SOUNDIRON

Welcome to RIQ DRUMS

This traditional family of Middle Eastern hand percussion instruments is generally defined as an open shell frame drum with large cymbals or jingles. It is similar in appearance and origin to a tambourine, but this broad family of specialized drums is treated as a very serious and deeply nuanced instrument class in both traditional and modern Middle Eastern, Central Asian and Eastern European music. Rather than simply being an accompaniment or backing instrument, the Riq family of drums can often take a lead or solo role. The jingles, rattles or rings are often played as a discreet component of the drum, along with a broad range of unique head and rim finger and hand articulations.

We've deep sampled a pair of full-sized drums, one larger 15-inch daf drum from Greece with metal rings and bearings and a smaller 13" riq drum from Egypt with wide tin "cymbals". We also captured a toy frame drum that we've modified into a miniature riq, by adding a series of fine sand-filled rattles. We've also included a very large collection of ambient droning and synth percussion instruments, created entirely by heavily manipulating the source recordings for this library.

Version 1 of this library was originally released by Tonehammer in 2009. For the new 2014 Soundiron version 2.0 of our Riq Drum library, we've completely redesigned the programming, added a brand new graphical interface, new control systems, arpeggiation and rack FX and expanded the bonus ambient content.

SOUNDIRON
RIQ DRUMS

2298 Samples
1.86 GB Installed
12 powerful open-format Kontakt .nki instrument presets
3 drum styles
2 playing methods (mallet and hands)
Megamixer Kit Building System
Instant Ensemble Banks
Tuned & Untuned Modes
Wide selection of room and FX impulses
Rack Multi-FX

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets.
The free Kontakt "Player" and Libraries rack do not support this library.

Version 2.0 Notes: This library was originally released in 2009 by Tonehammer Inc. For the new version 2.0, we've completely upgraded and redesigned the GUI, key-mapping and control systems and expanded the bonus ambient sustaining content.

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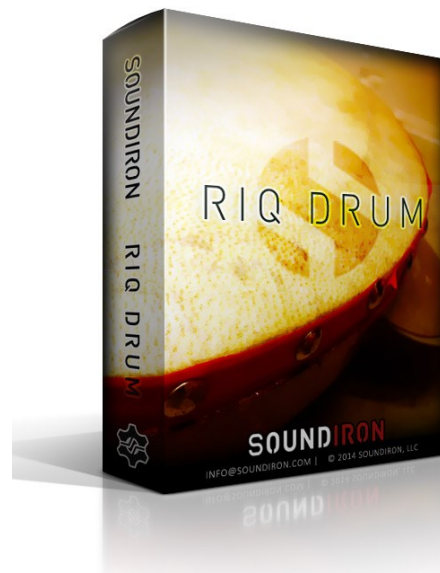Sound Design
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Format

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. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. 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.

Fidelity

This library was recorded in wide stereo at 44.1kHz / 24bit. This was recorded on location in a dry studio environment, but sonic impurities from clothing, body movement and natural mouth and throat sounds may be present in the samples and the softer dynamic layers are naturally quiet, resulting in the presence of lo levels of signal noise. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming 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.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. The "Add-Library" function does not support this product or any other open-format Kontakt library. Only locked "Powered-By-Kontakt" Libraries are visible to propriety "Libraries" window. This library does not require online Service Center activation.

MEGAMIXER PRESET

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles and combos, selecting just the articulations you want and using only the ram, sample load and key range needed. It's easy to set up and fine-tune and you can save and load your kits. The Megamixer has 8 instrument modules that you can load and customize. Within each module, you can freely choose from any of the instruments in the library and then select any of that instrument's articulations to load. Each of the 8 modules has its own volume, velocity attenuation, pan, pitch, room release, root key, key range and tuned/untuned button to switch between "tuned" chromatic and "untuned" mono-timbral modes. You can also globally adjust volume Swell, sample start Offset, and note Attack curve.

When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the full range for the Megamixer. The red keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

MODULE WINDOWS

Click on the drum graphic window in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument and then choose the specific articulation you want using the Module Editor area.

Edit Button

To edit the parameter settings for that module, click the EDIT button for that module. This will display the module's controls in the Module Editor area.

Volume

This sets the volume for each module.

Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

Pan

This allows you to place the sound in each module in your stereo field.

Pitch

This shifts the pitch of sound in each module up & down.

Release

This sets the room release time for each module.

Articulation Selection Menu

Click here to select one of the available articulations for the drum you have loaded in each module.

Tuned/Untuned Button

When Tuned, this causes the notes for the module to be spread chromatically over it's assigned key range, relative the "Root Key" setting. Use this to create pitched tom notes or tuned percussion sounds. When Untuned, any note played within a module's assigned key range will play at the same pitch. This is ideal for fast live playing with multiple fingers.

Root Key

This assigns the root key for the module when the module is in Tuned mode. Type in a value or press the **SET** button and play any key to assign a key as the Root.

