



NKS™
NATIVE
CONTROL
STANDARD

MADE FOR
KONTAKT
PLAYER

Motor Rhythms is a unique drum kit, crafted from raw automobile parts by Southern California musical artist and mechanic [Jordan Hill](#). He carefully conceived, selected, assembled and welded together parts from a huge collection of auto makes and models. You can see Jordan and his kit in action live [here](#). We came to his workshop to record each piece in precise detail, with both close and far microphone positions. This Kontakt library features deep round-robin variation & velocity layering, modular kit mapping, intelligent step-sequencing arpeggiator, intuitive controls, endless FX routing possibilities and a huge variety of dynamic sounds to choose from.

Our flexible user interface offers a broad range of essential controls with independent layer settings or global linking. You can shape attack, release, start offset, pitch, volume and key placement for each kit piece. You can freely map each articulation or select presets for most major drum library midi mapping standards. We've also created an expansive collection of sound-designed atmospheres, grooves, pads and synth tones created from the raw acoustic source recordings to provide perfect stylized sonic accompaniment. We also provide you with a full rack of Kontakt's on-board multi-effects and a wide selection of our most popular convolution reverb impulses to spatialize the sound in a variety of real and sound-designed spaces.

The custom scripted Kontakt user interface built into this library comes equipped with flexible control features, like attack, release, transient start offset, dynamic swelling, vibrato, 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 and creative FX convolution impulse responses.

SOUNDIRON

MOTOR RHYTHMS

A Full Automotive Drum Kit

- 14 powerful Kontakt Player .nki instruments
- 6,894 Samples
- 3.44 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Motor Rhythms tuned percussion instrument
- Flexible and intuitive user interface controls
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: Native Instruments Kontakt Player or Kontakt (full version) required, version **5.6.8** or later. Windows 7 (or later) or OSX 10.9 (or later) is required. Complete Kontrol required for NKS features. S-Series Keyboard required for Light-Guide features.



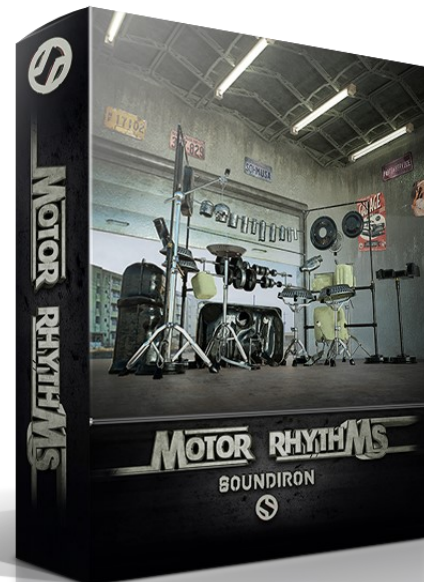
TABLE OF CONTENTS

INTRODUCTION - Pages 1 - 2
OVERVIEW - Page 3
SYSTEM REQUIREMENTS & INSTALLATION - Pages 4 - 5

MAIN CONTROLS - Page 6 - 7
SOLO PRESETS - Page 8
ARPEGGIATOR - Page 9 - 10
MIC MIXER - Page 11
PRESET DESCRIPTIONS - Page 12 - 14

FX RACK - Pages 15 - 19

LICENSE AGREEMENT - Page 20
CREDITS - Page 21



MOTOR RHYTHMS

SOUNDIRON



System Requirements

This library requires Native Instruments **Kontakt Player version 5.6.8 or later**, or the full retail version of **Kontakt version 5.6.8 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.10 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have *at least* 3GB of system ram, a multi-core cpu and an 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 older machines.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Libraries window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. 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.



Library Activation

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN / OSX) from the Native Instruments website. You need Kontakt or Kontakt Player version 5.6.8 or later to use this library:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we sent you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it. Copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

4. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

5. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

6. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quickload or Database browser windows in Kontakt, or through the main File load/save menu.

7. Please allow any current preset to finish loading completely before loading a new one.

Trouble-shooting

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt or Native Access from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Native Access.



KONTAKT INTERFACE

Main Drum Kit Preset

The two main Kontakt presets are Motor Rhythms.nki and Motor Rhythms - Lite.nki. They are nearly identical. The Lite preset has a reduced number of samples to require less ram and loading time. Each preset features a variety of controls and a fully interactive visual drum kit to help you create. To assign any interactive control 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 assign it to.



Interactive Drum Kit

Click on any kit piece in the main window to select it in the Drum menus and view its control settings. When the Speaker button on the lower left is enabled, you can hear an audio preview of any currently loaded drum by clicking on its picture in the main window. To turn off the audio preview feature, click the speaker button.

