ABOUT THE INSTRUMENT

Tablas is a deeply multi-sampled tablas library with a wide selection of live dynamic performance phrases. The tabla is a popular Indian percussion instrument used in the classical, popular and devotional music of the Indian subcontinent and in Hindustani classical music. This library was recorded with tabla master and jazz percussionist Sameer Gupta. Tablas 2.0 comes with an arsenal of new features and a highly-customizable GUI that allows you to shape the live performance phrases in your own way.

You'll also find a broad set of special effects, tuned melodic programs and mutations, as well as a mighty set of brand new ambient drones, pads, and soundscapes crafted and sculpted from the heavily manipulated raw source recordings. We covered every classical tabla articulation and a variety of variants and creative alternatives for maximum flexibility. Tablas is perfect for soundtracks, production music, and much more.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The main master **Tablas** preset contains all the multi-samples in the library and a host of powerful expression features. There are 4 independent sound layers, each with a full set of parameters that can be linked, automated and customized. These include swell, attack, start offset, release (with pad-mode), vibrato, filter, coarse and fine pitch, sound bank selection, and crossfader assignment.

Next, we used various sound-design tricks to morph the sounds from our journey into tonal and dissonant pads, synth-tones and ambient dreamscapes. You'll find these in the Layer 3 (Ambience) sound menu. They can be played by themselves, or used to add texture and body to the primary sounds in Layers 1 and 2. Lastly, the Sub-Synth layer is a basic synthesizer with 10 shapes that can be added for transient and tonal support.

In the advanced settings pull-down window, you'll also find an adaptable per-layer LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 lowpass, high-pass and FX filters, with assignable modulation targets such as velocity, mod-wheel, expression, after-touch, key position and step-sequencer table control.

Our customizable arpeggiator features a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration. We've also included a key and scale lock system that allows you to constrain your notes to a wide variety of common scales and keys for easy melodic composition and live performance.

The **Tablas Loops** preset contains over 1,350 loops ranging from 70 bpm to 165 bpm. The built-in loop browser lets you quickly preview loops, filter your search by tempo and you can even star your favorite loops for instant recall. Once you load your loops into the slot grid, you can tweak each loop down to the individual transient slice with playback direction, tempo-sync or beat-mode, normal timing, ½-time or double-time, slice order, ADSR and custom step-automation sequencing for volume, pitch, pan, filter cutoff and resonance parameters that you can freely draw with your mouse. This special preset also gives you unique effects for each loop slot, featuring Bus Comp., Distortion, EQ, Limiter, Lo-Fi, Rotator, Saturation, Stereo Modeler, Transient Master, and Delay and Reverb Sends.

The built-in modular FX rack window offers 18 different DSP effect modules that you can assign in any of 10 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes **99** of our own convolution reverb impulse presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with **40** unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

For non-Kontakt users, we've named each WAV file clearly by category and keywords and organized them by category for easy browsing and direct use in cinematic sound design, video games and media post-production work.

TABLAS

Version 2.0

- 2 master NKI instrument banks in open Kontakt format
- Complete collection of multi-samples and multi-tempo loops
- 20 Ambience patches created from the source content
- 20 Custom Sound-Designed FX and Ambient presets
- 3,703 stereo samples
- 3.53 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive multi-layer user interface controls, with LFO, filter, and arpeggiator.
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 5.8 or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Komplete Kontrol and the "Add Library" import feature do not support this library. Windows 7 (or later) or macOS 10.9 (or later) is required.

CREDITS

Documentation	**Production & Recording**	**Scripting & Systems Design**
Gregg Stephens	Mike Peaslee	Chris Marshall
Sound Design	**Artwork & GUI Design**	**Editing & Mapping**
Nathan Boler Craig Peters Mike Peaslee	Spencer Nunamaker	Mike Peaslee Nathan Boler

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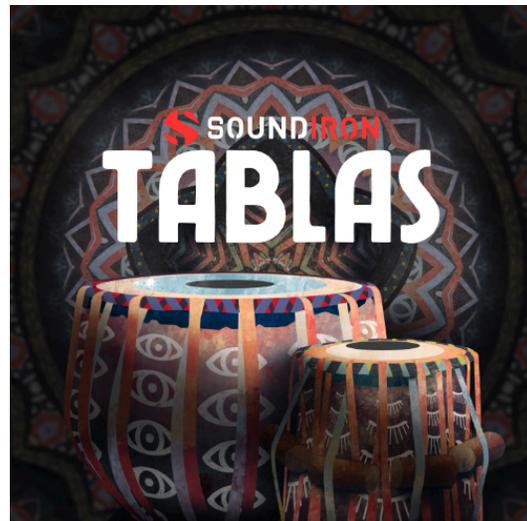
SYSTEM REQUIREMENTS

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt "nki" instrument presets, you'll need to own the full retail version of Native Instruments **Kontakt 5.8** or later. You cannot use this library in the free Kontakt Player. Please be aware that the free Kontakt "Player" is not a full retail version of Kontakt and does not support this library. Please read all specifications and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. You must have at least **Windows 7** or later, or **Apple macOS 10.9** or later.