Range

This assigns the playable key range for a module. Modules can have overlapping or shared key ranges. The lower range boundary setting is on the left. The upper range boundary setting is on the right. To change each setting, you can type in a new value or simply press the **SET** button to the side and play any key to assign that as the new value for that boundary.

ARP

This button opens the Arpeggiator (see page 8).

ENSEMBLE PRESETS

The main Ensemble preset includes all of the Riq, Daf and "Baby Riq" presets together in one unified percussion bank mapped over the full key range. There are also individual Ensemble presets for just the Riq, Daf and "Baby Riq", with a wider key-range span for each articulation to allow you to focus on the sound of just one of these instruments when needed. The control systems are the same for each of the Ensemble presets.

In all of the Riq Drum library presets, the FX Rack page provides a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 7). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the "Assign Midi CC" box that pops up and moving any midi controller you wish to assign.

Swell - (CC 72)
This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

Attack - (CC 74)
This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Start Offset - (CC91)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

Release - (CC93)
This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Pitch Shifting
This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

Pan
This controls the stereo pan position for the instrument,

Velocity
This controls the dynamic response of the instruments, adding or subtracting from the incoming midi velocity.

Humanize
This controls the dynamic variability of the instruments, adding intelligent and subtle randomization. This feature can be especially useful when combined with the Arpeggiator.

ARP
This button opens the Arpeggiator (see page 8).

TUNED SELECTOR & AMBIENCE PRESETS

The Tuned Dual Layer selector preset brings together all of the available articulations for each instrument set into a chromatically playable dual-layered instrument bank. This same interface type is also found in the Ambience presets. The interface is designed to allow you to focus on a single articulation (or a pair of them) at a time and spread the sound chromatically like a classic sampler or synth instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids. The Ambience presets include the same features, with a variety of different riq drum inspired ambient soundscapes, atmospheres and textures available with the use of the Selector menus.

Each of the two layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The ARP pop-up panel can generate dynamic arpeggiation and drum roll simulation (See Page 6) . The Keys pop-up panel allows you to set the playable keyboard ranges and instrument selection key-switches for each layer.

Articulation Select Menu

This drop-down menu selects the individual articulation that you would like to load into each layer module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument.

Note: To turn off and bypass a layer module, select **Off** in the menu.

Swell - (CC72 & 73)
This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

Attack - (CC 74 & 75)
This controls the sharpness of attack.

Offset - (CC91 & 92)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more pad-like sounds.

Release - (CC93 & 94)
This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch
This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan
This allows you to pan each module separately.

Velocity
This attenuates the incoming midi note velocity up and down.

ARP
This button opens the Arpeggiator (see page 8).

KEYS
This button opens the Key-mapping and key-switch settings window (see page 7).

TUNED SELECTOR & AMBIENCE (Key Controls)

The Keys Pop-Up window contains all of the key-range key-switch mapping settings. You can assign overlapping or independent key-ranges for each of the two layer modules, shift the root note for either module to any key you wish and turn on/off the Selector keyswitches or move the key-switch blocks around on the keyboard. To display Kontakt's Keyboard window, click on the keyboard icon button at the top of Kontakt's main program window.

RANGE 1 & RANGE 2

These controls set the active key range for the first layer (left side). Each range is fully independent and can overlap the other. The **dark blue** range shows the current playable note range for layer module 1. The **light blue** range shows the current playable note range for layer module 2.

If Layers 1 and 2 overlap, then that section of the keyboard will be colored in **yellow**. If either layer's Selector menu is set to - **-Off-**, then the key-range for that layer will not be displayed on the Keyboard.

The root note for each module is set by the **Pitch** knobs for that layer. The current roots for both layers are show as single inverted black/white keys.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

KEYSWITCH 1 & 2

You can use the Layer 1 key-switches to change the current sound loaded into Module 1 selection menu. The key-switches are arranged to match the Selector menu ordering. The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches. The Kontakt keyboard view displays a **green** keyrange for the Layer 2 selector key-switches.

Use the red On buttons to turn the key-switches on or off for each layer. When the key-switches for either layer are turned off, the key-switches for that layer are no longer displayed on the keyboard.

To change the location of the keyswitches for each layer, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time. Each layer's keyswitches are moved as a unified block of notes. If the keyswitches overlap any of the assigned playable note range,

"ARP" ARPEGGIATOR SYSTEM

The "ARP" pop-up panel contains our own custom meta-arpeggiation system, also dubbed the "Uberpeggiator" in some of our libraries. It allows you to create, save and load your own rhythmic step sequences and simulate complex single-stroke roll patterns, supporting both cross-key and autonomous single-key ("Easy Roll") modes.

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

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs
Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting
This sets the direction of the up or down repeats.

