

# Voice of the Sun



日の出 - *Sunrise*

 **SOUNDIRON**

WHERE THE WORLD IS YOUR ORCHESTRA

Soundiron's **Voice Of The Sun - Sunrise** begins a new generation in Soundiron's solo vocalist pantheon, exploring new creative horizons and expanded playability. Sunrise brings you evocative and authentic traditional lyrical phrases, emotionally-charged melodies, dynamic chromatic expressions, and naturally fluid true legato. Sunrise was recorded in Japan and performed live by female vocalist N-Iori, with studio engineering by Yusuke Asada, developed in collaboration with Sonic Wire / Crypton Future Media.

The Japanese lyrics in this collection were performed live without the use of AI. Each lyrical element was adapted from selected lines and words from the Hyakunin Isshu, a famous collection of one hundred waka (classical Japanese) poems, known in Japan through "Uta-Garuta," a traditional poetry card game played during the New Year. It is said that the collection was compiled by poet Fujiwara no Teika during Japan's Kamakura era (c. 1185–1333). The modern Japanese and English translation of each line is displayed as a caption in the GUI window in real-time as you play it.

## CREATIVE CONTROL FEATURES

You can play over a thousand lyrical melodies organized by key, tempo and mood, with real-time English and Japanese subtitle display. The lyrical phrases feature lines and fragments adapted from the Hyakunin Isshu, an ancient compendium of poetry dating back to Japan's Kamakura era (c. 1185–1333). The library also features over a thousand pure vowel melodic phrases, that are modular, flexible, and perfect for use in any composition. Our phrase articulation GUI gives you full control over sequencing, tempo, tuning, timing, and duration.

The True-legato articulations let you sculpt realistic leads and backing harmonies, with your choice of four vowel sounds: Ah forte, Ah piano, Oo mezzo-forte, and gentle Humming. The chromatic expressions are perfect for dynamic songwriting, with Crescendo, Decrescendo/Diminuendo, and Swell articulations spanning N-lori's full vocal range.

Voice Of The Sun - Sunrise also includes classic long and short articulations in a variety of different vowel sounds. Sustains include Ah piano, Ah forte, Ee, Eh, Oh, Oo, and Humming. Staccatos include soft and loud dynamics for Ay, Ee, Oh, Oo, La, and Humming. This 2GB virtual instrument includes 3,782 samples, compatible with the full version of Kontakt 6.6+.

Studio production and engineering by Yusuke Asada (Anything Goes Ltd and Bromide.jp) at his studio in Tokyo, Japan.

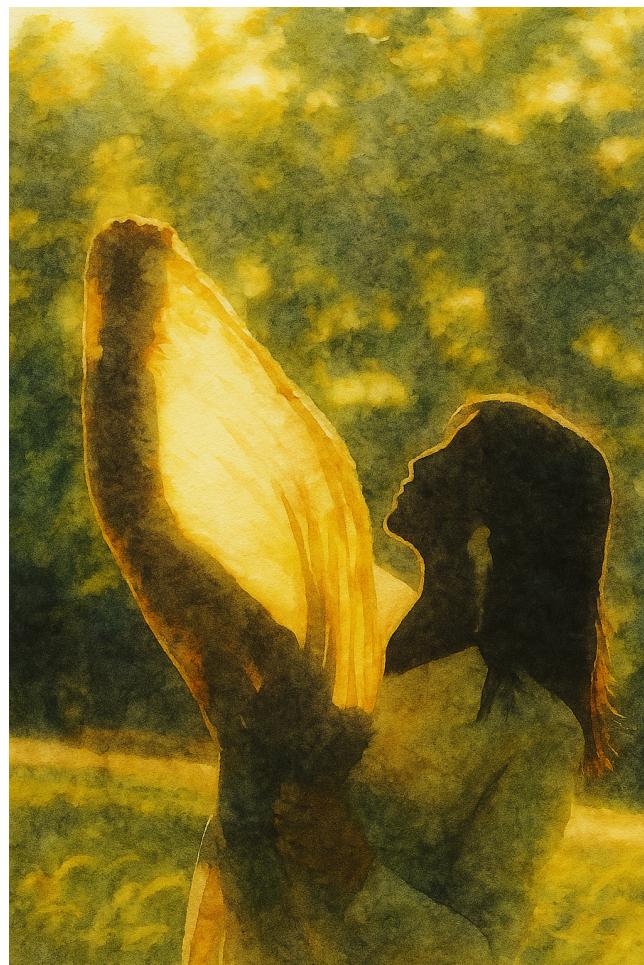
Co-Produced and developed in partnership with SONICWIRE, Japan's leading online store for music production tools, and its parent company Crypton Future Media, INC, famous developer of "Hatsune Miku" and other virtual singer products.

