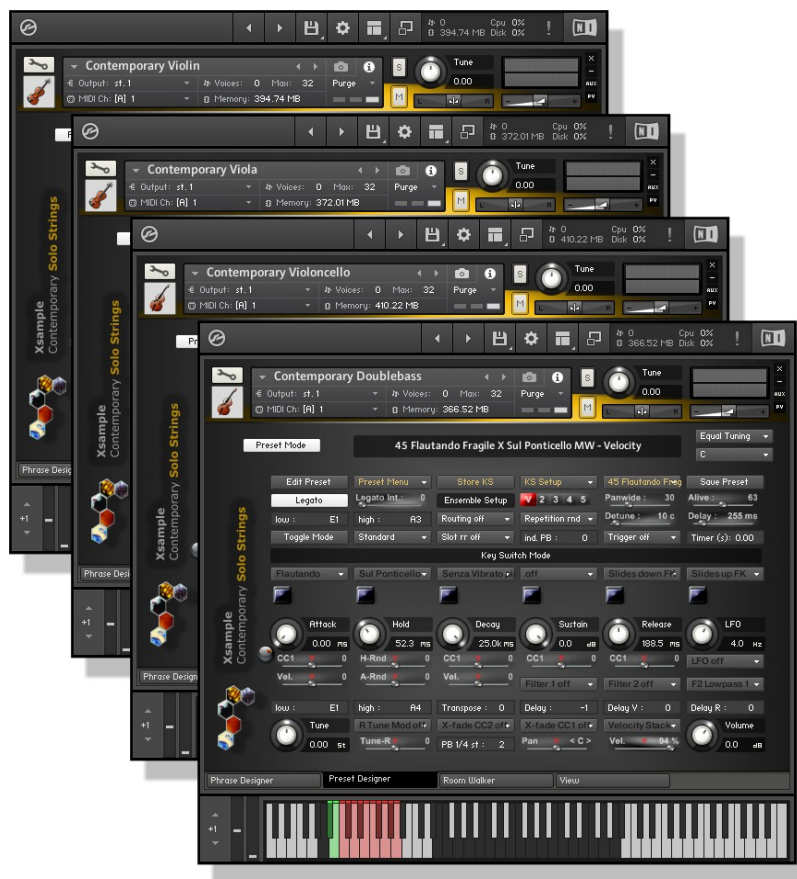


Xsample Contemporary Solo Strings Library



Violin, Viola, Violoncello & Doublebass

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Xsample Contemporary Solo Strings Library - Overview

The Xsample Contemporary Solo Strings Library consists of recordings of solo violin, solo viola, solo violoncello and solo doublebass.

The Kontakt script Preset Designer is completely new developed and makes it possible to dive deep into preset creation with lots of new functions. The Preset Designer can hold 88 Presets. Load and save individual setups with 30 Keyswitches. Xfade (phase alignment) or switch up to 6 playing styles in one preset with only some mouse clicks. Half- and wholetone trills emulation, flexible round robin and additional random functions creates alive and expressive sounding instruments. The scripts Phrase Designer and Room Walker are revised, so that they work together with the new Preset Designer. The phrase mode allows you to play up to 13 phrases (a 100 steps, either a 13 parameters). The phrases can be created via the "Phrase Designer". Here are a lot of useful functions. In the Phrases mode aleatoric functions can also be activated, which can be set over 10 menus and 2 buttons. In one phrase six aleatoric presets can be stored. The phrases automatically adapt to the tempo of the host (Cubase, Logic, Finale, Sibelius, etc.).

Contained playing styles & articulations:

(all instruments)

senza vibrato	sordino senza vibrato
open strings	sordino open strings
natural vibrato	sordino natural vibrato
light accent (high position)	sordino spiccato
spiccato	sordino spiccato open strings
spiccato open strings	
staccato	pizzicato
staccato open strings	pizzicato open strings
tremolo	pizzicato natural harmonics sul I
tremolo open strings	pizzicato natural harmonics sul II
marcato sfz	pizzicato natural harmonics sul III
marcato staccato	pizzicato natural harmonics sul IV
marcato staccato open strings	pizzicato sul ponticello
gettato	Bartok pizzicato
artificial harmonics	pizzicato behind bridge
artificial harmonics spiccato	pizzicato in peg box
natural harmonics sul I	finger (left hand only)
natural harmonics sul II	col legno
natural harmonics sul III	col legno gettato
natural harmonics sul IV	
harmonics glissando slow	body strokes
harmonics glissando fast	tailpiece bowed
flautando fragile	undefined sounds
circular bowing	
bow overpressure	slides up
bow overpressure staccato	slides down
sul ponticello	
sul ponticello tremolo	
sul ponticello spiccato	

The Xsample Contemporary Solo Strings Library works with Xsamples Finale Human Playback preferences*, the Xsample Sibelius Sound Set* and comes with Reaper Banks and Cubase Expression Maps.

* needs Xsamples Notation multi script for Kontakt

Note:

With activated info pane (Kontakt) for each element of Xsample Extended Edition a help text is displayed, if you move your mouse over it.

Description of the GUI functions

Preset Mode – Keyboard functions

Preset / Phrase Mode toggle button. Also A#7 (blue note) or cc#0 =126/127.

A0-B0: velocity sensitive function keys.
 Low velocity: Key switch bank 1-3.
 High velocity: A0 = tune base note mode
 A#0 = toggle switch mode
 B0 = trill and slide mode

C1-A1: 10 Key switches per each bank (3 * 10).

Tune base note mode: The keys A#0 to A1 changes the base note of the actual tuning (that's e.g. useful if you want to work with pure tunings).

Toggle switch mode: The keys E1 to A1 disable or enable sound slot 1 to 6 (if Toggle Mode button is on).

Trill and slide mode: D#1 = half tone trill, E1 whole tone trill (AT changes the speed).
 F1 = slot round robin counter reset.
 F#1 = slide down / G1 = slide up (release switch)
 G#1 = slide down / A1 = slide up (legato)

Description of the GUI functions - Preset Mode – Working with Presets

The preset list can hold up to 88 presets. The presets can be switched in various ways: On the GUI, with key switches (3 banks) or with cc#0. Since midi controller are zero based the presets 1-88 corresponds to 0-87 (cc#0). The individual key switches (30) can be reached also with cc#0 (88-117).

