SACRED UNDERWORLD PERCUSSION

Temple Drums is a multi-sampled hall percussion library recorded in an underground stone-walled chamber. We recorded a variety of solo drum and bell articulations from a close, wide mic position to capture a crisp, tight, bright and lush sound. The library includes bass drum, large floor tom, rack toms, bongos, snare drums, djembe, doumbeks, frame drum, large Tibetan hand cymbals, Tibetan copper bell and 36" gong. Sourced from a variety of regional and ethnic origins, these drums and bells give you a broad selection of tones to work with a wide range of musical styles.

This standard open-format Kontakt library is perfect for light to "epic" cinematic drum arrangements, concert percussion, tribal and ethnic drum tracks, drum replacement and orchestral percussion. Each articulation is sampled with up to 12 round robin variations per velocity layer, with multiple velocity layers to provide exceedingly natural and aggressively dynamic performances. The library also includes a wide variety of single-shot tom and bass drum riffs, flams, fills and rolls for dramatic effect. With a clear, present and punchy sound, they can be layered easily with other percussion elements and libraries.

We've also included 42 dark sound designed ambiences, atmospheres, and sustaining pads to provide tonal leads and background textures. They can be used with the drums or in any other sonic application you wish. Each one has been hard-crafted by our team, using the raw drum and bell source recordings, as well as a variety of environmental field recordings. They create an ideal accompaniment to this library.

The library comes equipped with flexible control features, like attack, release, transient offset, dynamic swelling, filter type selection, resonant filter sweep and a robust Arpeggiator system that provides a full range of custom dynamic arpeggiation modes and step sequencer pattern creation options. There's also a complete DSP effects rack, including convolution reverb with dozens of unique spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms and plenty of otherworldly FX impulses to fully explore and endless variety of strange and unexpected sonic manipulations.

SOUNDIRON

TEMPLE DRUMS

- 6 powerful open-format Kontakt .nki instrument presets
- 1414 Samples
- 2.57 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Bright, lush-sounding close-mic hall percussion
- Bonus Pads, Leads and Atmospheres
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: The full version of **Kontakt 5.5** or later is required for all instrument presets in this library. The free Kontakt "Player" and Libraries rack do not support this library. Windows 7 (or later) or OSX 10.8 (or later) is required.

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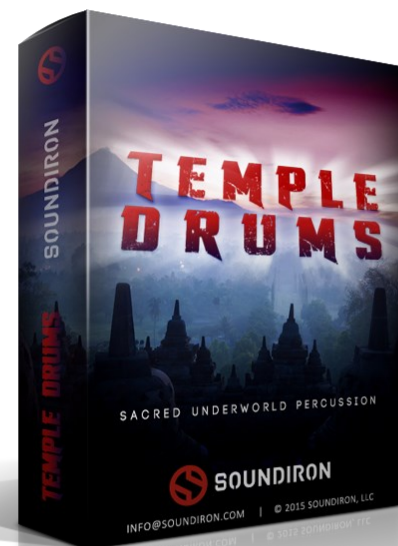Systems Design & Scripting
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Format

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.

If you wish to use the optional Kontakt "nki" instrument presets, you'll need to own the full retail version of Native Instruments **Kontakt 5.5 or later.** 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 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. **You must have at least Windows version 7 or later, or Apple OSX 10.8 or later.**

Fidelity

This library was recorded in a number of different indoor and outdoor environments, out in the elements and often in uncontrolled conditions. You may hear ambient noises, such as wind, wildlife, creaks, thuds, cracks and roomtone in the background in some samples, depending on the recording location and subject matter being recorded. Our goal is to preserve and accentuate the natural human qualities in our instruments without overly sterilizing the recordings.

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.

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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 do not support many types of common rar files.

Kontakt 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.

Please allow any current preset to finish loading completely before loading a new one. You can't 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.

KONTAKT INTERFACE (PERCUSSION & SUSTAINS)

The Kontakt presets contain a variety of customizable control settings. To view the playable key range of the currently loaded set of samples, click Kontakt's keyboard display button at the top of the main Kontakt program window. The playable range is colored Blue on the keyboard. Key-switches are colored red. To assign any knob, button or menu to a midi CC, right-click on the knob or on the menu's label and select "Learn MIDI CC# Automation". Then move your desired midi controller to assign 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.

Attack - (CC 74)
This controls the attack envelope, for transient control.

Release - (CC76)
This controls the release fade time. Low settings shorten the note. High settings let notes sustain longer.

Edge - (CC78)
This offsets the playback start position, allowing you to cut into the sound. Trying using it with various Attack settings.

Filter - (CC71)
This adjusts resonant low-pass filter cut-off frequency.

Filter Selector Menu
Click on the "Filter" label below the knob to select a filter type. Once you make a selection, the filter type will briefly appear under the knob.

Jitter - (CC72)
This knob activates the LFO effect, which can range from mild vibrato to intense ring modulation.

Swell - (CC73)
This knob controls dynamics, allowing you to smoothly crescendo and decrescendo your note intensity.

