ABOUT

Voice Of Wind: Adey is the first volume in our modular female solo vocal series Voices Of Wind. Each volume focuses on a new vocalist with a distinct creative style and comes complete with a full package of vital chromatic and melodic articulations that sound great and are easy and convenient to use in any music or video production project that comes your way. This edition focuses on the ethereal and soulfully nuanced mezzo-soprano voice of singer-songwriter Adey Bell. Her rich, nimble and dusky vocal character effortlessly fuses classical, pop, folk, blues, lounge and jazz vocal styles.

PREMIUM SAMPLE CONTENT

This 2.6 GB library includes 3,114 samples, featuring sustain, staccato (8x round-robin) and true legato chromatic articulations for 6 core vowels: Ah, Eh, Ee, Mm, Oh and Oo. It also includes over a thousand live dynamic, melodic phrases organized by mood, key and tempo. This huge collection of live phrases are divided into 100bpm and 140bpm tempos for both Bright and Dark categories, as well as a special 120bpm Hummed category. We've also included 20 sound-designed custom FX and ambient presets to expand your creative palette.

It all comes together in a complete, efficient and deeply-refined toolbox of chromatic articulations and powerful melodic elements with tempo-synching and key options, all built into a flexible, full-featured user interface. We recorded Adey in a dry studio environment, using a high dynamic range, large-diaphragm Neumann studio microphone and Sound Devices preamps to get maximum detail, clarity, and fidelity without the noise. We've also included all phrases and breaths in unlocked 24-bit / 48kHz pcm wav format audio samples allowing you to load them directly into in any DAW or other wav-compatible software you wish.

CREATIVE CONTROL FEATURES

As always, we've packed our custom user interface with lots of great sound-shaping controls that give you the flexibility to warp the shape in many ways. You have control over Volume Swell, Attack, Release, Transient Offset, Vibrato, Filters, Tuning, articulation switching, cross-fading and layering, and so much more. You'll also find an adaptable 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.

You can also use our customizable arpeggiator, with 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 user interface controls are rounded-out by our modular FX rack window, with 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 response presets. Each one was captured live in a real-world location. We captured a huge variety of different rooms, halls, chambers and outdoor environments, along with an additional 40 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility. We hope you enjoy!

This library is Made for the free Kontakt Player and full edition of Kontakt, so anyone can use it. You can also add it to the Libraries rack and if you're a Komplete Kontrol user, this library is built and encoded for the Native Instruments NKS Standard, so you can use this library with all S-Series keyboards and Maschine hardware. Voice of Wind - Adey owners are also automatically eligible for a big discount on a cross-grade to the full edition of Kontakt. Click here for details!

ADEY BELL

The multi-talented Adey Bell is an American vocalist, pianist, film composer, and actor. Born under the "Big Sky" of Montana, her music reflects this expanse. As a singer-songwriter, she blends classically influenced piano composition with raw lyrical reflective intimacy.

Adey's independent career over the last decade began with her debut album, Rogue. Released in 2011, it was followed by Vesica, in August 2013. Her third release Silver Wheel was released in 2018.

For the last ten years, her one-woman show has been adored at venues throughout the US. Adey is the star of and composer for the feature film "The Last Avatar" from Sacred Mysteries via Gaia TV. In addition to her stunningly soulful, angelic voice and unreal piano chops, Adey's repertoire of soul-stirring, deliciously composed originals make her impossible to classify.

*"Adey's music is a collection of masterworks, songbooks from the other side. It is music for uncovering the lost pieces of yourself." - **Alexander Niver***

"I have a deep passion for the reclamation of Women's Wisdom, Blood and the cycles of life. It is leading edge of consciousness on Earth and the only path to continuing our species on this planet. My own painful life experience taught me how to honor and listen to my body's wisdom and the wisdom of our intelligent planet. My specialty as a musician and healer is in the realm of the psyche. I observe and study the archetypes and stories behind our actions and manifestations. Some of my music expresses the woman's journey through some of the most trying times of her life. It is a conversation about living in modern times as an ancient soul, remembering us all into being. It is a musical Remembering of who She is."