<https://sonicwire.com>



## N-lori

**Sunrise** was performed by Japanese solo vocalist N-lori. Her voice flickers and envelops like light itself, sometimes sharply piercing the heart. Centered on a vocal ability that combines both power and delicacy, she translates a world where hope and pain, stillness and impulse intersect, into sound. Her voice embodies not only "healing" but also the "will to live."



## Hyakunin Isshu (One Hundred Poets, One Poem Each)

The Hyakunin Isshu is a famous collection of one hundred waka (classical Japanese) poems, widely known in Japan through "Uta-Garuta," a traditional poetry card game played during the New Year. It is said that the collection was compiled by the poet Fujiwara no Teika during Japan's Kamakura era (c. 1185–1333) at the request of a relative, who asked him to select poems to decorate a residence. Each of the Hyakunin Isshu poems included in this product has its meaning explained in English within the library's GUI. This library prioritizes the sound quality and acoustic resonance above all else, and therefore does not include every single poem from the Hyakunin Isshu. Furthermore, in some cases, only selected words from a poem are included.

## Recording Engineer: Yusuke Asada

Debuting as an artist from FOR LIFE RECORDS in 1995. As a sound producer, he is one of Japan's leading sound producers, having created numerous hit songs for various artists. In recent years, he has also expanded his activities, including planning and operating entertainment tech events such as Musicians Hackathon for TECHS, and presiding over the music label "Blind Spot" with a designer YUMA KOSHINO. Each sound in this library was recorded in his personal studio, which is also used for vocal recording by famous Japanese popular musicians.

# Voice of the Sun

## 日の出 - Sunrise

- Japanese female solo vocals performed by N-lori
- Over 1,000 lyrical phrases from classical Japanese poems, and over 1,300 emotional vowel phrases
- Sustains and Staccato articulations for 6 vowels: Ah, Ee, Eh, Mm, Oh, Oo
- True Legato for Ah, Oo, and Mm vowels, and Crescendo, Decrescendo, Swell expressions
- 23 Powerful Kontakt .nki instrument presets
- 3,782 samples in unlocked .WAV format
- 2.07 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

**Please Note:** The full unlocked retail version of Kontakt 6.6 or later is required for all Kontakt nki 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 macOS 10.12 (or later) is required. Users who do not own the full version of Kontakt are encouraged to use the Decent Sampler compatible presets included with this library.

## CREDITS

### Documentation

Nathan Boler

### Artwork & GUI Design

Chris Marshall

### Scripting

Chris Marshall

### Production & Recording

N-lori  
Yusuke Asada  
Mike Peaslee

### Editing & Mapping

Chris Marshall

### Sound Design

Mike Peaslee  
Nathan Boler

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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 6.6 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 format compatibility for each library. You must have at least Windows 7 or later, or Apple macOS 10.9 or later.

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 Quick-load 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.

