



SOUNDIRON  
SICK 6

**The Sick 6: 666 — The sickening** is a horror-themed cinematic and trailer sound effects library for professional composers, sound designers, re-recording mixers, animators, film makers and game developers. It includes over 4GB of sound designed content, with over 1000 stingers, boomers, impacts, stabs, hits, swells, falls, risers, playable pads, drones and ambiances and more. We carefully crafted each sound with a variety of tools and techniques, using organic instrument, sound effect and environmental field recordings as our raw source material to create uniquely nuanced, dynamic and vivid scoring elements that are perfect for any horror, sci-fi, drama, suspense or action scene or project.

In the stinger collections, you'll find 67 sound banks, each with a variety of distinct sonic variations. The sound banks are divided into 8 main categories: Chaos, Electro, Gore, Impact, Reveal, Rising, Strings and Suspense. There are 8 sustaining tonal ambience and atmospheric soundscape banks as well, each with a unique range of different complimentary flavors for underscoring, tension-building, environmental sound design and melodic scoring. You can play any individual stinger or ambience as one-shot sound, or instantly play it chromatically over the whole midi key range as a tuned instrument by using the "Solo" button.

You can also adjust attack, release, volume, filter tone, vibrato and sample start offset to completely reshape any sound for truly endless creative possibilities. Our robust ARP system provides a 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 explore.

Each sample is a standard 24bit/48kHz stereo wav, embedded with detailed Soundminer and BWF metadata for easy search and integration. The virtual instrument presets are built especially for Kontakt, the custom UI provides a powerful range of tools to give you total playability and automation control to make mixing a breeze.



## SICK 6

### 666 – THE SICKENING

- 81 powerful open-format Kontakt .nki instrument presets
- 1098 Samples with full Soundminer and BWF metadata
- 4.44 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- 1009 Stingers, Stabs, Boomers, Swells, Risers, Transitions, Reveals and Gore FX
- 89 Pads, Leads and Atmospheres
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

**Note:** The full retail version of **Kontakt 5.5** or later is required for all instrument presets. The free Kontakt “Player” and Libraries rack do not support this library. Windows 7 (or later) or OSX 10.8 (or later) is required for the Kontakt presets. All audio files in this library are compatible with any audio software that supports the standard wav format.

#### CREDITS

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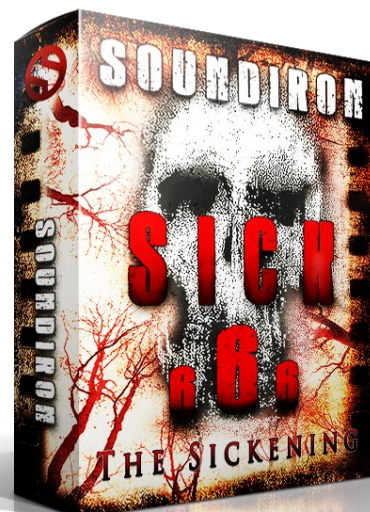
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## Format

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 to use the Kontakt presets.**

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

The “Soundiron Sick 6” folder is the library’s self-contained program directory. Once it has been extracted from the ZIP or RAR 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.

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## Swell - (CC 73)

This slider controls dynamics, allowing you to smoothly crescendo and decrescendo your note intensity.

## Attack - (CC 74)

This slider controls the attack envelope, for transient control.

## Release - (CC 76)

This slider 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 - (CC 78)

This slider offsets the playback start position, allowing you to cut into the sound. Trying using it with various Attack settings.

## Vibrato - (CC 71)

This adjusts the amount of Vibrato effect.

## Filter - (CC 72)

This knob controls a resonant lowpass filter. Turning this down darkens and dulls the sound.

## Main Drop-Down Selection Menu

The menu in the middle of the display allows you to choose from the sounds included in each preset. When the "ALL" sound bank is selected, 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. The last key played is colored **Magenta**. If you select any of the individual sounds from the menu, chromatic "Solo" mode is activated and the whole playable key range for that sound is colored **Magenta**.

To return to the main "All" menu item, press the lowest key-switch, or turn off the Solo button or select the top item from the drop-down menu. Any of those methods will take you back to the default menu item.

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## Midi Automation Assignment

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.

## POP-UP WINDOWS



### ARP Pop-Up Window

Press the ARP button to open the Arpeggiator control panel. Please see page 6 for more info about the arpeggiator controls.



### WAVEFORM Pop-Up Window

Press the WAVE button to open the Waveform display window. This shows the waveform image for the currently playing sample. The wire vertical cursor bar shows the current playback position. Adjust the Offset slider to change the sample start position.



