



SOUNDIRON

sitariion

ELECTRIC SITAR

Sitarion is a powerful virtual electric sitar library designed to harmonize tradition and innovation. Chithrinie Nirupama sampled her beautiful custom sitar built by luthier Sanjay Rikhi Ram Sharma. This library fuses the timeless characteristics of the sitar with modern advances of recording techniques, mapping, scripting, and playability.

Sitarion is the complete package: rich, deep multi-samples and a vast collection of live performance phrases. It includes plucks recorded with 6 velocity layers and 12 round robin for every note possible on the sitar, as well as the Chikari and resonant strings. Sitarion also has many ornamental articulations: hammer-ons, meends (slide/bend) both up and down with semitone and whole tone varieties, and krinthans (a special Indian technique combining hammer-on and pull-off). These special articulations have multiple dynamics and varying speeds. All multi-samples include both damped and open variations.

The library also comes with over 3000 live performance phrases spanning 6 different BPMs and 6 roots, utilizing a wide range of keys and scales. Our flexible GUI gives you access to real-time articulation selection and performance features, key-switch and mapping options, arpeggiator, phrase sequencer, and full FX rack, all packed into an intuitive and customizable user interface.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping and performance controls to give you complete flexibility combined with playability. The Main presets contain every sample in the library and a host of powerful performance features. The Lite presets feature fewer round-robins for situations where less RAM usage is important.

The main presets feature controls for Body, Note Attack, Sample Start Offset, Release, Resonance, and Vibrato. The Main Volume / Dynamics knob gives you two modes of operation. In Volume mode, the knob controls the volume output of the sitar, while velocity dynamics are still controlled via MIDI velocity. In Dynamics mode, the knob dictates the velocity output, regardless of incoming MIDI note velocity.

Our advanced Articulation system gives you instant access to all 3 unique articulation types: Pluck, Hammer On, and Legato. With twelve keyswitchable articulation slots, you can quickly and easily set up your own custom performance set of articulation to whatever keyswitches you decide. Individual articulation slot volume settings allow you to further customize your own articulation mapping, which can also be saved and loaded. Other advanced controls include pitch bend range, panning, and Dual-Mode, giving you instant access to a double-tracked sitar sound.

You'll also find an adaptable Sequencer system, allowing you to create and perform complex rhythmic patterns with ease. Settings for rhythm, velocity, number of steps, slot selection, humanize and swing as well as the Sequence direction provide endless possibilities for incredible riff-creation. Quickly save and load your custom creations or load any of our included patterns to get started.

The built-in modular FX rack window offers 27 different DSP effect modules that you can assign in any of 8 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 presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with 139 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

To encapsulate the feel of live sitar in the hands of an expert, Chithrinie also played thousands of beautifully dynamic live performance phrases, performing a total of over 3,500 distinct melodic elements. The phrases are organized by tempo (60, 80, 100, 120, 140, 160 bpm), and style (Light & Dark). You can trigger them individually with your keyboard or sequence them in the phrase sequencer, with full control over tempo, offset, release, pitch and so much more.

ARTIST BIO

Chithrinie Nirupama is a Sri Lankan Sitarist and a Composer currently based in the UK. She has been classically trained from a young age. Chithrinie completed her BA in Music at the University of Sri Jayewardenepura, Sri Lanka in 2016 obtaining the highest GPA of the faculty. She has secured First Division passes in all the examinations leading to the Visharada title offered by the Bhatkande College of Music, Lucknow, India.

She moved to the UK to study a Master's in Music Technology at the Royal Birmingham Conservatoire and completed in 2019. There she became interested in blending acoustic sitar and electronic sound effects to create new soundscapes where she organized a concert 'Sitarscapes' and performed 6 of her own compositions for Sitar, Electronics blended with a variety of Genre accompanied by an ensemble of western musicians.

She mainly uses Pro Tools and Ableton live for her productions and live performances. She released her debut EP 'The Four Seasons' in 2020 which illustrates the beauty of the four seasons with Sitar accompanied by Violin and Flute where she did the Composing and Audio Production by herself.

She loves writing and performing music for live multi-track Sitar and uses Ableton Live and MIDI pedals to loop and manipulate the acoustic sitar sound which engages electronic manipulation to create a cinematic effect. She loves to fuse Indian classical music with various genre such as western music, jazz and Sri Lankan Folk music along with electronic sound effects.

