

**Cube** is a collection of 521 glitchy, crunchy, office-supplies-based percussive samples - along with FX, stingers, risers, and lush ambient pads. Each sound has been designed using carefully selected sources like paper crunches, snapping pencils, fax machines, water coolers, paper cups, and all kinds of other office-related sounds. From the rattling of your last few anxiety pills, the evil clanging of your possessed time-clock, to luscious dreamy pads (imagining an escape from your personal cubicle hell), Cube has got you covered for your next game score, hot track, or quirky animation.

Our custom scripted Kontakt user interface comes equipped with flexible control features, like attack, release, transient start offset, dynamic swelling, pitch warping, and a robust Arpeggiator system that provides a full range of custom dynamic modes and step sequencer pattern creation options. There's also a complete DSP effects rack, including reverb with over a hundred life-like spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms, pianos and a variety of other unique FX convolution impulse responses.

# SOUNDIRON CUBE

Version  
1.0

- 15 powerful open-format Kontakt .nki instrument presets
- 521 Samples
- 390 MB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive user interface controls
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.
- Configurable FX Rack with custom signal routing

**Note:** The full version of **Kontakt 5.5.2** or later is required for all instrument presets in this library. The free Kontakt “Player” and Libraries rack do not support this library. Windows 7 (or later) or OSX 10.8 (or later) is required.

## CREDITS

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Sound Design  
Spencer Nunamaker

Editing  
Spencer Nunamaker

Scripting and Systems Design  
Chris Marshall

Instrument Programming  
Spencer Nunamaker, Mike Peaslee

Artwork  
Spencer Nunamaker, Chris Marshall,  
Mike Peaslee, Gregg Stephens

Documentation  
Spencer Nunamaker



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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. 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 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. **You must have at least Windows version 7 or later, or Apple OSX 10.8 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 multi-core cpu and a 7200 rpm SATA or SSD hard disk 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 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.

Please allow any current preset 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 additional activation or unlocking process.

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# KONTAKT INTERFACE

Each preset features a variety of controls. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it. To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.



## Attack

This controls the attack envelope shape, allowing you to soften or fade in at the start of the note.

## Release

This controls the release fade-out time. Low settings shorten the sound. High settings let notes ring out.

## Edge

This sets the amount of sample start offset, moving the trigger position later into the sound file. Use a low Edge setting to tighten the initial transient of the note, or use higher settings to create a more pad-like effect.

## Filter

This knob controls the cutoff frequency for the integrated filter. You can choose the filter mode/type by clicking the Filter menu below the knob. After choosing a new filter type in the menu, the label will briefly display the filter name before returning to its normal menu label.

## Warp

This knob adds a pitch warping effect, either up or down, to or from the natural root pitch of each sample. This allows for dramatic pitch dive and swoop effects, which are great for dramatic stabs and stingers, drops and other musical transitions. The Warp feature is only found in the main “All Effects” preset. In all other presets, the Jitter variable modulator effect replaces it.

## Warp Mode Button

The Warp Mode button above the knob controls the starting pitch on playback and whether the pitch moves up/down toward the natural sample pitch during the bend, or up/down away from it. The Warp feature is only found in the main “All Effects” preset.

## Swell

This knob controls the volume of the instrument, allowing you to smoothly crescendo and decrescendo in real-time.

## Sound Selection Drop-Down Menu

This menu lets you select from the sounds included in each preset. In the main LO preset, the menu lets you choose different styles and categories of sounds. Each sound within a bank is an unpitched percussion sample mapped to a single key. In the Tuned Banks presets, each menu item loads a single sound mapped as a pitched instrument over a wide key range, allowing you to play it as a musical instrument.

## Performance & FX Rack Tabs

Click the FX Rack tab at the bottom of the screen to open the full DSP FX rack, with reverb, delay, phaser, flanger, amp and cab simulation, distortion and more. See [page 13](#) for details. Clicking the **Performance** tab takes you back to this main page.

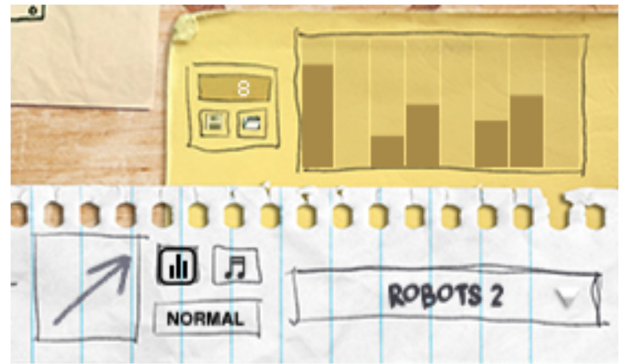
## ARP Controls

All of the Arpeggiator controls are on the next page.