The GUI is divided into two areas. The upper area shows the global preset menus and buttons. Most of these functions are remote controllable via midi. The lower area shows six sound slots. By clicking on the blue buttons the individual parameters are shown and can be edited.

Assign a preset to a key switch (example: F0 assigned to preset 17)



1. Enable „Store KS“
2. Choose Key switch location
3. Choose preset from preset list
4. Disable „Store KS“

Copy a preset to another location (example: copy preset 1 to 25)



1. Choose preset 1 (source)
2. Enable „Edit Preset“
3. Choose preset 25 (destination)
4. Press „Save Preset“

Name or rename a preset



1. Choose „Name Preset“ from „Preset Menu“
2. Type the new name and press enter (The preset number will be added automatically)

Edit individual parameter (example: change release time of sound slot 5 / preset 1)



1. Press the blue button under sound slot 5.
2. Change the release time
3. Press „Save Preset“

Description of the GUI functions – Phrase Mode – **Playing phrases**

Key:
Shows the actual chosen (played) phrase (yellow keyswitches)

Play-parameters:
4) Retrigger
5) Reverse

Play-parameters:
1) Volume
2) Transpose
3) Speed %

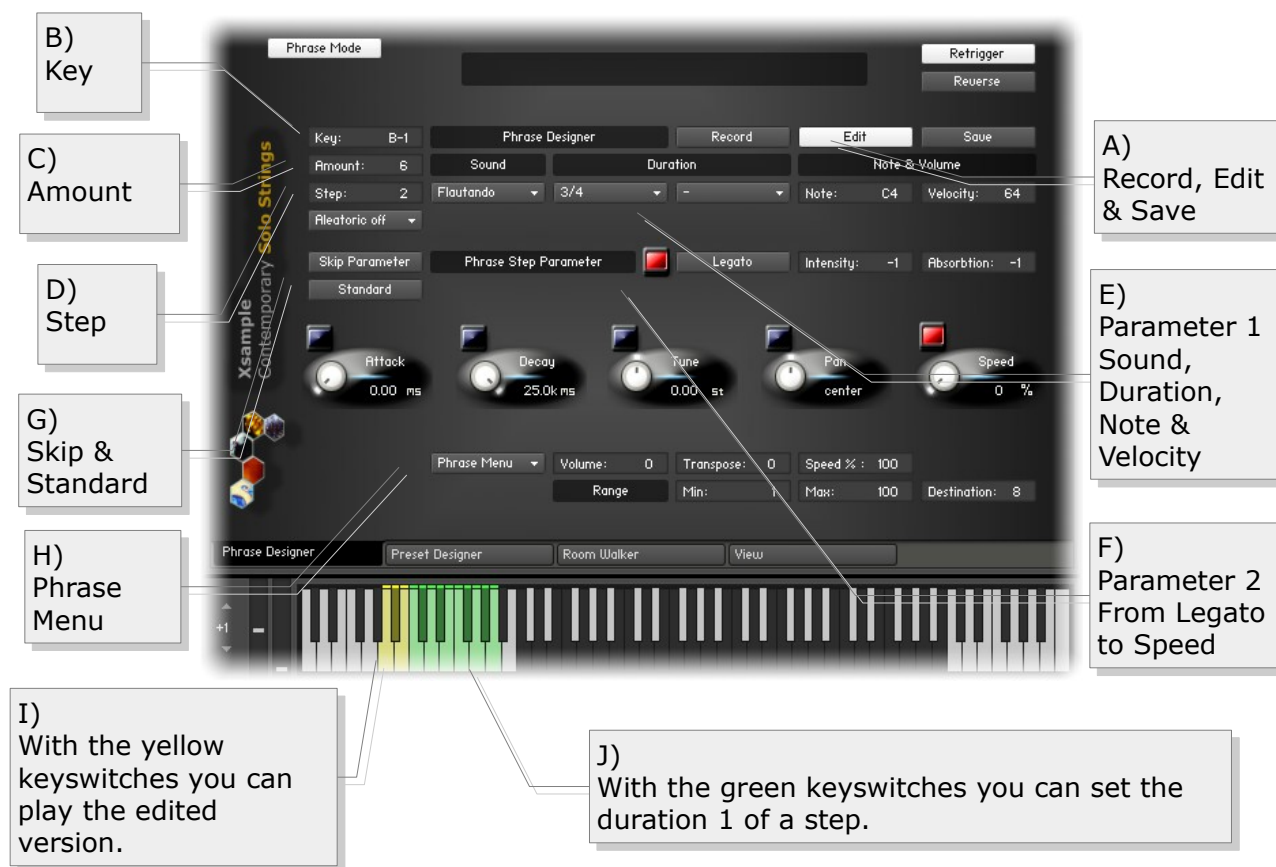
13 yellow keyswitches (A0 → A1) for playing the phrases.

Play parameters:

- 1) The value for **Volume** increases or decreases the volume of the whole phrase (-64 → +64).
- 2) The value for **Transpose** transposes the whole phrase (-12 → +12 semitones).
- 3) The value for **Speed %** increases or decreases the tempo of the phrase (50% half tempo → 200% double tempo). The change is independent from the real tempo, which is set by the host (e. g. Cubase, Logic, Finale or Sibelius or the master setting from Kontakt in standalone mode etc.).
- 4) If **Retrigger** is on, the phrase will be always played from the first step (or from the last step, if Reverse is on). Is Retrigger off, the phrase will continue with the next step.
- 5) **Reverse** plays the phrase in reverse. The change in direction is also possible during playback of a phrase.

All values can be changed by MIDI controller (see Controller Overview).
The phrase mode is monophonic. If phrases are played, this should be done in "non legato". To play back several phrases at the same time, more instances of the instrument are required.

Description of the GUI functions – Phrase Mode – **Create & edit phrases**



First look at the 13 included phrases and try some features with it.

A) By clicking on the **Edit** button, the current phrase (Key) is loaded into a buffer. Now the phrase can be edited. The changes will not take effect until the **Save** button is pressed. If the changes are to be discarded simply turn off the Edit mode. During the Edit mode is on, the duration can (duration 1) be set with the green keyswitches, the Sound with the modulation wheel and the note and Velocity can be played with the keyboard. In the **Record** mode the step value is additionally increased until **Amount** is reached. The phrase is then stored automatically.

B) **Key** - indicates the currently edited phrase. An edited phrase can be restored to any Key (Save).