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or macOS) with at least 3GB of system RAM, a multi-core CPU and a 7200 RPM SATA or solid state hard drive before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

KONTAKT NKI PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick-load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. If you're new to the Quick-load system, check out the Help area of our website and our YouTube channel for tutorial videos on how to use it effectively and conveniently.

Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view.
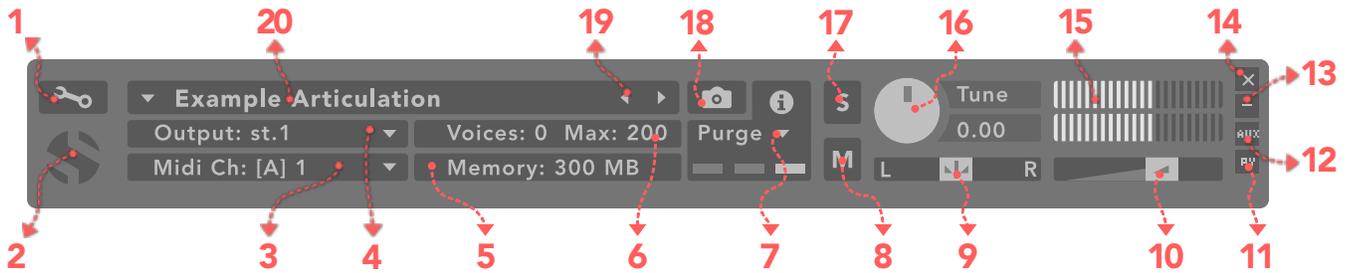
The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any additional activation or unlocking process.

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.

1. Open Instrument Editor
Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

2. Close Main Control Area
Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

3. MIDI Input
Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

4. Output
Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (press F2).

5. Memory Use Display
This displays the amount of system RAM used by the samples and other data required by this instrument.

6. Voice Count / Max Limit
Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

7. Purge
This menu allows you to purge samples from RAM or reload them.

8. Mute
This mutes the instrument.

9. Pan Slider
This pans the output left or right in the stereo field.

10. Main Volume Slider
This controls the output volume for the instrument.

11. Performance View
This button collapses the "Performance View" to only show the instrument header bar, as seen above.

12. Auxiliary Sends
This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

13. Minimize All
This collapses the entire instrument UI down to a thin strip.

14. Close Button
This closes and removes the instrument from the rack.

15. Signal Meters
This displays the current signal level during playback.

16. Tune Knob
This controls the global pitch by semitone increments up to +/-36. Hold the shift key down while dragging the knob to adjust pitch in 1-cent (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17. Solo Button
This solos the instrument and mutes all others.

18. Snapshots
This allows you to save and load snapshot presets for this instrument. Click the "i" button to close.

19. Previous / Next Preset
These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

20. Preset Name
This shows the currently loaded preset name.

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1. Advanced Control Tab

Click on this pull-down tab to open the advanced control window for access to the LFO, Filter and Arpeggiator systems (See pages 8 and 9).

2. Layer Select

This selects a layer's controls for editing. The lower control area displays the knobs and control settings for the currently selected layer. However, if the selected layer has its lock engaged, any changes to the knobs will effect all other locked layers as well.

3. Layer Activate

This enables a layer to play. Each layer can be independently enabled or disabled, allowing up to 4 layers to play at once.

4. Layer Lock

This links the (Swell, Attack, Offset, Release, Vibrato and Filter settings for all layers that have their lock button activated. Changing the knob values for one layer applies the same change to all other locked layers. This setting doesn't effect the Invert Swell, Release Mode, Filter Type, Pitch or Articulation Selection Menu settings for each layer.

5. Swell Knob

This controls the volume of the layer, with smooth real-time tonal and dynamic attenuation.

6. Volume Display

This shows/hides the knob-control-value displays below the knobs when they are not needed.

7. Attack Knob

This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

8. Offset Knob

This cuts into the sample start, allowing sample playback to skip past the beginning of the sound. You can use this to make the sound more pad-like or to remove hard transient starts, especially when combined with the Attack knob. It's also great for creating glitchy effects.

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9. Release Mode

This is mainly used for sustaining articulations and long notes. In Normal mode, notes fade out quickly as soon as they're released. In Pad mode, the range of the Release knob is multiplied, allowing much longer fade-out times. This control is independent of the layer lock function.

10. Release Time Knob

This controls the duration of the release. Lower values cause the sound to fade out more quickly after a note is released, while higher values fade the sound out more slowly.

11. Vibrato Knob

This applies basic vibrato to the sound. It is separate from the LFO controls in the Advanced Control window.

12. Pan Knob

This controls the pan, allowing you to spatialize the sound to your liking between the left and right channels.

13. Pitch Coarse & Fine

These nested knobs control semitone and cent tuning for the current layer. The outer knob shifts the pitch in semitone increments by up to +/- 36 semitones. The inner knob shifts the pitch in cent (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves, create chords with other layers or fine-tune the sound of each layer. This control is independent of the layer lock function.

14. Pitch Display Values

These read-outs show the pitch of the current layer in semitone and cent +/- offset values. The upper box shows semitone value of the outer pitch knob. The lower box shows the cent value for the inner pitch knob. A value of 0 will play the articulation at its natural pitch at middle C. A value below 0 means that the sound has been pitched down, while a value above 0 means the sound is pitched up. This control is independent of the layer lock function.