Chithrinie has involved as a Sitarist in many soundtracks including Netflix movie Wheelman, Expedia interactive Project 'The World in Tune' and various Rock, Jazz, EDM, Folk, North Indian, South Indian and Ambient music-based soundtracks.



sitarion

ELECTRIC SITAR

- Electric Sitar Plucks, Chikari, Sympathetic, Hammer On, Krinthan, and Meend articulations
- 3,538 dynamic live performance phrases in six tempos: 60, 80, 100, 120, 140, 160bpm
- 23 Powerful Kontakt .nki instrument presets
- 18,806 stereo samples in unlocked .WAV format
- 21.5 GB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 6.2.2 or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Complete Kontrol and the “Add Library” import feature do not support this library. Windows 7 (or later) or macOS 10.12 (or later) is required.

CREDITS

Documentation

Nathan Boler
Chris Marshall

Artwork & GUI Design

Chris Marshall
Gregg Stephens
Spencer Nunamaker

Scripting

Chris Marshall
Gregg Stephens

Production & Recording

Chithrinie Nirupama
Gregg Stephens
Mike Peaslee

Editing & Mapping

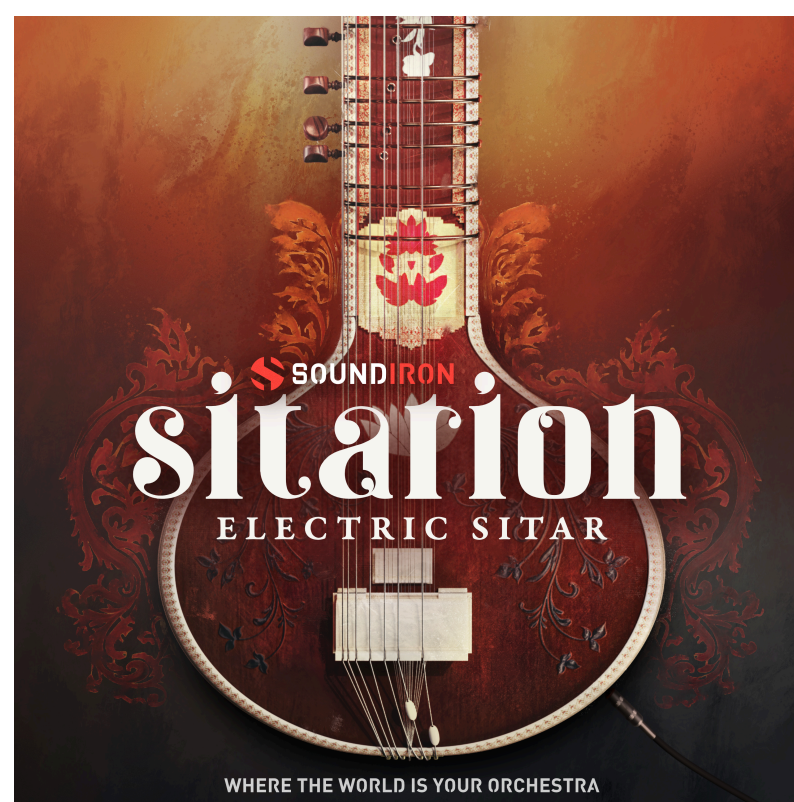
Mike Peaslee
Chris Marshall
Gregg Stephens

Sound Design

Mike Peaslee
Gregg Stephens

TABLE OF CONTENTS

INTRODUCTION.....	1
OVERVIEW & CREDITS.....	3
SYSTEM REQUIREMENTS.....	4
KONTAKT INSTRUMENT HEADER.....	5
MAIN USER INTERFACE.....	7
ADVANCED CONTROLS.....	9
FX RACK PANEL.....	13
LICENSING AGREEMENT.....	24
ABOUT US.....	25



SYSTEM REQUIREMENTS

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 6.2.2 or later. You cannot use this library in the free Kontakt Player. 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 specifications 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 7 or later, or Apple macOS 10.9 or later.

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. If you’re new to the Quick-load system, check out the Help area of our website and our YouTube channel for tutorial videos on how to use it effectively and conveniently.

Please allow any current preset to finish loading completely before loading a new one. You cannot 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.