C) **Amount** - Here, the maximum number of steps of a phrase is set (up to 100 per phrase).

D) **Step** - If the value is changed, the corresponding step parameters are displayed automatically.

E) **Parameter 1** - The Sound menu contains the multisamples. If a rest as step is desired, the menu can be set to "< rest >". Using the menus Duration 1 & 2 the duration of a step can be set flexibly. Note and Velocity can be played from your keyboard. The tonal ranges of the multisamples are displayed on the Kontakt Keyboard in black.

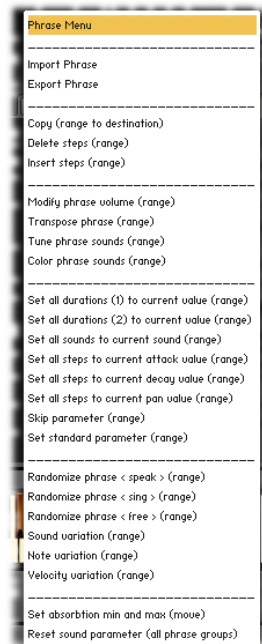
F) **Parameter 2** - The small buttons (red / blue) are skip buttons (for Legato Intensity and absorption -1 is the skip value). When for a step no parameter change is necessary, the value is not passed on to the Kontakt Engine (the button is red). However, it is advisable to set the desired parameters for a step with a new sound, as other phrases, the values may have changed. The speed parameter can only be set in the sounds, which are are marked with "TM" (Time Machine Pro). The absorption parameter allows remote control of the Room Walker (cc#11). Large value jumps should here be avoided.

G) **Skip** and **Standard** - The button skip parameter sets all parameter (2) of the current step to skip, the button standard sets the parameter (2) to default values. These functions are also applicable to a step range on the phrase menu. Thus phrases can be easily initialized.

H) The **Phrase Menu** contains some useful functions for editing the phrases. With the function "Import phrase" a previously saved phrase is imported on the currently active key. "Export phrase" saves the current phrase (key). On many functions a range can be selected before. The range is set using the adjuster "Min" and "Max", the destination of the copy with the value of "destination". For a copy the values of "Volume" and "Transpose" will be included.

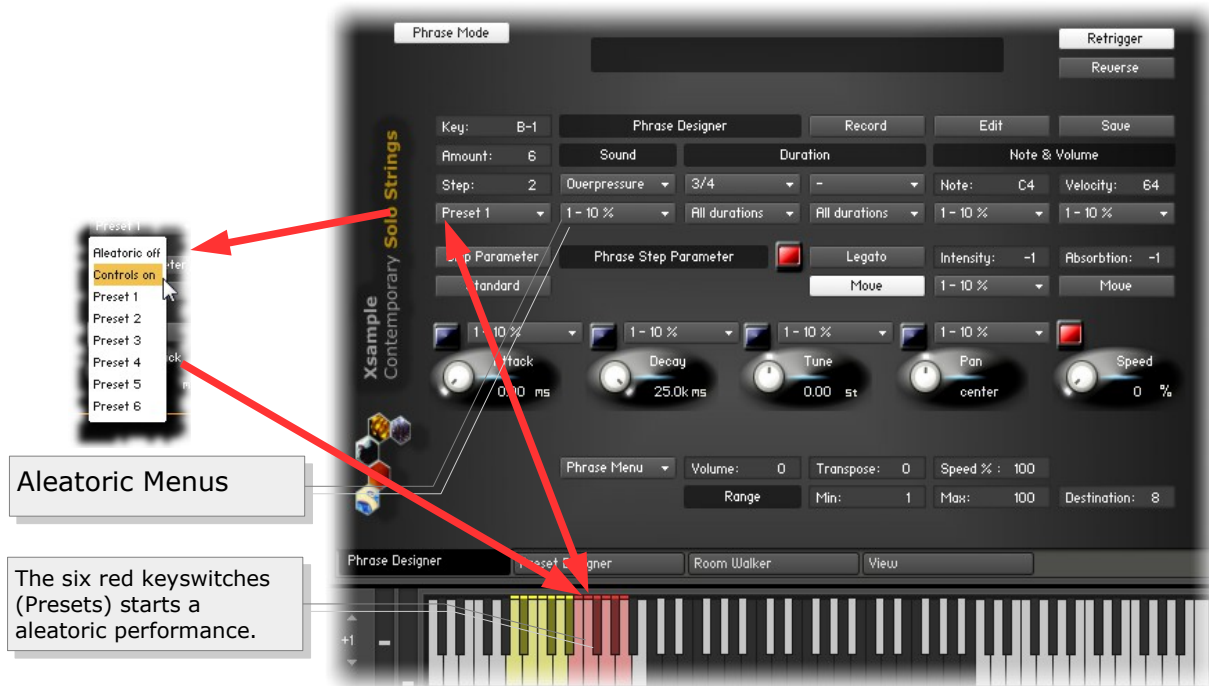
Example: You want to reduce the volume of a phrase. First, set the (step) range, then the adjuster for "Volume" on e.g. -20 and then click the menu item "Modify phrase volume (range)". Or you want to transpose the entire phrase a minor third down: Set the desired range, the transpose adjuster to -3 and finally click the menu item "Transpose phrase (range)". Please note that this will transpose notes, while the "Tune" function detunes the samples. With the "Color" function, which also exist in similar form in the Transform script, you change the timbre of the samples.

Phrase Menu



Duration (menu 1)



Description of the GUI functions – Phrase Mode – **Aleatoric functions**

If the aleatory features are enabled (menu item Controls on under Step), appear 10 additional menus and 2 Move buttons. Furthermore, the last six yellow keyswitches are now colored red. In the additional menus, a percentage value can now be selected. In this percentage area a value per step is rolled.

Example:

You want only sixteenth and eighth notes are played: Set the menu under duration 1 to 1/8 - 1/16.

