press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will usually try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip **DON'T** support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.



Main Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt. These controls are included in most presets and control basic sound-shaping parameters.



Swell - (CC72)

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or fast or slow fades over time.

Attack - (CC 94)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC91)

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

Release - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

Extended/Normal RR

This button enables/disables "extended round-robin" sample variation, to allow more natural-sounding variety in the sound as you re-trigger any given note repeatedly. Turn the button off if you need more precise control over the sound of each note.

Rel. Vol. - (CC93)

This control sets the volume of the note release samples.

Ped. Vol. - (CC93)

This knob controls the velocity and volume of the sustain pedal up and down sound effects. Since midi sustain pedals can only transmit "on" and "off" messages, there's no way to automatically tell how much intensity and force you're playing the pedal with. This knob allows you to adjust the sound to appropriately match the feel of your performance. The pedal sound effects were recorded in several velocity layers to provide greater natural realism. Turning the knob to 0 will disable all pedal sound effects.

Octave

This knob controls the amount of pitch stepping, in octaves allowing users to globally tune an instrument up or down by +/- 3 octaves.

Button Bar (EQ, Uberpegiator, LFO, Reverb)

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

EQ Controls

The EQ tab contains three separate sweepable equalizer bands each with gain, bandwidth and frequency. This special panel can be found in all of the instrument presets.



EQ3 On/Off

This button enables/disables the 3-band EQ.

Low Gain

This knob sets the amount of gain for the low band.

Low Bandwidth

This sets the bandwidth for the low frequency node.

Low Frequency

This sets the center frequency for the low band.

Mid Gain

This knob sets the amount of gain for the mid band.

Mid Bandwidth

This sets the bandwidth for the mid frequency node.

Mid Frequency

This sets the center frequency for the mid band.

High Gain

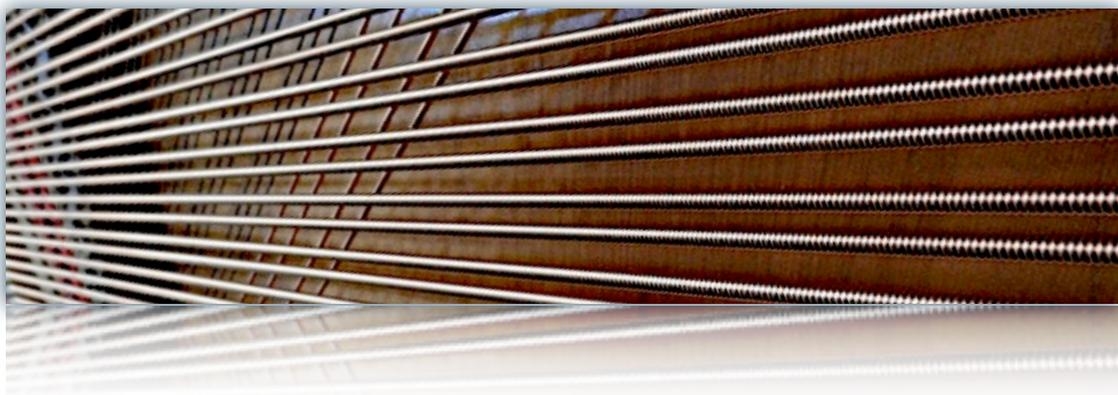
This knob sets the amount of gain for the high band.

High Bandwidth

This sets the bandwidth for the high frequency node.

High Frequency

This sets the center frequency for the high band.



Uberpeggiator Controls

The Struck Grand features a flexible, custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely. **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates. **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating. **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.

Hits and Hit % Knobs

Sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Swing

This sets the amount of rhythmic offset (swing) between notes.

Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat AFTER the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme “glitch” stutter and stair-step effects and can self-generate strange grooves and beats, based on the combination of notes you hold.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing “**As Played**” will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Velocity Graph Sequencer

This customizable graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

Resets the Graph to blank

Steps

This setting determines the number of steps that are used by the velocity graph step sequencer, starting from the left.

Table Velocities

This activates the Graph. When it is active, the arpeggiation follows the note velocities that you’ve drawn on the graph. When it is bypassed, each note repeat is played at the velocity that it’s original note was played at.

Key Selector Knob

Binds the arpeggiation **scale** you’ve chosen to a specific key.