MOTOR RHYTHMS

SOUNDIRON



MAIN CONTROLS (continued...)



ATT

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

REL

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

OFFSET

This sets the amount of start offset, moving the sample start position later into the sound. Use low settings to tighten the initial percussive strike, or use higher settings for pad-like effects.

PITCH / ROOT

This adjusts the pitch of the note +/-36 semi-tones in the main presets (PITCH). In the Solo and Amb Presets, this control is labeled ROOT and it sets the default root pitch of the articulation.

VOL

This knob controls the volume, giving you +/- 6dB in the main presets or full range in the Solo and Amb presets., In the Solo presets, the volume control is mapped to CC 74 (Layer 1), and CC 75 (Layer 2). In the Amb presets, the volume control is mapped to CC 72 (Layer 1), and CC 73 (Layer 2).

PAN

This controls the stereo panorama of the instrument. In solo presets this works per-layer. In the main preset, this can be global or per articulation.

MAPPING PRESETS

In the main presets, this control lets you choose a number of common drum midi key mapping presets. You can also save your own custom presets. Use the Key settings below it to assign your own midi key mapping preferences, then type in a preset name and press the “diskette” icon to save it as a user preset. To delete a saved preset, select it from the menu and then press the X icon. A button will appear asking you to confirm deletion.



CONTROL LINK

In the main presets, this control lets you choose whether the five performance knobs (ATT, REL, OFFSET, PITCH, VOLUME, and PAN) are linked globally (linking all), per drum (linking all articulations of a drum), or per articulation. (essentially unlinked). Keep in mind that when the menu is in Global mode, any knob changes effect all drums and articulations. In the Solo and Amb presets, this allows you to link or unlink Layer 1 and Layer 2.



Sound Selection Menus

The DRUM menu is only available in the main presets and lets you select any of the 34 drums. In the main Motor Rhythms presets, the ARTICULATION menu lets you choose any available articulation for the selected drum. In the Solo presets, the ARTICULATION menu lets you choose any available articulation for the loaded drum preset. In the ambient presets, each menu item corresponds to a different atmosphere, synth pad or soundscape. You can use midi or host automation assignments to automate menu item selection in real-time, by right-clicking (use command-click for Mac) the menu or dragging a host automation ID onto it from the “Auto” browser window on the left side of Kontakt.



If you want to remove a drum from ram, click the “Eject” up-arrow icon and click the confirm button that appears. This removes the drum from ram. To reload the drum, click the button again and click the confirm button.



MAIN CONTROLS (continued...)

Articulation Key Map settings

These controls let you place any of the various articulations on any midi key you like, with several different convenient ways to assign them. Your articulation assignment is stored with each key. To edit any specific key, click on the Key value box and type in a new midi note, choosing any value from C-2 to G8. You can also use numeric values from 0 (C-2) – 127 (G8). You can change midi notes in single note increments by using the small up and down arrows to the right side of the value.

You can also click the midi plug icon on the lower left and then press any note on your midi keyboard to select the midi note you want to assign an articulation to.



When you select a Key, the currently assigned drum and articulation will appear in their respective menus on the right. Clicking the picture of any kit piece in the main window will temporarily change the assignment of the currently selected Key to that drum. The “Apply” check box and “Cancel” X buttons will light up. Click Apply to confirm the change or click Cancel if you wish to cancel it.

KEY MAP DISPLAY

In the main presets, this control lets you open the midi key map display window. This allows you to see the currently assigned midi key assignments for all of the articulations. To close it again, click the Key Map button again.