Visit Adey's website to catch her next concert, listen to her latest album Silver Wheel, featuring her ensemble Venus Exalted at https://www.oracle88.com/

Voice of Wind Adey

SOUNDIRON

SOUNDIRON

Voice of Wind Adey

- Vowel Sustains, Staccatos, Vocal SFX and True Legato
- Live Phrases sorted by Song and Key with a powerful Phrase Sequencer
- 32 Powerful Kontakt Player .nki instrument presets
- 3,114 Stereo Samples (includes 1,013 phrases and breaths in unlocked wav format)
- 2.6 GB Installed
- 24-bit, 48 kHz Stereo Lossless NCW Format for Kontakt presets
- A flexible, intuitive user interface with pro features and deep customizability.
- Modular Rack Multi-FX, including convolution reverb with dozens of Room, Hall and Special Effect Acoustic Environments.

Note: Native Instruments Kontakt Player or Kontakt (full version) required, version **6.0.4** or later. Windows 7 (or later) or macOS 10.12 (or later) is required..

TABLE OF CONTENTS
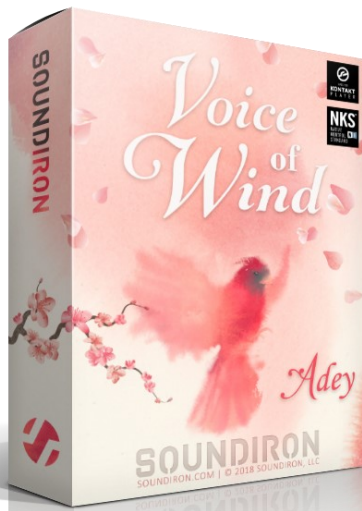
This library has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 6.0.4 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt "Libraries" browser. It requires online serial number registration through Native Instruments' Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying Voice of Wind - Adey also automatically qualifies you for a great cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 6.0.4 or later**, or the full retail version of **Kontakt version 6.0.4 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or macOS 10.12 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 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 older machines and audio devices.

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results.

Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

LIBRARY ACTIVATION

1. If you don't already have Kontakt 6 or the Kontakt Player installed, download the Free Kontakt Player (WIN / macOS) from the Native Instruments website. You need Kontakt or Kontakt Player version 6.0.4 or later to use this library:

https://www.native-instruments.com/en/ products/komplete/samplers/kontakt-6-player/

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

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

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

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

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quick-Load or Database browser windows in Kontakt, or through the main File load/save menu.
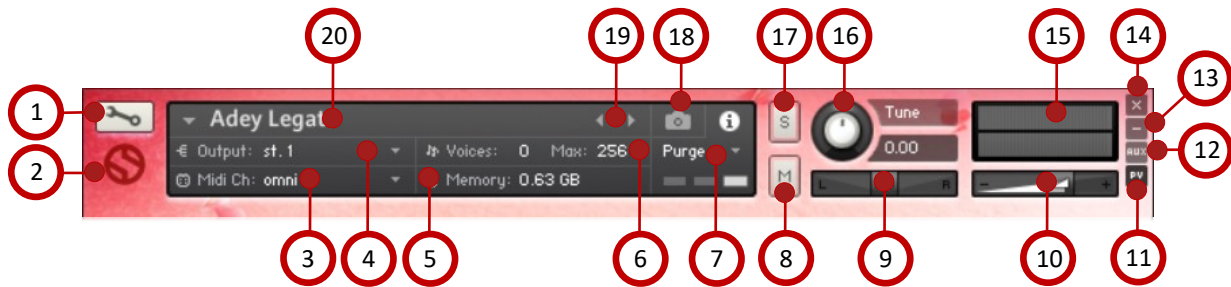
8. Please allow any current preset to finish loading completely before loading a new one.

Voice of Wind Adey

SOUNDIRON

KONTAKT INSTRUMENT HEADER

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

1 - OPEN INSTRUMENT EDITOR button
Click on this to view and edit the internal settings and programming of this instrument. Be careful making internal changes unless you're an experienced Kontakt user, as changes here can easily disable the entire instrument.

2 - CLOSE MAIN CONTROL AREA button
Click the S icon to collapse the "Performance View" and just show the Kontakt instrument header bar, as seen above.

