FALLOUT

MUSIC GROUP

Thank you for downloading Fallout Music Group's Shelter Series Risers!

Our Shelter Series has been curated specifically for raising money for various charities, and we appreciate your contribution!

Shelter Series Risers features include:

- Thousands of unique combinations of sound sources including synths, live strings, and various organic noises.
- Raw samples with little baked-in processing to allow the ultimate creative freedom
- Layer mixer to allow you to mix up to 3 different sources of
- Per-layer pitch shifting
- Global FX, including delay and reverb
- All sources recorded at 24bit, 48k quality
- Per-channel randomize buttons for instant inspiration
- Several designed snapshots to get you started right away
- 4 bar and 8 bar versions of each riser, pitch shifted across one octave (root note is on E for each octave)

Shelter Series Risers is based on our Ascendance Riser instrument and uses a subset of the same high quality samples from that library.

We hope you enjoy using this as much as we have enjoyed making it.

The Interface

The interface is simple and easy to use, offering 3 layers to mix and match with global ADSR, Filter and FX.

Global Features:

- Reverb
- Delay
- ADSR
- High & Low Pass Filters

Layer Features:

- **Drop Down Menu**: You can use the drop down menu at the top of each channel section to view and select a sound source for the given channel. When a source is selected, it will be loaded into RAM and the previous selection purged. All other channel settings will remain in effect for the new source. Note: it is not possible to load the same sound source on more than one channel.
- **Right & Left Menu Arrows**: The small arrows to the right of each channel menu allow you to scroll through the available sound sources one at a time without having to open the menu. You might use the menu to get to the category you like, then use the arrows to move through sources in the category. As with with the menu, any time you press an arrow the new sound source will be loaded and the previous source purged.
- **Randomization Icon**: This small icon directly to the right of the source menu arrows allows you to have a random sound source loaded into the given channel. This is a great source for inspiration. As the menu and arrow keys, when a random sound is loaded, the previous sound will be purged on that channel
- **Volume and Panning**: At the bottom of the interface you will find a pan pot, volume slider and mute button for each of the 3 layers. These are pretty self explanatory, but keep in mind you can always right-click and assign a modulator for automation on any of the knobs and sliders in the UI to create even more unique sounds.
- **Pitch:** Below each channel menu you will see a pitch menu and a small knob. The menu allows you to select an octave pitch change for the channel, while the know allows you to dial in fine tuning, from -100 to +100 cents.

SNAPSHOTS

To load the snapshots follow these instructions:

- Open Kontakt and load the Shelter Risers instrument
- Click on the 'wrench' icon at the top left of Kontakt. This puts the instrument in Edit mode.
- Click on the 'Instrument Options' button at the top left side of the screen. This will popup the instrument options dialog box.
- Click on the 'Snapshots' menu item on the left side of the dialog. This will show you the snapshots folder for the instrument. You should also see a 'Show' button on the right. This will open the folder on your computer for you. Click this. If prompted to create the folder, click 'Yes'.
- Now, with that folder open (and likely empty), simply copy the contents of the Snapshots folder that was unzipped with the instrument over to this folder. Note: Copy the contents, not the actual folder.
- Close Kontakt and reopen it. Now when you click the Snapshots button (the little camera icon) after loading the instrument, you should see a menu with all snapshots available for your instrument