



SOLSTICE USER MANUAL V1.1

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What's New in Version 1.1

Version 1.1 of SOLSTICE had eliminated the need to load all of the samples and only loads whatever samples are necessary for that particular patch. This greatly improves the efficiency of SOLSTICE.

The X and Y groups have also been completely revamped as version one only had one X and one Y group. Version 1.1 now as 24 groups for X and 24 groups for Y.

Other enhancements were done to improve efficiency and performance in the back end via programming that will not be visually evident to the user.

Thank you for purchasing **ZAPZORN'S** SOLSTICE for **Kontakt**!

ZAPZORN'S SOLSTICE is a dynamic soundscape creator that pulls from several banks of samples to layer unique sounds with multi-effects, LFO's and filters.

ZAPZDRN'S SOLSTICE was created out of the need for composers to get their hands on usable sounds. In a world of multiple samples with thousands of options, SOLSTICE allows the user to pull from several banks of sounds and modify them to create new custom sounds that are completely unique to the users creativity.

ZAPZORN'S SOLSTICE structure starts with a unique loop based sound design sample library that takes 24 unique CORE sounds and allows users to layer in an X and Y array of sounds to create new exciting sounds.

Use the manual below to explore the endless possibilities that **ZAPZORN'S** SOLSTICE has to offer your sound.

System Requirements

- Mac OS 10.4 or later, G4 1.4 GHz or faster, 512 GB or RAM or more*
- Windows XP, Pentium IV or Athlon 1.4 GHz or faster, 512MB RAM or more*

SOLSTICE Requires a FULL VERSION of Native Instruments Kontakt version 4.2 or later.

*Please note that this library is sampled at 96k /24 bit, and has the potential to layer different multi-velocity sounds coupled with effects, and convolution reverb that can make the CPU load very high when used to its maximum potential. Slower processors and less RAM may effect the performance of **ZAPZORN'S** SOLSTICE and may cause the need to lower the sample rate or utilize the Memory Server which requires 4 GB of RAM. Additionally, the Instruments preload buffer size may have to be altered to improve performance.

Installation Instructions

After you have installed **ZAPZORN'S** SOLSTICE in the place where you put your third party Kontakt libraries, you can open it by double clicking a patch. Additionally, in Kontakt you can use the Browse button and click the Files tab to navigate to the SOLSTICE folder. (see graphic below)



SOLSTICE: Overview

Main Controls



1. CORE Sound Menu: This is the pull down menu of the 24 CORE sounds plus an option to use no core sound and just use the sound set that X and Y has to offer.

2. X Level: This knob is the volume level of the X sound set. Right click it to assign #CC automation.

3. Y Level: This knob is the volume level of the Y sound set. Right click it to assign #CC automation.

4. ADSR Envelope: These sliders adjust the ADSR envelope. The A controls the amount of attack, the D controls the amount of decay, the S controls the amount of sustain and the R controls the amount of release. They are tied to ALL of the CORE, X and Y sound sets. Right click it to assign #CC automation to each of them.

5a. LFO Rate: This slider controls the LFO rate. Right click it to assign #CC automation.

5b. LFO Modulation: This slider controls the LFO modulation. Right click it to assign #CC automation.

6a. Filter Cutoff: This slider controls the frequency cutoff for the filter loaded. Right click it to assign #CC automation.

6b. Filter Q: This slider controls the filter resonance for the filter loaded. Right click it to assign #CC automation.

SOLSTICE: Overview (continued)

7. SPACE Level: This is the volume knob for the SPACE convolution reverbs. Right click it to assign #CC automation.

8. ECHO Level: This is the volume knob for the ECHO delays. Right click it to assign #CC automation.

9. ORBIT Level: This is the volume knob for the ORBIT modulation effects. Right click it to assign #CC automation.

10. DIRT Level: This is the volume knob for the DIRT distortion effects. Right click it to assign #CC automation.

11. ? Total Randomization Button: This button randomizes ALL parameters of SOLSTICE. Right click it to assign #CC automation.