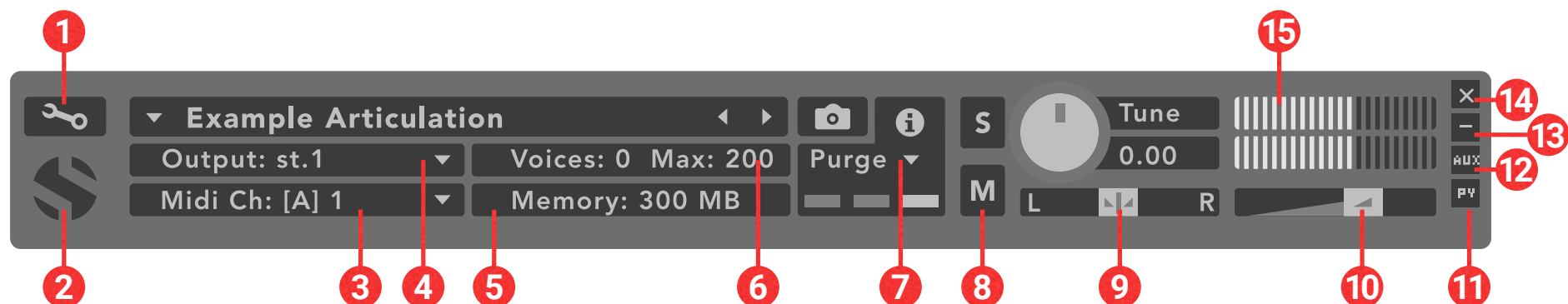
The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.

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.

KONTAKT INSTRUMENT HEADER

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



1. Open The Instrument Editor - Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

2. Close Main Control Area - Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

3. MIDI Input - 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 - 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 / Max Limit - Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

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

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

12. Auxiliary Sends - This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

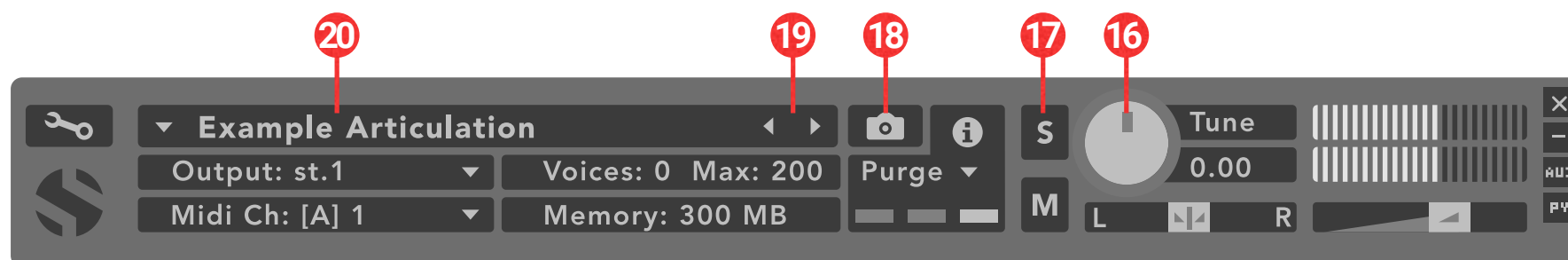
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

14. Close Button - This closes and removes the instrument from the rack.

15. Signal Meters - This displays the current signal level during playback.

KONTAKT INSTRUMENT HEADER

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



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-cent (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17. Solo Button - This solos the instrument and mutes all others.

18. Snapshots -This allows you to save and load snapshot presets for this instrument. Click the “i” button to close.

19. Previous / Next Preset - These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you’ve changed 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 - This shows the currently loaded preset name.



USER INTERFACE



1. Volume/Dynamics Knob - This knob controls the volume of the instrument in VOL mode and controls the velocity dynamics in DYN mode. Click the center of the knob to switch modes.

2. Body Knob - This controls the “body” of the instrument, with lower values having reduced bass and presence.

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. 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. It’s also great for creating glitchy effects.

5. Release 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.

6. Resonance Knob - This controls the resonance of the sitar tone. Turning up the knob increases brightness.

7. Vibrato Knob - This controls the amount of simulated vibrato.

8. Articulation Slots - These 12 slots allow you to load any one of the different articulations. The same articulation can be loaded in multiple slots at the same time.

9. Articulation Slot Volume Slider - These knobs control the gain for each individual articulation layer slot.

10. Slot Keyswitch Mode - This controls sets the behavior of the Articulation slot keyswitches (located from C-1 to A-1) between Temp (momentary) or Latching.

11. Play Mode - This allows you to choose from three different play modes:

- Normal - The standard mode where each single note is played normally.
- Legato - In Legato mode, only one note per string is active at a time, allowing you to legato from note to note on the same string.
- Hammer - Hammer mode is very similar to Legato, but the attack of the transition note is softened, to simulate a hammer-on.

12. Dual Mode - Dual Mode gives you immediate access to a double-tracked sitar sound by playing two sitars at once, which can independently panned.

13. Pitch Bend Range - This allows you to set the range for the pitch bend from ¼ step all the way to 2 full steps.

14. Dual Mode Panning - With Dual Mode enabled, the Sitar 1 and Sitar 2 pan sliders allow you to pan each guitar left or right. The lock icon keeps the two in sync, allowing you to quickly and easily pan both sitars equally.

