The **Noah Bells** tuned percussion library is a deeply sampled collection of 21 authentic Indian Khadki bells in a wide ascending range of sizes and pitches, from massively resonant deep notes to small, brittle high notes. These hand-crafted, traditionally hammered metal bells are smelted from simple iron, copper and tin mixtures producing a golden or bronze hue. We're guessing that there's probably a bit of zinc, lead and other easily-worked metals used for welding the seams and loops based on the corrosion, heat discoloration and brazing patterns.

They range in size from over two feet to less than an inch in diameter, with roughly-carved wooden clappers joined to the bell by thin copper or iron wire. The first thing you'll notice when you hear them is their complex over- and undertones, often just as strong as the fundamental pitch depending on how and where you strike them. They have a dark, raspy and heavy tone with a lot of mid-range body and a rather variable sustain.

The history and true origins of Noah Bells is a bit fuzzy and rather conflicted, depending on where you look and whom you ask. As far as we can tell, they actually originate and are still primarily made in the village of Nirona, in the Kutch district of the western state of Gujarat in India. The name "Khadki" translates simply to "bell" in the local Kutchi language. These bells have probably been produced there by the same small number of local families over the last few hundred years, using techniques that have been passed down from generation to generation. First imported to the United States by Maharani Imports in the late 1960s, they've been popularly renamed here after Noah Shah, the son of Maharani Imports' founders, Bonny Karstadt and Ratilal Shah.

The smaller bells are used mainly in livestock herding due to their ability to project a very distinct sound over long distances, they also claimed to possess the power to ward off evil spirits (and more likely predatory wild dogs, big cats and wolves). The larger bells are mainly sold for decorative use (you can usually find a few of them in the gardening section of your local hardware store), although they're becoming popular as musical instruments in their own right.

We recorded each bell in a number of dynamic layers with round-robin variation to create a very dynamic and naturally playable virtual instrument. They were captured from both a very close, dry stereo position and a far, wide position in a large cathedral to provide you with very distinct tonal and atmospheric flavors to start from. You can use our intuitive UI controls to customize the sound to your needs, with a variety of options including swell, attack, release, tightness, tuning, vibrato, articulation selection, an optional sub-synth waveform underlay module for tonal reinforcement and a complex step-sequencing arpeggiator and auto-roll system.

We also provide you with a full rack of Kontakt's onboard multi-effects and a wide selection of our most popular convolution reverb impulses to spatialize the sound in a variety of real and sound-designed spaces. We also include a full set of our popular sound-designed textural ambiences and custom FX presets, each created by modifying the source sounds with various effects and sonic manipulation techniques. These bonus presets provide awesome accompaniment to the acoustic instruments in this library and as great resources for cinematic underscoring and sound design.

SOUNDIRON
NOAH BELLS

- 19 powerful open-format Kontakt .nki instrument presets
- 1733 Samples
- 3 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Raw, hammered bronze and tin Asian temple bells range in size from huge to tiny, recorded from dry/close and wet/far stereo positions at St Paul's church in San Francisco, CA.
- 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.

CREDITS

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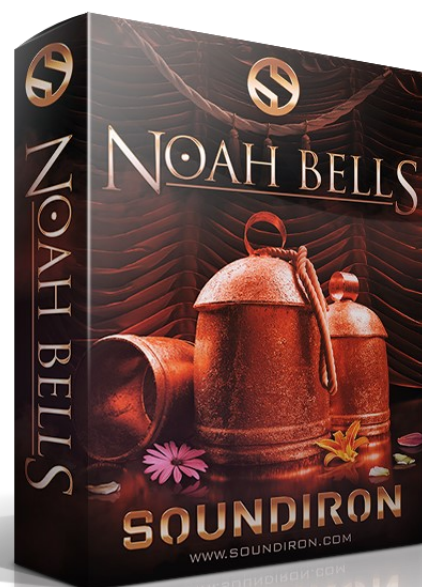Scripting and Systems Design
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Documentation
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Format

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 large urban cathedral environment, from close and far stereo perspectives. Natural outside noise and structural acoustics can result in the presence of mild background rumble, noise and other artifacts. You may hear ambient noises, such as wind, wildlife, creaks, thuds, cracks and room tone 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

Many instrument presets in this library are extremely system 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 the downloader reports a DL Error or Install Error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

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

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.

CLOSE Pop-Up Button
This opens the Close Microphone control window, which provides a variety of settings for the dry close mic mix.

FAR Pop-Up Button
This opens the Far Microphone control window, which provides a variety of settings for the naturally atmospheric and reverberant far cathedral mix.

SUB Pop-Up Button
This opens the Sub-synth Waveform control window, which provides a variety of settings for the simple waveform layer. This can be used to reinforce the fundamental pitch, create harmonic layering and chords or as a general tool to customize character and tone.

ARP Pop-Up Button
This opens the arpeggiation control window to allow instant pattern and auto-roll generation.

FX Rack Tab
Click the FX Rack tab at the bottom of the screen to open the full DSP FX rack, with reverb, delay, phaser, flanger, amp and cab simulation, distortion and more. See **page 13** for details. Clicking the **Performance** tab takes you to the main page you see above.

