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EDUARDO TARILONTE'S



LIMITED EDITION

FERA

MEDIEVAL LEGENDS

# Once upon a time, in a land of mysteries, magic and swords, lordly castles and dark dungeons, a new era began... an Era of Legends!

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“Era II, Medieval Legends”, a wonderful collection from a forgotten fantasy world of knights, princesses and dragons.



Eduardo Tarilonte

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## THE INSTRUMENTS

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### BRASS

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#### CORNETT

The cornett, cornetto, or zink is an early wind instrument that dates from the Medieval, Renaissance and Baroque periods, popular from 1500–1650.

The sound of the cornett was produced by lip vibrations against a cup mouthpiece. A cornett consists of a conical wooden pipe covered in leather, is about 24 inches long, and has finger holes and a small horn or ivory mouthpiece.

Range: C3–C5

#### 1. Knobs:

1. Vibrato Volume (CC 1)
2. Vibrato Speed (CC 2)
3. Expression (CC 11)
4. Release Volume (CC 4)



## 2. Buttons:

**1. Release:** Turn release notes on/off

## 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

C#1: Staccato (hold mode)

D2: Marcato (hold mode)

## NATURAL TRUMPET

A natural trumpet is a valveless brass instrument that is able to play the notes of the harmonic series. The natural trumpet was used as a military instrument to facilitate communication (e.g. break camp, retreat, etc.)

**Range:** G3-C6

### 1. Knobs:

**1. Expression (CC 11)**

**2. Vibrato Volume (CC 1)**

**3. Vibrato Speed (CC 2)**

**4. Release Volume**

for legato keyswitch (CC 4)

### 2. Buttons:

**1. Release:** Turn release notes on/off

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato marcato (default)

C#1: Legato (hold mode)

D1: Short Staccato (hold mode)

D#1: Long staccato (hold mode)

E1: Marcato (hold mode)

F1: Short crescendo (hold mode)

F#1: Short Marcato crescendo (hold mode)

G1: Long crescendo (hold mode)

G#1: Long Marcato crescendo (hold mode)

## SACKBUT

A sackbut is a type of trombone from the Renaissance and Baroque eras. It is characterized by a telescopic slide used to vary the length of the tube to change pitch, allowing chromatic easy and accurate doubling of voices. Sackbuts adjust tuning at the joint between the bell and slide.

**Range:** B1-C5

### 1. Knobs:

**1. Expression (CC 11)**

**2. Vibrato Volume (CC 1)**

**3. Vibrato Speed (CC 2)**

**4. Release Volume**

for legato keyswitch (CC 4)

### 2. Buttons:

**1. Release:** Turn release notes on/off

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato marcato (default)

C#1: Legato (hold mode)

D1: Short Staccato (hold mode)

D#1: Long staccato (hold mode)

E1: Marcato (hold mode)

F1: Short crescendo (hold mode)

F#1: Short Marcato crescendo (hold mode)

G1: Long crescendo (hold mode)

G#1: Long Marcato crescendo (hold mode)

# WIND

All wind instruments have real portato and real legato articulations. To keep the maximum realism, we recommend you to use real portato mainly (lower velocities). That's the technique used in that historical period.

Also, **vibrato** was not used, but it has been added just in case you want to use it for other purposes or other kind of music.

## FLUTES



### 2. Buttons:

1. **Dynamic Curve Correction (CC 3):**  
If activated it compresses the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

01-63 vel: Real Portato

64-127 vel: Real Legato

C#2: Staccato (hold mode)

## GEMSHORN

The gemshorn is an instrument of the carina family that was historically made from the horn of a chamois or goat. The gemshorn receives its name from the German language, and means a chamois horn. The gemshorn was in use in the 15th century.

Range: A2-G4

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)

## TWO HOLED FLUTE

An old flute made from wood with just two holes. It has a very ancient sound and it's perfect for traditional music.

Range: A3-F5

### 1. Knobs:

1. Vibrato Volume (CC 1)
2. Vibrato Speed (CC 2)
3. Expression (CC 11)
4. Release Volume (CC 4)

### 2. Buttons:

1. Dynamic Curve Correction (CC 3): If activated compress the volume of the

highest range notes. If turned off, you will have the original instrument dynamic curve.

2. Release (CC 5): Turns release on off.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

C#1: Mordent (hold mode)

D1: Long Glissando (hold mode)

D#1: Short Glissando (hold mode)

E1: Ornament (hold mode)

F1: Short Trill (hold mode)

F#1: LongTrill (hold mode)

G1: Staccato (hold mode)

## RENAISSANCE SOPRANO CONSORT

The recorder is a woodwind musical instrument. It is end-blown and the mouth of the instrument is constricted by a wooden plug

Was popular in medieval times through the baroque era.

## RENAISSANCE SOPRANO RECORDER

Range: C4-A5

### 1. Knobs:

1. Vibrato Volume (CC 1)

2. Vibrato Speed (CC 2)

3. Expression (CC 11)

4. Release Volume (CC 4)

### 2. Buttons:

**1. Dynamic Curve Correction (CC 3):** If activated it compresses the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is

pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#2: Marcato (hold mode)

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D2: Staccato (hold mode)

D#2: Mordent (hold mode)

E2: Short Trill (hold mode)

## RENAISSANCE ALTO RECORDER

Range: F3-D4

### 1. Knobs:

1. Vibrato Volume (CC 1)

2. Vibrato Speed (CC 2)

3. Expression (CC 11)

4. Release Volume (CC 4)

### 2. Buttons:

**1. Dynamic Curve Correction (CC 3):** If activated it compresses the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#2: Marcato (hold mode)

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D2: Staccato (hold mode)

D#2: Mordent (hold mode)

E2: Short Trill (hold mode)

## RENAISSANCE TENOR RECORDER

Range: C3-A4

### 1. Knobs:

1. Vibrato Volume (CC 1)
2. Vibrato Speed (CC 2)
3. Expression (CC 11)
4. Release Volume (CC 4)

### 2. Buttons:

**1. Dynamic Curve Correction (CC 3):** If activated it compresses the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#2: Marcato (hold mode)