Or, you want that only very short sounds are played:

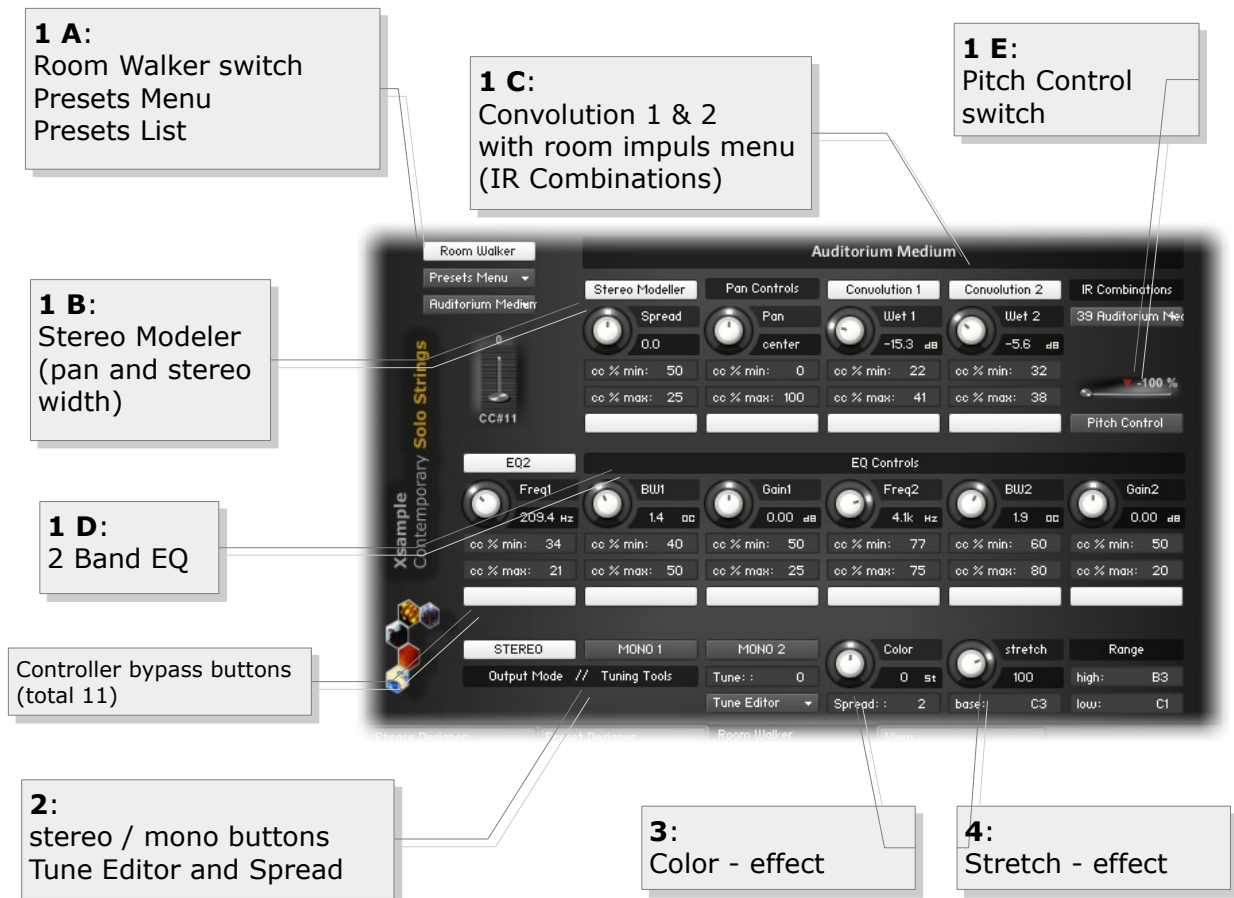
Set the menu above Decay to 20-40%.

Or, you want the sounds in the panorama appear slightly between left and right: Set the menu above Pan to 40 – 60%.

For each of the 6 red keyswitches (Preset 1 - 6) a set of aleatory menu settings can be saved. The aleatory functions use the cache. If you want to make the settings permanently a Key must selected. After that, press the save button. The last diced steps will be also stored in the phrase.

For the Legato function and Room Walker absorption, there is one move button. If the move button for Legato is on, Legato will be switched off or on from time to time . If the move button for absorption is on, the sound then travels back and forth in the room. The maximum values can be set via the phrase menu. First, set the adjuster for "Min" to 0 (front) and then the adjuster for "Max" e.g. 80. Select the menu item "Set min and max absorption (move)". As of now, the sound moves from the front to the rear or vice versa. All aleatory menus can be changed live by MIDI controllers (see Controller Overview).

Transform (Room Walker, stereo / mono configuration & effects)



Transform - **Room Walker** (1 A – 1 E)

In the upper section you find the "Room Walker" controls. As the name suggests, it is for effects within a two-dimensional space or for moves in a virtual room. CC # 11 takes over the room depth and CC # 12 the panorama. Basically the Room Walker consist of four insert effects, which can be switched separately on or off: (1 B) Stereo Modeller (pan and stereo width), (1 C) Convolution 1 and 2, the (1 D) EQ and the (1 E) pitch module.

In the "IR Combinations" menu you can choose between 64 room settings based on 61 IR samples (room impulses). In each case, two different spaces are loaded. In addition to this virtual space positioning completely different effects with the Room Walker of course still possible.

Transform - **Room Walker operation**

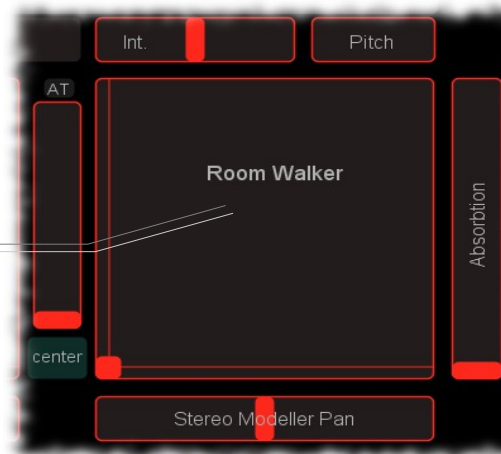
CC#11 acts as a "Absorbtion - Macro Controller", which controls up to 10 controls on the Room Walker (the white buttons switch the respective controller influencing on or off).

You can set, for example, that the high frequencies decrease as you "go" deeper into the room, at the same time you reduce the stereo width of the instrument and increase the "wet amount" of Convolution 1. The whole is achieved in that a percentage bias value is available for each element.

Example: Gain 2 "cc% min" is set to 50 and "cc% max" to 10. This means that at the zero position of the controller 11 there is no influence (50 = 0 dB). The further the controller 11 is performed, the more attenuated the frequencies.