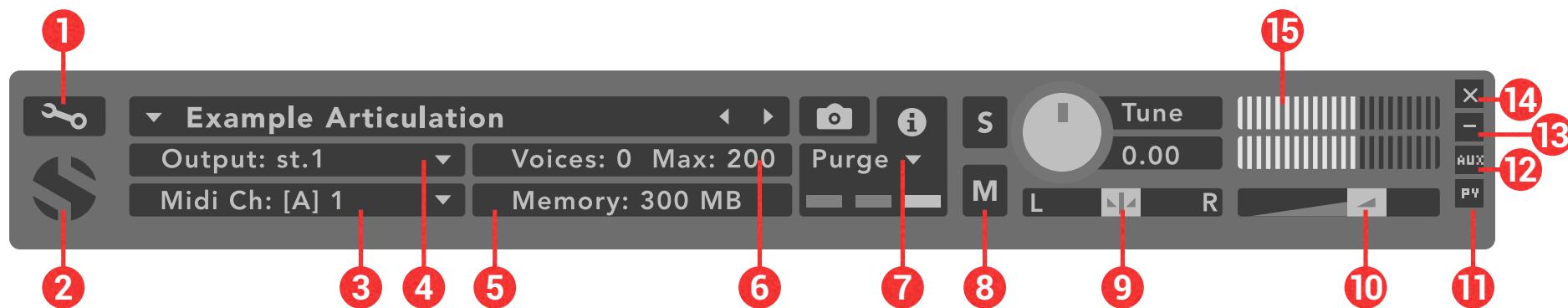
The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any additional activation or unlocking process.

## 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.

## KONTAKT INSTRUMENT HEADER

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



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

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

**3. MIDI Input** - Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

**4. Output** - Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (press F2).

**5. Memory Use Display** - This displays the amount of system RAM used by the samples and other data required by this instrument.

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

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

**8. Mute** - This mutes the instrument.

**9. Pan Slider** - This pans the output left or right in the stereo field.

**10. Main Volume Slider** - This controls the output volume for the instrument.

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

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

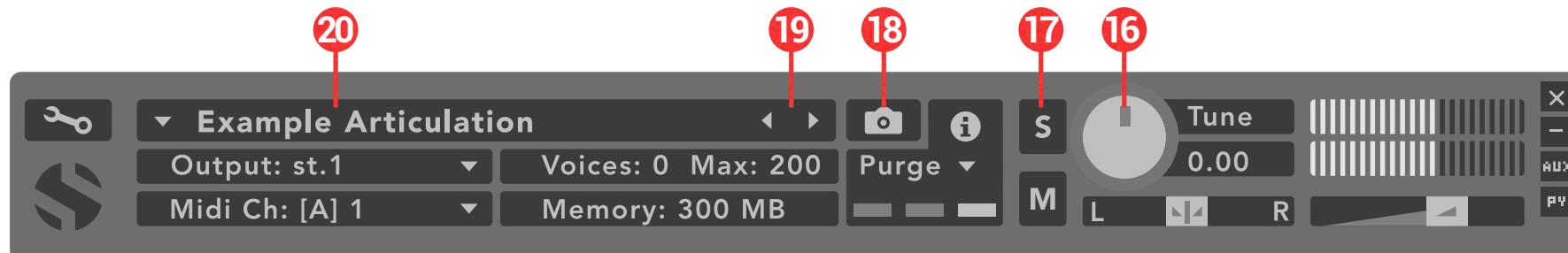
**13. Minimize All** - This collapses the entire instrument UI down to a thin strip.

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

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

## KONTAKT INSTRUMENT HEADER

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



**16. Tune Knob** - This controls the global pitch by semitone increments up to +/-36. Hold the shift key down while dragging the knob to adjust pitch in 1-cent (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

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

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

**19. Previous / Next Preset** - These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

**20. Preset Name** - This shows the currently loaded preset name.



# USER INTERFACE



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

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

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

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

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

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

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

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

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

# USER INTERFACE

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

**11. Legato Off/On button & Slider** - This allows you to turn legato on or off. The slider controls how slow to fast the transition/slur between notes happens.

**12. 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.

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

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

**15. Playback Mode Selector** - This 3-way selector switch lets you choose the sample playback engine mode: Natural, Sync and Variable.

*Please note: Using extreme BPM, Pitch or Stretch settings can cause glitches and other audio artifacts due to natural limitations of Kontakt's internal time-stretching algorithm.*

In Natural mode, samples play back at their original pitch and speed. When the pitch is increased, playback speed increases and when the pitch is decreased, playback speed slows down.

