

Screaming Trumpet Manual

Congratulations on your purchase of Screaming Trumpet! It's a pretty simple instrument to use, but there are a few tricks, so read on:

1 MAIN PAGE



ARTICULATION – This displays the currently active articulation (style.) These articulations are selected by keyswitches, which you can either play on your keyboard (key range C0 to Eb2), or by clicking keys on the GUI.

EXPRESSION

ON/OFF BUTTON – This must be lit (on) for the Expression slider to have any effect. When off, Screaming Trumpet plays as if there is no Expression Slider, and will respond to velocity. Play hard to trigger loud notes, play softly to trigger soft notes.

SLIDER – When the Expression Button is **on**, the slider determines the dynamic level. To the right is loud, to the left is soft. This is not just a volume knob – it actually follows the timbre differences between loud or soft trumpet.

Note that you can assign a knob, slider or pedal on your MIDI controller to this Expression Slider. Simply right-click on the Expression Slider, then jiggle a knob, slider or pedal on your MIDI controller, then select "Learn MIDI CC# Automation." Presto! You can now make this slider move by turning your MIDI controller knob.

LEGATO BUTTONS – When one of the legato modes is enabled, Screaming Trumpet becomes monophonic (only one note will sound at a time) and you will hear natural transitions from one note into the next. These legato transitions occur when notes in your melody have an overlap - if you hold a note while triggering a new note. Conversely, if you play one note, then release that note before starting the next note, the two notes will be distinct, with no legato transition.

There are two legato modes:

TRUE – When this switch is on, actual recorded transitions will be played from one note to the next. This will sound the truest.

SCRIPT– When this switch is on, a “fake” legato transition will occur. Note that “fake” has certain advantages, namely that it will be very consistent.

KEYBOARD – The vertical piano keyboard on the left displays the currently available articulations, corresponding to the key range C0 to Eb2 on your MIDI keyboard. (The specific articulations on each keyswitch can be set on the Settings page.) There are four types of keyswitches, each indicated by a different color:

MAIN/SUSTAIN (YELLOW) – These are the “main” articulations, which include: Sustain, Vibrato, Dark Sustain, Dark Vibrato, Flutter Tongue, Flutter Valve, Growl, Swells and Staccato. Note that when a yellow keyswitch is played, the articulation will stay on that selection (as you would expect) until you play a different keyswitch.

STARTS (GREEN) – These are articulations that start a phrase. For instance, grace notes, rises, mordents, or other attack effects. This articulation will only be in effect while the keyswitch is held. Once you release a green keyswitch, the articulation goes back to the last yellow articulation. We did this because if you select (for instance) a slur in, you wouldn't want that slur on every single note. You'd only want it on the first note, and then you'd want the rest of the notes to be regular sustain notes. So we made it so you play the green keyswitch at the start of a phrase, then let go and Screaming Trumpet handles the rest. keyswitch.

RELEASES (RED) – When you press a red (release) keyswitch, then any notes currently being played will end with whichever release articulation you selected. (We believe this is more intuitive than selecting a release style ahead of time, then having it take effect when you let go of a note.) Try it! It's easy!

REPEAT KEY (CYAN) – Maybe you want to play some 1/16 notes on the same key, but it's hard to do that! With the Repeat key, you can use two keys to trigger the same pitch. The Repeat key remembers whatever the last note was that you played on the regular section of the keyboard.

SETTINGS PAGE BUTTON – On the lower right of the GUI, you will see a red button titled “Settings.” Click that to view the Settings page.

2 THE SETTINGS PAGE



ARTICULATIONS KEYBOARD – This is where you decide which articulation (or Repeat key) you would like on any keyswitch. Next to each key is a drop-down menu. It's pretty intuitive, so even though it's half the GUI, I'll leave it to you to see how easy it is.

TIMBRE – You can make the tone slightly brighter or darker using this switch. This actually changes the timbre and is not an EQ! Instead, it works using the concept of "neighbor borrowing," which means different samples get used.

