ORIGINS

VOLUME NINE
RONROCO & BOUZOUKI

MANUAL

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SONUSCORE

1. INTRODUCTION

WELCOME TO SONUSCORE ORIGINS VOL 9: RONROCO & BOUZOUKI.

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SYSTEM REQUIREMENTS:
For the latest system requirements, please visit www.sonuscore.com.

This KONTAKT instrument is the ninth installment of our Origins series. As known from the Origins series, this volume consists of two unique sampled instruments that are playable with our revolutionary M.A.D. System or simply as single notes. With our M.A.D. (Multi Arpeggio Designer) each instrument has its own independent arpeggiating system that lets the instruments react to each other in a way no normal arpeggiator would be able to. The instantly usable cinematic presets feel much more like an arranged composition than a simpe argpeggiated chord. With our COLOR menu finding the right sound for your composition is now easier than ever.

2. INSTALLATION

After the purchase please download the zip files completely to a destination of your choice. Unzip the files and open the file "Ronroco & Bouzouki.nki" with your KONTAKT sampler.

3. MAIN TAB

The main page shows all the controls you need to create an inspiring sound for your composition.
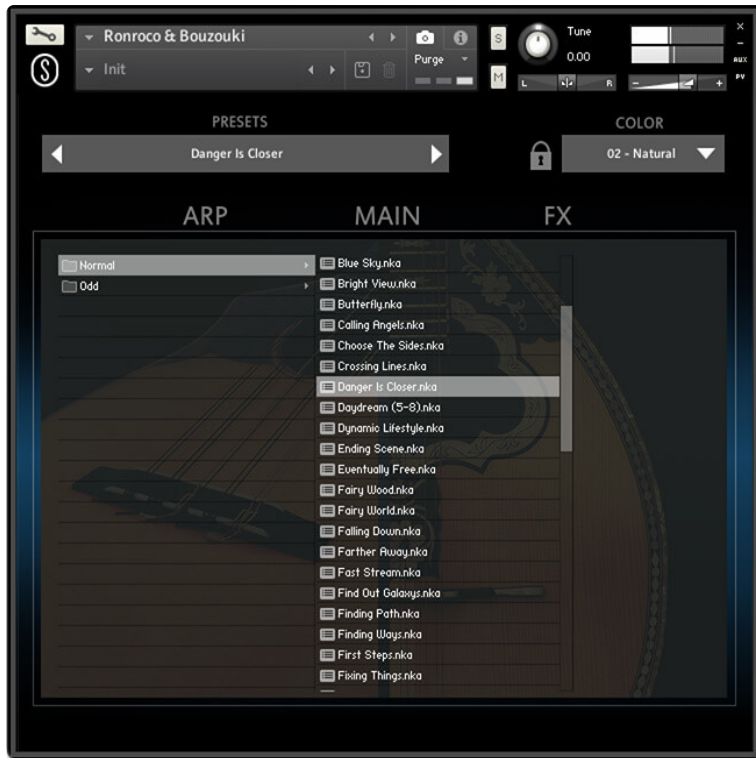
3.1 Preset & Color Selection
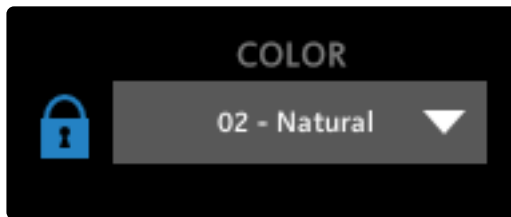
3.1.1 Presets

Click on the preset name to open the preset browser or use the left and right arrow to load the previous or next preset.

3.1.2 Preset Browser

Click on the "Normal" folder to display presets in 4/4 time signature. ODD will display presets in other time signature like 3/4, 6/8 or odd meters.

3.1.3 Color

By clicking on the COLOR name you can open the COLOR browser to choose between one on twelve COLOR presets. The COLOR presets will affect the overall sound but not the M.A.D. (Multi Arpeggiator Designer) settings.

NOTE: The Delay setting is part of the preset and not the COLOR setting since it is a rhythmical affect that could otherwise be colliding with the presets rhythm.