Rhythm
This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch
Sets the pitch up or down in quartertone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in realtime allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu
This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "*As Played*" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing
This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration
This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Key Selector Knob
Binds the **scale** to a specific key.

Scale Selector
Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button
Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer
This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset
This button resets all steps in the graph to a default value of 0 blank).

Steps
This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off
The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save
This "disk" icon button allows you to save your Arp panel settings.

Load
This "folder" icon allows you to load previously saved Arp panel settings.

DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

Effect Types & Controls

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DYNAMICS (COMPRESSOR)

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

DRIVE (DISTORTION)

The Drive FX module features a variety of distortion types: Distortion, Skreamer, Tape Saturator and De-Rez effect (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) controls the amount of bit crushing and sample rate reduction that the Lo-Fi effect applies.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

AMP SIMULATOR

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp simulator.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

SPEAKER CAB SIMULATOR

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual microphone and speaker cabinet.

Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

CONVOLUTION REVERB

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DELAY

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

INSTRUMENT PRESETS

** Please note that all presets listed are designed to be used with the full retail version of Kontakt 5.1.0 or higher. These presets do not work with the free "Kontakt Player".

Riq Drum All Megamixer.nki
This main preset includes 56 different Riq, Daf and "Baby Riq" articulations, including finger, hand and mallet strikes, sustaining shake rolls, single shakes, palm bass bends and other classic and specialty articulations. Use the 8 megamixer modules to create your own custom combos and drum kits. Only your selected articulations will be loaded into ram, so it is very resource efficient. See Page 4 for details.

Riq Drum Ensemble All.nki
This main preset includes 56 different Riq, Daf and "Baby Riq" articulations, including finger, hand and mallet strikes, sustaining shake rolls, single shakes, palm bass bends and other classic and specialty articulations. All of the articulations are arranged over a wide playable keyrange, so you can play them all together. This preset includes a huge amount of sample data, so it requires a significant amount of ram. See Page 5 for details.

Riq Drum Ensemble Baby.nki
This preset is an ensemble bank of 11 different "Baby Riq" articulations. This is actually a pair of baby toys (frame drum and egg shakers) that we've combined to make a tiny playable version of a riq drum. Captured with the same care and quality as the other instruments in this library, this actually provides a unique and quite useful set of complimentary articulations that work well with the other sounds. See Page 5 for details.

Riq Drum Ensemble Daf.nki
This preset is an ensemble bank of 24 different Greek Daf articulations. We recorded mallet, bone, palm and finger strikes, shakes, bends and rattles. See Page 5 for details.

Riq Drum Ensemble Riq.nki
This preset is an ensemble bank of 21 different Egyptian Riq articulations. We recorded brush, hotrod, bone, palm and finger strikes, shakes, bends and rattles. See Page 5.

Riq Drum Tuned Dual Layer Baby.nki
This features all of the "Baby Riq" articulations, selectable individually to allow chromatically tuned playing over the whole midi key range, allowing a blend of 2 customizable sonic layers. See Pages 6-7 for details.

Riq Drum Tuned Dual Layer Daf.nki
This features all of the Daf articulations, selectable individually to allow chromatically tuned playing over the whole midi key range. See Pages 6-7 for details.

Riq Drum Tuned Dual Layer Riq.nki
This features all of the Riq articulations, selectable individually to allow chromatically tuned playing over the whole midi key range. See Pages 6-7 for details.

AMBIENCE PRESETS

A selection of tonal ambient sounds made from the source material. Because they share a common sonic root with the percussion instruments, these make ideal textural accompaniment for the library, or they can be used on their own in any number of creative and musical ways.

Note: In the original version of this library, these sounds were mapped non-chromatically and they featured automatic resonant low-pass filtering, tied to the modwheel (CC1). In this new version of the library, we've separated each ambience to allow it to be played chromatically, independently selected with the Selection menu and mixed with any other ambient layer, using our dual-layer blending system. You can also choose to take advantage of the filter sweeping option by going to the FX Rack panel and turning the **Filter** button on. When enabled in these Ambience instrument presets, the filter frequency knob is automatically controlled by the modwheel (Midi CC1). You can also bypass or change that assignment to any other CC# you wish.

Riq Drum Ambiences - Dafmosphere.nki
This preset contains a selection of 17 evolving atmopsheres, each derived from this library's source recordings.

Riq Drum Ambiences - Riquidrone A.nki
This preset contains a selection of 20 ambient drones and pads, each derived from this library's source recordings.

Riq Drum Ambiences - Riquidrone B.nki
This preset contains a selection of 21 ambient drones and pads, each derived from this library's source recordings.

Riq Drum Ambiences - Riquidrone C.nki
This preset contains a selection of 20 ambient drones and pads, each derived from this library's source recordings.

Riq Drum Ambiences - Riquidrone D.nki
This preset contains a selection of 13 ambient drones and pads, each derived from this library's source recordings.

SOUNDIRON
SOFTWARE LICENSING AGREEMENT

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