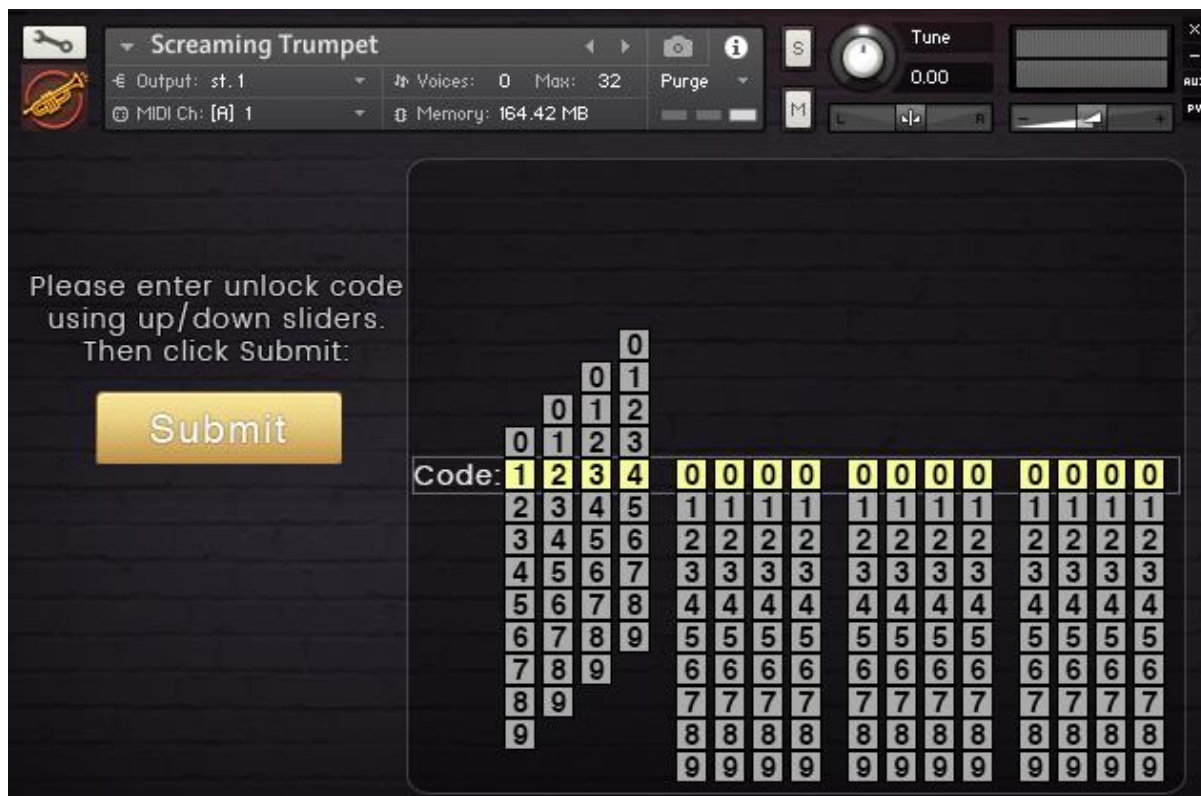
REVERB – This is pretty basic stuff. There's a red On/Off switch, a Mix knob and a Time knob. This uses an algorithmic (not convolution) reverb which is easy on the CPU. You may notice that we have a bit of delay in there, too, just because we like how it sounds. Don't like it? Hit the Off switch and add your own reverb. Don't worry, we won't take offense. ;-)

VIBRATO – Vibrato is triggered with the Mod Wheel. The Speed is set here, as well as Amplitude/Pitch ratio. Trumpet, like most instruments, has a vibrato that is actually a mix of both pitch and amplitude modulation. You can set this mix yourself, although a setting of 67 will sound most natural. In our opinion.

Also, note that this is not just a basic LFO. We analyzed a true trumpet vibrato to see what the actual curve of that wave is, including irregularities and variations.