15. Select Articulation

This allows you to choose the articulation for the current layer. Each layer has its own independent menu. The articulation menus are not effected by the layer lock function.

16. X-Fade Assign Buttons

These buttons assign the currently selected Layer to the X-Fade slider. This allows you to create custom combinations of layers which you can easily and smoothly crossfade between.

17. Articulation Next/Previous

These buttons allow you to quickly and easily jump to the next or previous articulation for the current layer.

18. X-Fade Slider

This smoothly crossfades between layers A and B. Drag the glowing indicator horizontally to blend between layers. Note that this will have no effect on layers that are assigned to "none" in the X-FADE ASSIGN section for the layer.

19. Sub-Synth Layer Select

This selects the synthesizer layer, with a choice of 6 basic synthesizer waveform shapes. The sub-synth layer can be used to add bass, reinforce the tone of percussive and atmospheric sounds and to create new sonic combinations with other layers.

Tips

Offset allows sample playback to start later than the sample's beginning, which means playback can begin in the middle of a waveform. This naturally can cause a pop or snap to occur. When using the offset control, we recommend also adjusting the Attack to prevent popping, unless you would like to create sharp, glitchy effects.

Layering: You can create unique musical and tonal combinations by combining different articulations from multiple layers. We love experimenting with creative control settings, like pitching one layer up or down an octave to create octave layering, or using the sub synth layer to reinforce note tonality or extreme bass presence.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (macOS) on the articulation menu. Or you can open the Auto" browser panel on the left side of Kontakt, then click on an Midi CC or Host Automation ID number you wish to assign to a control and drag it onto the knob, menu or button in the UI that you wish to automate. In fact, nearly every control and menu can be automated with either of these same methods.

TABLAS

SOUNDIRON

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the Pull-down tab's down-arrows at the top of the UI. It contains the per layer LFO, Filter and Apreggiation systems. The global Keyswitches button turns off all keyswitches, allowing you to access a greater range of playable notes. This is disabled by default. The global Purge Unused Samples unloads all samples for layers that are currently turned off.

LFO

LFO button
This engages the LFO system.

Waveform buttons & menu
Click the shape buttons or use the down-arrow menu to choose an LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth and Random.

Target menu
Use this to assign the LFO to these parameters: Volume, Bass, Treble, Pitch, Pan, Filter Resonance and Frequency.

LFO lock button
This locks the LFO speed to your DAW's tempo when Kontakt's BPM "EXT" button is off. If the EXT button is on, this will lock to Kontakt's internal BPM setting.

Time / Beat knob
This controls the speed of the LFO. When locked, the Beat knob selects note length values. When unlocked, the speed is measured in milliseconds.

Intens. knob
This controls the intensity of the LFO oscillation.

Fade knob
Use this to fade in the oscillation after the note starts.

FILTER

Filter button
This engages the Filter system.

Type menu
Select from 13 different filter types with this menu.

Source menu
Select from 12 different sources for the filter with this menu, or set it to none.

Step sequencer table
Adjustable from 2 - 32 steps by either clicking the number to the right to type in a value or clicking on the number and dragging it up or down. This table is only active when Target is set to Graph Frequency or Graph Resonance. The table plays from left to right.

Reso. knob
This controls the amount of resonance applied to the filter.

Freq. knob
This sets the cut-off frequency for the filter in each source window.

Invert button
This button inverts the action of the filter modulation.

Continued on next page...

SCALE LOCK

Lock button

Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and be sloppy if you'd like!
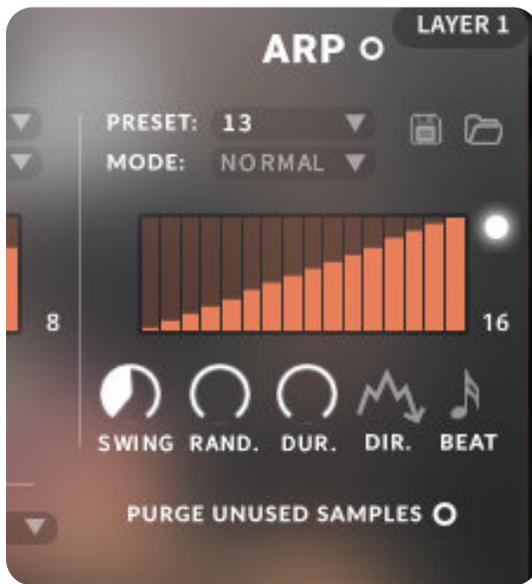
Key menu

This menu selects the key that you wish to constrain all incoming midi notes to.

Scale menu

This menu lets you select from a variety of scales, in the key that you have selected.

ARPEGGIATOR

The "ARP" section lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the radio button next to the ARP label.

Preset menu

This menu controls the Arpeggiator hold mode.

• Normal 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.

Table Steps value

This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

SWING knob

This adds pre-beat or post-beat swing to the arpeggiated rhythm.

ARP button

This turns the arpeggiator on and off.

Preset menu

Use this menu to select and load any of our factory arpeggiator presets.

Save button

This "disk" icon button allows you to save and export your ARP settings to an nka preset file.

Load button

This "folder" icon allows you to import and load your previously saved Arp panel settings from an nka file.