Kick 1 (Natural)	F2	HiHat Bell 1/2	F0	Cowbell C	A#1	Small Bell 5	D#3	Chime 3 (M)	G#4
Kick 1 (Boosted)	C#-1	HiHat Bell Open	F#0	Rotor 1	B1	Small Bell 6	E3	Chime 4	A4
Kick 2 (Natural)	D-1	HiHat Edge Closed	G0	Rotor 2	C2	Small Bell 7	F3	Chime 4 (M)	A#4
Kick 2 (Boosted)	D#-1	HiHat Edge 1/2	G#0	Rotor 3	C#2	Small Bell 8	F#3	Chime 5	B4
Tom 1	E-1	HiHat Edge Open	A0	Rotor 4	D2	Small Bell 9	G3	Chime 5 (M)	C5
Tom 2	F-1	HiHat Pedal	A#0	Gong 1	D#2	Small Bell 10	G#3	Chime 6	C#5
Tom 3	F#-1	HiHat Spin A	B0	Gong 2	E2	Small Bell 11	A3	Chime 6 (M)	D5
Tom 4	G-1	HiHat Spin B	C1	Gong 3	F2	Small Bell 12	A#3	Chime 7	D#5
Snare A (Natural)	G#-1	HiHat Spin C	C#1	Gong 4	F#2	Small Bell 13	B3	Chime 7 (M)	E5
Snare B (Natural)	A-1	Woodblock	D1	Gong 5	G2	Small Bell 14	C4	Chime 8	F5
Snare C (Natural)	A#-1	Temple Block 1	D#1	Gong 6	G#2	Small Bell 15	C#4	Chime 8 (M)	F#5
Snare D (Natural)	B-1	Temple Block 2	E1	Gong 7	A2	Small Bell 16	D4	Chime 9	G5
Snare A (Boosted)	C0	Temple Block 3	F1	Big Bell	A#2	Chime 1	D#4	Chime 9 (M)	G#5
Snare B (Boosted)	C#0	Temple Block 4	F#1	Small Bell 1	B2	Chime 1 (M)	E4	Chime 10	A5
Snare C (Boosted)	D0	Tine Ring	G1	Small Bell 2	C3	Chime 2	F4	Chime 10 (M)	A#5
Snare D (Boosted)	D#0	Cowbell A	G#1	Small Bell 3	C#3	Chime 2 (M)	F#4	Chime 11	B5
HiHat Bell Closed	E0	Cowbell B	A1	Small Bell 4	D3	Chime 3	G4	Chime 12	C6



Solo And Ambient Presets

The solo and ambient presets each focus on a single bank of related instrument articulations or sound sets. You can combine any two articulations or sound sets by using the 2-layer control panel. Each preset features a variety of controls, with individual layer settings that let you blend and shape the sound to your needs. Most of the controls are the same as the main preset, so we'll just be covering the specific features unique to these solo and ambient presets in this section.



The Solo and Ambient Kontakt presets feature two independent layers, allowing you to mix two different articulations or ambient sounds. Clicking on the Layer Selector button will toggle between layers 1 and 2. The area just below the five performance knobs will change color to indicate which layer is currently selected. Each layer is fully independent, with its own Attack, Release, Offset, Root key, Articulation and Volume settings. However, the controls for the layers can be linked together and controlled simultaneously by using the CONTROL LINK feature.



ARPEGGIATOR

Arpeggiator Pop-Up Window

This window 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. Open this window by pressing the **ARPEGGIATOR** or **Δ** button on the main front panel.



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

MOTOR RHYTHMS

SOUNDIRON



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



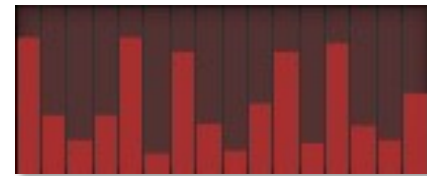
Hold



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.

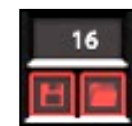


Velocity Graph

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 Load

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.

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



MIC MIXER

The main and Solo Kontakt presets include a dedicated microphone mixer section.

Mic Mixer Pop-Up Window

This window controls microphone position mixer system. Open this window by pressing the **MIC MIXER** or **Δ** button on the main front panel.

Volume Faders

The CLOSE and FAR vertical volume faders allow you to adjust the volume of each microphone position independently. The CLOSE position was recorded right up on each instrument of the kit and the FAR position was recorded at the back of the large open workshop, capturing the naturally reverberant space in wide stereo. These faders can be assigned to midi CC automation by right-clicking on them.

Pan Sliders

The horizontal pan slider for the CLOSE and FAR mic positions allows you to adjust the left/right panning for each mic position. These sliders can be assigned to midi CC automation by right-clicking on them.

On/Off Buttons

The ON/OFF button for each mic position allows you to selectively turn on or off a mic position. When a mic position is turned off, the



KONTAKT INSTRUMENT PRESETS



1. Motor Rhythms.nki

This preset includes all of the Motor Rhythms kit articulations, with all 12 round robin variations for each velocity layer.

2. Motor Rhythms - Lite.nki

This is a low-memory version of the main preset. It has all of the same features, but only includes 4 round-robin variations.

3. Motor Rhythms Solo Auxilliary.nki

This preset includes several of the smaller sound sets together, with wood block, temple block, tine ring and cow bell. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.



4. Motor Rhythms Solo Bells.nki

This preset includes 16 belt pulley bells and the large hanging transmission bell. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.