3 - MIDI INPUT menu
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 menu
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 AND MAX LIMIT values
This displays the number of voices currently playing on the left and the maximum number of voices that can play before voices are automatically culled. High voice counts can slow down your CPU and cause crackling, popping and other issues. The safe number of voices will vary greatly based on other programs running, the core count and speed of your CPU, available ram, hard drive speed and other factors.

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

8 - MUTE button
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 button
This button collapses the "Performance View" to just show the instrument header bar, as seen above.

12 - AUXILLARY SENDS button
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 button
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 METES
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 cents (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17 - SOLO button
This solos this instrument and mutes all others in the rack.

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

19 - PREVIOUS / NEXT PRESET buttons
These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've change 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 value
This shows the currently loaded preset name.

USER INTERFACE

The main user interface features a complete set of articulation controls for sustains, staccato and true legato.

1 - VOWEL drop-down menu
This allows you to choose the articulation for the current layer. In sustain, legato and staccato presets, you can select from several common vowel sounds. In the phrase presets, this selects phrase banks for different key sets or song sets. You can also use the red "sound ksw" keyswitches range to select different menu items. These customizable keyswitches are mapped by default to the lowest midi octave. (see #13)

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

3 - 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.

4 - LEGATO knob
This controls the speed of the legato transition when legato is turned on. Lower values result in a slower legato interval transitions.

5 - LEGATO button
This turns the legato system on and off. Be careful using legato while the Release Mode button is off (see #10).

6 - VIBRATO knob
This applies basic simulated vibrato to the sound.

7 - BEND knob
This controls the intensity of pitch bending during legato transitions. Higher values produce an exaggerated glissando effect.

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.

9 - AUTOPAN button
When activated, this spreads notes across the stereo field to allow chords to sound more expansive. With just one note held, the sound is centered, but as notes are added, they're positioned in increasingly wider stereo locations.

10 - RELEASE MODE button
When activated, notes fade out quickly as soon as they're released. When turned off, the instrument is in Pad mode, and the Release knob range is multiplied, allowing much longer fade-out times.

11 - 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. When combined with high attack knob settings, this can result in long, atmospheric pad-like sounds that fade in and fade out slowly.

12 - PURGE UNUSED SAMPLES button
This checks the currently loaded articulation and purges any sample data from unused articulations. When this option is activated, it disables the Vowel menu selection keyswitches, because sample reloading cannot be safely triggered in real-time while notes are playing.

13 - SOUND KSW text box
This displays the key assignments for the Vowel menu selection keyswitches. The note name on the left can be double clicked and typed in (using note name or midi key number) or you can use the small arrow icons in the middle of the text box to adjust the starting note. The number on the right (the highest keyswitch) automatically adjusts, based on the lowest keyswitch and total number of available items in the Vowel menu.

14 - WAVEFORM window
This window displays the sample waveform. A vertical playback position cursor shows you progress as a sound is playing. When multiple notes are played at the same time, the last-played sample will be displayed.

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.

Automation: You can automate layer articulation selection changes in real-time by Right-Clicking (PC) or Command-Clicking (OSX) 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.