Velocity Graph table

Use the graph to draw the velocity for each step in your desired arpeggio sequence. The table plays from left to right. The button on the right enables the graph. When this graph is off, the pattern will use the velocities of the incoming midi notes as you play.

RAND. knob

This knob applies natural variability to the speed and velocity values.

DUR. knob

This allows the duration of notes to be shortened or extended without changing the overall timing.

DIR. knob

The Direction menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the DIR. menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the "Learn Midi CC# automation" pop-up button and move the midi controller that you wish to assign.

BEAT menu

This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

TABLAS

SOUNDIRON

The top **Loop Slots** area includes 48 slots that you can load loops into. Each slot has persistent settings, including per-slice parameters, time/tempo sync engine and timing options, slot order, filter settings, ADSR envelope controls and access to the Loop FX chain, Browser window and selectable FX. Check out the following pages for detailed descriptions for each control and menu. There are special keyswitches that you can also use with this preset to control loop selection, playback and individual slice triggering.

LOOP CONTROLS

This area includes the main waveform display, slice parameter graphs, value displays and the loop browser controls.

These settings are saved with the loop, allowing each loop to have its own persistent settings.
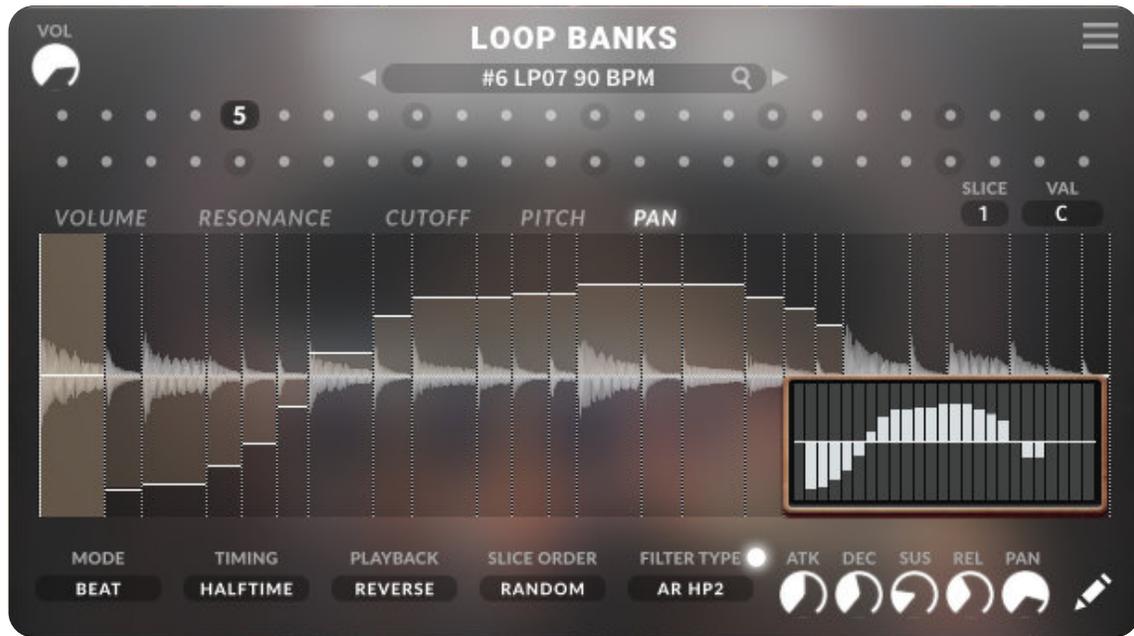
VOL knob
This controls the volume of the currently loaded loop.

WAVEFORM window
This displays the waveform for the current loop and allows you to select individual slices of the beat.

VOLUME step sequencer graph button
This shows the volume graph in the Waveform window.

RESONANCE step sequencer graph button
This shows the filter resonance graph in the Waveform window.

CUTOFF step sequencer graph button
This shows the filter frequency cutoff graph in the Waveform.

PITCH step sequencer graph button
This shows the pitch graph in the Waveform window.

PAN step sequencer graph button
This button shows the pan graph in the Waveform window.

VALUE display
This shows the current slice value for the currently shown parameter graph (Volume, Pitch, Pan, Cutoff, Resonance).

SLICE Number
This display shows the currently selected slice number.

QUICK DRAW button
This opens the quick draw graph for the current parameter.

QUICK DRAW graph
This pop-up window lets you quickly draw across all steps for the current parameter graph with your mouse.

NEXT/PREVIOUS LOOP arrows
These left and right arrow buttons let you load the next or previous available loop.

BROWSER menu button
This button shows you the currently loaded loop. Clicking it opens up the loop browser window. **See Page 13 for details.**

LOOP SLOTS grid
This preset grid includes 48 loop slots that you can load with any of the many loops included in the Browser's loop list. To change the loop assignment for one of the slots, click on the slot number and then choose a new loop from the Browser.

MACRO menu
This menu provides several time-saving macros:
- **Fill All Slots Randomly** assigns a random loop to all slots.

- **Randomize Slice Volume** applies random Volume values to all of the slices in the current loop slot.

- **Randomize Slice Pitch** applies random Pitch values to all of the slices in the currently loaded loop slot.