In Sync mode, the sample is automatically stretched to match your DAW's current tempo or Kontakt's internal tempo setting. If the pitch is changed, sample playback speed remains constant.

In Variable mode, the sample is can be manually stretched by using the Stretch knob. If the pitch is changed, sample playback speed remains constant.



## SEQUENCER



**Sequencer On/Off** - This turns the Sequencer on and off.

**Steps Value** - This text box sets the number of steps in the sequence.

**Trigger Key** - This text box allows you to select the MIDI note used to play the sequence.

**Save Button** - This button allows you to save the Sequencer settings.

**Load Button** - This button allows you to load previously saved sequencer settings.

**Current Step** - This text box controls the current step in the sequence. You can double-click and type in a value, or click and hold and drag up or down to adjust the current step.

**Start Slider/Knob\*** - The Start slider and knob act as a sample offset control, allow you to begin playback from anywhere in the selected sample.

**End Slider/Knob\*** - The End slider and knob allow you to set the end point for the selected sample.

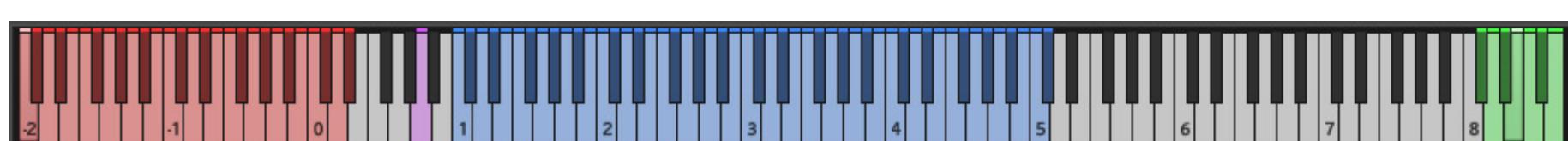
**Offset Slider/Knob\*** - The Offset slider appears in place of the Start slider when you press any playable key other than the Trigger key. The Offset slider is directly linked to the Offset knob in the main control area below.

**Pitch Knob** - This knob allows you to adjust the pitch of the current sample +/- 3 semitones.

**Direction Menu** - This menu allows you to set the direction and mode of the sequence. Options are Forward 1-shot, Forward Loop, Forward Step, Backward 1-shot, Backward Loop, Backward step, or Random.

**Assign Button** - This button lets you assign a phrase to the currently selected step by pressing a MIDI key.

*\*Start and End Sliders only appear when the Trigger key has been selected. Offset slider appears when any other playable key is selected.*



**1. Trigger Keyswitch (Purple)** - This assignable keyswitch triggers the Sequence

**2. Pitch Keyswitches (Green)** - These green keys adjust the pitch knob up and down 3 semitones.

## 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 Arpeggiation 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 when 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 sets the cut-off frequency for the filter in each source window.

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

## SCALE LOCK

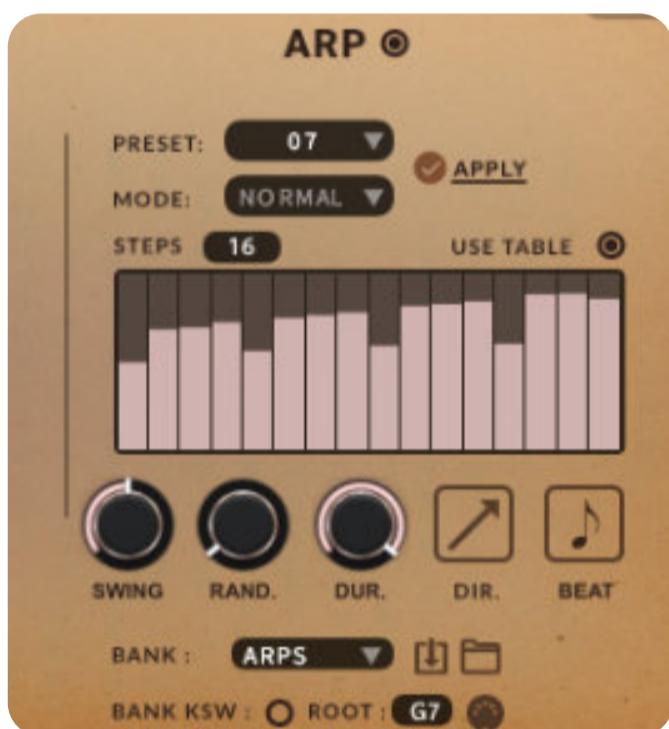
**Lock Button** - Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead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