Each preset has its own default COLOR setting. By clicking on the COLOR LOCKS symbol you can lock the chosen COLOR. The COLOR will then stay the same while browsing through different PRESETS.

3.2 Main Controls

3.2.1 Page Selection

By clicking one of the three tabs you can switch between the ARP TAB, MAIN TAB and FX TAB.

3.2.2 Solo

Create a stereo track and, within it, place a sound which needs to be centered. Add RECENTER as insert effect to said track. Depending on the type of source sound, your audio may now already sound perfectly centered while retaining its initial stereo feel thanks to RECENTER's automatic real-time processing. The stereo monitor in the middle will give you a good idea of where your signal is placed within the stereo image. If it needs further adjustment, the surrounding controls offer additional tweaking options, which will be explained in more detail here.

3.3 Instrument Controls

The INSTRUMENT CONTROLS give you access to the basic controls you need to shape the sound of each instrument.

VOLUME: Adjusts the VOLUME.
PAN: Adjusts the PANORAMA POSITION.
ARPEGGIATOR ON/OFF: Toggles the ARPEGGIATOR on and off.
ATTACK: Adjusts the ATTACK of each individual note of the chosen instrument.
RELEASE: Adjusts the RELEASE of each individual note of the chosen instrument.

4. ARP TAB

On the ARP TAB you will find the advanced controls that make out our M.A.D. (Multi Arpeggiator Designer).

4.1 Arpeggiator Controls

ARPEGGIATOR ON/OFF: Toggles the ARPEGGIATOR on and off.
NOTE ORDER: Selects the order in wich you want the notes of your chord to be played. There are 13 settings to choose from.
RATE: Adjusts the speed of the ARPEGGIATOR.
SWING: Gradually add a swing feeling to the ARPEGGIATORS pattern.
BAR RESET: Selects the time signature of the desired arpeggio. The selected time signature will affect the stepper resolution and BAR RESET function.
**ON:** If selected, the arpeggio will repeat its pattern after one measure of the selected time signature.
2x: If selected, the arpeggio will repeat its pattern after two measures of the selected time signature.
OCTAVE: Periodically repeats the ARPEGGIATORS pattern by the chosen octave value below or above (-2,-1,0,1,2).
TRANSP: Transposes the complete pattern and tonality of the chosen instrument by the chosen amount of semitones (-24,24).

4.2 Rhythm Toggles
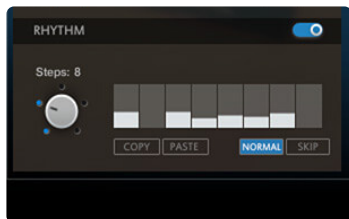
RHYTHM ON/OFF: Activates or deactivates the RHYTHM STEP-SEQUENCER.If deactivated all notes will play at the same velocity.
STEPS: Adjusts the amount of steps within the selected time signature.
RHYTHM STEP-SEQUENCER: Create your own rhythm of the ARPEGGIATOR. Click to set single values. Click and drag to draw multiple step values. Right-click and drag to draw a straight line. Use the modulation wheel to control the dynamic of the rhythm.
COPY/PASTE: COPY and PASTE the step pattern from the instrument to another.
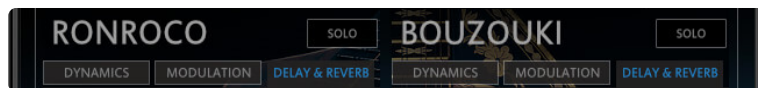**NORMAL:** Steps with the value 0 will be played with 0 velocity.
SKIP: Steps with the value 0 will be skipped and the respective note will sound at the next active step. NOTE: This will result in shifted rhythm.

5. FX TAB

Each instrument has an individual set of FX (DYNAMICS, MODULATION and DELAY & REVERB)

5.1 Tab Selection

Use the TAB SELECTION to reach the DYNAMICS, MODULATION and DELAY & REVERB section.

5.1.1 Dynamics

5.1.1.1 Equalizer

EQUALIZER ON/OFF: Toggles the EQ on and off.
LOW: Adjusts the LOW band od the equalizer.
MID: Adjusts the MID band of the qualizer.
HIGH: Adjusts the HIGH band of the equalizer.