We're fussy like that!

3 AUTHORIZATION PAGE



The first time you load Screaming Trumpet, you'll see this page.

In your purchase email, you will see a download button that will take you to your Native Access serial number and your Unlock Code, which is a series of 16 digits. (Four groups of four numbers.)

If you don't have your order email anymore, you can find your download links in your Realitone Account. If the website says you don't have an account, just create one! It will automatically find your orders for you, based on your email address.

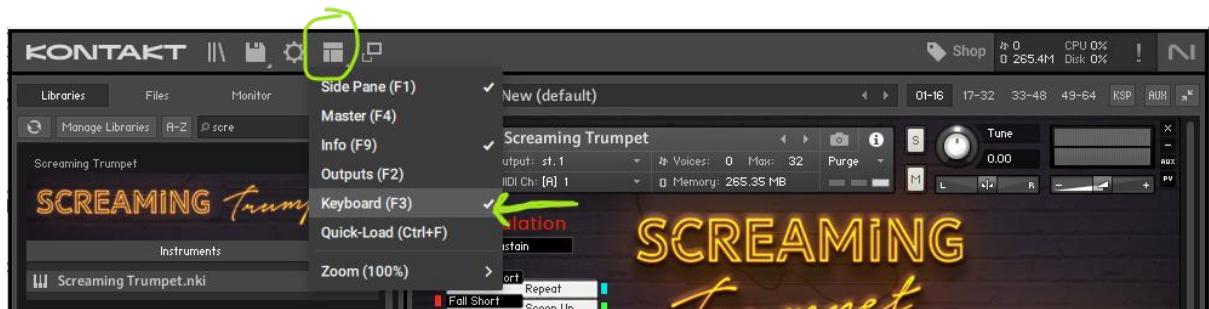
Simply adjust the sliders so that the numbers in the yellow row match your unlock code, then hit the "Submit" button.

NOTE: Older versions of Screaming Trumpet required you to then "Save" the instrument to avoid needing your unlock code again. But that is no longer a requirement!

If, however, you are asked for your unlock code again in the future, try using the save instrument option to avoid needing to repeat this process.

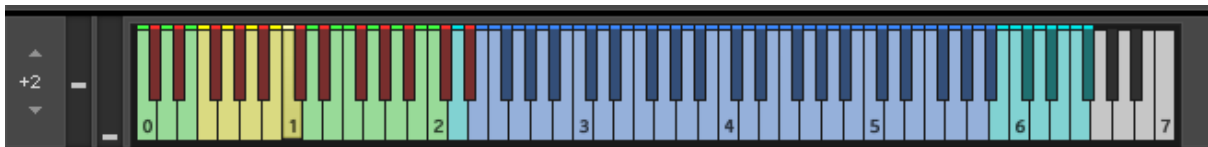
4 KEYBOARD LAYOUT

To activate the virtual keyboard at the bottom of your Kontakt interface (if it isn't already appearing), click the square layout button at the top of the Kontakt interface, then make sure "Keyboard" is checked:



Or if you have an older version of Kontakt (v5.5 or earlier), click the "Keyb" button at the top of the interface.

You can now see the various "colors" for each key.



Here is what the colors mean:

Blue – These are the playable notes of the trumpet (E2 to Bb5). This is the actual range that Wayne played for us.

Cyan (above the Blue keys) – These represent some extended high notes from (B5 to F#6).

Yellow – As explained on the "Main Page" section, these are the main "Sustain" keyswitches.

Green – These are start keys. These articulations are only in effect while the key is held.

Red – Release articulations

Cyan (below the Blue keys) – Repeat Key (as explained in the "Main Page" section.)

5 TROUBLESHOOTING

If you need help installing the library, hopefully this video guide will help you out!

<https://realitone.com/apps/help-center#how-do-i-install-realibanjo>

Otherwise, there's a whole heap of helpful topics on our FAQ page:

<https://realitone.com/apps/help-center>