SOUNDIRON

The **Traveler Organ** is a multi-sampled instrument library capturing the tone and essence an authentic late 19th-century to early 20th century Clough & Warren flat-top reed organ. It was meticulously recorded in a dry recording booth with high-quality noiseless preamps and a trio of large-diaphragm Neumann studio microphones, capturing all the subtle nuance produced by this wonderful instrument. We recorded a variety of stop configurations and multiple articulations for each including sustains, diminuendos and staccatos, along with bellows creaks, key clicks and plenty of custom sound-designed organs, pads and ambiences.

This 61-key, 13-stop organ has a sound that can fit any genre of music ranging from the playful street performances of the streets of France to powerful classical church music. From soft and airy to powerful and deep, Traveler Organ was recorded dry, perfect for the application of reverb to make it fit in anywhere - and we provide dozens of spaces to choose from through the FX rack!

This standard open-format Kontakt library is perfect for any situation. Traveler Organ provides a wide variety of sound, from a soft, airy pianissimo to a powerful and deep forte. The special "Vox Humana" articulation provides a much breathier organ sound and each articulation includes round robin variation. Also included are a wide variety of sound effects ranging from the sound of the keys being pressed to the pumping of the foot pedals, allowing for true realism.

We've also included 59 sound-designed ambiences, atmospheres, and sustaining pads to provide tonal leads and background textures. Each one has been hard-crafted by our team, using the raw organ recordings and are an ideal accompaniment to this library.

TRAVELER ORGAN

The Traveler Organ comes equipped with flexible control features, like attack, release, transient offset, dynamic swelling, octave, vibrato and a robust Arpeggiator system that provides a full range of custom dynamic arpeggiation modes and step sequencer pattern creation options. There's also a complete DSP effects rack, including convolution reverb with dozens of unique spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms and plenty of special FX impulses to fully explore and endless variety of strange and unexpected sonic manipulations.

SOUNDIRON

TRAVELER ORGAN

- 26 powerful open-format Kontakt .nki instrument presets
- 1686 Samples
- 3.78 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Bonus Pads, Leads and Atmospheres
- 16 Custom Designed Effect Presets
- 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

Recording
Mike Peaslee

Editing
Spencer Nunamaker, Mike Peaslee, Gregg Stephens

Programming
Spencer Nunamaker, Mike Peaslee,
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Systems Design & Scripting
Chris Marshall and Gregg Stephens

Sound Design
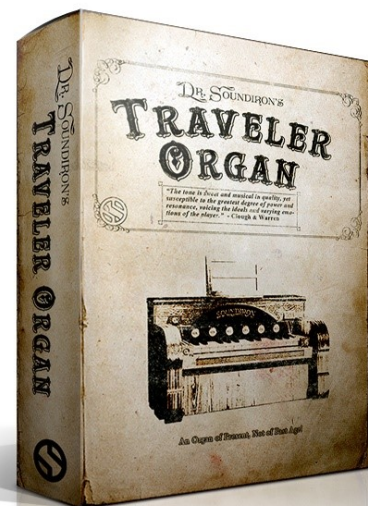Mike Peaslee, Gregg Stephens,
and Spencer Nunamaker

UI Design and Artwork
Gregg Stephens and Chris Marshall

Documentation
Gregg Stephens

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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 type of 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 number of different indoor and outdoor environments, out in the elements and often in uncontrolled conditions.

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

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend

that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB 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.

Installation

Download the ZIP archive file and extract it to the local hard drive location that you wish the library to be installed on your machine.

The Soundiron Traveler Organ folder is the library's self-contained program directory. Once it has been extracted from the ZIP file, it is ready to be used in Kontakt.

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 attempting to load another one. Some large presets may require longer to load.

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. *Note that the 6 main front panel pull-out knob controls use inverted MIDI values. This means new soft -assignments of any CC's will be inverted by default. To change this, click on the Auto tab in Kontakt's browse menu, click on Midi Automation, click on the newly soft-assigned MIDI CC and change the **From%** (located in the bottom left corner) from 0 to 100 and change the **To%** from 100 to 0.