# ARPEGGIATOR

## Arpeggiator Section

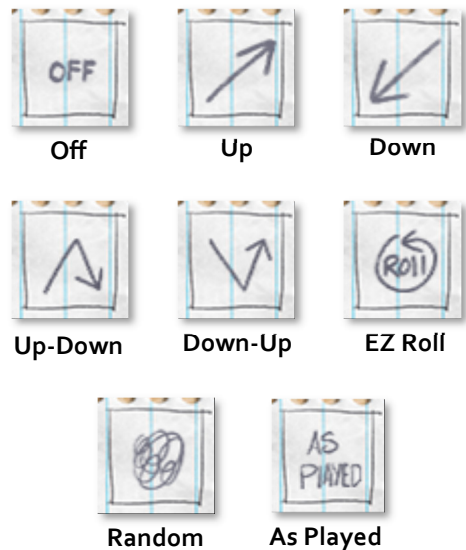
This section controls our arpeggiation system, with integrated velocity step sequencer, a variety of cycle and repeater direction options, step count, note divisions, sustain length, humanization and swing.



## ARP Direction Selector Menu

This menu turns on the Arpeggiator and selects the pattern you want the Arpeggiator to cycle through. When a pattern is selected, the instrument will cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

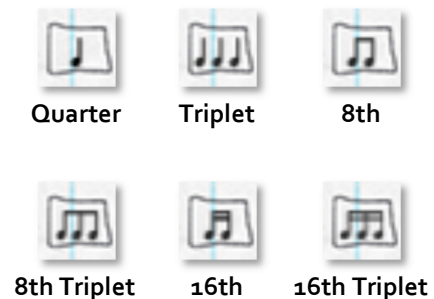
- **Off** - Turns off arpeggiation completely.
- **Up** - Cycles up through the notes, from lowest to highest.
- **Down** - Cycles down from highest to lowest.
- **Up-Down** - Cycles up and down, from lowest to highest and back down again.
- **Down-Up** - Cycles down and up, from highest to lowest and back up again.
- **EZ-Roll** - Repeats all held notes together simultaneously.
- **Random** - Randomizes note selection between any currently held notes.
- **As-Played** - Plays through the notes in the order they were originally played.



## Note Length Selector Menu

This menu sets the duration of each arpeggiated note. Each new note in the arpeggiation will begin after the previous one ends, so smaller note lengths equal faster arpeggiations. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- Quarter Note
- Triplet
- 8th Note
- 8th Note Triplet
- 16th Note
- 16th Note Triplet



## Velocity Graph On/Off Button

Pressing this button will enable the Velocity Step Sequencer and display the Sequencer window on the left side of the GUI. When turned on, the velocity/volume of each arpeggiated note will follow the step sequence drawn on the graph. When turned off, arpeggiated notes will use your originally played velocities.



Velocity Graph On/Off

## ARPEGGIATOR (continued...)

### Mode menu

This menu controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **Normal** sets it to run the arpeggiation only while a note is being held down, cycling through all held notes.
- **Hold** this mode will continuously sustain the arpeggiation pattern until a new key or chord is played, at which point the arpeggiation will switch to the new notes you've pressed.
- **Hold +-** this mode will continuously sustain the arpeggiation, with the ability to add and remove notes from the pattern. To add a note, play any key. To remove that note from the pattern, simply press that same note again.



Normal



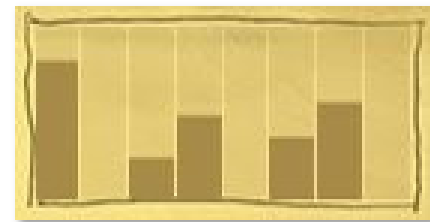
Hold



Hold + -

### Step Sequencer Table

Use this graph to draw midi note velocities for the arpeggiation being played. Each note played will advance the step sequencer by one and it will loop back around when it reaches the end. Use the Number field below it to add or subtract the number of steps in the playback sequence.



Velocity Graph

### Number Of Steps

Use the Up or Down arrow buttons or type in the number of steps you want the Step Sequencer Table to cycle through. You can have as few as 2 steps or as many as 32.

Number Of Steps

### Save Table Sequence

Save your custom sequences as nka presets by pressing this disk icon button. Then use the browser window to select the location you wish to save your preset to. We recommend using the "Data" folder.



Save Load

### Load Table Sequence

Load your previously saved custom step sequences (nka presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets

## INSTRUMENT PRESETS FOR KONTAKT

### Cube - 01 - Designed Kits.nki

Several curated "drum kits" using the Designed drums together in a convenient preset bank. This is perfect for EDM, Electro and Hip Hop drums.