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D2: Staccato (hold mode)

D#2: Mordent (hold mode)

E2: Short Trill (hold mode)

**Note:** Tenor recorder has some key noise that you may hear in some samples.

## RENAISSANCE BASS RECORDER

Range: F2-D4

### 1. Knobs:

1. Vibrato Volume (CC 1)
2. Vibrato Speed (CC 2)
3. Expression (CC 11)
4. Release Volume (CC 4)

### 2. Buttons:

**1. Dynamic Curve Correction (CC 3):** If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.



C2: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#2: Marcato (hold mode)

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D2: Staccato (hold mode)

D#2: Mordent (hold mode)

E2: Short Trill (hold mode)

**Note:** Bass recorder has some keys that you may hear in some samples.

## TRADITIONAL SOPRANO RECORDER

This is a traditional recorder made from cerry tree to play folk music.

**Range:** B2-D5

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)

### 2. Buttons:

1. **Dynamic Curve Correction (CC 3):** If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

- 01-80 vel: Real Portato
- 81-127 vel: Real Legato

CC#2: Marcato

- 01-47 vel: Long
- 47-95 vel: Medium
- 96-127 vel: Short

D2: Staccato (hold mode)

D#2: Short Trill (hold mode)

E2: LongTrill (hold mode)

F2: Mordent (hold mode)

## TRADITIONAL WOODEN FLUTE

This is a traditional wooden six holes flute mainly used to play folk music.

**Range:** A2-A4

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)

### 2. Buttons:

1. **Dynamic Curve Correction (CC 3):**

If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

CC#2: Marcato

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D2: Staccato

D#2: Mordent

E2: Glissando

F2: Short Trill

F#2: LongTrill

G2:Ornament

## WHISTLE

The tin whistle, also called the penny whistle, is a simple, six-holed woodwind instrument. A tin whistle player is called a tin whistler or simply a whistler. The tin whistle is closely associated with Celtic music.

**Range:** D3-D5

### 1. Knobs:

1. **Vibrato Volume (CC 1)**
2. **Vibrato Speed (CC 2)**
3. **Expression (CC 11)**
4. **Air (CC 5)**

### 5. Release Volume (CC 4)

### 2. Buttons:

1. **Dynamic Curve Correction (CC 3):** If activated it compresses the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.
2. **Release:** Turns release on off.

# REEDS

## BAGPIPES

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

#### C1: Legato (default)

Vel 1-40: True portamento

Vel 41-105: True Legato

Vel 106-127: Fast Legato

C#1: Mordent (hold mode)

D1: Ornament 1 (hold mode)

D#1: Ornament 2 (hold mode)

E1: Short Glissando (hold mode)

F1: Long Glissando (hold mode)

F#1: Staccato 1 (hold mode)

G1: Staccato 2 (hold mode)

## WOODEN TRANSVERSE FLUTE

The tin whistle, also called the penny whistle, is a simple, six-holed woodwind instrument. A tin whistle player is called a tin whistler or simply a whistler. The tin whistle is closely associated with Celtic music.

**Range:** B2-G5

### 1. Knobs:

1. Expression (CC 11)

2. Release Volume (CC 4)

### 2. Buttons:

1. Release: Turns release on off.

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

C#1: Fast repetition (hold mode)

D1: Mordent (hold mode)

D#1: Overblown (hold mode)

E1: Mordent Overblown (hold mode)

F1: Flutter Tongue 1 (hold mode)

F#1: Flutter Tongue 2 (hold mode)

G1: Staccato 2 (hold mode)

The bagpipe is a reed instrument with an air reservoir, which comes in the form of a bag or sack. It is this sack, which allows the player to breath while playing, and not interrupt their melody.

## BAGPIPE A

**Range:** F3-B4

Drone: A1

### 1. Knobs:

1. Expression (CC 11)

2. Low Drone Vol (CC 2)

3. Low Drone Vol (CC 3)

### 2. Buttons:

1. Low Drone (CC 4)

2. High Drone (CC 5)

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

## BAGPIPE D

**Range:** F3-B4

Drone: D2

### 1. Knobs:

1. Expression (CC 11)

2. Low Drone Vol (CC 2)

3. Low Drone Vol (CC 3)

### 2. Buttons:

1. Low Drone (CC 4)

2. High Drone (CC 5)

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.



C3: Legato (default)  
C#3: Ornament 1 (hold mode)  
D3: Ornament 2 (hold mode)  
D#3: Ornament 3 (hold mode)  
E3: Ornament 4 (hold mode)  
F3: Ornament 5 (hold mode)  
F#3: Ornament 6 (hold mode)  
G3: Ornament 7 (hold mode)

## BAGPIPE DRONES

Range: E1-F2

### 1. Knobs:

1. Expression (CC 11)
2. Low Drone Volume (CC 2)
3. High Drone Volume (CC 3)

### 2. Buttons:

1. Low Drone (CC 4)
2. High Drone (CC 5)

## CRUMHORN CONSORT

The crumhorn is a musical instrument of the woodwind family, most commonly used during the Renaissance period. The name derives from the German Krumhorn, meaning bent horn.

## CRUMHORN SOPRANO

Range: C3-F4

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

### 2. Buttons:

- 1.-Release (CC4).

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)  
01-80 vel: Real Portato  
81-127 vel: Real Legato  
C#1: Marcato (hold mode)  
01-47 vel: Long  
47-95 vel: Medium  
96-127 vel: Short  
D1: Staccato (hold mode)  
D#1: Short Trill (hold mode)  
E1: LongTrill (hold mode)  
F1: Mordent (hold mode)

## CRUMHORN ALTO

Range: F2-B3

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

### 2. Buttons:

- 1.-Release (CC4).