Voice of Wind Adey

SOUNDIRON

USER INTERFACE

The Phrase presets contain an adjustable and customizable phrase sequencer. This system allows you to sequence any 32 phrases for the currently selected song category and trigger them using the master Sequencer keyswitch. This advances playback through your sequence, based on the "Sequencer Flow" setting you've chosen from the menu. You can add or remove steps with the "Steps" value field and jump forward or backward between steps with the "Current Step" knob. You can also shorten the start position (The waveform window's "S" Marker & "Start" knob) and duration (The waveform window "E" marker and "End" knob) of each phrase to play specific sections of a phrase. You can even load and save your own custom sequence presets using the Save and Load icon buttons.
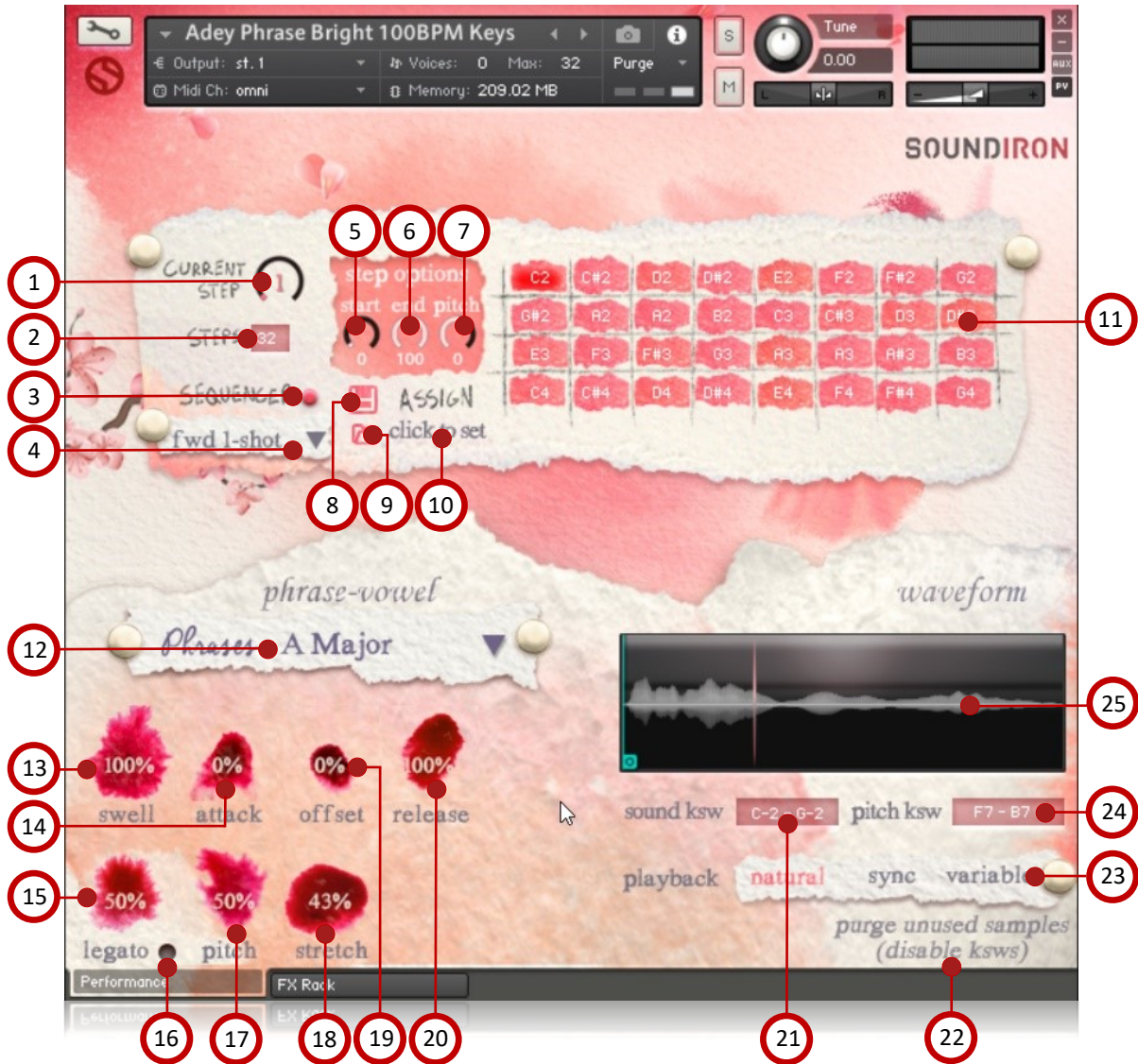
1 - CURRENT STEP knob
This knob sets the current sequence step that will play when the Master Trigger Key is played. You can also click on a step in the sequencer grid to select it for playback or editing.

2 - STEPS value field
This sets the total number of sequence steps in the grid. You can type in a number up to a max of 32 steps.

3 - SEQUENCER button
This enables/bypasses the Sequencer panel. When the Sequencer is disabled, the pink "Sequence key" (B4) will be disabled and appear as an empty (white) key.

4 - DIRECTION menu
This menu determines the direction of the step sequencer playback order as the Master Trigger Key is pressed each time. Your options are:

- **FWD 1-Shot** single play-through with continuous playback of all steps while the trigger key is held, flowing left to right in the sequence.