15. Slot Keyswitch Assign - This allows you to set the keyswitch for the current Articulation slot.

16. Slot Panning - This allows you to set the panning for the current Articulation slot. Note, this is only applicable with Dual Mode turned off.

17. Velocity Range - This control lets you set the minimum and maximum allowed velocity ranges for the selected slot. Incoming MIDI notes with velocities outside the allowed range will be ignored.

18. Open/Damp Selector - This allows you to perform the open or dampened samples.

19. SEQUENCER Tab - This button selects the Sequencer tab.

20. Interactive Dual Mode Sitars - With Dual Mode enabled, the Sitarion image becomes an interactive control! This allows you to adjust the panning width of the sitars visually. *Note that this interactive width control only works with the Lock feature enabled for Sitar 1 and 2 panning.*

21. Articulation Controls - This menu gives you access to a number of powerful articulation slot controls. **Empty All Slots** does exactly what it says. **Reset All Start Conditions** resets keyswitch and velocity range to the default values for all slots. **Set Ascending Keys From First Slot** allows you to quickly and easily regroup all the keyswitches starting from the first slow. **Distribute Velocity Range Equally On Active Slots** also does exactly what it says. **Save** and **Load** allow you to save and load your own custom articulation maps.

22. Tuning Modes - Click Edit to adjust the tunings of the instrument, add/remove playable notes, or choose from a variety of Western and Eastern scales. The Equal button determines whether equal temperament is applied.

23. Chikari - The pink keys on the left side of the kontakt keyboard are playable Chikari strings. These are root and perfect 5th pitches you can add underneath your sitar playing. You can control volume, release, damp/open, 1+5 or major, strum speed, and number of strings.

24. Sympathetic - The pink keys on the right side of the kontakt keyboard are playable Sympathetic strings. These are pitches you can add alongside your sitar playing. You can control volume, release, damp/open, strum speed, and number of strings.

25. Strum Keys - The purple keys on both sides of the kontakt keyboard strum the chikari and sympathetic strings of the sitar.

ARPEGGIO + GLISS



1. Activate Sequencer - This button turns the sequencer on or off.

2. Table On/Off - This icon turns the visual graph table on or off.

3. Steps - This selects the amount of steps in the sequence.

4. Save - This icon saves the sequence to your hard drive.

5. Load - This loads a previously saved sequence from your hard drive.

6. Step Rhythm Selection - This allows you to select the rhythm of the arpeggiator, from 1/2 to 1/32T notes.

7. Mode Knob - Choose between Arpeggio and Gliss.

8. Humanize Knob - This control adds randomization to the sequence timing.

9. Swing Knob - This control adds pre-beat or post-beat swing to the sequence.

10. Sequencer Direction - This drop-down allows you to choose the direction the sequencer cycles through the held notes.

11. Range - This drop-down controls how long the sequence runs. Choose from 2x to 8x, or Run will keep the sequence going until you release the keys.

12. Gliss Rate - When in gliss mode, this knob selects the gliss speed.

13. Gliss Curve - When in gliss mode, this knob applies acceleration or deceleration to the gliss. Turning it down causes the gliss start out slow and speed up.

PHRASE SEQUENCER



1. Active Step - 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. 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.

3. 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.

4. Step Pitch Knob - This knob sets the pitch for each step.

5. 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.

6. 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.

7. 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.

8. Assign Phrase Button - This control allows you

to set any individual phrase to the currently sequencer selected slot. Simple click to assign the step and then press the desired midi key or click the note on the Kontakt keyboard.