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)  
01-80 vel: Real Portato  
81-127 vel: Real Legato  
C#1: Marcato (hold mode)  
01-47 vel: Long  
47-95 vel: Medium  
96-127 vel: Short  
D1: Staccato (hold mode)  
D#1: Short Trill (hold mode)  
E1: LongTrill (hold mode)  
F1: Mordent (hold mode)



## CRUMHORN TENOR

Range: C2-F3

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

### 2. Buttons:

- 1.-Release (CC4).

### 3. Keyswitches:

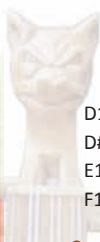
Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

- 01-80 vel: Real Portato
- 81-127 vel: Real Legato

C#1: Marcato (hold mode)

- 01-47 vel: Long



47-95 vel: Medium

96-127 vel: Short

- D1: Staccato (hold mode)
- D#1: Short Trill (hold mode)
- E1: LongTrill (hold mode)
- F1: Mordent (hold mode)

## CRUMHORN BASS

Range: F1-B2

### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

### 2. Buttons:

- 1.-Release (CC4).

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.



C0: Legato (default)

- 01-80 vel: Real Portato
- 81-127 vel: Real Legato

C#0: Marcato (hold mode)

- 01-47 vel: Short
- 47-95 vel: Medium
- 96-127 vel: Short

- D0: Staccato (hold mode)
- D#0: Short Trill (hold mode)
- E0: LongTrill (hold mode)
- F0: Mordent (hold mode)

## SHAWMS

### BOMBARDE

The bombarde is a reed medieval and renaissance musical instrument made in Europe from the 12th century until the 17th century. The player had only limited contact with the reed, and therefore limited control of dynamics.

Range: *F2-D4*

#### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)

#### 2. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#1: Staccato (hold mode)

D1: Short Trill (hold mode)

D#1: LongTrill (hold mode)

E1: Mordent (hold mode)

### CHIRIMIA

The chirimia is a reed medieval and renaissance musical instrument made in Europe from the 12th century until the 17th century. The player had only limited contact with the reed, and therefore limited control of dynamics.

Range: *C3-A4*

#### 1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)

#### 2. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

01-80 vel: Real Portato

81-127 vel: Real Legato

C#1: Marcato (hold mode)

01-47 vel: Long

47-95 vel: Medium

96-127 vel: Short

D1: Staccato (hold mode)

D#1: Short Trill (hold mode)

E1: LongTrill (hold mode)

F1: Mordent (hold mode)

## WAR HORNS

### ANYAFIL CALLS

The anyafil is a Moorish brass instrument shaped like a straight and long trumpet, similar to the Roman Tuba. In art, is represented in battle scenes.

All calls have been programmed to fit all different keys. Just choose a keyswitch and play that ornament in the tone you wish.

Range: *C4-C6*

#### 1. Knobs:

1. Expression (CC 11)

#### 2. Keyswitches:

C1-E3

### ANYAFIL

Sustained notes

Range: *E1-C5*

#### 1. Knobs:

1. Expression (CC 11)

#### 2. Keyswitches:

C1: Sustained

C#1: Staccato

### SHOFAR CALLS

A shofar is a horn, traditionally from a ram. His powerful sound, makes it perfect as a war horn.

All calls have been programmed to fit all different keys. Just choose a keyswitch and play that ornament in the tone you wish.

Range: *C4-C6*

# 2. STRING

## BOWED

### 1. Knobs:

1. Expression (CC 11)

### 2. Keyswitches:

- C1-G#3

## SHOFAR

Sustained notes

Range: E1-A4

### 1. Knobs:

1. Expression (CC 11)

### 2. Keyswitches:

C1: Sustained

C#1: Staccato

## CELTIBERIC WAR HORN

An instrument made from clay. Was commonly taken out to war so the troops would know when a battle would begin. All of the troops were able to hear the call of the war horn from their position because of its powerful sound.

Range: C2-C6

### 1. Knobs:

1. Expression (CC 11)

### 2. Keyswitches:

C1-B3 Different ornaments

## WAR HORN

An instrument made from the horn of an animal. Was commonly taken out to war so the troops would know when a battle would begin. All of the troops were able to hear the call of the war horn from their position because of its powerful sound.

Range: C2-C6

### 1. Knobs:

1. Expression (CC 11)

### 2. Keyswitches:

C1-B3 Different ornaments

## BASS VIOLA DA GAMBA

The Viola da Gamba is a bowed string instrument, developed in the mid-late 15th century and used primarily in the Renaissance and Baroque periods.

Multiple layers have been recorded for sustained notes. The higher the velocity, the harder the bow will hit the string.

Range: C1-A3



### 1. Knobs:

1. Vibrato Volume (CC 1)
2. Vibrato Speed (CC 2)

- 3. Expression (CC 11)
- 4. Release (CC 3)
- 5. Fret Noise Volume (CC 4)

## 2. Buttons:

- 1. Release (CC5).

## 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

- C0: Legato (default)
- C#1: Staccato (hold mode)
- D1: Pizzicato (hold mode)

## TENOR VIOLA DA GAMBA

The Viola da Gamba is a bowed string instrument, developed in the mid-late 15th century and used primarily in the Renaissance and Baroque periods.

Multiple layers have been recorded for sustained notes. The higher the velocity, the harder the bow will hit the string.

Range: G2-D5

### 1. Knobs:

- 1. Vibrato Volume (CC 1)
- 2. Vibrato Speed (CC 2)
- 3. Expression (CC 11)
- 4. Release (CC 3)

### 2. Buttons:

- 1.-Release (CC5).

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

- C1: Legato regular attack (default)
- C#1: Legato soft attack (hold mode)
- D1: Marcato (hold mode)
- D#1: Manual bow change (hold mode)
- E1: Pizzicato (hold mode)
- F1: Staccato (hold mode)

## BOWED PSALTERY

The psaltery of Ancient Greece (epigoni-on) was a harp-like instrument. The word psaltery derives from the Ancient Greek psalterion, „stringed instrument, psaltery, harp“. This one is played with a bow.

Range: C2-E4

### 1. Knobs:

- 1. Release volume (CC 1)

### 2. Buttons:

- 1.-Release.