Volume - (CC73 & Soft-Assigned to CC7)
This knob controls dynamics, allowing you to smoothly crescendo and decrescendo your note intensity.

Attack - (CC 74)
This controls the attack envelope, for transient control.

Release - (CC76)
This controls the release fade time. Low settings shorten the note. High settings let notes sustain longer. For Sustains, this controls only the release time of the release sample without affecting the sustaining note.

Offset - (CC78)
This offsets the playback start position, allowing you to cut into the sound. Trying using it with various Attack settings.

Vibrato - (CC71)
This adjusts the amount of Vibrato effect.

Octave - (CC72 & Soft-Assigned to CC10)
This knob controls the Octave effect, bringing in a lower octave first and then a higher octave.

SOUND Menu
This menu lets you select from the available kits or sounds included in each preset. When a kit or sound set is selected from the menu, you can see the active sample trigger keys displayed in **Blue** in Kontakt's internal keyboard display window. You can change the currently selected kit or sound bank by using the **Red** key-switches, located at the very bottom of the midi key range.

KEY-SWITCHES Menu
This lets you move the menu selection key-switches to a different location on your keyboard. Press the SET button and then play a midi note to move the bottom key-switch to that location. The other switches will move with it.

The colored keys are visible while Kontakt's keyboard window is open or when using Native Instruments' Komplete Kontrol "Light Guide" enabled keyboards. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking the "Sound" label or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

ARPEGGIATOR

The Kontakt presets include a dynamic arpeggiation system with a number of different playback options. Click the **ARP→** button in the lower right-hand corner to switch to the Arpeggiator page. Click on the **MAIN←** button to go back to the Main page.

Arpeggiator

Main

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.

Off   Up   Down

Up-Down   Down-Up   EZ Roll

Random   As 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

Quarter   Triplet   8th

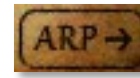8th Triplet   16th   16th Triplet

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.

Velocity Graph On/Off

Mode

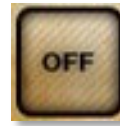This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **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 +-** 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.

Normal

Hold

Hold + -
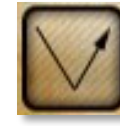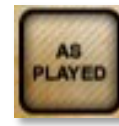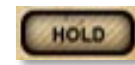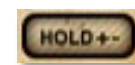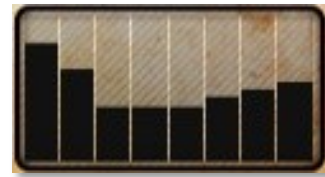
Step Sequencer Table

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 to the left of it to add or subtract the number of steps.

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.
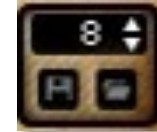
Number Of Steps

Save Table Sequence

Save your custom sequences as nkp 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.

Load Table Sequence

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

Save   Load

Swing

This knob sets the amount of swing in the arpeggiation.

Random

This knobs allows a variable amount of timing randomization between arpeggiation steps to allow a more humanized feel.

Duration

This knobs sets the length of time each arpeggiated note will be held down in relation to the time division.

KEY-SWITCHES

You can change the Sound menu selection by using midi key-switches. Simply play the lowest midi keys to switch between different Sound menu items. One key is assigned to each menu item. Open Kontakt's keyboard display window to see the active key-range of each Sound menu item (**BLUE keys)** and the Sound menu item selection key-switches (**RED keys)**.

You can change the midi key range starting note location of the key-switches by pressing the SET button and then playing a midi note, or by typing in a new bottom midi note name or number in the key-switch note range box.

To open the keyboard window, press the "**Keyb**" button in the main Kontakt header bar.

KONTAKT INSTRUMENT PRESETS

Traveler Organ - 01 - Main.nki

This master preset includes all of the individual multi-sampled articulations. There are three different voicings: Solo (single reed), Duo (multi-reed) and Vox Humana (breathy multi-reed). All voicings include Sustain and Staccato articulations with the Solo and Duo also featuring Diminuendo articulations.