Scale Selector

Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

LFO/Filter Tab

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



Filter On/Off Switch

This button enables/disables the Lowpass Filter effect.

Cutoff

This knob sets the filter cut-off frequency.

Resonance

This knob sets the amount of filter resonance.

LFO On/Off Switch

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

Free/Synch Mode Switch

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

Intensity

This controls the depth of the LFO. Turning this knob all the way down to the left will turn off the LFO completely.

Rate

This controls the speed of the LFO. In free mode, it is smoothly sweepable in real-time and displays the current speed in Hertz (Hz). In Synch Mode, it displays standard time signature divisions, relative to Kontakt's current internal tempo, which can also be controlled by your host sequencer. Please be aware that if an LFO is in Synch Mode, you may hear clicking or popping if you change its time signature Rate value knob while any notes are still currently playing. This is due to functional limitations within Kontakt's internal scripting engine and LFO syncing system. If you wish to change the speed of the LFO in real-time while notes are playing, we recommend using "Free" mode.

LFO Shape Menu

This drop-down menu allows you to select the waveform shape of the LFO from Sine, Rectangle, Sawtooth and Random.

Convolution Reverb Controls

We've incorporated our custom convolution impulses into each instrument preset, with full control over all available convolution effect parameters.



Convolution On/Off

This button enables/disables the convolution reverb effect.

Custom On/Off

Turning this button "On" allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry

Sets the amount of dry gain (+/-) that is passed through the effect.

Wet

Sets the amount of wet gain (+/-) that is passed through the effect.

Size

Sets the simulated room size of the convolution.

Low Pass

Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass

Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay

Sets the amount of pre-delay time before the wet signal is returned

Impulse menus

These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Effects

This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Spaces

This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Strum Controls

We've designed a custom glissando and chord strum script that allows for interesting special effects or basic chord progressions.



Direction

Controls the direction of the strum. Down goes from low to high, Up from high to low, and Alternate alternates between Down and Up.

Chord

This knob controls the chord type that will play. We've included a basic set of 26 commonly used chord types. This can be controlled using the red keyswitches when they are set.

Tightness

This sets the speed of the strum. The value is the amount of time in milliseconds between each note in the strum. Higher values allow for slow, plucked chords.

String

This knob sets the number of strings for the strum control from one (1) through six (6).

Random

Sets the amount of possible randomness in chord strum timing to allow for a bit of humanization. High values allow for sloppy-style playing.

Velocity Graph Sequencer

This customizable graph allows you to draw the velocities that you want each note in your strum to play at.

Table/As Played

This activates the Graph. When it is active, the strum follows the note velocities that you've drawn on the graph. When it is bypassed, each note in the strum is played at the velocity of the root note.

Mode Toggle

This toggles between chord strum and glissando modes. Be aware that switching to glissando mode changes the controls completely.



Gliss Controls

We've designed a custom glissando and chord strum script that allows for interesting special effects or basic chord progressions.



Direction

Controls the direction of the gliss, from Down, Up, Down/Up and Up/Down.

Scale

This knob controls the scale upon which each gliss is based..

Repeat

This knob determines whether low and high note are repeated or not on Down/Up and Up/Down glisses.

Duration

Fine tunes the duration of each note in a gliss. Normally they are limited by the Rhythm setting but can be extended or shortened using this knob.

Octave

This knob controls the range of the gliss in either single notes or entire octaves, depending on the state of the Note/Octave Toggle switch.

Rhythm

Sets the speed and rhythm of the gliss. This includes time divisions in sync with Kontakt's tempo or fine-tuned when set to "Free" (which also causes the "Speed" knob to appear).

Velocity Graph Sequencer

This customizable graph allows you to draw the velocities that you want each note in your gliss to play at.

Table/As Played

This activates the Graph. When it is active, the gliss follows the note velocities that you've drawn on the graph. When it is bypassed, each note in the strum is played at the velocity of the root note.

Span Toggle

This switch toggles the range mode of glisses between individual notes and octaves

I-Shot/Repeat Toggle

This switch toggles between playing glisses repeatedly as long as the note is held down and just a single one-shot gliss.

Mode Toggle

This toggles between chord strum and glissando modes. Be aware that switching to glissando mode changes the controls completely.