### 3. Keyswitches:

Legato keyswitch is activated by default.



That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

- C1: Sustain
- C#1: Marcato
- D1: Staccato 1
- D#1: Staccato 2

## FIDDLE GROOVES

These fiddle grooves are tempo synced. You will find 3 different tempos: 100, 120 and 140. Although Engine will automatically sync the grooves with your DAW tempo, please load the BPM patch closer to your tempo for a better sound.

**Range:** C3-A#3 2/4 Grooves

C4-D#4 6/8 Grooves

### 1. Knobs:

1. Release volume (CC 1)

### 2. Buttons:

1.-Release. Turns release on/off

### 3. Keyswitches:

D1. D violin root key

G1. G violin root key

A1. A violin root key

## FIDULE

The fidule dates back to the Middle Ages and was particularly popular in the 15th and 16th centuries. The instrument is European and derived from the Arabic bowed instrument rebab

Multiple layers have been recorded for sustained notes. The highest velocity, the hardest the bow will hit the string.

**Range:** F2-G4

### 1. Knobs:

1. Vibrato Volume (CC 1)

2. Vibrato Speed (CC 2)

3. Expression (CC 11)

4. Drone Volume (CC 3)

5. Release Volume (CC 4)

### 2. Buttons:

1. D drone (CC5). Activates a drone string to emulate a playing technique using 2 strings at the same time.

1. Release (CC6).



### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

C#1: Staccato (hold mode)

## HURDY GURDY

The hurdy gurdy is a stringed instrument that produces sound by a crank-turned rosined wheel rubbing against the strings. The wheel functions much like a violin bow. Melodies are played on a keyboard.

## HURDY GURDY CHANTERS

**Range:** E3-A5

### 1. Knobs:

1. Strings Volume (CC 11)

2. Key Press Volume (CC1)

3. Key Release Volume (CC2)

4. Attack Volume (CC3)

5. Harmonic Release Volume (CC4)

6. Vibrato Volume (CC 5)

7. Vibrato Speed (CC 6)

## 2. Buttons:

1. C String (CC12)
2. G Treble String (CC13)
3. G Bass String (CC14)

## HURDY GURDY GROOVES (A,C,D & G)

A feature which is a fundamental characteristic of the instrument is a percussive rhythmical buzzing that accompanies, at the player's will, the melody and drones. This sound is produced by a mechanism involving the fourth, highest-pitched drone string, called the trompette, and its special little bridge called the „dog“ due to its profile.

Grooves are generated via midi files, so you won't have any time stretching problem when you adjust your tempo. Grooves are played together with the drone and trompette strings. In case you just want the drone, you can adjust volumes with the knobs, or use C0.

The sampled hurdy gurdy, is the best in the market. It has 4 different drones and trompette strings tuned in A, C, D and G.

You will find 2/4 and 6/8 midi grooves, and besides, you will be able to create your own ones importing the included midi files in your DAW to easily create grooves which fit to your music.

- C0: Drone  
C7: Hard Hit  
D7: Soft Hit  
F7: Dirty Fast Hit  
G7: Dirty Slow Hit

**Range:** ----

### 1. Knobs:

1. Drones Volume (CC 1)
2. Grooves Volume (CC2)

### 2. Buttons:

1. Drone Bass (CC3)
1. Drone Treble (CC4)

## NYCKELHARPA

A nyckelharpa („keyed fiddle“, or literally „key harp“) is a traditional Swedish musi-

cal bowed string instrument. Its keys are attached to tangents which, when a key is depressed, serve as frets to change the pitch of the string.

With velocity you get three different bow change speeds:

- Low vel: ½ x speed  
Mid vel: 1x speed  
High vel: 2x speed

### Range:

- F1-E2 Drones  
F2-G5 Melody strings

### 1. Knobs:

1. Expression (CC 11)
2. Key press (CC 2)
3. Key Release (CC 3)
- 4.-Release (CC 4)
- 5.-Marcato (CC5)
- 6.-Drone Volume (CC 6)

### 2. Buttons:

1. Release: Turn release notes on/off

### 3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

- C1: Legato  
C#1: Marcato  
D1: Staccato  
D#1: Triplet  
E1: Marcato (hold mode)  
F1: Short crescendo (hold mode)  
F#1: Short Marcato crescendo (hold mode)  
G1: Long crescendo (hold mode)  
G#1: Long Marcato crescendo (hold mode)

## TROMBA MARINA

Is a triangular bowed string instrument used in medieval and Renaissance Europe that was highly popular in the 15th century in England and survived into the 18th century. The tromba marina consists of a body and neck in the shape of a truncated cone resting on a triangular base.



There are 5 patches:

Tromba Marina: main patch  
(sustain and marcato)

Tromba Marina FX long

Tromba Marina FX Short 01-03

## VIOLA DE RODA

Is a stringed instrument that produces sound by a crank-turned rosined wheel rubbing against the strings. The wheel works much like a violin bow.



Range: *G2-D5*

### 1. Knobs:

1. Low drone Volume (CC 1)
2. High drone Volume (CC 2)
3. Release (CC3)
- 4.-Fret sound (CC4)
- 5 Vibrato Volume (CC5)
- 6 Vibrato Speed (CC6)
7. Expression (CC 11)

### 2. Buttons:

1. High drone
2. Low Drone

### 3. Keyswitches:

- C1: Legato (default)  
C#1: Vibrato 1 (default)  
D1: Vibrato 2 (default)

## PLUCKED



## BAROQUE GUITAR

The Baroque guitar is a guitar from the baroque era and an ancestor of the modern classical guitar. The instrument was smaller than a modern guitar and had gut strings.