- **FWD Loop** continuously loops through the sequence from left to right as long as the trigger key is held down.

- **FWD Step** advances by a single step with each trigger key press for more controlled playback.

- **BWD 1-Shot** single play-through with continuous playback of all steps while the trigger key is held, flowing from right to left, top to bottom.

- **BWD Loop** continuous looping right to left while the trigger key is held down.

- **BWD Step** single play-through with continuous playback of all steps while the trigger key is held, flowing right to left in the sequence.

- **Random** random playback as long as the trigger key is down.

- **Knob Follow** will only play the step that matches the knob value at any given time. Use this option if you wish to automate the playback sequence by attaching a CC or host envelope to the Current Step knob.

5 - STEP START knob
This knob sets the Phrase Start Marker and determines where the sample will start, measured as a percentage of total sample duration. It is linked to the interactive "S" marker in the waveform display.

6 - STEP END knob
This knob sets the Phrase End Marker and determines where the sample will end, measured as a percentage of total sample duration. It is linked to the interactive "E" marker in the waveform display.

7 - STEP PITCH knob
This knob sets the pitch for each step.

8 - SAVE SEQUENCE button
This button lets you save your current step sequence to an nkp file on your hard drive.

9 - LOAD SEQUENCE button
This button lets you load a previously saved step sequence from an nkp file on your hard drive.

10 - ASSIGN PHRASE button
This controls the

11 - SEQUENCER GRID table
This controls the

12 - VOWEL drop-down menu
This allows you to choose the articulation for the current layer. In sustain, legato and staccato presets, you can select from several common vowel sounds. In the phrase presets, this selects phrase banks for different key sets or song sets.

You can also use the red "sound ksw" keyswitches range to select different menu items. These customizable keyswitches are mapped by default to the lowest midi octave. (see #13)

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

14 - 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.

15 - LEGATO knob
This controls the speed of the legato transition when legato is turned on. Lower values result in a slower legato interval transitions.

16 - LEGATO button
This turns the phrase legato system on and off.

17 - PITCH knob
This shifts the pitch of the phrase up or down in semitone increments.

18 - STRETCH knob
This controls the amount of time stretching effect, allowing you to compress or extend the duration and speed of a phrase. This control is only active when the Playback selector is in "Variable" mode. (see #23)

19 - 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.

20 - 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. When combined with high attack knob settings, this can result in long, atmospheric pad-like sounds that fade in and fade out slowly.

21 - SOUND KSW text box
This displays the key assignments for the Vowel menu selection keyswitches. The note name on the left can be double clicked and typed in (using note name or midi key number) or you can use the small arrow icons in the middle of the text box to adjust the starting note.

The number on the right (the highest keyswitch) automatically adjusts, based on the lowest keyswitch and total number of available items in the Vowel menu.

Voice of Wind Adey

SOUNDIRON

22 - PURGE UNUSED SAMPLES button
This checks the currently loaded articulation and purges any sample data from unused articulations. When this option is activated, it disables the Vowel menu selection keyswitches, because sample reloading cannot be safely triggered in real-time while notes are playing.

23 - PLAYBACK MODE selector
This 3-way selector switch lets you choose the sample playback engine mode: Natural, Sync and Variable. **Please note:** Using extreme BPM, Pitch or Stretch settings can cause glitches and other audio artifacts due to natural limitations of Kontakt's internal time-stretching algorithm.

- In **Natural** mode, samples play back at their original pitch and speed. When the pitch is increased, playback speed increases and when the pitch is decreased, playback speed slows down.

- In **Sync** mode, the sample is automatically stretched to match your DAW's current tempo or Kontakt's internal tempo setting. If the pitch is changed, sample playback speed remains constant.

- In **Variable** mode, the sample is can be manually stretched by using the Stretch knob. If the pitch is changed, sample playback speed remains constant.

24 - PITCH KSW text box
This displays the key assignments for the Pitch knob keyswitches. These allow you to shift the phrase up or down by up to 3 semitones in realtime. The note name on the left can be double clicked and typed in (using note name or midi key number) or you can use the small arrow icons in the middle of the text box to adjust the starting note.