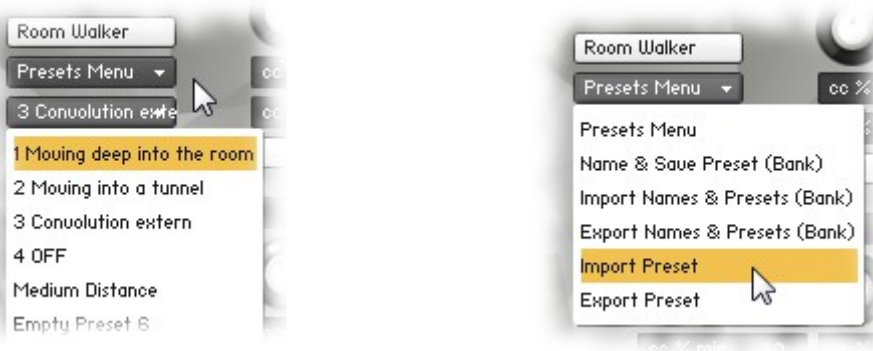


You can use the Room Walker, as also control all other functions of the Xsample instruments comfortable with the supplied TouchOSC layout. The Room Walker is operated with an X / Y controller. To meet „Room Walker“ there are some presets in the script: "Moving deep into the room" and "Moving into a tunnel". We hope you enjoy as you travel through space!



Transform - **Room Walker Presets**

You can also create, save and load your own presets. If you load or save complete banks, first the names file is requested, then the data file. It is recommended to set the files to the same name and the names file with the extension "_names" at the end.



If your mouse is over the switches and buttons, you will get additional support for the individual functions in the info pane (i) of Kontakt (Info button must be active).

The following is a list of the individual elements of a preset:

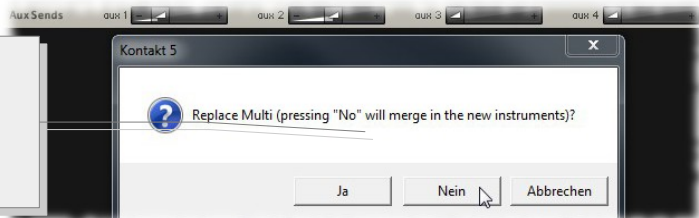
- (1) Stereo Modeller Bypass, Pan and Spread Controller Bypass (white buttons) with respective minimum and maximum values
- (2) Convolution 1 and 2 Bypass, Wet 1 and Wet 2 Controller Bypass

- (white buttons) with respective minimum and maximum values
- (3) EQ Bypass, Frequency 1-2, Bandwidth 1-2 and Gain 1-2 Controller Bypass (white buttons) with respective minimum and maximum values
- (4) Pitch Control Bypass and Pitch Slider value (Bipolar +/- 1 octave)
- (5) IR Combination (1-64)

Transform - **Room Walker Multi Instruments**

If you are working with many instruments in a project, your computer processor is of course hugely demanded if each instrument required two Convolution effects. For this case, use the included multi instruments. They allow the use of the Room Walker with the external convolution effects of Kontakt. You can then merge in one multi - many (multi-) Instruments ("merge", press "No"). So you use only two Convolution Effects and yet every instrument can be controlled independently.

Then set the desired MIDI channel of each instrument.
If you now move the controller 11, the controls for Aux 1 and Aux 2 will move with the automation-setting, and of course the internal Room Walker elements.



Transform - **Output Mode (2)**

In the lower range (output mode) you can set the instrument to "mono". There are the variant Mono 1 (left) or Mono 2 (right). You can use it to try out a simple way how your mix sound with mono instruments. If you use a lot of instruments you may reach more transparency of the mix.



Transform - **Color (3)** (-12 → +12)



This allows you to play the instrument with a "Re-Pitch" - effect. Negative values produce a dull, soft sound and positive values give a light to biting sound. A value of +12 makes a guitar, for example, a kind of banjo. A value of -12 makes a violin a kind of cello. The effect range can be limited by the adjustable "Range". In position "0" you hear the original instrument (standard, loaded by the instrument).

Color can be operated remotely via CC # 56

Transform - **Stretch effect (4)** (-200 → +200%)

This effect serves only as a small but interesting gimmick: All incoming notes will be compressed or stretched by the base notes around. Play, for example, a broken C minor triad several times in a row while at the same time turning the controller of stretch from 100 to 200%. The effect range can be limited by the adjustable "Range". In position "100%" you can hear the original sound (standard, loaded by the instrument).



Stretch is with CC#57 and Base with CC#55 remote-controllable

Legato



With this function you can achieve a glissando between two notes when you slightly overlap the sounds while playing. In this mode the instrument can play only one voice.

You can activate or deactivate the function using the legato button.

Alternatively, you can control the legato mode with CC#68. CC#24 controls the intensity.

- CC#68: 0 – 63 = Legato off
- CC#68: 64 – 127 = Legato Mode
 - CC#24: 0 = easy effect (slur)
 - 127 = strong glissando

View Tab

for a compact overview of the instrument



Appendix - List of the 61 room impulses

IR Sample	Length
Beautyverb	8,255"
Big_Church	4,960"
C_Chamber_Early_1	0,848"
C_Chamber_Early_2	1,393"
C_Club_Medium	2,081"
C_Club_Small	1,608"
C_Concert_Hall_Large	5,144"
C_Concert_Hall_Medium_1	2,345"
C_Concert_Hall_Medium_2	3,061"
C_Concert_Hall_Small	1,457"
C_Large_Church	4,606"
C_Medium_Church	3,048"
C_Room_Medium	1,351"
C_Room_Small	0,850"
C_Wood_Chamber	3,364"
Comb	2,707"
Combed_Cloud	3,912"
Crystals	7,970"
Cyclo	3,925"
Dual_Crystal_1	6,119"
Dual_Crystal_2	5,453"
Flanging	2,011"
Galaxyverb	9,000"
Hall_1	3,417"
Hall_2	2,906"
Hall_Early	0,975"
Hydro_gliss	5,108"
Long_Crisps	6,588"
Long_Distance	3,215"
P3_Auditorium_Large	5,400"
P3_Auditorium_Medium	4,158"
P3_Auditorium_Small	2,926"
P3_Concert_Large	4,396"
P3_Concert_Medium	3,597"
P3_Concert_Small	2,446"
P3_Damped_Hall	2,366"
P3_Early_1	0,620"
P3_Early_2	0,899"
P3_Early_3	0,618"
P3_Echoy	5,038"
P3_Like_Reverse	5,270"
P3_Long_Modulated	6,607"
P3_Nice_Hall	3,901"
P3_Plate_Large	3,839"
P3_Plate_Medium	1,643"
P3_Plate_Small	1,250"
P3_Theatre	3,478"
P3_Warm_Hall_Large	5,858"
P3_Warm_Hall_Medium	3,049"
P3_Warm_Hall_Small	2,210"
P3_Watery_2	4,350"
P3_Watery_Hall	8,378"
P3_Woody	4,440"
Plasma	4,984"
Roll	2,845"
Room_1	1,131"
Room_2	1,310"
Smear	5,337"
Space_Tunnel	7,293"
Tunnel	5,485"
Watery	4,235"