Range: *E1-C5*

### 1. Knobs:

1. Expression (CC 11)
2. Fret Slide (CC 1)
3. Hand Moving Noise (CC2)  
Reset round robin key: C0
4. Release (CC 3)  
Reset round robin key: C0

### 2. Keyswitches:

- C0: Sustained  
C#0: Legato  
D0: Chords (C2-B2 Major Chords.  
C3-B3 Minor Chords)  
D#0: Looped chords (C2-B2 Major  
Chords. C3-B3 Minor Chords)



## BASS CITOLE

Citole, also spelled Sytole, Cytiole, Gytolle, etc. is an archaic musical instrument, similar and a distant ancestor of the modern guitar of which the exact form is uncertain. It is generally shown as a four-string instrument, with a body generally referred to as „holly-leaf“ shaped.

**Range:** C2-E2

### 1. Knobs:

#### 1. Fret Slide (CC 1)

#### 2. Fret Hit (CC2)

Reset round robin key: C0

### 2. Keyswitches:

C1: Polyphonic mode

C#1: Legato

D1: Slow Chords

D#1: Fast Chords

E1: Fast Chords Muted

## GITTERN

The gittern was a relatively small gut strung round-backed instrument that first appears in literature and pictorial representation during the 13th century in Western Europe (Iberian Peninsula, Italy, France, England). It is usually depicted played with a quill plectrum.

**Range:** G3-A4

### 1. Knobs:

#### 1. Fret Slide (CC 1)

#### 2. Fret Hit (CC2) Reset round robin key: C0

### 2. Keyswitches:

C1: Polyphonic mode

C#1: Legato

D1: Slow Chords

D#1: Fast Chords

E1: Trill

## LANGELEIK

The langeleik, also called langleik, is a Norwegian stringed folklore musical instrument, a droned zither.



**Range:** Melodic: G2-A4

Chord: G1-F2

### 1. Knobs:

#### 1. Chords Volume (CC 1)

#### 2. Wood Noise (CC2)

#### 3. Pluck Noise (CC3)

### 1. Buttons:

#### 1. Legato on/off: Legato on, Polyphonic off

### 2. Keyswitches:

C1: Pluck Style 1

C#1: Pluck Style 2

D1: Pluck Style 3

D#1: Pluck Style 4

E1: Pluck Style 5

## RENAISSANCE LUTE

The lute is a plucked string instrument, used in a great variety of instrumental music from the Medieval to the late Baroque eras and was probably the most important instrument for secular music in the Renaissance.

**Range:** C2-C6

### 1. Knobs:

#### 1. Expression (CC 11)

#### 2. Fret Hit (CC 1)

Reset round robin key: C0

#### 3. Fret Slide (CC2)

Reset round robin key: C0

#### 4. Hand Move (CC 3)

Reset round robin key: C0

#### 5. Release Noise (CC4)

Reset round robin key: C0

## 2. Keyswitches:

C0: Sustained

C#0: Legato

## EARLY RENAISSANCE HARP AND BRAY HARP



Bray pins are the ancient crooked pegs which both secure the string into its position on the soundboard and act as a wedge against which the plucked string vibrates. Often described by modern listeners as having an „Eastern“ tone colour, the bray harp was the characteristic harp sound of the Renaissance. The brays can be tuned aside when the buzzing is not desired, and the harp regains its original timbre.

Range: C2-F5

## GOthic HARP

Is a triangular harp traditional to Brittany, Ireland, Scotland and Wales. The name Gothic Harp is coming from the rising shape and the gothic elements and proportions found in the gothic architecture.



Range: C2-E5

## MEDIEVAL LUTE

The lute is a plucked string instrument, used in a great variety of instrumental music from the Medieval to the late Baroque eras and was probably the most important instrument for secular music in the Middle Ages.



Range: C2-G5

### 1. Knobs:

1. Fret Slide (CC 1)

2. Fret Hit (CC2)

Reset round robin key: C0

## 2. Keyswitches:

C1: Polyphonic mode

C#1: Legato

D1: Slow Chords

D#1: Fast Chords

E1: Fast Chords Muted

## MEDIEVAL PSALTERY



The psaltery of Ancient Greece (epigonion) was a harp-like instrument. The word psaltery derives from the Ancient Greek psalterion, „stringed instrument, psaltery, harp“

Range: C1-C5

## SMALL PSALTERY PLUCKED

The psaltery of Ancient Greece (epigonion) was a harp-like instrument. The word psaltery derives from the Ancient Greek psalterion, „stringed instrument, psaltery, harp“.

Range: C2-C5

## ZITHER

The zither is a plucked string instrument, mainly played in monasteries. This mystic instrument has an ultra long release.

This zither has up to 40 seconds release tails. In order to get them use the sustain pedal.

Range: G1-C6



## PSALTERY (BEATEN)



This psaltery is a stringed instrument stroken with a stick to play tuned rhythms with one hand, while you play a three hole flute with the other one.

This psaltery is not a melodic instrument. It is to play rhythms as a percussion instrument.

Range: C2-C4

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# KEY

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## ORGANETTO



The medieval Organetto was a portable pipe instrument, allied to the later classical pipe organ, and pumped with the hand.

**Range:** C3-C6

**Drones:** C1-B1

### 1. Knobs:

1. Expression (CC 11)
2. Key Press (CC 1)
3. Key Release (CC 2)
4. Drone Volume (CC 3)



## SPINET

The spinet is a smaller type of harpsichord. The case of the spinet is approximately triangular.

**Range:** C1-G5

### 1. Knobs:

1. Expression (CC 11)
2. Release Volume (CC 1)

## VIRGINAL

The virginal is a keyboard instrument of the harpsichord family. It was popular in northern Europe and Italy during the late Renaissance and early baroque periods.

**Range:** C2-C6

### 1. Knobs:

1. Expression (CC 11)

### 2. RELEASE VOLUME (CC 1)



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# PERCUSSION

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In this section, there are 15 different instruments recorded. 4 round robins in each sample and up to 10 velocities. Percussion is divided into 4 different categories: Frame Drums, Hand Drums, Snares and Tambourines.

## CHURCH BELLS

European Christian church bells typically

have the form of a cup-shaped cast metal resonator with a flared thickened rim, and a pivoted metal striker or clapper hanging from its centre inside.