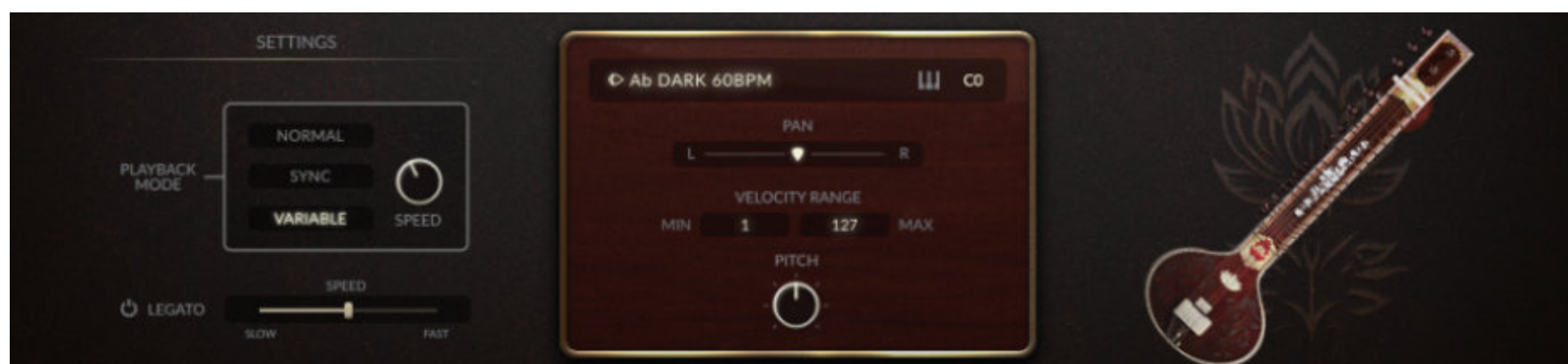
9. Save Sequence Button - This button lets you save your current step sequence to an nkp file on your hard drive.

10. Load Sequence Button - This button lets you load a previously saved step sequence from an nkp file on your hard drive.

11. Waveform Start Marker - This green marker determines where the sample will start, overlaid on top of the Waveform window to give you a visual representation of where the phrase will start. It is linked to the Start knob in the Sequencer.

12. Waveform End Marker - This orange marker determines where the sample will end, overlaid on top of the Waveform window to give you a visual representation of where the phrase will end. It is linked to the End knob in the Sequencer.

13. Trigger Key - This displays the trigger key to play back the sequence. You can drag or type a note to change the mapped trigger key.



14. 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 Speed knob. If the pitch is changed, sample playback speed remains constant.

15. Legato - Turn legato functionality on/off with the power icon. When turned on, playing a new phrase will force monophonic sample playback. The speed slider controls how fast or slow the transition between phrases occurs.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 27 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in solo presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from top to bottom on each rack and from Rack 1 to Rack 2. 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. Once you've customized your FX chain, you can save it for later use in this rack by selecting "Save" at the bottom of the list. To load any custom presets you have saved, select "Load" from the menu. Selecting "-Empty-" at the top of the list unloads all effects and resets the entire FX rack to its default state.

RACK SELECT BUTTONS

The Rack 1 and Rack 2 buttons allow to you select between the two different racks. The signal flows from top to bottom of each rack and from Rack 1 to Rack 2.

Descriptions and control definitions for all effect modules are on the **next 4 pages...**

FILTER



Power Button - Toggles the effect on/off.

Type Button - Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob - Controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob - Controls the amount of resonance added at the cutoff or peak node.

EQ



Power Switch - Toggles the effect on/off.

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

Out Knob - Controls the output volume.

Low, Mid and High Frequency Knobs - The control the center frequency of the low, mid and high frequency EQ bands.

Bell/Shelf Buttons - Toggles the bell/shelf shape of the frequency band.

FEEDBACK COMPRESSOR



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the compressor.

Makeup Knob - controls the amount of gain to make up for any volume decrease.

Mix Knob - blends the amount of compressed and raw signal.

Link Button - When on, stereo is linked. When off, it is dual mono.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Ration Knob - Controls how long before the compression releases.

Release Knob - High Quality Button - Toggles oversampling.

LIMITER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the limiter.

Release Knob - Controls how long before the limiter releases the signal.

Output Knob - Controls the output volume of the signal.

BUS COMPRESSOR



Power Button - Toggles the effect on/off.

Threshold Knob - Controls what volume level the compressor kicks in.

Ratio Knob - Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Makeup Knob - Controls the amount of gain to make up for any volume decrease.

Mix Knob - Blends the amount of compressed and raw signal.

Output Knob - Controls the output volume of the signal.

Release Knob - Controls how long before the compression releases.

TRANSIENT DESIGNER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the designer.

Attack Knob - Controls effect attack speed. Increasing will add more punch.

Sustain Knob - Controls how long the note tail rings out.

Smooth Button - Smooths out problem transients.

Output Knob - Controls the output volume of the signal.

AC BOX



Power Button - Toggles the effect on/off.

Normal Knob - Controls the normal AC Box channel volume.

Brilliant Knob - Controls the brilliant AC Box channel volume.

Tremolo Speed Knob - Controls the rate of the tremolo.

Output Knob - Controls the master volume.

Bass & Treble Knobs - These control the low and high frequency gain.

Tonecut Knob - Employs a lowpass filter. Turn up to reduce treble.

Tremolo Depth Knob - Controls the strength of the effect.

Mono Switch - Toggles between mono and stereo.