### Cube - 02 - Acoustic Kits.nki

Several curated "drum kits" using the Acoustic 'drum' sounds together in a convenient preset bank. This is perfect for EDM, Electro and Hip Hop drums.

### Cube - 03 - All Effects.nki

This main .nki preset in this library includes all of the individual Effects in one interface, with a full set of intuitive and flexible control features.

### Cube - 04 - All Ambiences.nki

This main .nki preset in this library includes all of the 12 ambient pads and atmospheres one bank, with easy sound-shaping control features. The Warp pitch-bending feature is not included in these presets. Instead, you'll find the **Jitter** variable modulation control, which acts as a sort of extreme tremolo effect to add an almost ring-mod level of wavering grittiness.

## EFFECTS SUB-CATEGORY PRESETS

These .nki presets each focus on a single bank of sound effects, with the ability to play each sound individually as a pitched instrument over the whole chromatic key range. The Warp pitch-bending feature is not included in these presets. Instead, you'll find the Jitter variable modulation control, which acts as an extreme tremolo effect to add an almost ring-mod level of wavering grittiness.

#### Cube - FX - 01 - Acoustic 1:

Various acoustic effects, crunches, rips, tears, pops.

#### Cube - FX - 02 - Acoustic 2:

Even more various acoustic effects, crunches, rips, tears, pops.

#### Cube - FX - 03 - Anxiety Pills A:

Sounds based on the rattling sound of your last few Anxiety meds.

#### Cube - FX - 04 - Filing:

Sounds of slamming, sliding, banging, whamming.

#### Cube - FX - 05 - Insects:

The sound of the bugs crawling under your skin.

#### Cube - FX - 06 - Machines:

The unceasing clamoring of the evil office machines plotting to kill you.

#### Cube - FX - 07 - Robots I:

Its as if these machines are coming alive... very unsettling robot effects.

#### Cube - FX - 08 - Robots 2:

OK these machines are DEFINITELY alive, and plotting their next move.

#### Cube - FX - 09 - Timewarp:

The sound of future-you traveling back in time to stop you from taking this awful office job.

#### Cube - FX - 10 - Trash Ball:

The sounds of trying to get stuff in that trash can in the corner, in the perfect shot.

#### Cube - FX - 11 - Watercooler:

The sounds of drippy-drips and paper cups.

# DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



## EQ

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

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

**Low, Mid and Hi Frequency** - These knobs control the center frequency of the low, mid and high frequency EQ bands.



## CHORUS

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

**Sync** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

**Phase** - This knob controls the phase.



**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.

## TAPE SATURATOR

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

**Gain** - This knob controls the amount of gain added.

**Warm** - This knob allows you to add tonal warmth

**Rolloff** - This knob controls the high frequency attenuation.



**Volume** - This knob controls the overall output level.



## DSP EFFECTS RACK (continued...)

### JUMP

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

**Boost** - This boosts the incoming signal strength.

**Drive** - This knob controls the amount of gain added.

**Tone** - This shapes tone brightness.



**Low, Mid & High** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.

### DISTORTION

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

**Drive** - This knob controls the amount of gain added.

**Damping** - This shapes tone brightness.

**Volume** - This sets the overall output volume.



### DELAY

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

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls the echo rate. In synch mode, it changes time signature by note divisions.

**Damping** - This knob controls high frequency roll-off



**Pan** - This knob controls the left-right ping pong effect.

**Feedback** - This knob controls delay loop feedback

**Mix** - This adjusts the wet/dry output mix.

### REVERB

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

**Type menu** - This menu selects the environment category.

**Impulse Menu** - This menu selects the impulse response.

**Size** - This knob controls the reflection decay time.



**Lopass** - This knob controls high frequency roll-off.

**Hipass** - This knob controls low frequency cut-off

**Mix** - This adjusts the wet/dry output mix.

### AMP

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

**Drive** - This knob controls the amount of gain added.

**Bass, Mid & Treble** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.



## DSP EFFECTS RACK (continued...)

### TRANSIENT MASTER

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

**Attack** - This knob controls the amount of signal boost or cut for the note attack transient.

**Sustain** - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



**Gain** - This knob controls the amount of gain added to the output signal.

### CABINET

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

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.