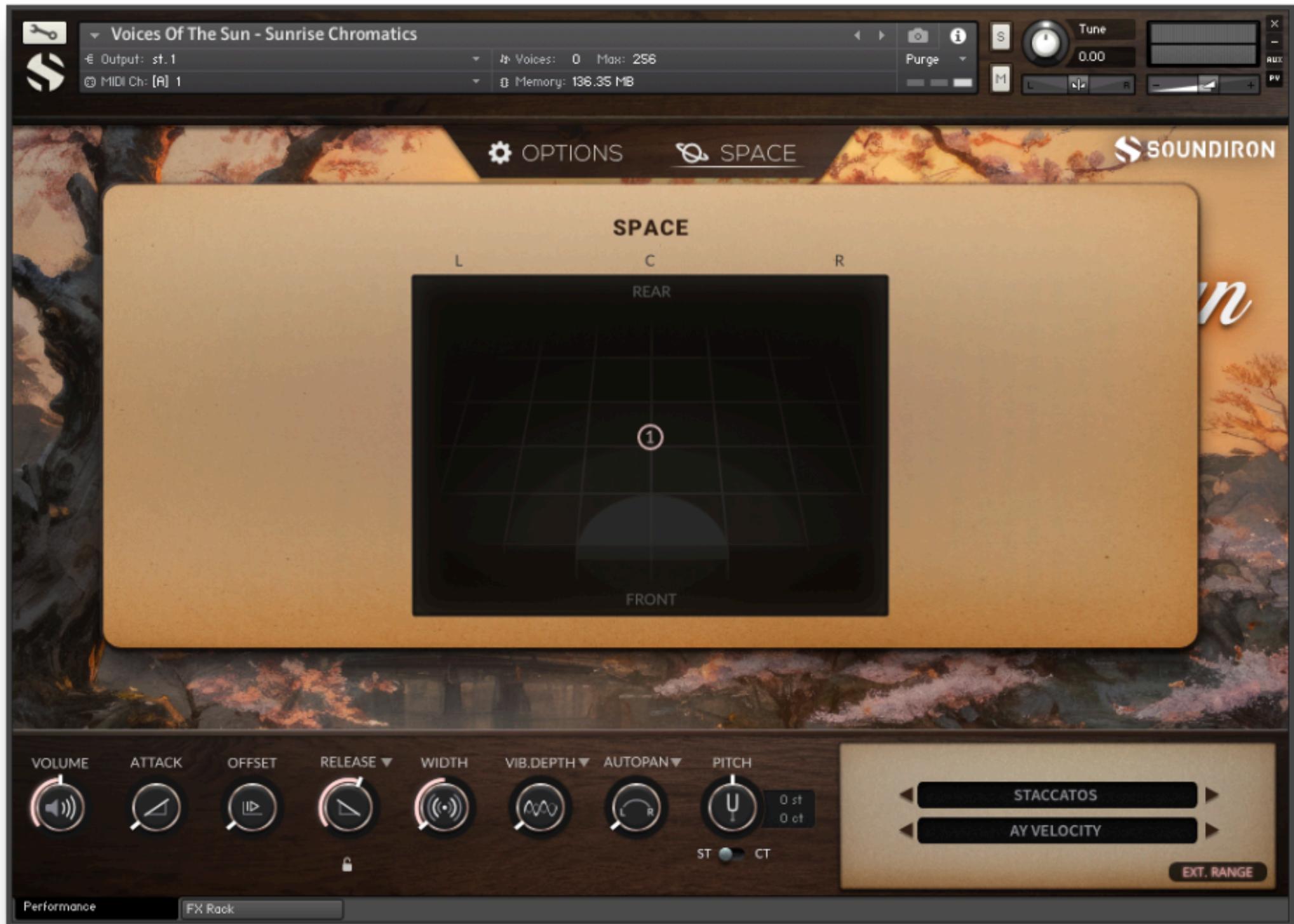
**Duration Knob** - This allows the duration of notes to be shortened or extended without changing the overall timing.

