



Electric Saz is a truly, deeply sampled 5-string electric saz baglama library for Kontakt with a huge range of extended content, an innovative new custom interface and cutting-edge powerful performance features. This beautiful fretless Saz was procured directly from the streets of Turkey, where master craftsmen have been building them by hand for centuries. We painstakingly sampled all three “runs” of strings (low octave, middle single and high unison) with a massive 12x round robin and up to 6 velocity layers for open notes on an octave and a half per string. Continuing the depth are palm mutes, string chokes, release samples and a slew of percussive effects all at 12x round robin with multiple velocity layers. Custom wiring allowed us to sample and record each coil of each of the humbucker pick-ups individually and our custom user interface allows users to turn the pick-ups on/off, switch them to single coil mode or invert the phase of each.

The Saz is a very expressive instrument and therefore requires more than just open notes and palm mutes to get truly expressive and natural performances. As such, we carefully sampled a wide legato, or “slide” range for all three runs of strings with multiple velocity layers and 4x round robin. Our exciting new interface offers unique control over how a note is played and which string it is played on, allowing you to flip between features instantly at the push of a button. Hammer-on, pull-off, slide, choke and palm mute are all controlled on a per string (or all strings) basis, which can be momentary (as long as a key is held) or latching (turned on and off with subsequent presses of the key). We’ve also included an intelligent auto-strumming system called the “Strumulator”, giving you instant access to 12 different chords which automatically ensures that each note is played on the appropriate string. There are special patches for creating custom tuned-percussion blends, effects, Uberpeggiator and of course ambiences.

Brand new to the Electric Saz is our powerful Effects Rack system. This new system gives you an elegant and intuitive interface with access to a wide range of effects including Chorus, Flanger, Phaser, Dynamics, Drive (featuring 4 different effects), 2 amp sims, 8 cabs, EQ, Filter, tempo-synched Delay and convolution Reverb with a bunch of new custom impulses.

We set out to make the Electric Saz the most realistic, playable and flexible instrument we could, expertly capturing its naturally beautiful sound in stunning clarity and unmatched depth. Combined with our powerful custom interface, we put the life and feel of the actual instrument into your hands. Enjoy!

SOUNDIRON

Electric Saz version 1.0

OVERVIEW

32 open format Kontakt .nki instrument presets (17 Kontakt 5/15 Kontakt 4)
Deep-sampled Electric Saz with 12x RR on notes and 4x RR on Slides
New Powerful FX Rack to Apply and Combine Effects
13,744 Samples
12.7 GB Installed
24bit / 48kHz stereo wav samples (non-encrypted)
Powerful custom performance and FX control interface
45 custom environmental and digital reverbs and 25 special FX impulses integrated into the GUI

Note:

- The full version of Kontakt 4.2.4 (for K4 presets) and Kontakt 5.1.0 (for K5 presets) or later is required.
- The free Kontakt "Player" and special "Libraries" tab do not support this library.

CREDITS

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TABLE OF CONTENTS

General ::

INTRODUCTION - Page 1
OVERVIEW & CREDITS - Page 2

Technical ::

FIDELITY, ELECTRICS, FORMAT & CONVOLUTION - page 3
SYSTEM REQUIREMENTS, DOWNLOAD & INSTALLATION - Page 4

User Interface ::

MAIN FRONT PANEL & PICKUP CONTROLS - Page 5
PERFORMANCE PRESET CONTROLS - Pages 6-8
STRUMULATOR CONTROLS - Page 9
PERFORMANCE (SIMPLE) PRESET CONTROLS - Page 10
UBERPEGGIATOR CONTROLS - Page 11
TUNED PERCUSSION CONTROLS - Page 12
GISSATRON CONTROLS - Page 13
FX RACK CONTROLS - Pages 14-16

Instrument Descriptions ::

PRESET TYPES - Page 17

Info ::

LICENSE AGREEMENT - Page 18
THANK YOU - Page 19



ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. Some content was recorded live and in natural environments, while other portions have been heavily manipulated with a variety of post production tools to create special effects. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile samples.

Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.3 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

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.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique ELECTRIC characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties. Sometimes the results are incredibly lifelike and just as often, they can be completely surreal. It all depends on the sound, the impulse, the settings you choose.

We've included a hand-selected collection of impulse files that we think compliment this library's sound directly built into the GUI. You can load them into most instrument presets by using the Reverb control panel and selecting an impulse from the Impulse drop-down menu.

You can also manually import any of your own wavs into the Convolution effect within Kontakt's instrument editor view, down in the Insert Effects module. Just make sure to set the Reverb control to On and Custom to enable convolution impulse wav import and custom preset saving. Be aware that convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

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 quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

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. Make sure to leave out any spaces before or after the code. 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.

Don't move, rename, delete or modify any of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

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.

Manual Download

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 DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets 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 special activation.



Common Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. The Electric Saz contains multiple preset categories that share a number of common controls which allow users to shape the sound. You can see each control's internal midi CC assignment by hovering your mouse over many of the controls and looking down at the "hint" text displayed in the Info bar at the bottom of Kontakt. To turn on the Info bar, press the "i" button at the top of Kontakt.

To assign midi CC automation to any knob, simply right-click (PC) or Command-Click (Mac) on the knob and then click the Assign Midi CC button that appears. The next midi controller you move will automatically be assigned to the control. You can access more automation features in the "Auto" tab window on the left side of Kontakt.

You can customize and create your own custom presets by using the File Save/Load menu at the top of Kontakt. Just choose a new preset name and save it in the same Instrument folder location to insure that Kontakt can locate all necessary files the next time you load it. All custom control knob settings will be saved with the instrument preset.



Pickup Vol(s) - (CC 72 & CC73)

These knobs control the volumes of each pick-up. Pick-ups can be turned on/off and their samples loaded/unloaded using the small button to the top-right of each knob.



Tone - (CC 99)

This knob controls the tone of the instrument by attenuating frequencies.



Attack - (CC 74)

This knob controls the sharpness of attack. Lower values have more of a pluck sound.



Release - (CC76)

This controls the release time of the main note samples.* Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.



Start Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."



Release Volume - (CC90)

This controls the volume of release samples only. These samples play when the last note of a string is released. The small glowing radio button toggles Release Samples on/off if you don't want them to play at all.

Pickup Controls

Bridge Coil -

This switch toggles the bridge pick-up between single coil and humbucker.

Neck Coil -

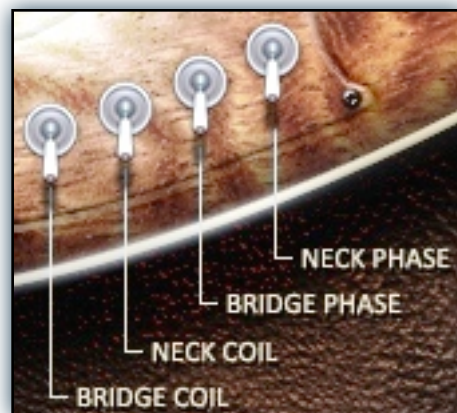
This switch toggles the neck pick-up between single coil and humbucker.

Bridge Phase -

This switch toggles the phase of the bridge pick-up between normal and inverted.

Neck Phase -

This switch toggles the phase of the neck pick-up between normal and inverted.



*Release knob controls release time of Palm Mute and Choke samples in the main Performance patches. Release of main note samples is fixed in these patches due to the Slide legato system.

Preset Types

Electric Saz contains three main preset types: Performance, Performance (Simple) and Tuned Percussion. Each preset type offers its own strengths and each was designed to be useful for different composition styles. Also included are “Lite” versions of each preset type which are presets that are less CPU- and memory-intensive at the cost of realism by reducing the number of round robin variation.

**** Please Note** - The main presets require Kontakt 5.1.0 or higher. Inside of the “K4” subdirectory are Kontakt 4.2.4 compatible presets. These presets are not recommended for performance reasons and they lack a number of Kontakt 5-only features but have been included as legacy support.