Four different ancient church bells were recorded. They have been tuned and stretched, so you can play them over your music or make the sound bigger or smaller. Also, pigeons flying when the bells start to ring have been recorded.

#### **Assorted Church Bells**

**Church Bell 1**

**Church Bell 2**

**Church Bell 3**

**Church Bell 4 small**

**Pealing Church Bells**

**Pigeons Flying**

#### **1. Knobs:**

**1. Distance (CC1):** Emulates the sound of the bells depending on the distance you hear them. 100% is close and 0% far.

### **CLAPS**

A clap is the percussive sound made by striking together two flat surfaces, as in the body parts of humans or animals. Used in rhythm to match the sounds in music and dance.

C1: Loose

C#1: Tight

D1: Muted loose

D#1: Tight loose

### **FRAME DRUMS**

A frame drum is a drum that has a drumhead width greater than its depth. Usually the single drumhead is made of rawhide or man-made materials.

Frame Drums are mapped in this order: Rolls, Hits and Flams. Looped roll is mapped in C4, assigned to Knob 1 (CC1) for crossfade volume.

**Barbarian Frame Drums I**

**Barbarian Frame Drums II**

**Distant Drums**

**Small Frame Drums (sticks)**

### **HAND DRUMS**

A hand drum is any type of drum that is typically played with the bare hand rather than a stick or other kind of beater.

Frame Drums are mapped in this order: Rolls and Hits.

**Bumbac High**

**Bumbac Medium**

**Bumbac Low**

### **KETTLE DRUM**

Timpani, or kettledrums, are musical instruments in the percussion family. A type of drum, they consist of a skin called a head stretched over a large bowl traditionally made of copper.

### **SNARES**

The snare drum or side drum is a widely used unpitched percussion instrument, mainly used in orchestras and marching bands.

Snare Drums are mapped in this order: Rolls, Flams and Hits. Looped rolls are mapped from C4 on, assigned to Knob 1 (CC1) for crossfade volume.

**Army Piccolo Snare**

**Execution Snare I**

**Execution Snare II**

**Juglar Snare**

**Bombo Leguero**

**Napoleonic Snare S XVIII (with early military rhythms)**

**Frame Drum (with early military rhythms)**

### **TAMBOURINES**

The tambourine is an instrument from the percussion family consisting of a frame, with pairs of small metal jingles, called „zils“.

Tambourines are mapped in this order: Rolls and Hits.

**Tambourine I**

**Tambourine II**

**Tambourine III**

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# VOICES

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These voices are intended to bring that typical tavern sound to your computer.

Watch out don't spill the singer's drink on your computer!

## TAVERN SINGERS

C1: LA Short  
C#1: LA Long  
D1: HOU Short  
D#1: HOU Long  
E1: RUM Short  
F1: RUM Long

## TAVERN SINGERS SHOUTS

C1: AUH  
C#1: HAU  
D1: HEY  
D#1: SHO  
E1: UAH  
F1: HA  
F#1: HE  
G1: HI  
G#1: HO  
A1: HU

In this way you ensure a lot of different ways to use the soundscapes and build your own sound.

Alchemy Laboratory  
Ancient Era  
Ancient Ruins  
Animus  
Archaic Artifact  
Battlefield Ghosts  
Before the Battle  
Bells of Doom  
Bewitched  
Broceliande, Merlin Forest  
Creature's Lair  
Dead Marshes  
Dead of a King  
Dead Village  
Discovery  
Dreams of Fantasy  
Endless Labyrinth  
Evil Magic  
Fairies Forest  
Flying with the Dragon  
Forging Caves  
Grimm  
Ice Queen  
Inquisition Dungeon  
Kilgharrah, The Great Dragon  
Legend  
Lights over Camelot  
Magic Winds  
Medieval Tapestry  
Merlin  
Metal Golem  
Mists of Avalon I  
Mists of Avalon II  
Misty Morning I  
Misty Morning II  
Monster Hunt

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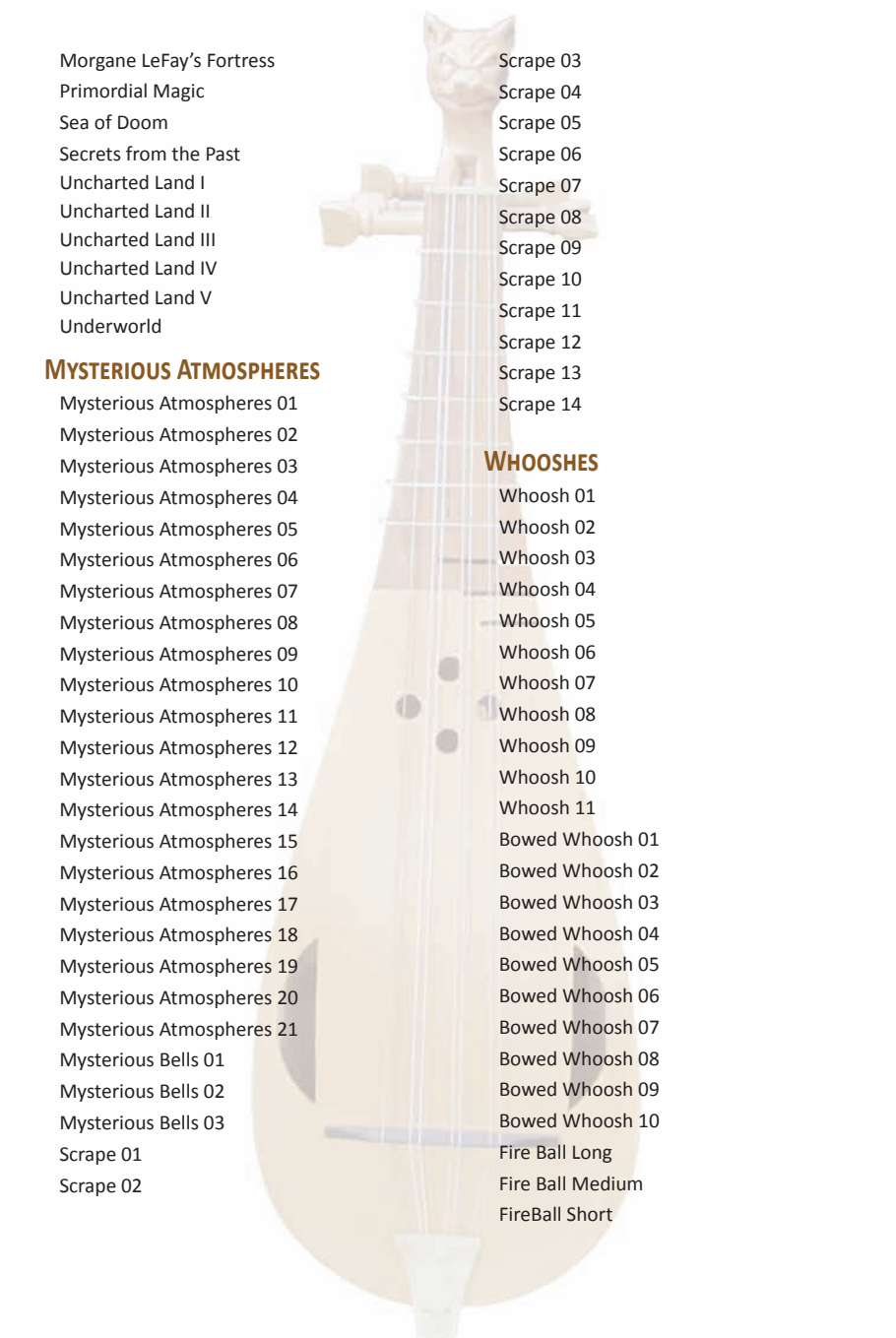
# SOUND DESIGN