Close Mic Menu Window
(click the CLOSE button to open)

Far Mic Menu Window
(click the FAR button to open)

Sub-Synth Waveform Window
(click the SUB button to open)

Sound Selection Menu
This menu lets you select from the sounds included in each preset. In the main Noah Bells preset, each menu item lets you choose a different articulation type, each containing the full array of bells recorded for that articulation arranged roughly by their native pitch range. In the individual articulation presets, you can isolate individual bells and play just that single bell over a full chromatic range when you just want to explore the unique character and tonality of that bell over an extended pitch range. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking (use command-click for Mac) the menu or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

Mic Link
This links the Close and Far sound selection menu settings together so that you can change the current articulation selection for both close and far mic positions simultaneously.

Swell
This knob controls the volume of the current window, allowing you to smoothly crescendo and decrescendo in realtime or balance your close, far and sub layer mix. By default, the Swell control is mapped to CC 72 (close), CC 73 (far) and CC 76 (sub).

Attack
This controls the attack envelope shape, allowing you to soften or fade in note transients.

Release
This controls the release fade-out time. Low settings shorten the sound. High settings let notes ring out.

Tighten
This sets the amount of start offset, moving the sample start position later into the sound. Use low settings to tighten the initial percussive strike of the note, or use higher settings for more extreme pad-like effects.

Tune
This shifts the pitch of the layer in semitone steps up or down by up to +/- 36 semitones (3 octaves). This is ideal for creating harmonics, octave reinforcement and chord offsets between the 3 independent layer windows. The current pitch value is shown in semitones when the knob is touched.

Vibrate
This knob adds vibrato, from slow and subtle to deep and intense. As with all of these controls, each of the layer windows can have their own Vibrate settings, allowing you to create complex and rich oscillations. By default, the Vibrate control is mapped to CC 74 (close), CC 75 (far) and CC 77 (sub).

Key Range Settings
You can change the playable note range of the Close and Far mics by adjusting the values in the Key Range boxes. When a sound is select from the mic menus, you can see the key ranges displayed in Kontakt's keyboard by pressing the "**Keyb**" button at the top of Kontakt. The Close Mic range is indicated in **dark blue** and the Far Mic range is shown in **light blue**. Where the ranges overlap, the overlapping range is shown in **orange**.

Key Switch Settings
You can also change the active selection for the Close and Far Mic winodws with keyswitches. The Close Mic keyswitches are colored **red** and located at the bottom end of the key range by default. The Far Mic keyswitches are colored **green** and located at the top end of the midi keyrange. These are visible when Kontakt's keyboard is open or when using Native Instruments' Komplete Kontrol software. You can move the Close and Far keyswitch blocks by pressing the Midi icon next to the Key-Switch range box and playing any midi note, or drag the value in the box up or down with your mouse or just type in a low note value.

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ARPEGGIATOR

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

Arpeggiator Pop-Up Window

This window controls our arpeggiation system, with integrated velocity step sequencer, a variety of cycle and repeater direction options, step count, note divisions, sustain length, humanization and swing. Open this window by pressing the **ARP** button on the main front panel.

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.

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

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.

Off	Up	Down

Up-Down	Down-Up	EZ Roll

Random	As Played

Quarter	Triplet	8th

8th Triplet	16th	16th Triplet

Velocity Graph On/Off

Mode menu

This menu controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

Normal

- **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

- **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.

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 below it to add or subtract the number of steps in the playback sequence.

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. You can have as few as 2 steps or as many as 32.

Number Of Steps

Save Table Sequence

Save your custom sequences as nka 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.

Save

Load Table Sequence

Load your previously saved custom step sequences (nka presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets

Load

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KONTAKT INSTRUMENTS (Main Presets)

1 Noah Bells.nki
This preset includes all acoustic articulations of the Noah Bells, each mapped chromatically. Articulation include Mallet, Brush, Finger, and Slap with both close and far microphone positions available.

2 Noah Bells Fingers.nki
This preset includes 14 individually selectable Noah Bells played with fingers, each mapped chromatically. The 'Fingers All' option features all 14 bells, each mapped to it's root pitch and stretched chromatically. Both close and far microphone positions are available for all articulations.

3 Noah Bells Mallets.nki
This preset includes 21 individually selectable Noah Bells played with mallets, each mapped chromatically. The 'Mallets All' option features all 21 bells, each mapped to it's root pitch and stretched chromatically. Both close and far microphone positions are available for all articulations.

4 Noah Bells Brushes.nki
This preset includes 19 individually selectable Noah Bells played with brushes, each mapped chromatically. The 'Mallets All' option features all 19 bells, each mapped to it's root pitch and stretched chromatically. Both close and far microphone positions are available for all articulations.

5 Noah Bells Slap.nki
This preset includes 3 individually selectable Noah Bells slapped with the hand, each mapped chromatically. The 'Mallets All' option features all 3 bells, each mapped to it's root pitch and stretched chromatically. Both close and far microphone positions are available for all articulations.

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KONTAKT INSTRUMENTS (Ambiences & Special FX Presets)

6 Noah Bells Amb Metabrunz.nki

This special ambience preset includes 22 individually selectable ambient pads and drones created from the original Noah Bells source content.