Grey: < 2" / yellow: > 5"

Appendix - List of the 64 room impuls combinations

Name	Convolution 1	Length	Convolution 2	Length
1 Medium Church	C_Medium_Church	3,048"	C_Chamber_Early_1	0,848"
2 Large Church 1	C_Large_Church	4,606"	C_Chamber_Early_1	0,848"
3 Large Church 2	C_Large_Church	4,606"	C_Wood_Chamber	3,364"
4 Concert Hall	C_Concert_Hall_Large	5,144"	C_Club_Small	1,608"
5 Medium Concert Hall 1	C_Concert_Hall_Medium_2	3,061"	C_Room_Medium	1,351"
6 Medium Concert Hall 2	C_Concert_Hall_Medium_1	2,345"	C_Room_Small	0,850"
7 Small Concert Hall	C_Concert_Hall_Small	1,457"	C_Chamber_Early_1	0,848"
8 Wood Chamber 1	C_Wood_Chamber	3,364"	C_Room_Small	0,850"
9 Wood Chamber 2	C_Wood_Chamber	3,364"	C_Concert_Hall_Large	5,144"
10 Medium Club	C_Club_Medium	2,081"	C_Chamber_Early_2	1,393"
11 Medium Room	C_Room_Medium	1,351"	C_Chamber_Early_2	1,393"
12 Roomy Hall 1	Room_1	1,131"	Hall_1	3,417"
13 Roomy Hall 2	Room_2	1,310"	Hall_2	2,906"
14 Into Church	Big_Church	4,960"	Hall_Early	0,975"
15 Galaxy Church	Big_Church	4,960"	Galaxyverb	9,000"
16 Galaxy Beauty	Beautyverb	8,255"	Galaxyverb	9,000"
17 Big Plasma Verb	Galaxyverb	9,000"	Plasma	4,984"
18 Smear Verb	Smear	5,337"	Roll	2,845"
19 Crystal Flange	Dual_Crystal_2	5,453"	Flanging	2,011"
20 Hydro Distance	Hydro_gliss	5,108"	Long_Distance	3,215"
21 Tunnel Distance	Tunnel	5,485"	Long_Distance	3,215"
22 Smear Tunnel	Space_Tunnel	7,293"	Smear	5,337"
23 Crisps Comb	Comb	2,707"	Long_Crisps	6,588"
24 Crystal Cyclo	Cyclo	3,925"	Dual_Crystal_1	6,119"
25 Beauty Watery	Watery	4,235"	Beautyverb	8,255"
26 Like Reverse	P3_Like_Reverse	5,270"	P3_Early_1	0,620"
27 Echoy	P3_Echoy	5,038"	P3_Early_2	0,899"
28 Long Modulated	P3_Long_Modulated	6,607"	P3_Early_3	0,618"
29 Nice Hall	P3_Nice_Hall	3,901"	P3_Early_2	0,899"
30 Metallic Hall 1	P3_Warm_Hall_Small	2,210"	P3_Plate_Large	3,839"
31 Metallic Hall 2	P3_Plate_Medium	3,049"	P3_Plate_Small	1,250"
32 Theatre	P3_Warm_Hall_Small	2,210"	P3_Theatre	3,478"
33 Watery 1	P3_Watery_2	4,350"	P3_Plate_Medium	1,643"
34 Watery 2	P3_Watery_Hall	8,378"	P3_Plate_Medium	1,643"
35 Warm Hall Medium	P3_Warm_Hall_Medium	3,049"	P3_Early_1	0,620"
36 Warm Hall Large	P3_Warm_Hall_Large	5,858"	P3_Early_1	0,620"
37 Damped Hall	P3_Damped_Hall	2,366"	P3_Early_2	0,899"
38 Auditorium Large	P3_Auditorium_Large	5,400"	P3_Concert_Small	2,446"
39 Auditorium Medium	P3_Auditorium_Medium	4,158"	P3_Concert_Small	2,446"
40 Auditorium Small	P3_Auditorium_Small	2,926"	P3_Concert_Small	2,446"
41 Concert Small	P3_Concert_Small	2,446"	P3_Early_2	0,899"
42 Concert Medium	P3_Concert_Medium	3,597"	P3_Early_2	0,899"
43 Concert Large	P3_Concert_Large	4,396"	P3_Damped_Hall	2,366"
44 Woody	P3_Woody	4,440"	P3_Early_3	0,618"
45 Long dark modulated Hall	P3_Damped_Hall	2,366"	P3_Long_Modulated	6,607"
46 Echoy long modulated	P3_Long_Modulated	6,607"	P3_Echoy	5,038"
47 Metallic Reversy	P3_Plate_Large	3,839"	P3_Like_Reverse	5,270"
48 Early Water 1	P3_Early_1	0,620"	P3_Watery_2	4,350"
49 Early Water 2	P3_Early_1	0,620"	P3_Watery_Hall	8,378"
50 Small Early	P3_Early_3	0,618"	P3_Early_1	0,620"
51 Small Chamber	C_Chamber_Early_1	0,848"	C_Room_Small	0,850"
52 Medium Early	P3_Early_2	0,899"	Hall_Early	0,975"
53 Room Plate	Room_1	1,131"	P3_Plate_Small	1,250"
54 Medium Room 2	Room_2	1,310"	C_Room_Medium	1,351"
55 Small Chamber 2	C_Chamber_Early_2	1,393"	C_Concert_Hall_Small	1,457"
56 Club Plate	C_Club_Small	1,608"	P3_Plate_Medium	1,643"
57 Flanging Club	Flanging	2,011"	C_Club_Medium	2,081"
58 Warm Hall Medium	P3_Warm_Hall_Small	2,210"	C_Concert_Hall_Medium_1	2,345"
59 Damped Concert Hall	P3_Damped_Hall	2,366"	P3_Concert_Small	2,446"
60 Comb Roll	Comb	2,707"	Roll	2,845"
61 Small Auditorium Hall	Hall_2	2,906"	P3_Auditorium_Small	2,926"
62 Warm Church	C_Medium_Church	3,048"	P3_Warm_Hall_Medium	3,049"
63 Medium Distance Hall	C_Concert_Hall_Medium_2	3,061"	Long_Distance	3,215"
64 Wood Hall	C_Wood_Chamber	3,364"	Hall_1	3,417"