5. Motor Rhythms Solo Chimes.nki

This preset includes 12 receiver drier hanging chimes, with both open and muted articulations for chimes 1—10. Chimes 11 and 12 only produce muted tones. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.



6. Motor Rhythms Solo Gongs.nki

This preset includes the oil can gong (mallet only) and 3 air cleaner cover gongs (mallet and stick). You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.

MOTOR RHYTHMS

SOUNDIRON



KONTAKT INSTRUMENTS (Solo Presets)



7. Motor Rhythms Solo Hihat.nki

This preset focuses on the fly wheel cog hi-hats (aka “fly-hats”). It includes bell closed, half-open and fully open, edge closed, half-open and fully open, pedal stomps and 3 types of highly stereophonic ringing spins. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.

8. Motor Rhythms Solo Kicks.nki

This preset includes gas tank kick drums #1 and #2, with natural and boosted versions of both. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.



9. Motor Rhythms Solo Rotors.nki

This preset includes 4 brake drums played with mallets.. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.

10. Motor Rhythms Solo Snares.nki

This preset includes the plastic coolant tank snare drum, filled with steel ball bearings. IT features 4 stick positions (center, rim, side, and cross-stick), with natural and boosted versions of each. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.



11. Motor Rhythms Solo Toms.nki

This preset includes the 3 washer fluid/coolant tank toms and a washer fluid bottle foot drum. You can also layer any two articulations together, by using the Layer 1 and Layer 2 control panels.

MOTOR RHYTHMS

SOUNDIRON



KONTAKT INSTRUMENTS (Ambient Presets)

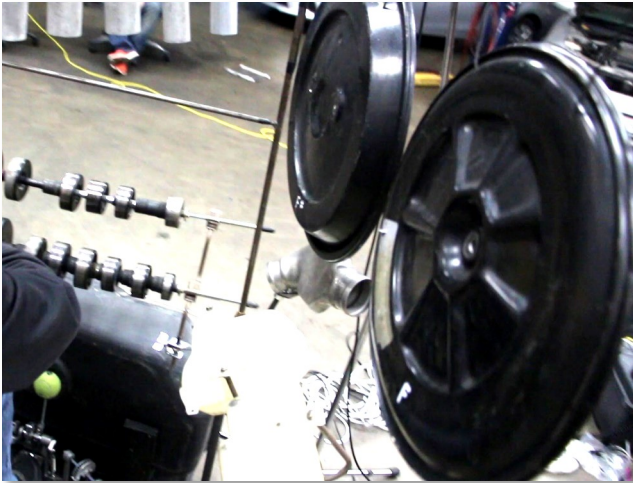


12. Motor Rhythms Autombience.nki

This preset includes 12 dark, resonant ambient pads. Each one was created by hand from the original Motor Rhythms source content, using a variety of sound design techniques. You can also layer any two ambiences together, using the Layer 1 and Layer 2 control panels.

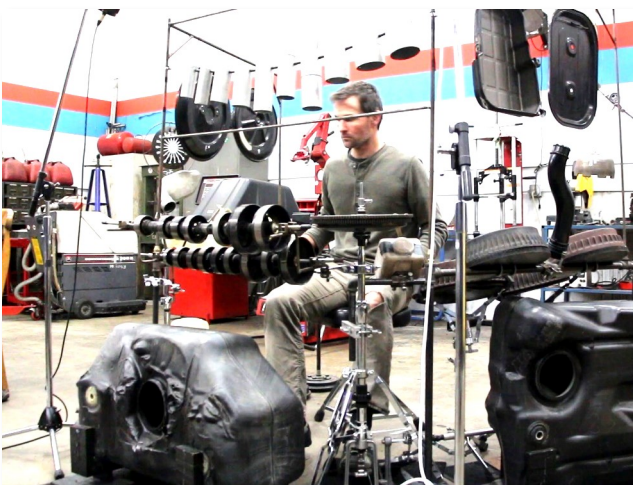
13. Motor Rhythms Amb - Hyghwai.nki

This preset includes 10 raw, glitch atmospheric drones and textures. Each one was created by hand from the original Motor Rhythms source content, using a variety of sound design techniques. You can also layer any two ambiences together, using the Layer 1 and Layer 2 control panels.



14. Motor Rhythms Amb - Lurkshop.nki

This preset includes 28 pulsing, rhythmic grooves and grinding soundscape. They are all set to 120 BPM when played at their natural root pitch. Each one was created by hand from the original Motor Rhythms source content, using a variety of sound design techniques. You can also layer any two ambiences together, using the Layer 1 and Layer 2 control panels.



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...)

APOCALYPSE MICRO 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.