### OPTIONS Pop-Up Window

Press the **OPT** button to open the Options window. This **KSW** button allows you to enable/disable the Articulation selection Key-switches. To change the midi key range location of the key switches, press the **SET** button and then play a midi note to move the bottom end of the key-switch range to that location. Or manually type in a new midi note name or number into the left box. The **Red** keyswitch keys are visible while Kontakt's keyboard window is open.

The **Speed Lock** button activates the Time Machine Pro engine, which automatically locks the playback speed of the sample, regardless of what pitch it is played at. This is useful in **SOLO** mode, when playing the sounds back at low or high pitches.



# ARPEGGIATOR

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

## 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 will cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- **Off** - Turns off arpeggiation completely.
- **Up** - Cycles up through the notes, from lowest to highest.
- **Down** - Cycles down from highest to lowest.
- **Up-Down** - Cycles up and down, from lowest to highest and back down again.
- **Down-Up** - Cycles down and up, from highest to lowest and back up again.
- **EZ-Roll** - Repeats all held notes together simultaneously.
- **Random** - Randomizes note selection between any currently held notes.
- **As-Played** - Plays through the notes in the order they were originally played.



## Note Length Selector Menu

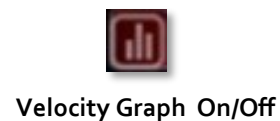
This menu sets the duration of each arpeggiated note. Each new note in the arpeggiation will begin after the previous one ends, so smaller note lengths equal faster arpeggiations. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- Quarter Note
- Triplet
- 8th Note
- 8th Note Triplet
- 16th Note
- 16th Note Triplet



## Velocity Graph On/Off Button

Pressing this button will enable the Velocity Step Sequencer and display the Sequencer window on the left side of the GUI. When turned on, the velocity/volume of each arpeggiated note will follow the step sequence drawn on the graph. When turned off, arpeggiated notes will use your originally played velocities.



## 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.



### 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.

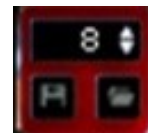
### Save Table Sequence

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.

### Number Of Steps



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 PRESET CATEGORIES

Please note that the master “All” presets for each category do not include the **Solo** button. Instead, they each includes all of their sub-category sound banks as block arrays, with one sample per key. The “All” presets are designed for more traditional simplified non-chromatic sound bank selection and triggering. They’re ideal for situations where you want easy access to all of a categories sounds in one place. To use the SOLO chromatic play feature, simply choose any of the specific sub-category presets.

### AMBIENCES



These sustaining (looping) ambient soundscapes, pads, organic synth-tones and atmospheres can be used tonally or as underscores, beds and background drones. There are 5 sound banks, each containing a number of variations on each theme. These sub-categories include...

**Abrasions** - grainy, shrill, metallic tones and dissonances. 17 Sounds.

**Glatched** - glitchy, undulating and heavily modulated electronic pads with organic elements. 17 Sounds.

**Gruwzum** - Dark, woody and stringy violin and sinew plucks and deep ominous underworld drones. 21 Sounds.

**Kruxin** - raw, grainy, hard, electronic tones with bass-heavy modulation and fat distorted tones. 17 Sounds.

**Trance** - low, bassy, warm oscillating textures and droning pads. 17 Sounds.

### CHAOS



This selection of disturbing and disorienting cacophonies is ideal for creating bedlam and confusion. There are 5 sound banks in this category, each containing a number of variations on each theme. These sub-categories include...

**Crustalizing** - morphine, shimmering, molten metal freezing and reverse effects. 30 Sounds.

**Grave Chimes** - disjointed, decayed and psychotic music box, with reverse and echo effects. 16 Sounds.

**Grindling** - stuttering, grinding, glitching metallic reverse effects. 25 Sounds.

**Shriller** - shrill, raspy, piercing metal scrapes, warbles and warping tones, reveals and reverse effects. 36 Sounds.

**Skull Breach** - heavy, warping sci-fi ship hull groans, metallic roars, screeches and rupturing impacts. 24 Sounds.





## INSTRUMENT CATEGORIES (continued...)

### ELECTRO



This selection of Sci-fi and digitally brutalized effects are perfect for futuristic dystopian sound design. There are 5 sound banks in this category, each containing a number of variations on each theme. These sub-categories include...

**Coming Back (long, medium and short)** - gritty, garbled transmissions with a sharp attack, long fade and rising crescendo back up. 9 Long Sounds, 7 Medium Sounds and 6 Short Sounds.