- **Randomize Slice Pan** applies random Pan values to all of the slices in the currently loaded loop slot.

- **Randomize Slice Cutoff** applies random Filter Cutoff values to all of the slices in the current loop slot.

- **Randomize Slice Resonance** applies random Resonance values to all slices in the currently loaded loop slot.

MAIN LOOP CONTROLS

This part of the GUI includes the loop engine playback options, filter, effects, and ADSR controls.
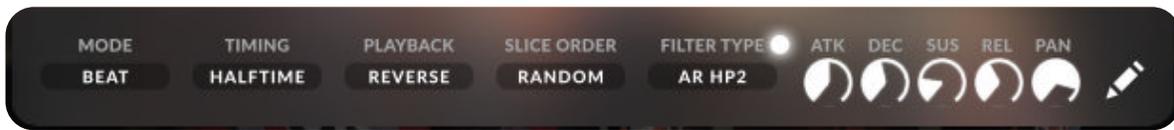
BEAT / SYNC tempo lock mode switch
This selects the Kontakt tempo-syncing engine mode to use.

• **Sync** mode stretches slices based on the tempo, so there are no gaps between slices. This works best for complex rhythms and tempos slower than the original loop tempo. However, using this mode with rhythmically simple loops and tempos more than 25% slower or 10% faster than the natural loop tempo are likely to result in glitches, stuttering effects and other unpredictable results. It also requires more system resources.

• **Beat** mode separates slices and locks them to tempo without changing the speed of each slice. This works best for simple rhythms at tempos close to the original loop tempo. However, complex loops and tempos more than 10% slower or faster than the natural tempo are likely to result in uneven or unpredictable results. This can work well for simple rhythms at tempos close to the original loop tempo. However, rhythmically complex loops and tempos more than 10% slower or 25% faster than the natural loop tempo are likely to produce undesirable results.

TIMING menu
This menu selects a time signature multiplier, to set loop playback to half-time, regular time and double-time modes.

PLAYBACK DIRECTION switch
This controls sample playback direction. FWD lays the sample in the normal forward direction. REV plays the loop audio back in reverse.

SLICE ORDER menu
This menu selects slice playback order, allowing you to play slices from first-to-last, last-to-first or in random order.

FILTER ON / OFF button
This radio button turns the loop filter on or off.

FILTER TYPE menu
You can choose between 12 filter types to apply to the loop.

LOOP SETTINGS MACRO menu
This menu provides several time-saving macros:

• **Copy Options** copies all of the Loop engine, filter and time settings.

• Once you Copy Options and then select another loop in the Loop Slots grid, a **Paste Options** item will appear in the macro menu, allowing you to paste your copied settings from one loop to another.

• **Copy Options To All Slots** lets you apply your current loop settings to all Loop Slots.

• **Reset Options** returns the current loop to default.

ATTACK knob
This knob controls Attack for the slices in the current loop.

DECAY knob
This knob controls Decay time for the slices in the loop.

SUSTAIN knob
This knob controls the Sustain level for the current loop.

RELEASE knob
This knob controls the slice Release time for the loop.

PAN slider
This controls the stereo pan position for the slices in the current loop.

ADSR macros *(in Loop Browser Menu)*
The Loop Browser menu also features these time-saving macros for ADSR controls:

• **Copy ADSR** copies all of the Loop ADSR settings.

• Once you Copy ADSR and then select another loop in the Loop Slots grid, a **Paste ADSR** item will appear in the macro menu, allowing you to paste your copied ADSR knob values from one loop to another.

• **Copy ADSR To All Slots** lets you apply your current loop ADSR knob values to all Loop Slots.

• **Reset ADSR** returns the current loop ADSR values to default.

LOOP BROWSER

The Tablas Loops preset features over 1300 loops in a range of different tempos. The Loops Browser makes it easy to quickly preview and search for loops by any of the 12 tempos from 70 to 165. You can also mark loops as favorites for easy recall. To open the Loop Browser, click on the magnifying glass or the name of the currently selected loop just below the "**LOOP BROWSER**" label.
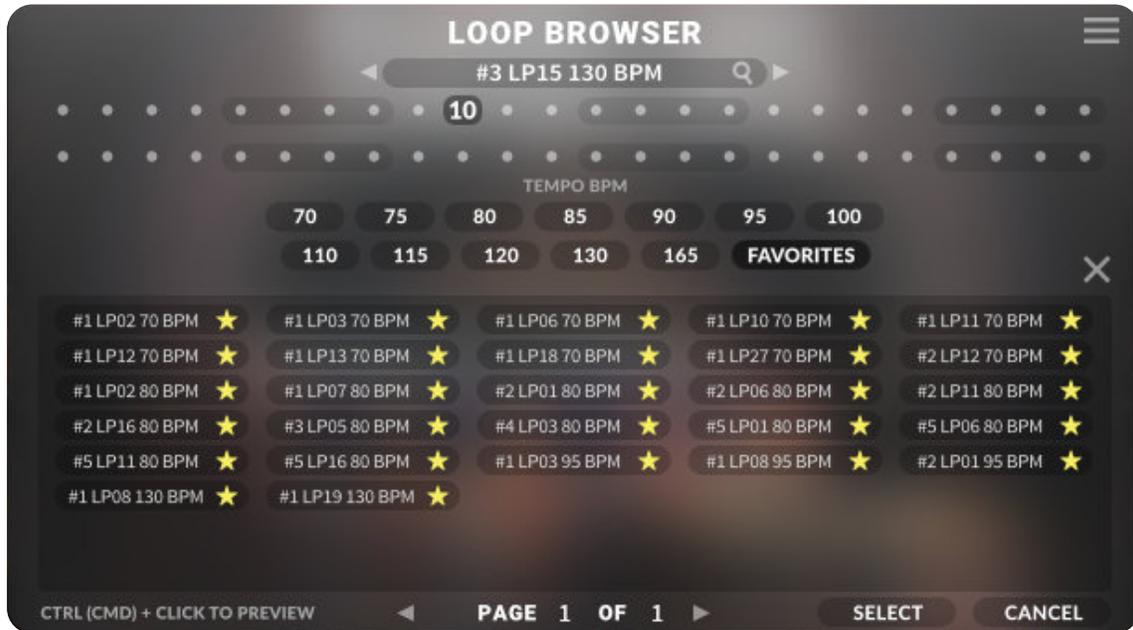
ROOT TEMPO FILTER TAG buttons
These tag buttons allow you to filter the displayed loops down to specific tempos from 70 bpm to 165 bpm.