SOUND Menu
This menu lets you select from the available kits or sounds included in each preset. When a kit or sound set is selected from the menu, you can see the active sample trigger keys displayed in **Blue** in Kontakt's internal keyboard display window. You can change the currently selected kit or sound bank by using the **Red** key-switches, located at the very bottom of the midi key range.

KEY-SWITCHES Menu
This lets you move the menu selection key-switches to a different location on your keyboard. Press the SET button and then play a midi note to move the bottom key-switch to that location. The other switches will move with it.

The colored keys are visible while Kontakt's keyboard window is open or when using Native Instruments' Komplete Kontrol "Light Guide" enabled keyboards. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking the "Sound" label or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

ARP (Arpeggiator System)
The Arpeggiator control panel is located on the right side of the UI. Learn more about the ARP system on the next page.

ARPEGGIATOR

The Kontakt presets include a dynamic arpeggiation system with a number of different playback options.

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 with 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.

Off	Up	Down

Up-Down	Down-Up	EZ Roll

Random	As 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

Quarter	Triplet	8th

8th Triplet	16th	16th 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

Mode

This knob 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 to the left of it to add or subtract the number of steps.

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.

Number Of Steps

Save Table Sequence

Save your custom sequences as nkp 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 (nkp presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets.

Save   Load

Swing

This knob sets the amount of swing in the arpeggiation.

Random

This knobs allows a variable amount of timing randomization between arpeggiation steps to allow a more humanized feel.

KEY-SWITCHES

You can change the Sound menu selection by using midi key-switches. Simply play the lowest midi keys to switch between different Sound menu items. One key is assigned to each menu item. Open Kontakt's keyboard display window to see the active key-range of each Sound menu item (**BLUE keys)** and the Sound menu item selection key-switches (**RED keys)**.

You can change the midi key range starting note location of the key-switches by pressing the SET button and then playing a midi note, or by typing in a new bottom midi note name or number in the key-switch note range box.

To open the keyboard window, press the "**Keyb**" button in the main Kontakt header bar.

KONTAKT INSTRUMENT PRESETS

Temple Drums All Ensemble.nki

This master preset includes all of the multi-sampled percussion sound sets mapped in whole-steps across the midi key range, with bass drums, snares, toms, djembe, frame drum, doumbek, Tibetan cymbals, bells, gong, sticks and bass/tom drum fills and rolls.

There are a total of 36 individual articulations included in this preset. You can also use the menu or key-switch C#-2 to activate all of the drum fills, rolls and one-shot effects.

Temple Drums Bells.nki

This preset includes all of the bell and gong sounds.. The main menu item includes all of the cymbal, bell and gong sound sets. Use the additional menu items to select individual cymbal, bell and gong articulations, pitched chromatically over the full key range to allow tuned percussion style performances.

There are a total of 9 individual articulations included in this preset, in addition to the all-in-one preset. You can use the "**Sound**" menu or key-switches from C-2 — A-2 to switch between them.

Temple Drums Deep.nki

This preset includes all of the bass drum, low tom, djembe, doumbek and frame drum multi-sampled strikes. The main menu item includes all of the low drums. Use the additional menu items to select individual drum articulations, pitched chromatically over the full key range to allow tuned percussion style performances.

There are a total of 13 individual articulations included in this preset, in addition to the all-in-one preset and 4 categories of one-shot drum fills and rolls. You can use the "**Sound**" menu or key-switches from C-2 — F-1 to switch between them.

KONTAKT INSTRUMENT PRESETS

Temple Drums High.nki

This preset includes all snare, bongos, high drum, stick and rim clack multi-sampled strikes. The main menu item includes all of the high drums. The other menu items select individual drum articulations, pitched chromatically over the full key range to allow tuned percussion playing.

There are a total of 14 individual articulations included in this preset, in addition to the all-in-one preset. You can use the key-switches from C-2 — D-1 to switch between them.

Temple Of Dune.nki

26 dark atmospheric and ambient sustaining pads for underscoring, sound design and tonal synth sounds. The main preset includes all of the sounds, with one sound per key. The other presets focus on each sound, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 26 individual ambiences included in this preset and an all-in-one preset. Use key-switches from C-2 — C#0 to switch between them.

Temple Zephyrs.nki

This preset includes 16 dark atmospheric and ambient sustaining pad presets that can be used for underscoring, sound design or as semi-melodic synth sounds. The main preset includes all of the sounds, with one sound per key. The other presets focus on each sound, pitched chromatically over the whole tuned range to allow melodic and pitched playing.

There are a total of 16 individual ambiences included in this preset, in addition to the all-in-one preset. You can use the key-switches from C-2 — D#-1 to switch between them.

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

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 Hi Gain 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 dimensions of the simulated speaker.

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.

TEMPLE DRUMS

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TEMPLE DRUMS

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THANK YOU

Thank you for buying the Temple Drums hall percussion multi-sample library by Soundiron, programmed for Native Instruments' Kontakt. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

Thanks!

Mike, Gregg, Chris and Spencer

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WWW.SOUNDIRON.COM