HOT SOLO



Power Button - Toggles the effect on/off.

Bass, Mid, Treble Knobs - Controls how much signal comes into the limiter

Presence Knob - Boosts the upper mid-range frequency response.

Depth Knob - Controls low range frequency response for the power amp.

Drive Switch - Selects between overdrive and normal channels.

Pre Norm Knob - Controls how long before the limiter releases the signal.

Pre Drive Knob - Controls the output volume of the signal.

Master Knob - Controls the overall output level.

Output Knob - Sets the output level of the FX module.

Mono Switch - Toggles between mono and stereo.

JUMP



Power Button - Toggles the effect on/off.

Pre-amp Knob - Sets the pre-amp gain. Turn it up to add drive.

Pre Norm Knob - Controls the amount of volume added.

Presence Knob - Boosts the upper mid-range frequency response.

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

Master Knob - Sets the overall output volume.

Hi Gain Switch - Increases the pre-amp's gain potential.

Mono Switch - Toggles between mono and stereo.

TWANG



Power Button - Toggles the effect on/off.

Volume Knob - Sets the pre-amp gain. Turn it up to add drive.

Mono Switch - Toggles between mono and stereo.

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

Output Knob - Sets the overall output volume.

VAN 51



Power Button - Toggles the effect on/off.

Pre Rhythm Knob - Controls the preamp overdrive of the rhythm channel.

Pre Lead Knob - Controls the preamp overdrive of the lead channel.

Presence Knob - Boosts the upper mid-range frequency response.

Lead Switch - Toggles between the rhythm and lead channels.

Bright Switch - Boosts high frequencies in the rhythm channel.

Mono Switch - Toggles between mono and stereo.

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

Post Gain Knob - Controls master volume of both channels.

Resonance Knob - Controls low range frequency response in the poweramp.

Output Knob - Sets the output volume of the FX module.

Hi Gain Switch - Increases the gain range of the preamp.

Crunch Switch - Adds distortion to the rhythm channel.

CABINET



Power Button - Toggles the effect on/off.

Amp Selector - This drop-down allows you to choose between different amps.

Size Knob - Adjusts the size of the simulated cabinet.

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

Air Knob - Sets the level of early reflections in the room response.

Output Knob - Sets the output volume of the FX module.

ROTATOR



Power Button - Toggles the effect on/off.

High Acceleration Knob - Adjusts how quickly the treble rotors will react to speed changes.

Low Acceleration Knob - Adjusts how quickly the bass rotors will react to speed changes.

Slow/Fast Button - Switches the speed of the rotating speaker.

Balance Knob - Sets the ratio of sound produced by the horn and woofer.

Distance Knob - Changes the distance between the simulated mic and speaker.

Mix Knob - Controls the rotator effect's strength.

STOMP CAT



Power Button - Toggles the effect on/off.

Volume Knob - This controls the Cat master volume.

Filter Knob - Turn up to enhance low frequency range.

Distortion Knob - Adjusts the amount of distortion applied.

Mono Switch - Toggles between mono and stereo.

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

"Balls" Knob - Turn this up to add low-end punch.

Tone Knob - Pre-distortion mid range booster.

Output Knob - Sets the output volume of the FX module.

STOMP CRYWAH



Power Button - Toggles the effect on/off.

Wah Knob - Controls the frequency of the wah-wah effect.

Output Knob - Sets the output volume of the FX module.

Mono Switch - Toggles between mono and stereo.

STOMP DISTORTION



Power Button - Toggles the effect on/off.

Volume Knob - This Controls the distortion master volume.

Tone Knob - Turn up to accent mid frequency range. Turn down to accent bass.

Mono Switch - Toggles between mono and stereo.

Drive Knob - Controls the amount of distortion applied.

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

Output Knob - Sets the output volume for this FX module.

STOMP LOFI



Power Button - Toggles the effect on/off.

Bits Knob - Controls the sound's resolution in bits.

Output Knob - Sets the output volume of the FX module.

Noise Knob - Adds hiss to the audio signal.

Color Knob - Controls tonality of the noise applied.

STOMP SKREAMER



Power Button - Toggles the effect on/off.

Tone Knob - Adjusts bright versus mellow tone.

Drive Knob - Controls how much crunchy distortion is applied.

Output Knob - Sets the output volume of the FX module.

Bass Knob - Controls the bass frequency gain.

Bright Knob - Controls the high frequency gain.

Mix Knob - Sets the amount of processed signal sent to the main output.

STOMP TAPE SATURATOR



Power Button - Toggles the effect on/off.

Gain Knob - Controls the input gain. This increase tape distortion.