LOOPS list window
This list shows all available loops, depending on the filter settings. The first value in the loop's name is the loop number. The last value is the bpm.

PREVIOUS / NEXT Page arrow buttons
These buttons let you skip between pages in the browser.

SELECT button
This loads the currently selected Loop into the currently selected Loop Slot. This will automatically exit the Loop Browser.

CANCEL
This closes the Browser window without changing the current Loop Slot's loop selection. You can also close the Loop Browser by clicking on the **X** on the right side above the Loops List window.

ADD-TO-FAVORITES star button
Click this to add the loop to your Favorites list for easy recall.

LOOP FX CONTROLS

The Loops presets includes the LOOP FX area that allows you to apply various effects to each individual loop slot. You can choose any effect for the first 6 slots in the FX chain. Simply click on the tab and choose from the drop-down list to select the effect type you wish to plug into that slot. To turn the effect on or off, click the radio button.

BUS COMPRESSOR button
Clicking this tab shows the Bus Compressor controls. Turning on the radio button activates the effect.

- **Threshold knob -** This adjusts the signal threshold needed before compression is applied.
- **Ratio knob -** This controls the ratio of gain added or removed based on incoming signal level above the threshold.
- **Attack knob -** This controls the compressor attack speed once signal exceeds the threshold
- **Release knob -** This controls the release speed once signal drops below the threshold.
- **Makeup knob -** This adjusts the additional make-up gain to add to the output after compression is applied
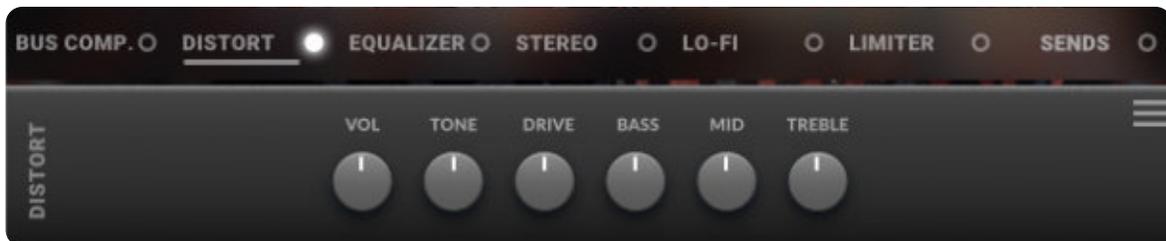
DISTORTION button
Clicking this tab shows the Distortion controls. Turning on the radio button activates the effect.

- **Volume knob** - This sets the overall output volume.
- **Tone** - This sets the overall signal tone.
- **Drive -** This knob controls the amount of gain added.
- **Bass, Mid & Treble knobs** - These knobs control the low, mid and high frequency gain.
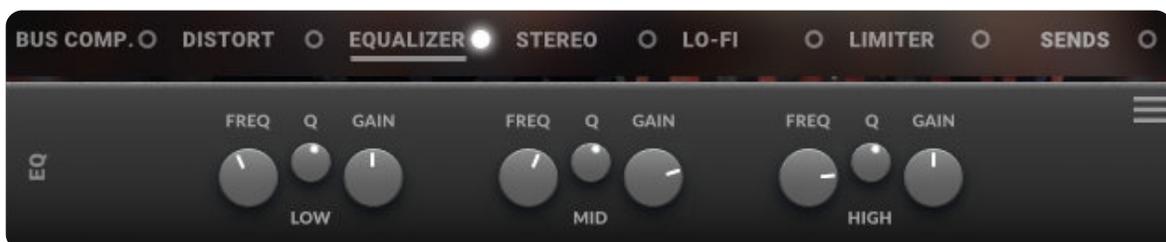
EQ button
Clicking this tab shows the EQ controls. Turning on the radio button activates the effect.