Performance

The Performance preset attempts to simulate the real-world function of an Electric Saz. Each of the 3 strings of the Saz is represented as its own monophonic unit with individual modes for slides, hammer-on/pull-offs, palm-mutes and chokes. String ranges are set via the UI but can be overridden. All important functionality is also controllable via keyswitch. Also included are full Performance presets with only the neck or bridge pick-up included to allow full functionality while being faster to load and less CPU-intensive.



The Performance preset is the most feature-heavy (and therefore CPU-intensive) preset in the library. This type includes full Round Robin, slides, hammer-on/pull-offs, palm mutes, chokes and the powerful Strumulator.

Volume - (CC 72 & 73)

These knobs control the volume swell of the individual pick-ups. Each pick-up can be turned on/off with the small glowing radio button to the top right of each knob.

Tone - (CC 99)

This knob controls the tone of the instrument much like an electric guitar by attenuating certain frequencies.

Attack - (CC 74)

This knob controls the sharpness of attack. Lower values have more of a pluck sound.

Release - (CC76)

This controls the release time of the palm mute and choke samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Start Offset - (CC78)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of “pluck.”

Release Volume - (CC90)

This controls the volume of release samples only. These samples play when the last note of a string is released. The small glowing radio button toggles Release Samples on/off if you don't want them to play at all.

Pick-up Controls

These switches are used to control whether pick-ups are used to control whether pick-ups are in single coil or humbucker mode and whether their phase is normal or inverted. See Page 5 for details.

Range Controls

In the top left of the UI are a set of three knobs and 3 value edits. Each knob-value edit pair control the range of one of the three Saz strings; the knob is present to allow midi CC automation. See Page 7 for details.

Play Mode Controls

In the top right of the UI on the fret board are a series of buttons which control the playback mode of each (or all) strings. See Page 7 for details.

Panel Controls

Nestled in the bottom left of the UI are buttons which, when pressed, open a tab with a variety of controls and information. See Page 8 for details.

Performance continued

The Performance preset is a complicated instrument that can seem daunting but it is also the most powerful preset available. This section looks at some of the more advanced functionality.

Strings and String Ranges

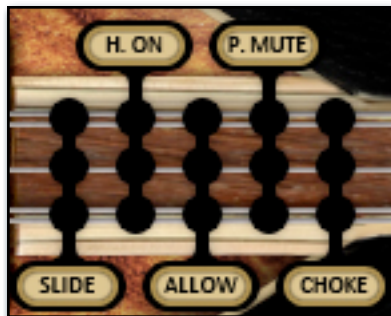
As mentioned previously, each individual Saz string is conceptualized as an independent monophonic unit separate from the other strings. This logic mirrors that of the real-world instrument: one can play each string in a different way, perhaps sliding on the low string, palm muting the middle and hammering-on the high string. The natural range for each string is as follows:

Low : F2 - C4
 Mid : C3 - G4
 High : A3 - F5



String Controls

From top-to-bottom, the knob-value edit pairs pictured to the left represent the low, mid and high strings of the Saz. These controls can be used to set the range of each string. The highest available note of one string depends on the low note of the string that is higher to prevent any gaps where no string would be mapped. Each string's range is represented on Kontakt's built-in keyboard (shown below) by the blue (low), red (mid) and green (high) key ranges. The string ranges can be overridden on-the-fly using the "Allow" keyswitches and UI controls.



The modes controls live on the neck of the Saz in the top right of the UI.

Play Modes

Each string has a variety of toggleable play modes. These can be controlled using keyswitches or via the user interface controls pictured to the left. Each radio button represents a string just like the range controls, low, mid and high from top-to-bottom. The label (like Slide or H.On) can be pressed to toggle the mode on/off for all strings. Please be aware that certain modes override other modes where it makes sense logically, like Palm Mutes and Chokes overwriting one another.

Slide -

This play mode plays slide samples between notes. Keep the previous note held down momentarily after pushing the new note. Slides can also be controlled using the red keyswitches as shown to the left.

H.On (Hammer-on/Pull-off) -

This mode simulates hammer-ons and pull-offs. Within the confines of each string, any new note press after the first functions as a hammer-on, and if on note release a lower note is still held, that note will be played simulating a pull-off. This mode can be controlled using the green keyswitches.