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Era contains more than a 100 patches to create ambiances

## SOUNDSCAPES

All soundscapes have from 1 to 6 different individual layers. Those layers can be tweaked in the PRO page and their volume can be adjusted on the QUICK EDIT page through the mixer. Every layer comes automated by default (Layer1 CC1, Layer2 CC2, and so on), but you can easily change that by right clicking the layer knob and select the controller you wish.



Morgane LeFay's Fortress  
Primordial Magic  
Sea of Doom  
Secrets from the Past  
Uncharted Land I  
Uncharted Land II  
Uncharted Land III  
Uncharted Land IV  
Uncharted Land V  
Underworld

Scrape 03  
Scrape 04  
Scrape 05  
Scrape 06  
Scrape 07  
Scrape 08  
Scrape 09  
Scrape 10  
Scrape 11  
Scrape 12  
Scrape 13  
Scrape 14

## **MYSTERIOUS ATMOSPHERES**

Mysterious Atmospheres 01  
Mysterious Atmospheres 02  
Mysterious Atmospheres 03  
Mysterious Atmospheres 04  
Mysterious Atmospheres 05  
Mysterious Atmospheres 06  
Mysterious Atmospheres 07  
Mysterious Atmospheres 08  
Mysterious Atmospheres 09  
Mysterious Atmospheres 10  
Mysterious Atmospheres 11  
Mysterious Atmospheres 12  
Mysterious Atmospheres 13  
Mysterious Atmospheres 14  
Mysterious Atmospheres 15  
Mysterious Atmospheres 16  
Mysterious Atmospheres 17  
Mysterious Atmospheres 18  
Mysterious Atmospheres 19  
Mysterious Atmospheres 20  
Mysterious Atmospheres 21  
Mysterious Bells 01  
Mysterious Bells 02  
Mysterious Bells 03  
Scrape 01  
Scrape 02

## **WHOOSHES**

Whoosh 01  
Whoosh 02  
Whoosh 03  
Whoosh 04  
Whoosh 05  
Whoosh 06  
Whoosh 07  
Whoosh 08  
Whoosh 09  
Whoosh 10  
Whoosh 11  
Bowed Whoosh 01  
Bowed Whoosh 02  
Bowed Whoosh 03  
Bowed Whoosh 04  
Bowed Whoosh 05  
Bowed Whoosh 06  
Bowed Whoosh 07  
Bowed Whoosh 08  
Bowed Whoosh 09  
Bowed Whoosh 10  
Fire Ball Long  
Fire Ball Medium  
FireBall Short

# LIMITED EDITION

The limited edition includes the following exclusive stuff.

## HEROICA, FEMALE SOLO VOICE:

Heroica is a powerful and earthy female solo voice featuring Celica Soldream.

### 1. Knobs:

#### 1.-Expression (CC11)

#### 2.-Legato Vowel (CC4): Change the vowel of the legato and all the other keyswitches.

### 1. Keyswitches:

C1: Low vel A, E, I, O, U

High vel: HA, HE, HI, HO, HU

All keyswitches change depending on the selected vowel (Knob2)

C#1: Ornament 1

D1: Ornament 2

D#1: Ornament 3

E1: Ornament 4

F1: Decrescendo

F#1: Crescendo

G1: Word Selection 1

G#1: Word Selection 2

A1: Word Selection 3

A#1: Word Selection 4

B1: Word Selection 5

### 2.-Phrases:

#### 1.-Heroica Phrases 120 BPM and 80 BPM: Both patches have an array of phrases in every keyswitch root note.

## THE BARD:

The Bard is a male solo voice featuring the incredible and beautiful voice of Iván López.

### 1. Knobs:

#### 1.-Word Length (CC1): First half of the knob is for short words and second half for long words.

#### 2.-Expression (CC11)

#### 3.-Legato Vowel (CC4): Change the vowel of the legato and all the other keyswitches.

### 1. Keyswitches:

C1: A, E, I, O, U depending on the legato vowel (knob 3) selected.