High Quality Switch - Toggles oversampling.

Warmth Knob - Controls the low frequency boost/

cut.

Rolloff Knob - Controls the high frequency rolloff starting point.

Output Knob - Sets the output volume of the FX module.

DELAY



Power Button - Toggles the effect on/off.

Delay Type - This drop-down lets you choose from 5 delay types.

Time Knob - Adjusts the delay time in milliseconds or synced note values.

Sync Button - Turn on to sync the delay effect to the host tempo.

Saturation Knob - Adds tube-like saturation to the delay sound.

Stereo Button - Toggles between mono and stereo.

Feedback Knob - Turn up to add more delay repeats.

Lo-cut & Hi-cut Knobs - Controls low and high frequency cuts in the delay repeats.

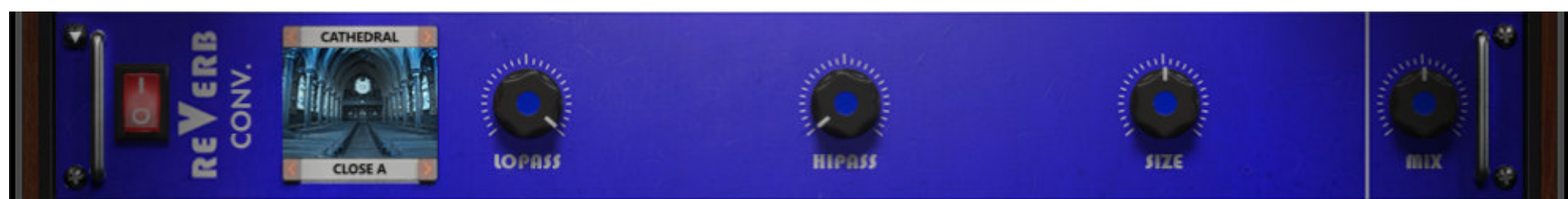
Depth Knob - Controls the amount of modulation applied.

Rate Knob - Adjusts the speed of the delay modulation.

Pingpong Button - Turn on for alternating hard left & right panning.

Mix Knob - Sets the amount of process signal.

CONVOLUTION REVERB



Power Button - Toggles the effect on/off.

Convolution Category and Impulse Drop-downs - Choose from different impulse response samples.

Low Pass Knob - Adjusts bright versus mellow tone.

High Pass Knob - Controls how much crunchy

distortion is applied.

Size Knob - Changes the length of the impulse sample between 50%-150%.

Mix Knob - Sets the amount of processed signal sent to the main output.

ALGORITHMIC REVERB



Power Button - Toggles the effect on/off.

Time Knob - Adjusts the duration of the reverb effect.

Mod Knob - Adjusts the amount of modulation applied to the reverb.

High Cut Knob - Cuts the high frequency content of the reverb signal.

Hall/Room Switch - Toggles between Hall and Room reverb algorithms.

Diffusion Knob - Adjusts the density of the simulated room reflections.

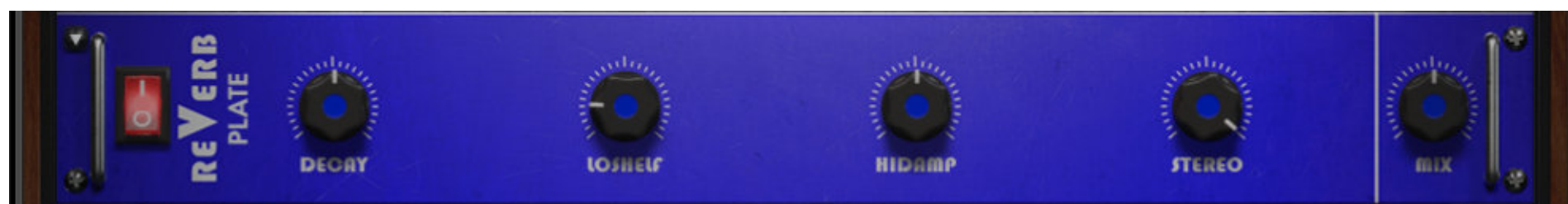
Dampening Knob - Adjusts the amount of absorption in the simulated room.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

Size Knob - Adjusts the size of the simulated room.

Mix Knob - Sets the amount of processed signal sent to the main output.

PLATE REVERB



Power Button - Toggles the effect on/off.

Decay Knob - Adjusts the duration of the reverb effect.