The number on the right (the highest keyswitch) automatically adjusts, based on the lowest keyswitch. These 6 green keyswitches are shown on Komplete Kontrol keyboards and in the virtual keyboard view in Kontakt. center green key returns sample playback pitch to default.

25 - WAVEFORM window
This window displays the sample waveform. A vertical playback position cursor shows you progress as a sound is playing. When multiple notes are played at the same time, the last-played sample will be displayed.

Voice of Wind Adey

SOUNDIRON

KEY COLORING

The "Show Keyboard" button in Kontakt will show the virtual keyboard displaying the different key colors. When using Komplete Kontrol instead of Kontakt, with a Komplete Kontrol keyboard, the keys of your Komplete Kontrol keyboard will display the corresponding colors. You can open the keyboard in Kontakt by pressing F3.
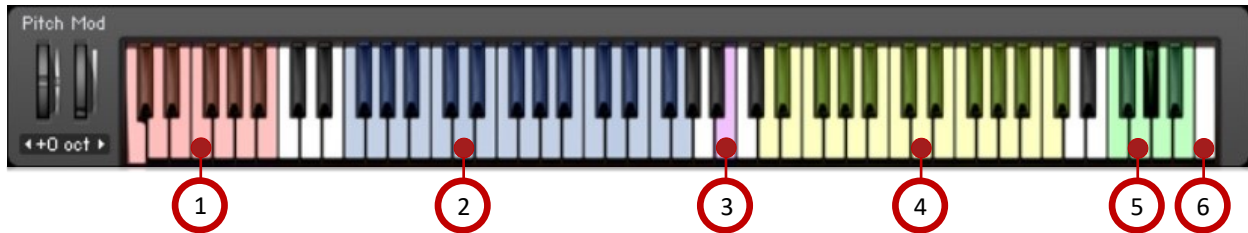
1 - SOUND KSW keys
The red keys load articulations or phrase sets in the main vowel selection menu, with the total number of available phrase keys depending on the number of options in the drop-down menu. These keyswitches are available in all presets.

2 - PHRASE keys
The blue keys trigger individual phrases, with the total number of available phrase keys depending on the phrase set you have selected in the main phrase-vowel drop-down menu. These are only in the phrase presets.

3 - SEQUENCE key
The pink key advances the phrase step sequence grid by one step and triggers the phrase assigned to it. The direction of the sequence depends on the step menu selection. These are only in the phrase presets.

- If you keep this key held down in **Forward 1-shot** mode, it will play one step after another from left to right, starting from the currently selected step and ending at the bottom far right step, before stopping.

- In **Forward Loop** mode, it will wrap back around to the first step after reaching the last step.

- In **Forward Step** mode, it will only play the next step to the right, before stopping even if the key is held down.

- In **Backward 1-shot** mode, it will play one step after another from right to left, starting from the currently selected step and ending at the top far left step, before stopping.

- In **Backward Loop** mode, it will wrap back around to the last (bottom right) step after reaching the first (top left) step.

- In **Backward Step** mode, it will only play the next step to the left, before stopping even if the key is held down.

- In **Random mode**, it will randomly skip between different steps continuously, as long as the key is held down.

- In **Knob Follow** mode, the Current Step knob controls which step plays next. This allows you to automate the knob by assigning it to a midi CC (ctrl+click for PC, cmd+click for Mac). You can sequence or record your knob automation in your DAW midi piano roll editor to pre-record knob positions to trigger specific sequencer steps when you want them to play. The advantage of using the sequencer for this purpose rather than the individual phrase keys is that you can assign different sample start point, end point and pitch shift values to each step, independently of any other step in the sequence.

4 - BREATH keys
The yellow keys trigger a variety of natural breath samples. These can be used to add life and realism to your performance, either as breaths in between phrases or wherever breathing sound effects are needed. These are only in the phrase presets.

5 - PITCH keys
The green keys shift the playback pitch up or down by up to +/- 3 semitones. The center green key returns sample playback pitch to default. These are only in the phrase presets.

6 - EMPTY keys
The non-colored keys on the keyboard are empty, unmapped keys and produce no sound.

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.

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 switch - Toggles the amp simulation on and off.