Sustains Controls

Sustains presets contain most of the standard sound-shaping controls as normal presets, but also offer some different functionality. In place of the Uberpeggiator, these patches contain a Legato tab.



Low

This knob controls the active Sustain for the Low layer.

Blend

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

High

This knob controls the active Sustain for the High layer.

Stepping

This knob controls the amount of pitch stepping, in semitones allowing users to globally tune an instrument up or down by +/- 36 semitones.

Legato



XFade

This knob controls the amount of crossfade between samples during legato transitions.

Polyphony

This knob controls the available number of separate legato positions. Using this allows for up to three separate legato melodies to be played simultaneously.

Range

This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played greater than this setting will trigger another legato position.

Speed

In Sustains presets, the Speed knob controls the speed of the pseudo-legato pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.

Bending Button

This button toggles on/off simulated pitch bending during legato transitions.

Legato Button

This button toggles legato mode on/off.

Master Layer Builder Controls

The Struck Piano Master Layer Builder presets are special presets that combine 12 different articulations together allowing you to sculpt original percussive and sustaining tones.



Layer Selection Button

Click on one of the layer selection buttons to activate the controls for the selected layer. Note that the Volume, Attack, Offset, Release, Stepping and Curve are individually editable per layer. The Swell is global for the entire preset.

Volume

This knob controls the volume of the currently selected layer.

Attack

This knob controls the attack of the currently selected layer.

Offset

This knob controls the offset of the currently selected layer.

Release

This knob controls the release of the currently selected layer.

Stepping

This knob controls the Stepping (pitch) for the currently selected layer and can be adjusted +/- 24 semitones.

Curve

This knob controls an added layer of dynamics to the currently selected layer. In Off mode, the layer is unchanged. Normal mode adds enhanced dynamics, further lowering the volume of soft notes and raising the volume of hard notes. Invert mode flips the dynamic response, attenuating the volume as the dynamics increase.

Preset Versions

Most of the patches in The Struck Grand are designed for the latest version of Kontakt 4. The library also contains some separate presets for Kontakt 5, designated with the suffix SC (K5). The Kontakt 5 presets are recommended since they offer the most functionality. Using Kontakt 5's improved Time Machine Pro engine, K5 presets offer smoother and more realistic time stretching and pitch shifting. While TMP Pro does require more CPU power, the quality difference versus Kontakt 4's Time Machine 2 engine is worth it.

Preset Categories:

Strum & Gliss:

The Struck Grand includes our custom Uberpeggiator system in most of the tuned presets. There are special versions of some of the tuned presets with the suffix "Strum & Gliss" which use our custom Strum and Glissando systems in place of the Uberpeggiator.

Pedal-Down:

Presets with the "Pedal-Down" suffix contain only samples that were recorded with the piano sustain pedal in the down position, allowing all the notes of the piano to ring out.

Pedal-Up:

Presets with the "Pedal-Up" suffix contain only samples that were recorded with the piano sustain pedal in the up position, allowing only the individually played notes of the piano to ring out while muting all others.

Pedal-Switch:

Presets with the "Pedal-Switch" suffix contain both the samples recorded with the piano sustain pedal up and the samples recorded with the piano sustain pedal down allowing you to alternate between the two types on the fly.

INSTRUMENT PROGRAMS

The instrument presets are divided into three main groups: Tuned, Sustains and Effects.

TUNED

Choked Piano.nki

This preset features the strings of the piano being picked with a giant plastic pick while the strings are left damped, to create nasty, buzzy, staccato notes. This preset is mapped from E-2 – G8.

Hammered Piano + release.nki

This preset features the strings of the piano being hammered with a little metal hammer. This preset features release samples. This preset is mapped from E-2 – G8.

Hammered Piano pedal-down.nki

This preset features the strings of the piano being hammered with a little metal hammer with the sustain pedal held down. This preset is mapped from E-2 – G8.

Picked Piano + release.nki

This preset features the strings of the piano being picked with a giant plastic pick. This preset features release samples. This preset is mapped from E-2 – G8.

Picked Piano pedal-down.nki

This preset features the strings of the piano being picked with a giant plastic pick with the sustain pedal held down. This preset is mapped from E-2 – G8.