12. SPACE Randomizer: This button serves two purposes. When clicked this button randomly adjusts the Pre Delay, IR Size, High Pass and Low Pass parameters. When this button is pressed while holding down the command button, it randomly selects one of the 8 different convolution reverbs. Right click it to assign #CC automation.

13. ECHO Randomizer: This button randomly adjusts the Time, Damping, Pan, and Feedback parameters of the delay effect. Right click it to assign #CC automation.

14. ORBIT Randomizer: This button serves two purposes. By command clicking this randomizer button, you select between Chorus, Flanger and Phaser. By clicking it with out any other key, this randomly adjusts all of the parameters of the selected modulator. For Chorus, it randomly adjusts the Depth, Speed and Phase. For Flanger, it randomly adjusts the Depth, Speed, Phase, Colour, and Feedback. For Phaser, it randomly adjusts the Depth, Speed, Phase, and Feedback. Right click it to assign #CC automation.

15. DIRT Randomizer: This button randomly adjusts the Tone, Drive, Bass, Bright, and Clean parameters of the distortion. Right click it to assign #CC automation.

16. LFO Randomizer: This button randomly selects the LFO type which chooses from five waveforms: Sine, Triangle, Sawtooth, Square (pulsewidth gets randomized) and Sample & Hold (random). It additionally randomizes all of the parameters of the selected LFO. Right click it to assign #CC automation.

17. FILTER Randomizer: This button randomly selects the filter choosing between three filter types: Lowpass, Bandpass, and Highpass. It additionally randomizes all of the parameters of the selected Filter. Right click it to assign #CC automation.

18. X Randomizer: This button randomly selects one of the 24 X sounds. Right click it to assign #CC automation.

19. Y Randomizer: This button randomly selects one of the 24 Y sounds. Right click it to assign #CC automation.

SOLSTICE: Overview (continued)

20. SPACE On/Off Button: This toggles the SPACE convolution reverbs to be on or off. Right click it to assign #CC automation.

21. ECHO On/Off Button: This toggles the ECHO delay to be on or off. Right click it to assign #CC automation.

22. ORBIT On/Off Button: This toggles the ORBIT modulators to be on or off. Right click it to assign #CC automation.

23. DIRT On/Off Button: This toggles the DIRT distortion to be on or off. Right click it to assign #CC automation.

Instrument Overview

SOLSTICE has two groups of sound sets - TONAL and ATONAL. TONAL are sounds that simply have a tone that can be mapped to a key and played as such where ATONAL sound sets have no specific key that corresponds to the notes being played on the keyboard.

SOLSTICE comes with 80 TONAL patches and 50 ATONAL patches.

Additionally, there is a SOLSTICE template patch that comes with SOLSTICE where ALL X and Y sounds, effects, LFO's and Filters are turned off so to hear the CORE sound sets uneffected and build your sounds from there.

User Information

WARNING! Randomization Can Produce High Output Sounds!

ZAPZORN'S SOLSTICE was made to create new and interesting one-of-a-kind sounds through randomization. However, not all randomization can produce a favorable result. There are instances where all of the parameters randomized can create sounds that are piercing, CPU killing, speaker killing and in very rare instances may even freeze Kontakt. Although this is a rare occurrence, it is important to note that if you are using the ? red randomization button, to lower your speakers just incase.

Common Randomization Sound Output Issues

When using the randomizers, please be aware that you may not hear the sounds. This is most commonly due to the filter cutoff slider setting, OR the envelope attack, decay, or sustain settings. When using the ? red randomizer button - if you are not hearing the sounds, be sure to play with those above parameters and that will likely fix your problem.

ZAPZORN'S SOLSTICE

Credits

Concept: George Gabriel

Recorded and Produced By: George Gabriel

Additional Recording by: Marcelo Morales Cerda (Green / Red)

Edited/Looped/Complied By: George Gabriel

Additional Editing by: Marcelo Morales Cerda (Green / Red)

Scripted By: Mario Kruselj

Graphics By: George Gabriel and Mario Kruselj

Administration / Documentation: George and Jennifer Gabriel

Web / Marketing: ZAPZORN