5.1.1.2 Compressor

COMPRESSOR ON/OFF: Toggles the COMPRESSOR on and off.
THRESHOLD: Adjusts the THRESHOLD of the compressor.
ATTACK: Adjusts the ATTACK of the compressor.
RELEASE: Adjusts the RELEASE of the compressor.

5.1.1.3 Filter

FILTER ON/OFF: Toggles the FILTER on and off.
LOW-/HIGH-/BAND-PASS: Select the filter type.
CUTOFF: Adjusts the CUTOFF frequency of the HIGH- and LOW-PASS or center frequency of the BAND-PASS.
RESONANCE: Adjusts the RESONANCE of the filter effect.

5.1.2 Modulation

5.1.2.1 Chorus

CHORUS ON/OFF: Toggles the CHORUS on and off.
DEPTH: Adjusts the DEPTH of the CHORUS effect. This parameter controls the amount of detune the CHORUS effects uses.
SPEED: This parameter controls the SPEED in wich the CHORUS detuning is modulated.
PHASE: Adjusts the PHASE of the CHORUS effect. This parameter controls the PHASE shifting of the signal.
MIX: Adjusts the dry/wet ratio of the CHORUS effect.

5.1.2.2 Rotator

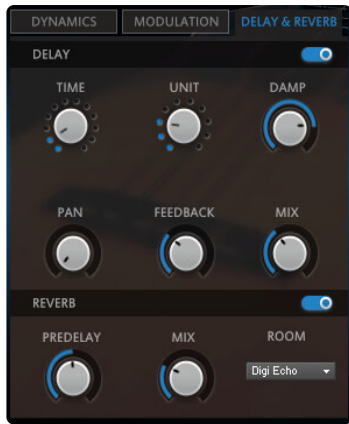**ROTATOR ON/OFF:** Toggles the ROTATOR on and off.
SPEED: Chooses between slow and fast ROTATOR SPEED.
BALANCE: Adjusts the sound BALANCE of the ROTATOR.
SPREAD: Adjusts the stereo width of the ROTATOR effect.
MIX: Adjusts the dry/wet ratio of the CHORUS effect.

5.1.3 Delay & Reverb

5.1.3.1 Delay

DELAY ON/OFF: Toggles the DELAY on and off.

TIME: Selects the TIME after wich the delayed signal will repeat. The selected TIME will be miltiplied with chosen unit. 2 (TIME) x 1/8 (UNIT)=> The delayed signal will occur on every second eighth note.

UNIT: Selects the UNIT if the TIME parameter in note values. If set to absolute, the time controller will show asolute time values instead of tempo-synced note values.

DAMP: Increases or decreases the damping of high frequencies of the delayed sounds.

PAN: This parameter controls the width of the panorama modulation of the wet signal. If it is set to 0, the delayed signal will not differ from the dry signal in panorama.

FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. This parameter controls how many times a note will be audible via the DELAY. **If set too high, the FEEDBACK loop will eventually cause a sound buildup.**

MIX: Adjusts the dry/wet ratio of the DELAY effect.
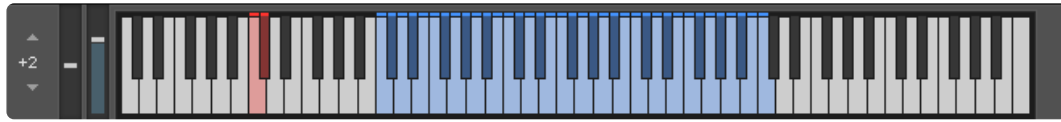
5.1.3.2 Reverb

REVERB ON/OFF: Toggles the REVERB on and off.

PREDELAY: Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.

MIX: Adjusts the dry/wet ratio of the reverb effect.

ROOM: Selects the impulse response of the reverb effect.

6. KEYSWITCHES

In KONTAKT's own keyboard view you can spot two red keys. These are used to quickly turn the M.A.D. system on and off while playing.

C1 – M.A.D. on
C#1 – M.A.D. off

7. CREDITS

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