7 Noah Bells Amb Nohmbus.nki

This special ambience preset includes 12 individually selectable ambient pads and drones created from the original Noah Bells source content.

Noah Bells FX - Brushkarimba.nki

This special FX preset uses the Noah Bells Brushes articulation and features custom convolution reverb FX and Dynamics effects as well as dialed in front panel controls to create a brushy, melodic sound.

Noah Bells FX - Clash Ring 1989.nki

This special FX preset uses the Noah Bells Mallets articulation and features custom convolution reverb FX, Flanger, Dynamics, Tape Drive, EQ, Cabinet simulation and Delay effects as well as dialed in front panel controls to create a driven, powerfully percussive metallic sound.

Noah Bells FX - Fly-Bye.nki

This special FX preset uses the Noah Bells Slap articulation and features custom convolution reverb FX, Flanger, Dynamics, Screamer Distortion, and Delay effects as well as dialed in front panel controls to create a punchy attack with a huge tail reminiscent of a jet flying overhead.

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KONTAKT INSTRUMENTS (Special FX Presets)

Noah Bells FX - Mellownium.nki

This special FX preset uses the Noah Bells Fingers articulation and features custom convolution reverb, and Delay effects as well as dialed in front panel controls to create a gently warbling, melodic sound.

Noah Bells FX - Palfunction.nki

This special FX preset uses the Noah Bells Slap articulation and features custom convolution reverb FX, Phaser, Dynamics, Tape Drive, Amp simulation, and Delay effects as well as dialed in front panel controls to create an overdriven, malfunctioning but melodic sound.

Noah Bells FX - Space Aquarium.nki

This special FX preset uses the Noah Bells Fingers articulation and features custom convolution reverb FX, Chorus, EQ, Tape Drive, Amp simulation, and Delay effects as well as dialed in front panel controls to create a pad-like, spacey, underwater sound.

Noah Bells FX - Tubrok.nki

This special FX preset uses the Noah Bells Mallets articulation and features custom convolution reverb FX as well as dialed in front panel controls to create a punchy, powerfully deep percussive sound with a haunting tail.

Noah Bells FX - VHS Hall.nki

This special FX preset uses the Noah Bells Fingers articulation and features custom convolution reverb FX, Phaser, EQ, Tape Drive, and Delay effects as well as dialed in front panel controls to create a light, reverberant sound with a just touch of 'warmth'.

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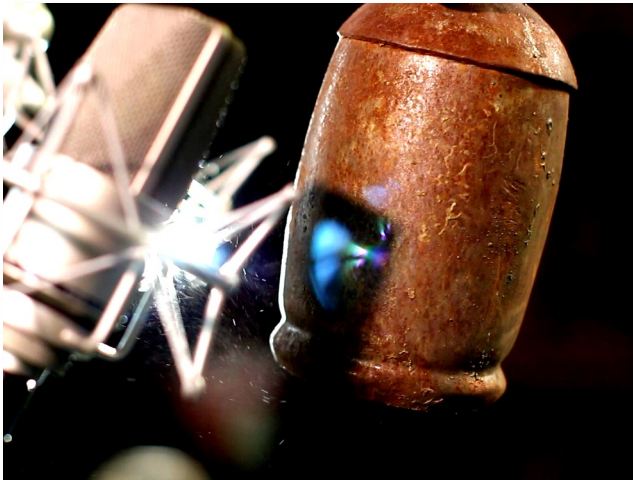SOUNDIRON

KONTAKT INSTRUMENTS (Special FX Presets)

Noah Bells FX - Zwinkle-zwinkle.nki
This special FX preset uses the Noah Bells Mallets articulation and features custom convolution reverb FX, Chorus, Distortion, EQ, and Delay as well as dialed in front panel controls to create a sparkling, eerie tuned percussion sound.

Noah Bells FX - War Games.nki
This special FX preset uses the Noah Bells Mallets articulation and features custom convolution reverb, Flanger, Dynamics, Distortion, EQ, Filter (Attached to Mod-Wheel), and Delay effects as well as dialed in front panel controls including the randomized Arpeggiator to create an intense, marching percussive sound.

Noah Bells FX - Compusion.nki
This special FX preset uses the Noah Bells Mallets articulation and features custom convolution reverb, Flanger, Dynamics, De-Rez Drive, EQ, Filter (Attached to Mod-Wheel), and Delay effects as well as dialed in front panel controls including the randomized Arpeggiator to create a maddening, digitally percussive sound.

Noah Bells FX - Singing Bells.nki
This special FX preset uses the Noah Bells Fingers articulation and features custom convolution reverb, Delay, and Chorus effects as well as dialed in front panel controls to create a pad-like smooth, melodic sound.
front panel controls to create a light, reverberant sound with a just touch of 'warmth'.

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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.

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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.

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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.

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NOAH BELLS

SOUNDIRON

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Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, 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**!

Thanks from the whole Soundiron team!

Mike, Gregg, Chris, Spencer and Jan

Noah Bells Version 1.0 was released on June 1, 2016.

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