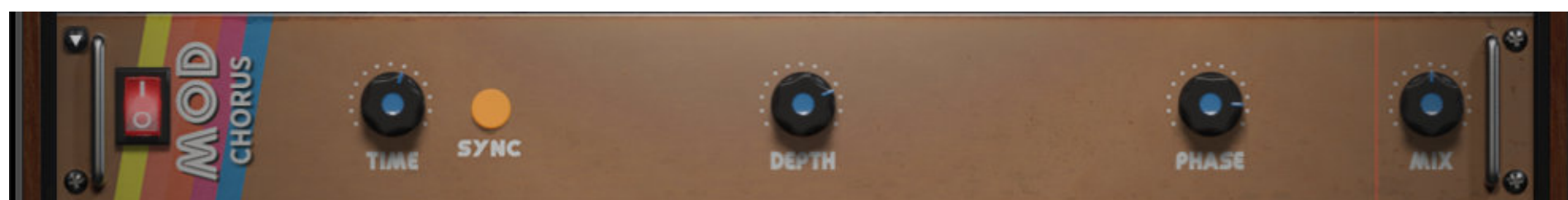
Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

High Dampening Knob - Adjusts the damping of the reverb's high frequency content.

Stereo Knob - Controls the stereo image of the reverb.

Mix Knob - Sets the amount of processed signal sent to the main output.

MOD CHORUS



Power Button - Toggles the effect on/off.

Time Knob - Sets the speed of the LFO modulation.

Sync Button - Syncs the LFO modulation to the host tempo.

Depth Knob - Sets the amount of LFO modulation applied.

Phase Knob - Adjusts the phase difference between left and right channels.

Mix Knob - Sets the amount of processed signal sent to the main output.

STEREO



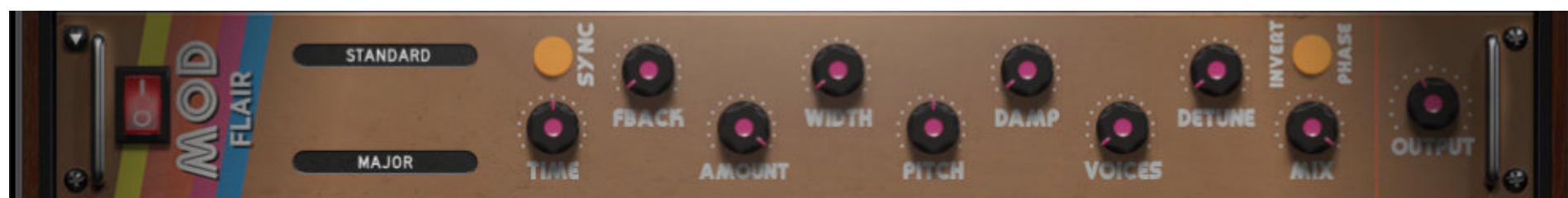
Power Button - Toggles the effect on/off.

Width Knob - Sets the width of the stereo field. All the way down is mono.

Pan Knob - Adjusts the panning of the stereo field.

Output Knob - Sets the output volume of the FX module.

MOD FLAIR



Power Button - Toggles the effect on/off.

Flanger Mode Drop-down - Choose from three different flanger modes.

Chord Drop-down - Sets the chord that the four voices use.

Width Knob - Duplicates and pans the flanger voices.

Damp Knob - Attenuates the high frequency content of the feedback.

Detune Knob - Alters the pitch of each flanger voice.

Invert Phase Button - Swaps the position of peaks & notches in the frequencies.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation applied to pitch.

Feedback Knob - Turn up for a more metallic resonant sound.

Pitch Knob - Adjusts the fundamental frequency of the first flanger voice.

Voices Knob - Choose from 1 to 4 flanger voices.

Mix Knob - Sets the amount of processed signal sent to the main output.

Output Knob - Sets the output volume of the FX module.

MOD PHASER



Power Button - Toggles the effect on/off.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation.

Amount Knob - Adjusts the amount of modulation applied.

Spread Knob - Shifts frequency peaks and notches left or right.

Ultra Button - Extends parameter ranges for Rate and Center. Get crazy!

Output Knob - Sets the output volume of the FX module.

Stereo Knob - Adds a phase offset to the modulation.

Feedback Knob - Creates resonance. Makes peaks and notches more pronounced.

Notch Knob - Sets the amount of peaks and notches in the spectrum.

Center Knob - Sets the middle frequency of the peak/notch pattern.

Modulation Mix Knob - Distributes the modulation between center and spread.

Mix Knob - Sets the amount of processed signal sent to the main output.



SOUNDIRON USER SOFTWARE LICENSING AGREEMENT

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 noncommercial 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 noncommercial 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.

THANK YOU!

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 composition and sound design 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!

Thanks from the whole Soundiron team!