**Words: Every word is splitted into all possibilities selecting the appropriate velocity, i.e: Culpados: 1.-Cul/2.-Pa/3.-Dos/4.-Culpados**

C#1: Salve

D1: Fillo

D#1: Confesus

E1: Culpados

F1: Donsella

F#1: Follias

G1: Guarir

G#1 Meus

A1: Muitos

A#1: Noite

B1: Nullam

C2: Pras

C#2: Saude

D2: Virgen

### 2.-Phrases:

The Bard has three full medieval cantigas divided into phrases.

## SOUNDSCAPES:

Adventuring

Alone

Contemplating

Cursed

Deep Dream

Distant Lands

Distorted Reality

Dragons!

Forgotten Magic

Highlands

Invisible Dwellers

Medieval Landscape

Mist Path

Mountain Pass

Sinister Wood

Temple of Silence

Terra Incognita

The Abyss

Voices in the Wind

Wizard Tower



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# THE INTERFACE

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Era 2 GUI includes 3 different screens. You can access to them with the tabs at the bottom.

## MAIN SCREEN



1. Volume
2. Pan
3. Pitch
4. Reverb (if you use multiple layers, please turn reverb off and use your DAW reverb. It consumes a lot of CPU)
5. Envelope (AHDSR)
6. Articulation display
7. Screen selector.
8. Medallion: Here you could see the instrument name, the vumeter and the numerical value of the selected knob.

The AHDSR envelope is specified using five parameters:

- Attack: How quickly the sound reaches full volume after the sound is activated (the key is pressed). For most mechanical instruments, this period is virtually instantaneous.
- Hold: How long the envelope stays at full volume before entering the decay phase.
- Decay: How quickly the sound reduces in volume after the initial peak and hold time.
- Sustain: The „constant“ volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.
- Release: How quickly the sound fades after the end of the note (the key is released).

# CONTROLS SCREEN

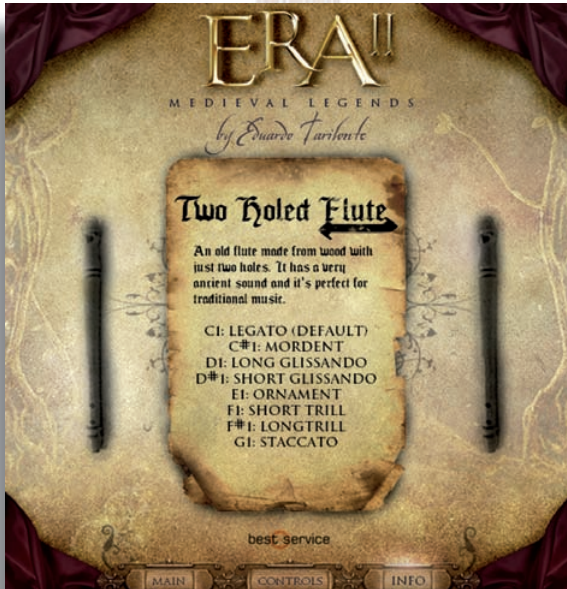


Here you will see all available knobs and buttons to control the instruments.



# INFO SCREEN

Here you will find a short description of the instrument, a picture and a general overview of the keyswitches:



## IMPORTANT NOTES:

- C0 resets any round robin in all instruments
- The reverb included in Engine consumes a lot of CPU. If you use multiple instruments, please, turn it off and load any reverb of your choice in your DAW.

# CREDITS



**Eduardo Tarilonte:**

**Development,  
production and concept**

## **PLAYERS**

**Rinaldo Valldeperas:**

Soprano Renaissance Flute  
and Crumhorns Consort

**Cecilia Nocilli:**

Virginal, Spinnet and Organetto

**Lorena Porres:**

Alto Renaissance Recorder

**Rubén Olmedo:**

Tenor Renaissance Recorder

**M<sup>a</sup> Ángeles Sevillano:**

Bass Renaissance Recorder

**Gracia María Gil:**

Renaissance Lute and Baroque Guitar.

**Rodrigo Gallego Zapico:**

Natural Trumpet

**Ramón Viejo Peláez:**

Sackbut

**Alejandro Berdote Paz:**

Napoleonic Snare Drum and Field Drum

**José Francisco Ramos Abril:**

Kettle Drums

**Efrén López:**

Medieval Lute, Gittern, Viola de Roda, Langeleik,  
Bass Citole, Gothic Harp, Medieval Psaltery,  
Tromba Marina, Anyafil and Shofar

**Iván Karlón:**

Traditional Wooden Flute, Traditional Soprano  
Recorder, Whistle, Transverse Wooden Flute,  
Two Holed Flute and War Horns

**Éanán Patterson:**

Fiddle Grooves

**Ramiro González:**

Hurdy Gurdy and Bagpipes

**Alfonso Abad:**

Fidule

**Yónder Rodríguez:**

Percussion

**Juan Cruz:**

Gemshorn and Beaten Psaltery

**José Alfonso Garrido:**

Nyckelharpa

**Eduardo Tarilonte:**

Early Renaissance Harps and Zither

**Alba Fresno:**

Tenor Viola da Gamba

**Juan Ullibarri:**

Cornetto

## **VOICES:**

**Celica Soldream:**

Heroica

**Iván López:**

The Bard

## **DESIGN**

**Carlos Quevedo:**

Cover design

**Iván Torrent:**

GUI design

**Koke Núñez:**

Graphic designer

**Richard Aicher:**

Manual design

## **INTERFACE PROGRAMMING**

**Wolfgang Wanko**

## **BETA TESTING**

**Abel Vegas, Lukas Ruschitzka,  
Mateo Pascual, Fran Soto, Jan Haak,  
Konstantine Kazantzis, and Peter Jeremias**

## **SPECIAL THANKS TO**

**Abel Vegas**

**Iván Torrent**

**Rinaldo Valldeperas and Cecilia Nocilli  
from Il Gentil Lauro**

for their kindness and amazing job

**Eldana Estudios**

**Infinity Estudios**

**Goyo Casado**

**the Best Service family**

For any technical support please contact:

**support@bestservice.de**

For more information and updates, please visit:

**www.bestservice.de**