There are a total of 9 individual articulations included in this preset. You can also use the menu or key-switches from C-2—G#-2 to switch between them

Traveler Organ - 02 - Dynamic.nki

This preset includes dynamic versions of the Sustain, Diminuendo (Marcato) and Staccato articulations by layering the softer Solo voicing with the louder Duo voicing. You can select either Velocity or CC-based dynamic layering. The CC-based layering is attached to the Vol. knob (CC73 and Soft-Assigned to CC7 by default).

There are a total of 6 individual articulations included in this preset. You can also use the menu or key-switches from C-2—F-2 to switch between them

Traveler Organ - 03 - Amb Fuzzion.nki

8 eerie, atmospheric and ambient sustaining pads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 8 individual ambiences included in this preset. Use key-switches from C-2 — G-2 to switch between them.

KONTAKT INSTRUMENT PRESETS

Traveler Organ - 04 - Amb Glitch.nki

12 rhythmic, ambient and atmospheric sustaining pads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 12 individual ambiences included in this preset. Use key-switches from C-2 — B-2 to switch between them.

Traveler Organ - 05 - Amb Gypzum.nki

9 creepy, atmospheric and ambient sustaining pads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 9 individual ambiences included in this preset. Use key-switches from C-2 — B-2 to switch between them.

Traveler Organ - 06 - Amb Singotone.nki

8 strange, ambient and atmospheric sustaining leads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 8 individual ambiences included in this preset. Use key-switches from C-2 — G-2 to switch between them.

Traveler Organ - 07-Amb Transience.nki

10 ethereal, atmospheric and ambient sustaining pads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

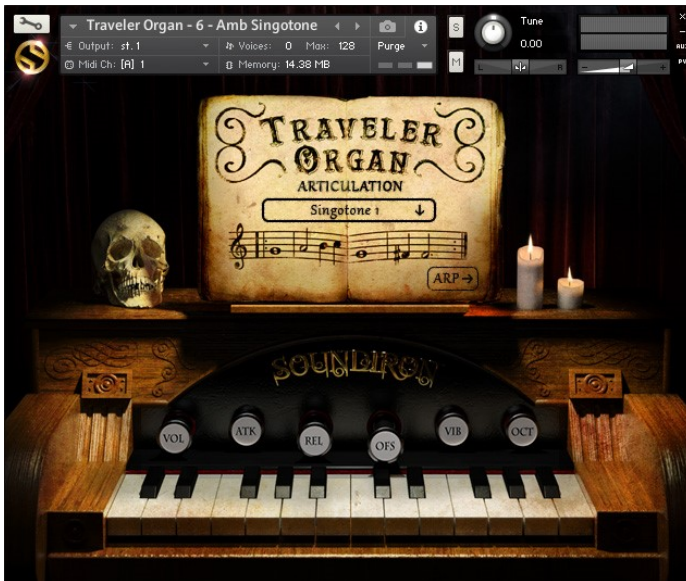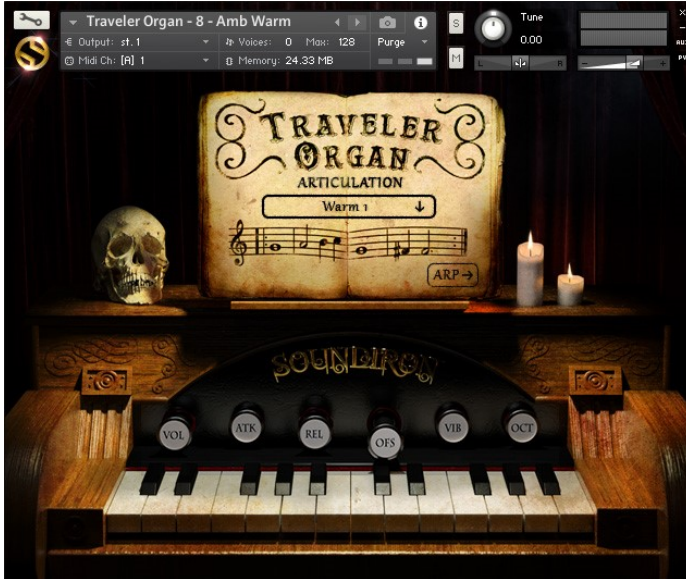There are a total of 10 individual ambiences included in this preset. Use key-switches from C-2 — A-2 to switch between them.