**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.

## SPACE

The Space tab allows you to adjust the panning and distance of the singer in the stereo image. Click and drag the icon to move it in space.



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

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

## FILTER



**Power Button** - Toggles the effect on/off.

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

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

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

## EQ



**Power Switch** - Toggles the effect on/off.

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

**Out Knob** - Controls the output volume.

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

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

## FEEDBACK COMPRESSOR



**Power Button** - Toggles the effect on/off.

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

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

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

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

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

**Ratio Knob** - Controls how long before the compression releases.

**Release Knob - High Quality Button** - Toggles oversampling.

## LIMITER



**Power Button** - Toggles the effect on/off.

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

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

**Output Knob** - Controls the output volume of the signal.

## BUS COMPRESSOR



**Power Button** - Toggles the effect on/off.

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

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

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

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

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

**Output Knob** - Controls the output volume of the signal.

**Release Knob** - Controls how long before the compression releases.

## TRANSIENT DESIGNER



**Power Button** - Toggles the effect on/off.

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

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

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

**Smooth Button** - Smooths out problem transients.

**Output Knob** - Controls the output volume of the signal.

## AC BOX



**Power Button** - Toggles the effect on/off.  
**Normal Knob** - Controls the normal AC Box channel volume.  
**Brilliant Knob** - Controls the brilliant AC Box channel volume.  
**Tremolo Speed Knob** - Controls the rate of the tremolo.  
**Output Knob** - Controls the master volume.

**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.

## 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 increases tape distortion.

**High Quality Switch** - Toggles oversampling.

**Warmth Knob** - Controls the low frequency boost/

cut.

**Rolloff Knob** - Controls the high frequency rolloff starting point.

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

## DELAY



**Power Button** - Toggles the effect on/off.

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

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

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

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

**Stereo Button** - Toggles between mono and stereo.

**Feedback Knob** - Turn up to add more delay repeats.

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

**Depth Knob** - Controls the amount of modulation applied.

**Rate Knob** - Adjusts the speed of the delay modulation.

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

**Mix Knob** - Sets the amount of process signal.

## CONVOLUTION REVERB



**Power Button** - Toggles the effect on/off.

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

**Low Pass Knob** - Adjusts bright versus mellow tone.

**High Pass Knob** - Controls how much crunchy

distortion is applied.

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

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

## ALGORITHMIC REVERB



**Power Button** - Toggles the effect on/off.

**Time Knob** - Adjusts the duration of the reverb effect.

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

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

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

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

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

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

**Size Knob** - Adjusts the size of the simulated room.

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

## PLATE REVERB



**Power Button** - Toggles the effect on/off.

**Decay Knob** - Adjusts the duration of the reverb effect.

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

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

**Stereo Knob** - Controls the stereo image of the reverb.

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

## MOD CHORUS



**Power Button** - Toggles the effect on/off.

**Time Knob** - Sets the speed of the LFO modulation.

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

**Depth Knob** - Sets the amount of LFO modulation applied.

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

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

## STEREO



**Power Button** - Toggles the effect on/off.

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

**Pan Knob** - Adjusts the panning of the stereo field.

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

## MOD FLAIR



**Power Button** - Toggles the effect on/off.

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

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

**Width Knob** - Duplicates and pans the flanger voices.

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

**Detune Knob** - Alters the pitch of each flanger voice.

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

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

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

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

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

**Voices Knob** - Choose from 1 to 4 flanger voices.

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

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

## MOD PHASER



**Power Button** - Toggles the effect on/off.

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

**Time Knob** - Adjusts the frequency of the modulation.

**Amount Knob** - Adjusts the amount of modulation applied.

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

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

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

**Stereo Knob** - Adds a phase offset to the modulation.

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

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

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

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

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



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