**Cymborg Assimilate** - long, slow searing metallic swells with digitized/electrified sci-fi feel. 6 Sounds.

**Cymborg Botsam** - metallic and mechanical blade-like stabs, swells and ambiences with digitized/electrified sci-fi feel. 6 Sounds.

**Cymborg Computagen** - long, slow searing metallic swells with digitized/electrified sci-fi feel. 9 Sounds.

**Cymborg Doscilate** - intensely oscillating and vibrating metallic swells with digitized/electrified sci-fi feel. 7 Sounds.

**Entropic Pulse (long, medium, short)** - dark, electronic sci-fi pulses that come in strong and fade away slowly. 13 Long Sounds, 16 Medium Sounds, 17 Short Sounds.

**Entropic Swell (long, medium, short)** - dark, electronic sci-fi effects that swell in and fade out slowly. 9 Long Sounds, 13 Medium Sounds, 13 Short Sounds.

**Lectrodz** - nasty, fleshy, raspy, cutting electronic sci-fi stingers. 24 Sounds.

### GORE



These violent and disgusting stabs, stingers, wet rips, splatters and creature sounds have a slick, sculpted style for modern horror scoring. The 10 sound sets include:

**Embowelment** - sucking, warping and visceral reverse effects with organic flavorings. 21 Sounds.

**Knives In** - disjointed, wet and meaty sci-fi gore impact and reverse effects. 35 Sounds.

**Meat Mech** - sinister fleshy impacts, rips and splatters with metallic machine, chain and non-human vocal effects. 20 Sounds.

**Proztheziz** - electronic sparking, hissing and light-burst sci-fi impacts with synthetic tones and wet fleshy effects. 23 Sounds.

**The Arrival** - disjointed, fleshy, rushing inter-dimensional swell and crescendo effects. 17 Sounds.

(Continued on next page...)



## INSTRUMENT CATEGORIES (continued...)

### GORE (Continued...)

**The Beast** - gory, ripping, splattering stingers, stabs and impacts with creature sub-vocalizations. 23 Sounds.

**The Carver** - disorienting, mangled fleshy impact, stab and gore effects. 36 Sounds.

**The Dead** - disorienting, mangled body ripping, dissection and creature vocalizations. 26 Sounds.

**The Extraxion** - reverse effects with flesh rips, electronic elements and creature vocalizations. 20 Sounds.

### IMPACT



These hard-hitting boomers, punches, drops, thuds, pounders and percussive stings are useful for all types of dramatic and suspense scoring of any style, even beyond the horror genre. The 9 sound sets include:...

**Cellone** - heavy, slightly glitchified percussive boomers with a subterranean quality. 14 Sounds.

**Enzektyl** - brutally distorted and bit-degraded digital explosions. 12 Sounds.

**Fathoms Bruise** - Short Deep Percussive Boomers. 10 Sounds.

**Fathoms Malleate** - Longer Deep Percussive Boomers with sustaining ominous tones. 10 Sounds.

**Machined** - meaty, raw impacts and flesh rips with electronic tones and mechanical shackle, pulley and ratchet effects. 33 Sounds.

**Punishment Taken** - gritty, hyper-saturated distorted ripping static and heavy impact effects, with a long, modulated and bit-crushed decay. 17 Sounds.

**Shocks Panic** - deep pounding metallic/percussive strikes. 10 Sounds.

**Shocks Stun** - clanking metallic slams with a gritty long-decaying distorted resonance. 10 Sounds.

**Warning** - grain-modulated and bit-decayed electronic boomers and sirens. 11 Sounds.



## INSTRUMENT CATEGORIES (continued...)

### REVEAL



This selection includes various transitions, reveals, sweeps and tension-builders. There are 7 sound banks in this category, each containing a number of variations on each theme. These sub-categories include...