- **Low, Mid and Hi Frequency knobs -** These control the center frequency of the low, mid and high frequency EQ bands.
- **Low, Mid and Hi Q knobs -** These control the bandwidth of the low, mid and high frequency bands.
- **Low, Mid and Hi Frequency Gain sliders -** Use these to adjust the level of the low, mid and high EQ bands.

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LOOP FX CONTROLS

ROTATOR button

Clicking this tab shows the Rotator controls. Turning on the radio button activates the effect.

• **Speed -** This knob toggles between fast & slow speaker cabinet rotation speeds.
• **Hi Acceleration -** The high frequency acceleration rate.
• **Lo Acceleration -** The low frequency acceleration rate.
• **Balance -** Controls the low/high frequency balance.
• **Distance -** Use this knob to adjust the simulated distance between the speaker and the microphone.
• **Mix** - This sets the overall wet/dry mix.

LO-FI button

Clicking this tab shows the Lo-Fi controls. Turning on the radio button activates the effect.

• **Bits knob -** This sets the level of bit depth reduction.
• **Sample Rate knob -** This sets the level of sample rate quality reduction.
• **Noise knob-** This knob adds noise to the signal.
• **Color knob -** This knob adjusts tone brightness and apparent fidelity.
• **Output knob** - This sets the overall output volume.

LIMITER button

Clicking this tab shows the Limiter controls. Turning on the radio button activates the effect.

• **In Gain -** This sets the signal input level.
• **Release -** This sets the limiter release time.
• **Output -** This sets the signal output level.

SATURATE button

Clicking this tab shows the Saturation controls. Turning on the radio button activates the effect.

• **Sat. -** This sets the amount of saturation.
• **Output -** This sets the signal output level.

STEREO button

Clicking this tab shows the Stereo controls. Turning on the radio button activates the effect.

• **Spread -** This sets the width of the stereo field.
• **Pan -** This adjusts the panning of the stereo field.
• **Output -** This sets the signal output level.

T.MASTER button

Clicking this tab shows the Transient Master controls. Turning on the radio button activates the effect.

• **Input -** This sets the signal input level.
• **Att -** This controls the attack of the volume envelope.
• **Sus -** This controls the sustain of the volume envelope.
• **Output -** This sets the signal output level.

SENDS button

Clicking this tab shows the Send FX controls, which include Delay and Convolution Reverb. Turning on the radio button activates the effect.

Delay
• **Delay send knob -** Controls how much dry signal is sent to the effect.
• **Time knob -** This controls the echo rate. In sync mode, it changes time signature by note divisions.
• **Damp knob -** This controls high frequency roll-off **Pan knob** - This controls the left-right ping pong effect.
• **Feedback knob** - This controls delay loop feedback
• **Return knob -** This adjusts the wet signal output level.

Reverb
• **Reverb send knob -** Controls how much dry signal is sent to the effect.
• **Delay knob -** This sets the pre-delay level.
• **Size knob -** This controls the room size.
• **Color knob -** This controls reverb tone.
• **Damp knob** - This controls high frequency roll-off.
• **Return -** This adjusts the wet signal output level.

KEYBOARD DISPLAY

The Kontakt presets display colored keys in Kontakt's keyboard view panel. To show the keyboard view, press F3 or click the window menu at the top of Kontakt. This key coloring is also shown in Native Instruments' Komplete Kontrol software and all S-Series Keyboards and other NKS Standard compatible software and hardware.

STANDARD & AMBIENCE PRESET KEYS

1. Articulation/Sound Keyswitches

Pressing one of these red keys will change currently selected articulation or sound, visible in the drop-down menus.
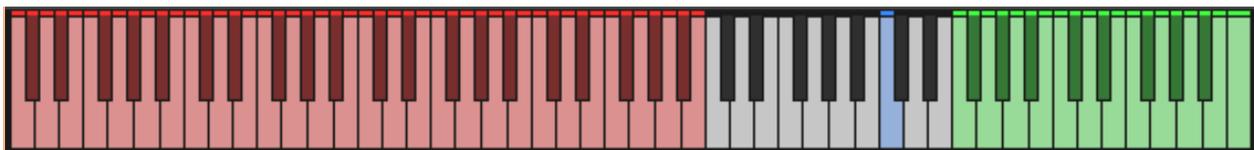
2. Playable Keys

These blue keys are the standard playable keys.

3. Root Key

This turquoise key represents a given sounds natural root. The playable range above and below is stretched from this point. *Note: This is only available in the certain tuned articulations.*

LOOPS PRESET KEYS

1. Articulation/Sound Keyswitches

Pressing one of these red keys will change currently selected loop slot, visible in the loop slot system above the waveform.

2. Play Loop Key

The blue key will trigger playback of the currently loaded loop.

3. Slice Keys

These green keys allow you to play individual slices of the currently loaded loop. They are sequential, left to right.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 18 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.

FX CHAIN PRESETS

Select Preset menu
This menu lets you select from any of our stock presets and any custom presets you create.

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

Fade knob
Use this to fade in the oscillation after the note starts.

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

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

Descriptions and control definitions for all effect modules are on the next 4 pages...

JUMP

Power Button
Toggles the effect on/off.

Boost Button
Boosts the incoming signal strength.

Drive Knob
Controls the amount of gain added.

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

Tone Knob
Shapes tone brightness.