Picked Choked Piano pedal-switch.nki

This preset combines the Choked Piano (pedal up) with the Picked Piano pedal-down (pedal down) preset. This preset is mapped from E-2 – G8.

Scraped Piano.nki

This preset features the strings of the piano being scraped with a giant plastic pick. This preset is mapped from E-2 – G8.

Scraped Piano SC (K5).nki

This preset features the strings of the piano being scraped with a giant plastic pick and includes Speed Control. Note: This is a Kontakt 5 only preset. This preset is mapped from E-2 – G8.

Steel Harmonic Piano.nki

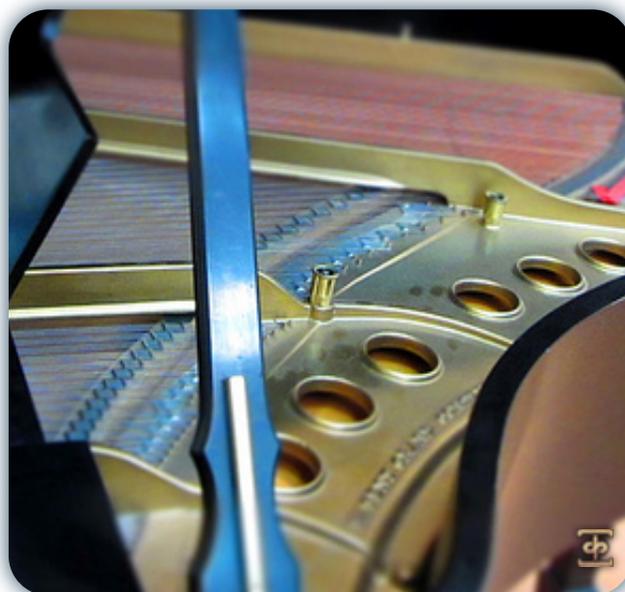
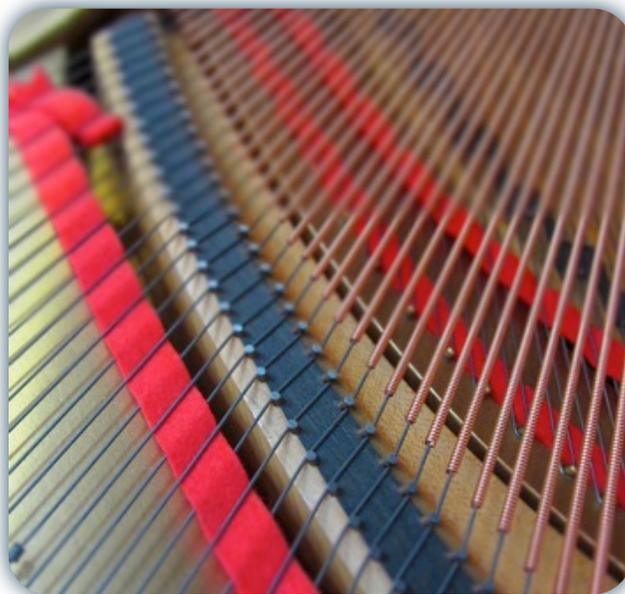
This preset features a steel guitar slide being used to strike out muted string harmonics with the keys. This preset is mapped from E-2 – G8.

Steel Slide Piano.nki

This preset features a steel guitar slide being rubbed against the higher steel strings while the keys are struck, with a bit of random movement to create unusual bending effects. This preset is mapped from E-2 – G8.

Struck Piano pedal-down.nki

This preset features the keys being struck with strings of the piano tightly muted by fingers with the sustain pedal held down. This preset is mapped from E-2 – G8.



Struck Piano pedal-switch.nki

This preset combines the Struck Piano pedal-up with the Struck Piano pedal-down preset. This preset is mapped from E-2 – G8.

Struck Piano pedal-up.nki

This preset features the keys being struck with strings of the piano tightly muted by fingers. This preset is mapped from E-2 – G8.

The Struck Piano Master Layer Builder A.nki

This special preset combines 12 different articulations together. This preset is mapped from C-2 – G8.

The Struck Piano Master Layer Builder B.nki

This special preset combines 12 different articulations together. This preset is mapped from C-2 – G8.

The Struck Piano Master Layer Builder C.nki

This special preset combines 12 different articulations together. This preset is mapped from C-2 – G8.