Boost button - This boosts the incoming signal strength.

Drive knob - This controls the amount of gain added.

Tone knob - This shapes tone brightness.

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

Vol knob - This sets the overall output volume.

DISTORTION

Power switch - Toggles the distortion on and off.

Drive knob - This knob controls the amount of gain added.

Damping knob - This shapes tone brightness.

Output knob - This sets the overall output volume.

DELAY

Power switch - Toggles the delay on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping knob - This controls high frequency roll-off

Pan knob - This controls the left-right ping pong effect.

Feedback knob - This controls delay loop feedback

Mix knob - This adjusts the wet/dry output mix.

REVERB

Power switch - Toggles the convolution reverb on and off.

Type menu - This menu selects the environment category.

Impulse menu - This menu selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Size knob - This controls the reflection decay time.

Lopass knob - This controls high frequency roll-off.

Hipass knob - This controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power switch - Toggles the amp on and off.

Drive knob - This controls the amount of gain added.

Bass, Mid & Treble knobs - These knobs control the low, mid and high frequency gain.

Volume knob - This sets the overall output volume.

Voice of Wind Adey

SOUNDIRON

TRANSIENT MASTER

Power button - Toggles the dynamic processor on and off.

Attack knob - This controls the amount of signal boost or cut for the note attack transient.

Sustain knob - This controls the sustain volume following a transient, shaping the fullness of the sound.

Gain knob - This controls the amount of gain added to the output signal.

CABINET

Power switch - Toggles the speaker simulation on and off.

Model menu - Selects the model of speaker to simulate.

Size knob - Controls the simulated size of the speakers.

Air - Use this to adjust the simulated distance between the speaker and the microphone.

Treble & Bass knobs - These adjust the level of the low and high EQ bands.

Output knob - This sets the overall output volume.

FILTER

Power button - Toggles the filter on and off.

Type menu - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk knob - This controls the filter cutoff and/or peak frequency.

Resonance/Sharpness knob - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size knob - This controls signal pass-through level.

FLANGER

Power switch - Toggles the flanger on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This controls the phase.

Depth knob - This controls the depth of the sweep.

Mix knob - This adjusts the wet/dry output mix.

COMPRESSOR

Power switch - Toggles the compressor on and off.

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.

Voice of Wind Adey

SOUNDIRON

LO FI

Power button - Toggles bit destruction on and off.

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.

PHASER

Power Button - Toggles the phaser on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This knob controls the phase center.

Depth - This controls the depth of the phase sweep.

Mix knob - This adjusts the wet/dry output mix.

ROTATOR

Power Button - This turns the rotating speaker effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the distortion effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain

Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the stereo image effect on and off.

Spread - This knob controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.

Pan - This knob sets the final left-right stereo pan direction of the processed signal.

Voice of Wind Adey

SOUNDIRON

EQ

Power button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain sliders - Use these to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency knobs - These control the center frequency of the low, mid and high frequency EQ bands.

CHORUS

Power Button - Toggles the effect on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Phase knob - This controls the phase.

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

Mix knob - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power button - Toggles the effect on and off.

Gain knob - This controls the amount of gain added.

Warm knob - This allows you to add tonal warmth

Rolloff knob - Controls high frequency attenuation.

Volume knob - This knob controls the overall output level.

SOUNDIRON
END USER LICENSING AGREEMENT

SOFTWARE LICENSE AGREEMENT
By purchasing and installing the product, you the Customer accept the following product terms.

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

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

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

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

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

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

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

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

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

Voice of Wind Adey

SOUNDIRON

THANKS FROM THE WHOLE SOUNDIRON TEAM!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living-breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make your composition and sound design work a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at **support@soundiron.com**!

CREDITS

Performance
Adey Bell

Production & Recording
Gregg Stephens
Mike Peaslee

Editing & Mapping
Mike Peaslee
Nathan Boler
Chris Marshall
Corrina Chang
Spencer Nunamaker
Craig Peters
Tabitha Hsia
Itai Matos

Scripting & Systems Design
Chris Marshall

Artwork and GUI Design
Spencer Nunamaker

Documentation
Mike Peaslee
Gregg Stephens

SOUNDIRON