Grey: < 2" / yellow: > 5"

Preset list

- 1 Vibrato Velocity + MW inverted
- 2 Vibrato Velocity
- 3 Vibrato MW
- 4 Accent Vibrato Velocity
- 5 Senza Vibrato Velocity + MW inverted
- 6 Senza Vibrato Velocity
- 7 Arco Open Strings Velocity
- 8 Senza Vibrato MW
- 9 Arco Open Strings MW
- 10 Accent Senza Vibrato Velocity
- 11 Light Accent Velocity - high position
- 12 Marcato sfz Velocity
- 13 Marcato Staccato Velocity
- 14 Marcato Staccato Open Strings Velocity
- 15 Marcato + Spiccato Velocity
- 16 Spiccato Velocity
- 17 Spiccato Open Strings Velocity
- 18 Spiccato Velocity - Soft X Bright MW
- 19 Staccato Velocity
- 20 Staccato Open Strings Velocity
- 21 Gettato Velocity
- 22 Tremolo Velocity + MW inverted
- 23 Tremolo Velocity
- 24 Tremolo Open Strings Velocity
- 25 Tremolo MW
- 26 Tremolo Open Strings MW
- 27 Natural Harmonics Glissando Slow Velocity
- 28 Natural Harmonics Glissando Slow MW
- 29 Natural Harmonics Glissando Fast Velocity
- 30 Natural Harmonics Glissando Fast MW
- 31 Natural Harmonics Sul I Velocity
- 32 Natural Harmonics Sul I MW
- 33 Natural Harmonics Sul II Velocity
- 34 Natural Harmonics Sul II MW
- 35 Natural Harmonics Sul III Velocity
- 36 Natural Harmonics Sul III MW
- 37 Natural Harmonics Sul IV Velocity
- 38 Natural Harmonics Sul IV MW
- 39 Artificial Harmonics Velocity
- 40 Artificial Harmonics MW
- 41 Artificial Harmonics Spiccato Velocity
- 42 Artificial Harmonics Tremolo MW
- 43 Flautando Fragile Velocity
- 44 Flautando Fragile MW
- 45 Flautando Fragile X Sul Ponticello MW - Velocity
- 46 Sul Ponticello Velocity
- 47 Sul Ponticello MW
- 48 Sul Ponticello Spiccato Velocity
- 49 Sul Ponticello Tremolo Velocity
- 50 Sul Ponticello Tremolo MW
- 51 Sul Ponticello Tremolo X Sul Ponticello MW-Velocity
- 52 Circular Bowing Velocity
- 53 Circular Bowing MW
- 54 Bow Overpressure Velocity
- 55 Bow Overpressure MW
- 56 Bow Overpressure X Marcato sfz MW - Velocity
- 57 Bow Overpressure Staccato Velocity
- 58 Tailpiece Bowed Velocity
- 59 Tailpiece Bowed MW
- 60 Sordino Vibrato Velocity + MW inverted
- 61 Sordino Vibrato Velocity
- 62 Sordino Vibrato MW
- 63 Sordino Senza Vibrato Velocity + MW inverted
- 64 Sordino Senza Vibrato Velocity
- 65 Sordino Open Strings Velocity
- 66 Sordino Senza Vibrato MW
- 67 Sordino Open Strings MW
- 68 Sordino Spiccato Velocity
- 69 Sordino Spiccato Open Strings Velocity
- 70 Pizzicato Velocity
- 71 Pizzicato Vibrato Velocity
- 72 Pizzicato Open Strings Velocity
- 73 Pizzicato Harmonics Sul I Velocity
- 74 Pizzicato Harmonics Sul II Velocity
- 75 Pizzicato Harmonics Sul III Velocity
- 76 Pizzicato Harmonics Sul IV Velocity
- 77 Pizzicato Sul Ponticello Velocity
- 78 Pizzicato Sul Ponticello Open Strings Velocity
- 79 Pizzicato X Sul Ponticello MW - Velocity
- 80 Bartok Pizzicato Velocity
- 81 Pizzicato Behind Bridge Velocity
- 82 Pizzicato In Peg Box Velocity
- 83 Col Legno Velocity
- 84 Col Legno Gettato Velocity
- 85 Finger Velocity
- 86 Body Strokes Velocity
- 87 Undefined Sounds Velocity
- 88 Undefined Sounds MW

nki instruments:

Contemporary Violin
Contemporary Viola
Contemporary Violoncello
Contemporary Doublebass

nkm multitis:

String Quintet A extern DAW + Notation
String Quintet B extern DAW + Notation
String Quartet extern DAW + Notation
String Trio extern DAW + Notation

Keyswitch Setups

Velocity Performance (default) - file "Velocity_KS_Setup.nka"

Keyswitch Bank 1			preset
C	1	Vibrato Velocity + MW inverted	1
C#	2	Senza Vibrato Velocity + MW inverted	5
D	3	Tremolo Velocity + MW inverted	22
D#	4	Spiccato Velocity	16
E	5	Staccato Velocity	19
F	6	Gettato Velocity	21
F#	7	Marcato sfz Velocity	12
G	8	Pizzicato Velocity	70
G#	9	Pizzicato Sul Ponticello Velocity	77
A	10	Bartok Pizzicato Velocity	80
Keyswitch Bank 2			
C	11	Accent Vibrato Velocity	4
C#	12	Accent Senza Vibrato Velocity	10
D	13	Spiccato Velocity - Soft X Bright MW	18
D#	14	Marcato + Spiccato Velocity	15
E	15	Sul Ponticello Velocity	46
F	16	Sul Ponticello Spiccato Velocity	48
F#	17	Sul Ponticello Tremolo Velocity	49
G	18	Flautando Fragile X Sul Ponticello MW - Velocity	45
G#	19	Col Legno Velocity	83
A	20	Col Legno Gettato Velocity	84
Keyswitch Bank 3			
C	21	Artificial Harmonics Velocity	39
C#	22	Artificial Harmonics Spiccato Velocity	41
D	23	Natural Harmonics Glissando Slow Velocity	27
D#	24	Natural Harmonics Glissando Fast Velocity	29
E	25	Circular Bowing Velocity	52
F	26	Bow Overpressure Velocity	54
F#	27	Bow Overpressure Staccato Velocity	57
G	28	Body Strokes Velocity	86
G#	29	Finger Velocity	85
A	30	Pizzicato In Peg Box Velocity	82