The Struck Piano Master Layer Builder D.nki

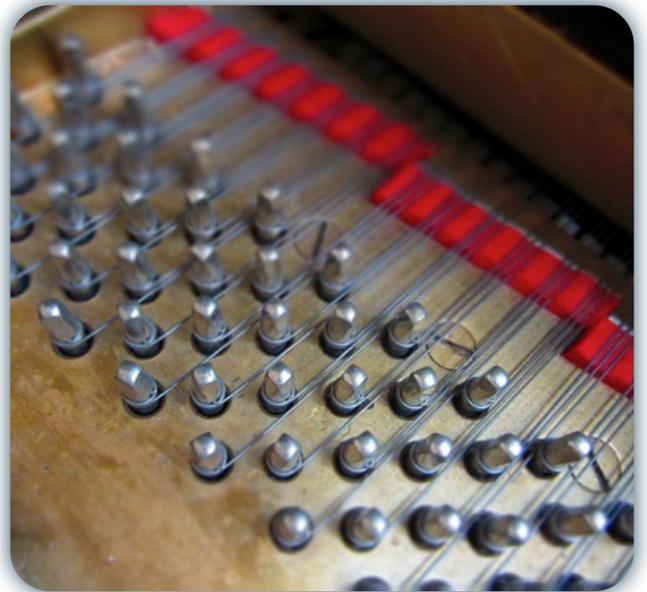
This special preset combines 12 different articulations together. This preset is mapped from C-2 – G8.

Sustains**Sustained Bizarro Ambianics.nki**

This patch features a dozen different tonally focused lead and pad sustains. This preset is mapped from C-2 – G8.

Sustained Pianesque Organics.nki

This patch features 16 complex and harmonically rich evolving and undulating ambient sound-scapes. This preset is mapped from C-2 – G8.



Effects

FX Glisses Fingered pedal-down.nki

This preset features a variety of soft glisses over different note ranges, from low to high. This preset is mapped from C0 – E3.

FX Glisses Fingered pedal-down SC (K5).nki

This preset features a variety of soft glisses over different note ranges, from low to high and includes Speed Control. Note: This is a Kontakt 5 only preset. This preset is mapped from C0 – E3.

FX Glisses Picked pedal-up.nki

This preset features harsh glisses produced by picking across the strings with the sustain pedal down. This preset is mapped from C1 – D6.

FX Glisses Picked pedal-up SC (K5).nki

This preset features harsh glisses produced by picking across the strings with the sustain pedal down and includes Speed Control. Note: This is a Kontakt 5 only preset. This preset is mapped from C1 – D6.

FX Mallet Struck Strings.nki

This preset features a collection of general soft cloth mallet string strikes. This preset is mapped from C1 – F3.

FX Scrapes All.nki

This preset features a collection of pick scraping effects. This preset is mapped from C1 – G5.

FX Scrapes All SC (K5).nki

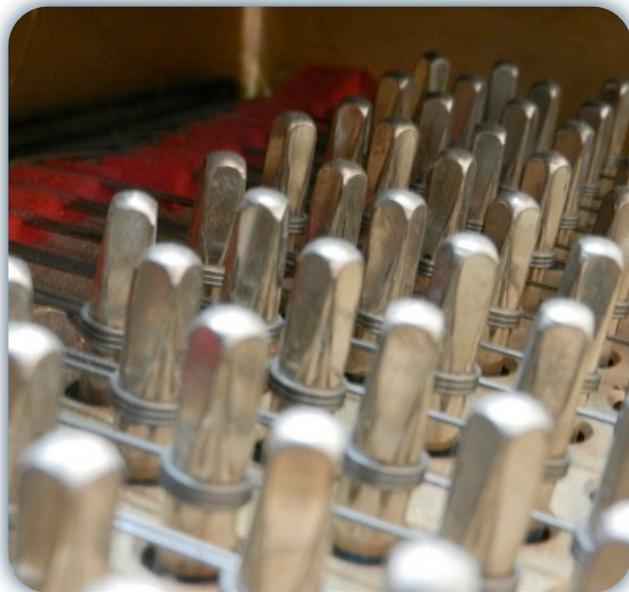
This preset features a collection of pick scraping effects and includes Speed Control. Note: This is a Kontakt 5 only preset. This preset is mapped from C1 – G5.