Vol Knob
Sets the overall output volume.

DISTORTION

Power Switch
Toggles the effect on/off.

Drive Knob
Controls the amount of gain added.

Damping Knob
Shapes tone brightness.

Output Knob
Sets the overall output volume.

DELAY

Power Switch
Toggles the delay on and off.

Sync Button
Syncs the rate to your BPM.

Rate Knob
Controls the echo rate. In sync-mode, it changes by note divisions.

Pan Knob
Controls the left-right ping pong effect.

Damping Knob
Controls high frequency roll-off.

Mix Knob
Adjusts the wet/dry output mix.

REVERB

Power Button
Toggles the effect on/off.

Type Menu
Selects the environment category.

Lopass Knob
Controls high-frequency roll-off.

Impulse Menu
Selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Hipass Knob
Controls low frequency cut-off

Size Knob
Controls the reflection decay time.

Mix Knob
Adjusts the wet/dry output mix.

AMP

Power Button
Toggles the effect on/off.

Drive Knob
Controls the amount of gain added.

Bass, Mid, & Treble Knobs
Controls the low, mid and high frequency gain.

Volume Knob
Sets the overall output volume.

TRANSIENT MASTER

Power Button
Toggles the effect on/off.

Attack Knob
Controls amount of signal boost/cut from attack transient.

Sustain Knob
Controls sustain volume following a transient.

Tone Knob
Shapes the brightness of the tone.

Gain Knob
Controls the amount of gain added.

CABINET

Power Button
Toggles the effect on/off.

Model Menu
Selects the model of speaker to simulate.

Damping Knob
Shapes tone brightness.

Output Knob
Sets the overall output volume.

FILTER

Power Button
Toggles the effect on/off.

Type Button
Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob
Controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob
Controls the amount of resonance added at the cutoff or peak node.

Gain/Size Knob
Controls signal pass-through level.

FLANGER

Power Button
Toggles the effect on/off.

Sync Button
Synchronizes the rate to your BPM.

Rate Knob
Controls the mod rate in ms or by note if Sync is on.

Feedback Knob
Adjusts the amount of feedback.

Phase Knob
Controls the phase.

Depth Knob
Controls the depth of the sweep.

COMPRESSOR

Power Button
Toggles the effect on/off.

Threshold Knob
Adjusts the signal threshold needed before compression is applied.

Ratio Knob
Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob
Controls compressor attack speed once signal exceeds threshold.

LO FI

Power Switch
Toggles the effect on/off.

Bits Knob
Sets the level of bit depth reduction.

Sample Rate Knob
Sets the level of sample rate quality reduction.

Noise Knob
Adds noise to the signal.

PHASER

Power Switch
Toggles the effect on/off.

Sync Button
Synchronizes the rate to your BPM.

Rate Knob
Controls the mod-rate, in ms or note values if Sync is on.

Feedback Knob
Adjusts the amount of feedback

ROTATOR

Power Switch
Toggles the effect on/off.

Speed
Toggles between cabinet rotation speeds.

Size Knob
Adjusts the simulated size of the speaker cabinet.signature by note divisions.

Output Knob
Sets the overall output volume.

SKREAMER

Power Switch
Toggles the effect on/off.

Drive Knob
Controls the amount of gain added.

Tone Knob
Sets the overall signal tone.

Bass & Bright Knobs
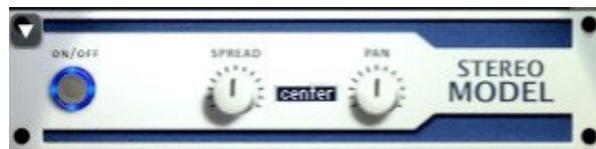These control low & high frequency gain.

STEREO MODEL

Power Switch
Toggles the effect on/off.

Spread Knob
Controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.

Color Knob
Adjusts tone brightness and apparent fidelity.

Vol Knob
Sets the overall output volume.

Phase Knob
Controls the phase center.

Depth Knob
Controls the depth of the phase sweep.

Mix Knob
Adjusts the wet/dry output mix.

Air Knob
Adjusts the simulated distance between the speaker and microphone.

Clean Knob
Sets the amount of clean signal pass-through.

Output Knob
Sets the overall output volume.

Pan Knob
Sets the final left-right stereo pan direction of the processed signal.

EQ

Power Switch
Toggles the effect on/off.

Low, Mid and Hi Frequency Gain sliders
These adjust the level of the low, mid and high EQ bands.

Low, Mid and High Frequency Knobs
These control the center frequency of the low, mid and high frequency EQ bands.

CHORUS

Power Switch
Toggles the effect on/off.

Sync Button
Synchronizes the rate to your BPM.

Rate Knob
Controls the mod-rate, in ms or note values if Sync is on.

Phase Knob
Controls the phase.

Depth Knob
Controls the depth of the chorus sweep.

Mix Knob
Adjusts the wet/dry output mix.

TAPE SATURATOR

Power Switch
Toggles the effect on/off.

Gain Knob
Controls the amount of gain added.

Warmth Knob
Adds tonal warmth

Rolloff Knob
Controls high frequency attenuation.

Volume Knob
Controls the overall output level.

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Thanks from the whole Soundiron team!