**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.



**Treble & Bass** - Use these knobs to adjust the level of the low and high EQ bands.

**Output** - This sets the overall output volume.

### FILTER

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

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

**Cutoff/Talk** - This controls the filter cutoff and/or peak frequency.



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

**Gain/Size** - This controls signal pass-through level.

### FLANGER

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

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### COMPRESSOR

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

**Threshold** - This adjusts the signal threshold needed before compression is applied.

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

**Attack** - This controls the compressor attack speed once signal exceeds the threshold



**Release** - This knob controls the release speed once signal drops below the threshold.

**Makeup** - This adjusts the wet/dry output mix.

## DSP EFFECTS RACK (continued...)

### LO FI

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

**Bits** - This sets the amount of bit depth reduction.

**Sample Rate** - This sets the sample rate reduction.

**Noise** - This knob adds noise to the signal.



**Noise** - This knob adjusts tone brightness and apparent fidelity.

**Output** - This sets the overall output volume.

### PHASER

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

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### ROTATOR

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

**Speed** - This button toggles between fast & slow speaker cabinet rotation speeds.

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.



**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.

**Output** - This sets the overall output volume.

### SKREAMER

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

**Drive** - This knob controls the amount of gain added.

**Tone** - This sets the overall signal tone.

**Bass & Bright** - These control low & high frequency gain



**Clean** - This sets the amount of clean signal pass-through.

**Output** - This sets the overall output volume.

### STEREO MODEL

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

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

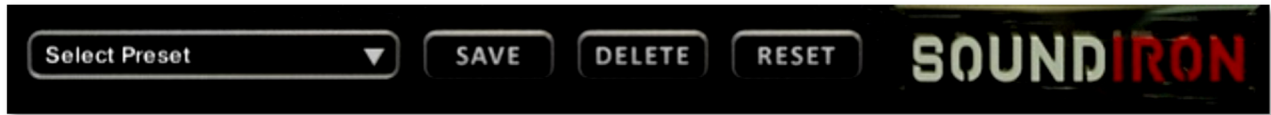
**Phase** - This knob controls the phase.



**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.

## SAVING & LOADING PRESETS



**Select Preset** - This menu lets you select from any of the factory presets or any presets you've created.

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

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

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

# SOUNDIRON

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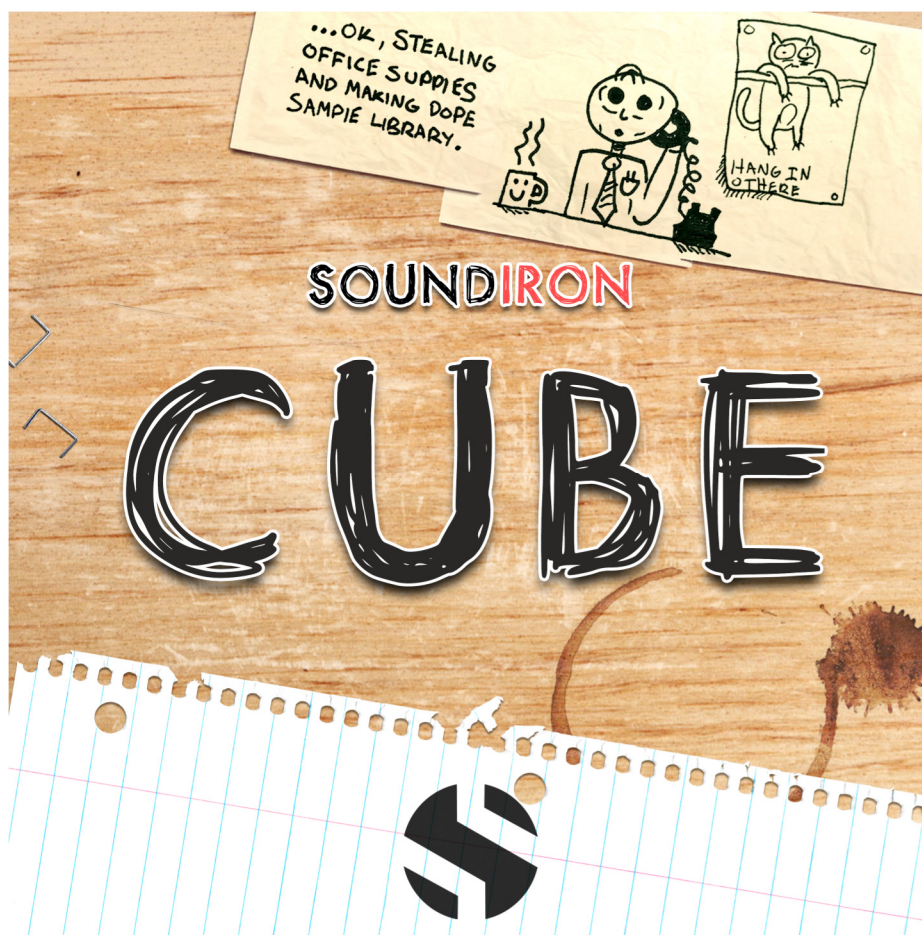
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Thanks from the whole Soundiron team!



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