**Blades Beneath** - screeching metallic and horn-like scrapes, wails and drones. 14 Sounds.

**Elder Gods** - darkly ancient and foreboding boomers with gong, horn and bell tones. 14 Sounds.

**Howling Stones** - massive underground stony impact boomers with sinister chimes, horns and gongs. 14 Sounds.

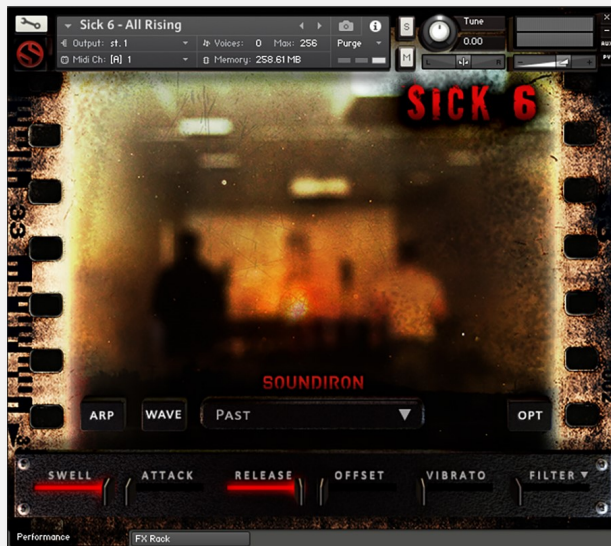
**Pulse Ox Type-A positive** - heavy, screeching and droning rhythmic boomers with dragging metal and horn tones. 16 Sounds.

**Pulse Ox Type-B negative** - heavy rhythmic boomers with water harp, metallic horn and piano tones. 8 Sounds.

**Sawboomers Horde** - raspy, menacing swells and crescendos with cymbal, violin and percussive elements. 11 Sounds.

**Sawboomers Strung** - raspy, menacing boomers and swells with bowed cymbal, horn and percussive elements. 10 Sounds.

### RISING



These are a variety of crescendos, swells, risers, blooms, hairpins and build-ups. The 6 sound sets include:

**Ghosting Past** - resonant, crystalline crescendo and swell reverse-effects with flute, string and chime elements. 10 Sounds.

**Prowlers Phantasm** - long slowly building undulating spectral swells. 10 Sounds.

**Prowlers Surgen** - piercing, slow, grinding, metallic crescendos that surge to a flatline. 11 Sounds.

**Prowlers Threshold** - long, slow organ-like swells. 10 Sounds.

**Prowlers Unfurl** - long, trembling, tense risers with organ and string-like tonality. 10 Sounds.

**Punishment Given** - gritty, hyper-saturated, bit-crushed and distorted reverse-effect crescendos. 9 Sounds.



## INSTRUMENT CATEGORIES (continued...)

### STRINGS



This selection includes sounds either inspired by or created with violas, violins and a mixture of both conventional and strange string-like elements. Types include, swells, risers, trembles and stabs, with 13 styles:

**Astringents** - dark, woody violin stabs and short expressions. 21 Sounds.

**Scathers Lacerations** - frightening, slashing, fast metallic blade slices with a quasi-vocal screaming quality. 20 Sounds.

**Scathers Lesions** - jittering, spasmodic and frantic metallic blade slashes, drags and screeches. 20 Sounds.

**Sutures Cull** - small, plinky, plucky dramatic zings (resonant, yet close, thin and dry). 9 Sounds.

**Sutures Lurk** - detuned, disjointed slow glisses (resonant, yet close, thin and dry). 7 Sounds.

**Sutures Perturb** - gritty, scraping single heavy string pluck stingers (reverberant). 10 Sounds.

**Sutures Scrapula** - quick, feeble, detuned string glisses (resonant, yet close, thin and dry). 12 Sounds.

**Sutures Stitched** - atonal/dissonant random chord strums (resonant, yet close, thin and dry). 5 Sounds.

**Trembling Clustaria** - frantic, trembling, heavily modulated string section runs and trills. 14 Sounds.

**Trembling Solone** - frantic, trembling, heavily modulated violin runs and trills. 12 Sounds.

**Tremor Boomer** - frantic, trembling, percussive string and percussion boomers. 11 Sounds.

**Tremor Sweller** - frantic, trembling, percussive string and percussion swells. 12 Sounds.

### SUSPENSE



These are a variety of tension beds, uneasy miasmas, looming presences and fearful passages. There are 5 sets:

**Crypto** - clanging, screeching, moaning and chaotic stingers and boomers with warped and back-masked humanoid elements. 8 Sounds.

**Ghosting Future** - deep, mysterious reveals with dissonant Native American flute elements. 8 Sounds.

**Swollen** - raspy, droning, warping electronic and metallic swells and crescendos. 30 Sounds.

**The Cutting** - hard, resonant bowed blade and cymbal stingers and swells, high tonality without a percussive impact. 21 Sounds.

**Ticks** - suctioning, stuttering, resonant insectoid humming swells and fades. 8 Sounds.



## 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 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.

# SOUNDIRON

## SOFTWARE LICENSING AGREEMENT

### LICENSE AGREEMENT

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Thanks!

Mike, Gregg, Chris and Spencer

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