Allow -

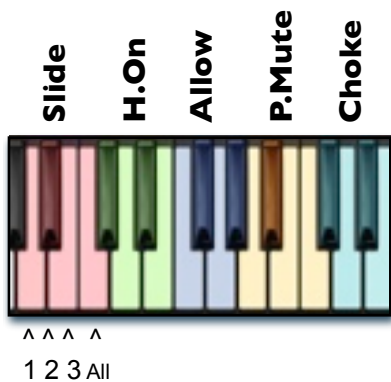
This special functionality is used to override the string ranges that are defined by the user. When active for a string, that string takes precedence over other strings in any natural overlapping ranges. This lets users play notes on strings all the way up the neck. If "Allow" is active for more than one string, both strings will sound on notes where they overlap. This can also be controlled using the blue keyswitches.

P.Mute (Palm Mute) -

These switch the string to play palm mutes instead of normal, open notes. These can also be controlled using the yellow keyswitches.

Choke -

This mode chokes the string to produce a non-pitched, more percussive sound. This mode can be controlled using the cyan keyswitches.



Performance continued

Effects Panel Controls

In the bottom left of the UI are buttons which, when pressed, open a tab that contain more controls and extra information. Each panel is described below and on successive pages.

- SETTINGS
Settings - This panel contains keyswitch and legato settings.
- STRUMULATOR
Strumulator - This panel contains strumulator settings and controls.
- QUICK HELP
Quick Help - This panel displays quick help info about keyswitches and ranges.

Settings Panel

The settings panel contains various options for keyswitches and legato (slide).

Keyswitches -

Each of the 5 keyswitches can be either momentary or latching. Momentary keyswitches reset after the keyswitch key is released. Latching keyswitches toggle state on each key press.

Range -

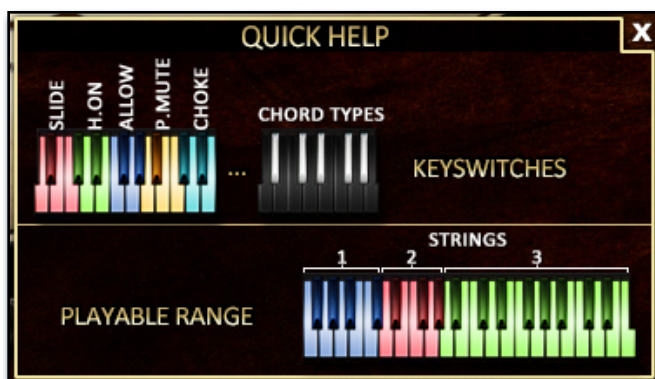
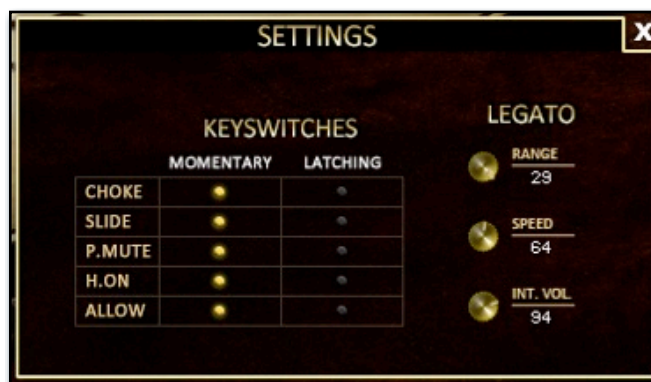
This controls the range within which successive notes (within a string's range) will legato and play slide samples.

Speed (CC95) -

This controls the speed of legato (slide) transitions. In the special TPro preset type, the slide samples are in Time Machine Pro mode so the actual sample is sped up or down depending on the speed setting.

Int. Vol. (CC96) -

This knob controls the volume of the slide samples.