MW Performance - file "MW_KS_Setup.nka"

Keyswitch Bank 1			preset
C	1	Vibrato MW	3
C#	2	Senza Vibrato MW	8
D	3	Tremolo MW	25
D#	4	Spiccato Velocity	16
E	5	Staccato Velocity	19
F	6	Gettato Velocity	21
F#	7	Marcato sfz Velocity	12
G	8	Pizzicato Velocity	70
G#	9	Pizzicato Sul Ponticello Velocity	77
A	10	Bartok Pizzicato Velocity	80

Keyswitch Bank 2			
C	11	Accent Vibrato Velocity	4
C#	12	Accent Senza Vibrato Velocity	10
D	13	Spiccato Velocity - Soft X Bright MW	18
D#	14	Marcato + Spiccato Velocity	15
E	15	Sul Ponticello MW	47
F	16	Sul Ponticello Spiccato Velocity	48
F#	17	Sul Ponticello Tremolo MW	50
G	18	Flautando Fragile X Sul Ponticello MW - Velocity	45
G#	19	Col Legno Velocity	83
A	20	Col Legno Gettato Velocity	84

Keyswitch Bank 3			
C	21	Artificial Harmonics MW	40
C#	22	Artificial Harmonics Spiccato Velocity	41
D	23	Natural Harmonics Glissando Slow MW	28
D#	24	Natural Harmonics Glissando Fast MW	30
E	25	Circular Bowing MW	53
F	26	Bow Overpressure MW	55
F#	27	Bow Overpressure Staccato Velocity	57
G	28	Body Strokes Velocity	86
G#	29	Finger Velocity	85
A	30	Pizzicato In Peg Box Velocity	82

Technical Data

Preset Designer (88 presets)

Legato script and real sampled slides (up & down)

Phrase Designer with 13 phrases (with each up to 100 steps)

Aleatoric functions with live control possibilities

Room Walker for effects within a virtual two-dimensional room

61 IR Samples (room impulses)

13085 Samples

6,02 GB / 9,03 GB

Hardware & Software requirements and recommendations

- Full version Native Instruments Kontakt 5.5 or higher
- 88 keys midi-keyboard with Mod Wheel, Pitch Bend and Sustain Pedal
- Recommendation: freely configurable MIDI Controller Box or an iPad/Android Tablet with TouchOSC

Controller Overview

Preset Mode:

CC#0 functions

0 – 87 (switch Presets 1 – 88)

88 – 117 (switch Keyswitch Banks Presets 1 – 30)

118 (Keyswitch Bank 1)

119 (Keyswitch Bank 2)

120 (Keyswitch Bank 3)

121 (Toggle Mode)

122 (Slide & Trill Mode)

126 (Preset Mode on / Phrase Mode off)

127 (Preset Mode off / Phrase Mode on)

CC#1,2,4,AT → various

Round Robin	CC# 82
0 – 20 on repetition	
21 – 41 off	
42 – 62 on repetition (random)	
63 – 83 always	
84 – 104 always (random)	
105 – 115 always (indiv.)	
116 – 119 Instrument 1	
120 – 122 Instrument 2	
123 – 127 Ensemble	
Amount of voices (Ensemble Mode)	CC# 91
Pan width (Ensemble Mode)	CC# 92
Alive (Ensemble Mode)	CC# 93
Detune (Ensemble Mode)	CC# 94
Delay (Ensemble Mode)	CC# 95
Timer (for e.g. breathing / 0 = off)	CC# 28

Phrase Mode:

Play parameters

CC#31 → volume (center = 64)

CC#32 → transpose (center = 63)

CC#33 → speed (center = 43)

CC#34 → Retrigger (on / off)

CC#35 → Reverse (on / off)

CC#100 → Sound selection (menu 2)

Edit or Record switch on:

CC#1 → Sound selection

CC#2 → Duration 2 selection

Aleatoric functions on:

CC#87 → Preset selection & Aleatoric on / off

CC#88 → Sound % menu

if Sound % Menu off:

CC#1 → Sound selection

CC#89 → Duration 1 menu

if duration 1 menu off:

CC#2 → duration 1 selection

CC#90 → Duration 2 menu

CC#91 → Note % menu

CC#92 → Velocity % menu

CC#93 → Move Legato on / off

CC#94 → Legato Intensity % menu

CC#95 → Move Absorbtion on / off

CC#96 → Attack % menu

CC#97 → Decay % menu

CC#98 → Pan % menu

CC#99 → Tune % menu

Generally:

CC#7 → Instrument volume

CC#10 → Instrument pan

CC#64 → Hold Pedal

CC#11 → Room Walker absorbtions macro controller

CC#12 → Room Walker pan controller

CC#67 → Room Walker pitch intensity (-12 → +12 semitones)

CC#69 → Room Walker pitch bypass

CC#68 → Legato mode on (127) or off (0)

CC#24 → Intensity Legato (glissando)

CC#25 → Intensity Glide

CC#56 → Transform Color

CC#57 → Transform Stretch

CC#55 → Transform Base Note

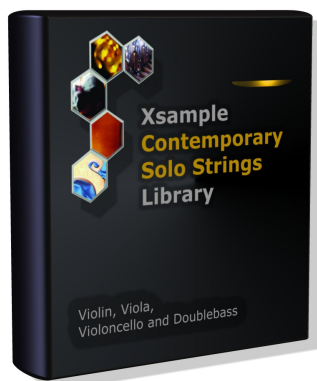
CC#29 → Base note for tuning

CC#30 → Tuning

CC#27 → Room Walker Presets (1 – 25 normal, 26 – 50 without Convolution, 51 – 75 only Stereo Modeller, 76 – 100 only EQ)

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