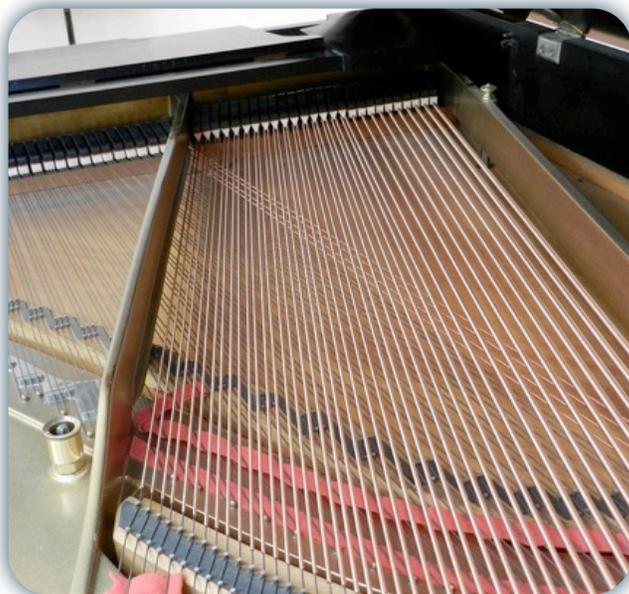
FX Steel Harmonics Piano All.nki

This preset features a collection of metal slide harmonic effects. This preset is mapped from C#-1 – F7.

FX Steel Slide Piano All.nki

This preset features a collection of metal slide note effects. This preset is mapped from C1 – C5.





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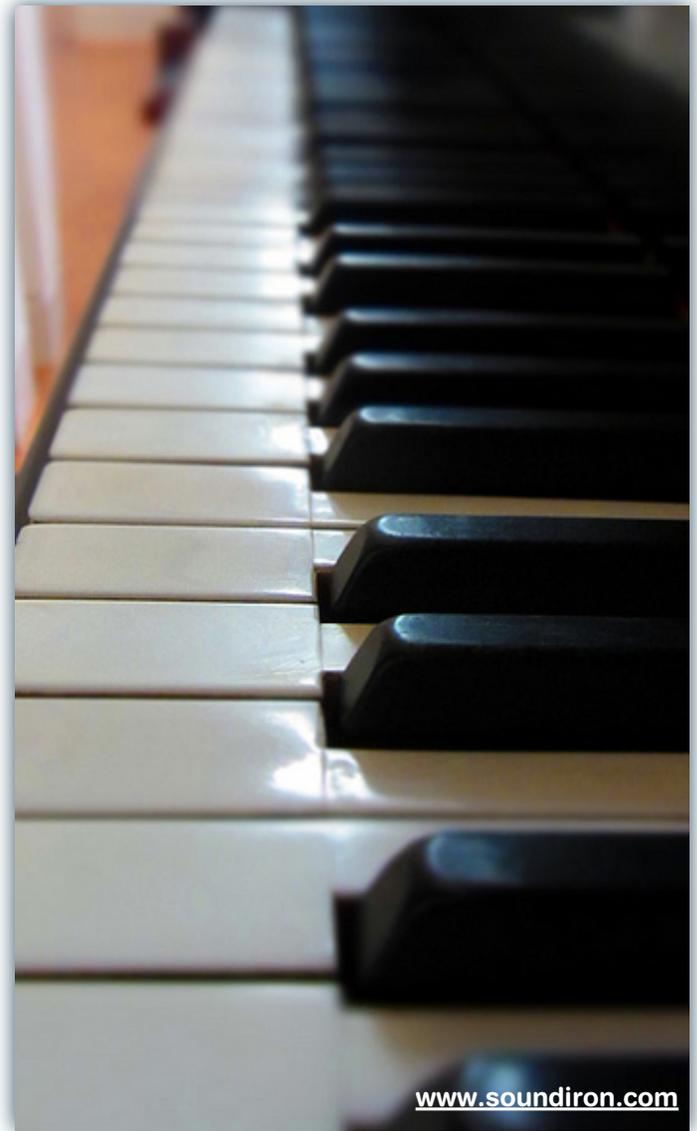
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much obliged,

Chris, Gregg and Mike



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