Traveler Organ - 08 - Amb Warm.nki

12 warm, ambient and atmospheric sustaining pads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing.

There are a total of 12 individual ambiences included in this preset. Use key-switches from C-2 — B-2 to switch between them.

Traveler Organ - 09 - Sound Effects .nki

This preset includes 8 different articulations of non-tonal sound effects: Keys Down, Keys Up, Pedal Pump Long, Pedal Pump Short, Pedal Pump Vent, Stop Knob Pull, Stop Knob Push, and Glitchy Keys. In addition, the sustain Releases have been included as a chromatic, playable staccato-like articulation and an All Ambiences articulation with all 61 ambiences, each on a single key.

There are a total of 9 individual articulations included in this preset, as well as the all-in-one ambiences articulation. You can use the key-switches from C-2 — A-2 to switch between them.

SOUNDIRON

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CUSTOM KONTAKT INSTRUMENT PRESETS

Traveler Organ - Bloom Dark.nki

This custom preset makes use of the MOD Flanger, Stereo Spread, EQ, Delay and Convolution Reverb effects to create a dark blooming, ethereal effect.

Traveler Organ - Dirty Harmonica.nki

This custom preset makes use of the DRIVE Tape, EQ, and Convolution Reverb effects to create a distorted harmonica-like effect.

Traveler Organ - Dynamojo.nki

This preset has a heavy, rich tone and very dynamic character, thanks to Velocity-based resonant filter and distortion effects.

Traveler Organ - Elektrokeyz.nki

This preset has a classic 70s electric piano tone, with a creamy filter "wah" effect on the Vol knob (automated with CC11 / Expression Pedal).

Traveler Organ - Free Candy.nki

Never trust a clown.

Traveler Organ - Gloriosa!.nki

A fantabulously huge chorusing multi-timbral theatre organ.

Traveler Organ - Growler.nki

This preset uses distortion, amp simulation, EQ and tight room convolution to create a vintage fuzzed-out blues organ sound.

Traveler Organ - Little Wheezy.nki

A humble, rickety, creaky old pump organ with an airy and soft tone.

Traveler Organ - Monster.nki

Balls-to-the-wall brutal distortion with a quirky attack. Pull out the Octave to blow the doors off.

Traveler Organ - Motor City.nki

A classic raw blues organ with a dirty Leslie rotating speaker effect and a deep echo.

Traveler Organ - Mysterio.nki

A spooky mystical pipe organ with long undulating reverb.

Traveler Organ - Parisian Street Organ.nki

This one sounds a bit like an accordion.

Traveler Organ - Retro Synth Arp.nki

The future is now!

Traveler Organ - Steam Pipe.nki

A bright and aery multi-timbral pipe organ tone with a long tail fade.

Traveler Organ - Tanky.nki

Metallic shimmering, spinning Hammond-style organ.

Traveler Organ - Testify.nki

A vibrant old-fashioned chapel organ with just a touch of that old-time soulful vibrato.

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

STEREO MODELER

The ((STEREO)) FX module is a stereo modeler.

Power Button - Toggles the effect on and off.

Spread - This knob controls the width of the stereo field. Negative values close it until at full counter-clockwise, the signal becomes mono. Positive values push the stereo spread outward.

Pan - This knob controls the panning of the stereo field.

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.

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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SOFTWARE LICENSING AGREEMENT

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TRAVELER ORGAN

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THANK YOU

Thank you for buying the Traveler Organ antique reed organ library by Soundiron, programmed for Native Instruments' Kontakt. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

Thanks!

Mike, Gregg, Chris and Spencer

SOUNDIRON

TRAVELER ORGAN

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WWW.SOUNDIRON.COM

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