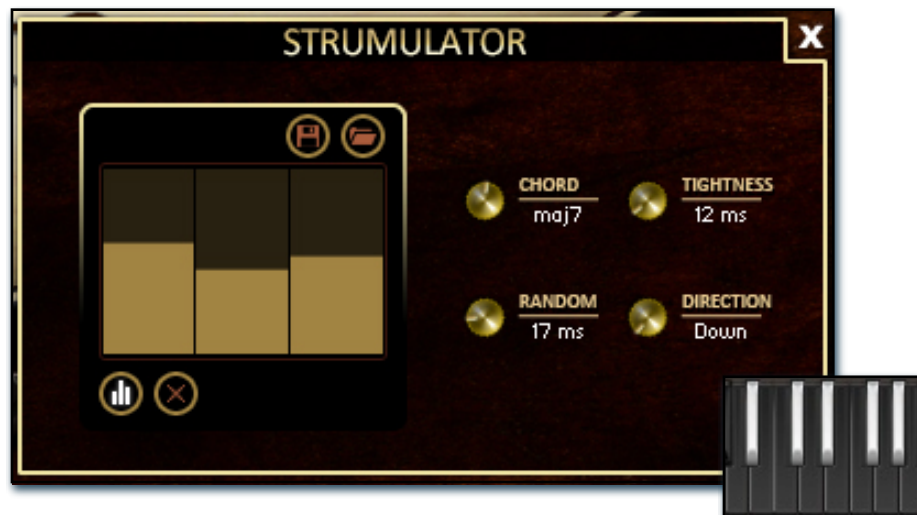
Quick Help Panel

This quick help panel is available to provide a fast way to access the most important information regarding functionality. The information displayed shows where and what the keyswitches are and what the string ranges are.



Performance continued

Strumulator Panel



Strumulator Controls

The Strumulator is a mode that automatically plays a chord based on the root note pressed. To conform to the functionality of the real-world Saz instrument, Strumulator chords played on the lowest string will play 3 notes, chords on the middle string will play the first two notes in a chord and the high string will ignore any chord. All chords are based on standard Saz fingerings.

Velocity Table -

This table can be used to customize the velocity of each note in a chord when the velocity button is active. When one of the steps is set to zero, the note will be skipped.

Velocity Button -

When on, the Strumulator uses the table for velocities instead of played velocity

Reset Button -

This button clears the velocity table.

Save Button -

This button (in K5 presets only) can be used to save the current table levels to a preset.

Load Button -

This button can be used to load a table preset.

Chord -

This knob selects the chord type to be played by the Strumulator. When "Off" the Strumulator is bypassed. The active chord can also be controlled using the black (inverted) keyswitches above the main playable range.

Tightness -

This knob sets the amount of time between notes in a chord. Lower values are tight strums, while higher values are more of an arpeggiation.

Random -

This knob adds an amount of randomness to each delay between each note in a chord. This humanizes strums and makes them sloppy.

Direction -

This knob controls which direction the strum goes: down stroke, up stroke and alternate between the two.



Performance (Simple)

This preset type is similar to the regular Performance patch, but without slide or hammer-on/pull-off functionality. The Release knob also controls the release time of the main note samples. All other functionality is the same and the same controls are featured.



Performance (Simple - Uber)

This preset type is similar to the regular Performance patch, but without slide or hammer-on/pull-off functionality. In place of the Strumulator is the Uberpeggiator, which is a bit more complex but can be used to produce more complex strumming patterns.



Uberpegiator Controls

Electric Saz features a flexible, custom arpeggiator system to expand the instant creative potential of some of the presets. It includes automatable performance controls that shape all aspects of the arpeggiator. When used normally, pressing a key causes the note to self-repeat as long as a key is held down. If additional notes are played, it adds them to the sequence of repeats in various ways, depending on the settings you choose and can be used to produce complex melodic chains, plucking patterns and other effects.



Mode

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

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +/-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ-Roll** sets it to allow polyphonic rolls to be played. Can be used for complex strum patterns.

Hits and Hit %

Sets the number of repeats of each note **BEFORE** moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat

This sets the direction of the up or down repeats.

Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch

This is a unique quarter-tone detuning effect that offsets the pitch for all repeated notes after the first note played in an arpeggiation.

Key

Binds the arpeggiation **scale** you've chosen to a specific key.

Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length.

Humanize

This knob humanizes the velocity and timing of each Uberpegiator step.

Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "As Played" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Scale Selector

Control binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 (blank).

Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

As Played / Table

This activates or bypasses the Velocity Graph. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that it was originally played at.

Save / Load

These buttons (available only in K5 Presets) allows users to save and load Uberpegiator table patterns.

Tuned Percussion

Included with **Electric Saz** is a “Tuned Percussion” preset type that provides another way to compose using the instrument. Instead of trying to realistically represent the Saz on a keyboard in terms of functionality, the “Tuned Percussion” preset type which is very straight-forward and easy to use. It is a dual-layer preset that includes all Saz articulations including effects such as percussive thumps, slide noises and full chokes. As such, it has a different set of controls which are described below. The Tuned Percussion preset type contains all of our Arpeggiation types: Uberpeggiator, Strumulator and Glissatron to give users the most flexibility. In Electric Saz, the Tuned Percussion presets are split into neck pick-up and bridge pick-up variants.



Layer 1 Dropdown

Use this dropdown to select the Saz sound for instrument layer 1. You can automate this dropdown menu by assigning an automation to the label to the left of it.

Layer 2 Dropdown

Use this dropdown to select the Saz sound for instrument layer 2. You can automate this dropdown menu by assigning an automation to the label to the left of it.

Swell - (CC 72 & 73)

This knob controls the volume swell of the respective layer.

Attack - (CC 74 & 75)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Start Offset - (CC78 & 79)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

Release - (CC76 & 77)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

Stepping

This knob controls the pitch of each layer in semitones with a range of +/- 36 semitones.

Key Range

This set of values controls the total available note range for each of the two layers, with a maximum span of C-2 to G8. You can use this to assign only part of the keyrange to each layer, or to constrain the note range of the instrument overall. Simply type in the midi note number (0-127) or note names (C-2 to G8) that you want to serve as the lowest and highest notes for each layer. You can also press the “Set” buttons to the left and right of the Key Range value fields and then simply play any midi note to automatically assign the value to that note.



Glissatron Controls

The **Glissatron** is another type of arpeggiator available only in the Tuned Percussion preset type. Whereas the Strumulator focuses on chords and the Uberpeggiator can play complex patterns, the Glissatron is designed to let users easily arpeggiate up and down a variety of scales with a single keypress. The Glissatron is fully polyphonic so it can play a scale starting on multiple notes at the same time.



Scale

This knob controls the active scale for the Glissatron. Setting it to **Off** bypasses this system altogether.

Rhythm

This knob sets the rhythm for every step in the arpeggiation. Setting it to **Free** activates the **Speed** knob which allows for arbitrary time divisions based on milliseconds.

Speed

This knob is only active when the **Rhythm** is set to **Free**. It can then be used to set the time for each step in the sequence in milliseconds.

Direction

Sets the direction of the gliss. Choices are Up, Down, Up/Down and Down/Up.

Range

Functionality of the **Range** knob depends on whether the Glissatron is set to **Note** or **Octave** mode. While in **Note** mode, **Range** controls the number of notes the gliss sequence will span up to 24 notes. In **Octave** mode it controls the amount of octaves the range, up to a max of 6 whole octaves.

Repeat

This knob controls whether or not the bottom and top note is repeated or not when the **Direction** is set to Up/Down or Down/Up.

Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length.

Random

This knob humanizes the timing of each Glissatron step.

Note/Octave Button

This button toggles the **Range** mode from **Note** to **Octave**. In **Note** mode gliss' range is based on individual notes instead of whole octaves in **Octave** mode.

Repeat/I-Shot Button

This button toggles the playback mode. In **Repeat** mode, the gliss sequence will repeat as long as the key is held down. In **I-Shot** mode, the gliss sequence will only play once.

Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset

This button resets all steps in the graph to a default value of 0 (blank).

Table Velocity

This activates or bypasses the Velocity Graph. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that it was originally played at.

Save / Load

These buttons (available only in K5 Presets) allows users to save and load Uberpeggiator table patterns.

FX Rack

New to the ELECTRIC Saz is our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. Please be aware that the effects described are for the Kontakt 5 versions of the presets. The legacy Kontakt 4 presets contain a smaller FX Rack, with fewer features because of technological limitations. The FX Rack is accessible by clicking on the second UI tab at the bottom of the UI labeled "FX Rack."



Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button -

Toggles the effect on and off.

Dropdown -

Use this dropdown 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.

Dynamics Controls

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.



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 reduces the dry level.



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.

FX Rack continued

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Skreamer, Tape Saturator and De-Rez (Lo-Fi).



Power Button -

Toggles the effect on and off.

Dropdown -

Use this dropdown 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) control the amount of bit crushing that the Lo-Fi effect does.

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 Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" (Kontakt 5 only) amp simulators.

Power Button -

Toggles the effect on and off.

Dropdown -

Use this dropdown to select between the available amp types: twang and jump.

Volume -

This knob controls the volume output level of the amp sim.

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 HiGain 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.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button -

Toggles the effect on and off.

Dropdown -

Use this dropdown 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 mic and cab.



Size -

This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button -

This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued

EQ Controls

The EQ FX module features a configurable 3-band parametric EQ and a lowpass filter.

Power Button -

Toggles the effect on and off.

Lo Slider -

Controls the gain on low (bass) frequencies.

Mid Slider -

Controls the gain on mid frequencies.

Hi Slider -

Controls the gain on high (treble) frequencies.

Mid Freq -

Controls the frequency range of the mid band.

Delay Controls

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.

Reverb Controls

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.



Filter Button -

This button turns the lowpass filter on/off.

Cutoff -

Use this knob to control the cutoff frequency of the filter. Any frequencies above this setting will be attenuated.

Reso -

This knob controls the resonance of the filter (boost at the cutoff frequency).

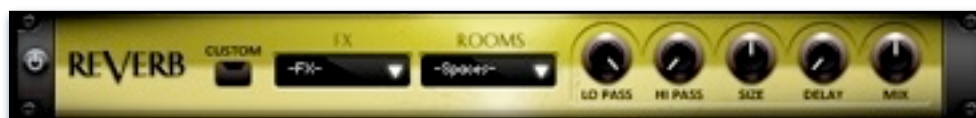


Feedback -

This knob controls the feedback of the delay effect. High values can cause an 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.



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.

Preset List

** Please note that all presets listed are designed to be used with Kontakt 5.1.0 or higher. Legacy Kontakt 4.2.4 presets are available in the “K4” subdirectory. K4 presets lack some of the features of the Kontakt 5 presets such as arpeggiation pattern saving/loading and a variety of effects in the FX Rack. Lite version of all presets are also included. These are less CPU- and memory-intensive at the cost of round robin variation and sample offset controllability.

Electric Saz - Performance.nki

The primary instrument preset for the ELECTRIC Saz. It simulates the real-world behavior of a Saz as closely as possible. Includes all major articulations: slides, hammer-on/pull-off, palm mutes, chokes and standard as well as the Strumulator functionality. This is a resource-intensive and complex preset. See Page 6 for more details.

Electric Saz - Performance (Simple).nki

A simpler version of the above preset. It lacks slides and hammer-on/pull-offs but retains all other functionality. See Page 10 for more details.

Electric Saz - Performance (Simple Uber).nki

This preset is similar to the other “Simple” patch, but replaces the Strumulator with the Uberpeggiator. See Page 10 for more details.

Electric Saz - Performance (TMPro).nki

This preset is like the main performance preset except the slide samples have been configured to stretch and compress using Kontakt’s built-in Time Machine Pro machine mode. IN order to do so, round robin on the slide samples has been reduced but the sound of this mode might be preferable to some. See Page 6 for more details.

Electric Saz - Performance (Simple Ext. Range).nki

This simple preset lack slides and hammer-on/pull-offs and has the string ranges extended beyond their real-world limits.

Electric Saz - Tuned Percussion.nki

This special preset type is a dual layer patch that is very simple and straight forward to use. Users assign any articulation to each layer, each of which has independent sound-shaping controls. This preset-type includes all three arpeggiation modes: Uberpeggiator, Strumulator and Glissatron. See Page 12 for more details.

Electric Saz - Ambiences.nki

This preset contains a selection of ambiances and drones created from the source Saz material.



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much obliged,

Gregg, Chris and Mike



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