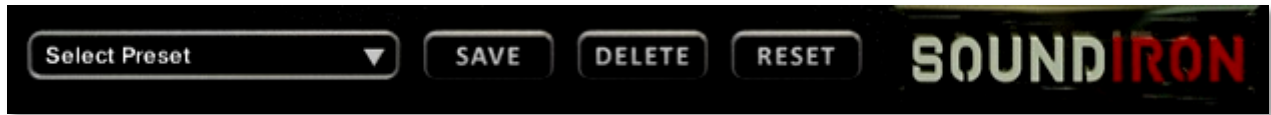


Depth - This knob controls the depth of the chorus sweep.

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

SOFTWARE LICENSING AGREEMENT

LICENSE AGREEMENT

By installing this product, you the Customer accept the following product terms.

LICENSE GRANT

The license for this product is granted only to a single individual user. A retail license must be purchased from Soundiron or its authorized resellers prior to use. No unlicensed use is permitted. All sounds, samples, programming, images, scripting, designs and text contained in this product are copyrights of Soundiron, LLC. This software is licensed, but not sold, to Customer by Soundiron, for commercial and non-commercial use in music, sound-effect creation, audio/video post-production, performance, broadcast or similar finished content-creation and production use. Individual license holders are permitted to install this library on multiple computers or other equipment only if they are the sole owner and only user of all equipment this software is installed or used on.

Soundiron LLC allows Customer to use any of the sounds and samples in library(s) that Customer has purchased for the creation and production of commercial recordings, music, sound design, post production, or other content creation without paying any additional license fees or providing source attribution to Soundiron. This license expressly forbids any unauthorized inclusion of any raw or unmixed content contained within this product into any other commercial or non-commercial sample instrument, sound effect library, synthesizer sound bank, or loop or effect library of any kind, without our express prior written consent.

This license also forbids any unauthorized transfer, resale or any other form of re-distribution of this product, or its constituent sounds or code, through any means, including but not limited to re-sampling, reverse engineering, decompiling, remixing, processing, isolating, or embedding into software or hardware of any kind, except where fully rendered and integrated into the finished soundtrack or audio mix of an audio, visual or interactive multimedia production, broadcast, live performance or finished work of sound design,

with a running time no less than 8 seconds in total length. Licenses cannot be transferred or sold to another entity without specific prior written consent of Soundiron LLC.

RIGHTS

Soundiron retains full copyright privileges and complete ownership of all recorded sounds, instrument programming, documentation and musical performances included within this product. All past and future versions of this product, including any versions published or distributed by any other entity are fully bound and covered by the terms of this agreement.

REFUNDS

Downloaded libraries can't be returned, so we do not provide refunds or exchanges. Be aware that as soon as the product has been downloaded from our servers or physically sent to the Customer, it can not be returned, exchanged or refunded.

RESPONSIBILITY

Using this product and any supplied software is at the Customer's own risk. Soundiron LLC holds no responsibility for any direct or indirect loss, harm or damage of any kind arising from any form of use of this product.

TERMS

This license agreement is effective from the moment the product is purchased or acquired by any means. The license will remain in full effect until termination by Soundiron, LLC. The license is terminated if Customer breaks any of the terms or conditions of this agreement. Upon termination you agree to destroy all copies and contents of the product at your own expense. All past, present and future versions of this product, including versions sold by companies other than Soundiron LLC, are covered under the terms of this agreement.

VIOLATION

Soundiron LLC reserves the right to prosecute piracy and defend its copyrighted works to the fullest extent of US and International civil and criminal law.



THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at team@support.soundiron.com!

Thanks from the whole Soundiron team!

CREDITS

Recording

Mike Peaslee, Gregg Stephens, Chris Marshall

Instrument Programming

Gregg Stephens, Mike Peaslee, Chris Marshall

Physical Instrument Creation & Construction

Jordan Hill

User Interface Art

Darin Leach, Chris Marshall, Gregg Stephens

Editing

Mike Peaslee, Dominik Spychalski, Cory Pelizzari, Gregg Stephens, Spencer Nunamaker

Graphic Design

Darin Leach

Scripting and Systems Design

Chris Marshall & Gregg Stephens

Photography

Gregg Stephens

Documentation

Mike Peaslee, Gregg Stephens & Chris Marshall



Version 2.0 was released on October 15, 2017

WWW.SOUNDIRON.COM

All programming, scripting, samples, images and text © Soundiron 2017. All Rights Reserved.
Soundiron is a Registered Trademark of Soundiron LLC.

MOTOR RHYTHMS

SOUNDIRON

