ALTO
GLOCKENSPIEL
SOUNDIRON

The **Alto Glockenspiel** is a tuned percussion library capturing a small 25-key alto glockenspiel. This instrument is typically used in student orchestras and has a natural range from A4 - A6, although we've artificially extended its playable key-range to span from A-1 to G8. The stretched lower octaves have a dark bell-like quality that becomes muddier and raspier the lower you go, providing an interesting contrast with the very crisp and bright high range.

We recorded the alto glockenspiel with 3 different articulation types (hard mallet, soft mallet, choked), as well as a small toy glockenspiel using a hard mallet. Each articulation has several dynamic layers and plenty of round-robin variation to create a very dynamic and naturally playable virtual instrument.

The Alto Glockenspiel was captured at a very close, dry stereo position and also a far, wide position in a large cathedral. The Toy Glockenspiel was recorded close and dry in wide stereo. These distinct instrument sets can be independently loaded and controlled separately, providing you with very distinct tonal and atmospheric flavors to layer and shape. You can use our intuitive UI controls to customize the sound to your needs, with a variety of options including swell, attack, release, tightness, tuning, vibrato, articulation selection, an optional sub-synth waveform underlay module for tonal reinforcement and a complex step-sequencing arpeggiator and auto-roll system.

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

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- 10 powerful open-format Kontakt .nki instrument presets
- 1772 Samples
- 2.45 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Alto Glockenspiel and Toy Glockenspiel tuned percussion instruments
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: The full version of **Kontakt 5.5** or later is required for all instrument presets in this library. The free Kontakt "Player" and Libraries rack do not support this library. Windows 7 (or later) or OSX 10.8 (or later) is required.

CREDITS

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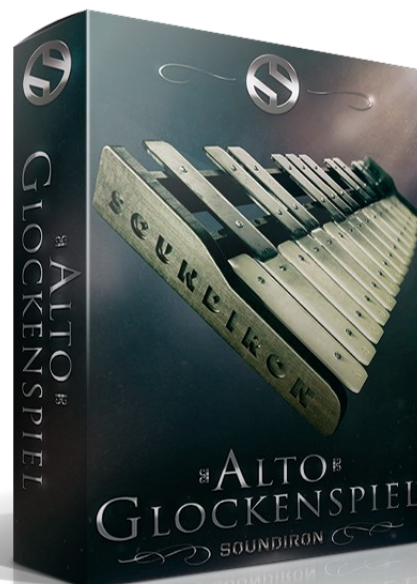
Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt "nki" instrument presets, you'll need to own the full retail version of Native Instruments **Kontakt 5.5 or later**. Please be aware that the free Kontakt "Player" is not a full retail version of Kontakt and does not support this library. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. **You must have at least Windows version 7 or later, or Apple OSX 10.8 or later.**

Fidelity

This library was recorded in a large urban cathedral environment, from close and far stereo perspectives. Natural outside noise and structural acoustics can result in the presence of mild background rumble, noise and other artifacts. You may hear ambient noises, such as wind, wildlife, creaks, thuds, cracks and room tone in the background in some samples, depending on the recording location and subject matter being recorded. Our goal is to preserve and accentuate the natural human qualities in our instruments without overly sterilizing the recordings.

System Requirements

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library.

It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is <u>fully</u> 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 <u>any</u> 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.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip do not support many types of common rar files.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick Load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any additional activation or unlocking process.

KONTAKT INTERFACE

The Kontakt presets contain a variety of customizable control settings. To view the playable key range of the currently loaded set of samples, click Kontakt's keyboard display button at the top of the main Kontakt program window. The playable range is colored Blue on the keyboard. Key-switches are colored red. To assign any knob, button or menu to a midi CC, right-click on the knob or on the menu's label and select "Learn MIDI CC# Automation". Then move your desired midi controller to assign it. To assign the control to a host automation ID, use the "Auto" automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to assign it to.

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

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

TOY Button
This opens the Toy Glockenspield control window. This controls the 8-key child's toy glockenspiel that is also included within this library.

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

FX Rack Tab
Click the FX Rack tab at the bottom of the screen to open the full DSP FX rack, with reverb, delay, phaser, flanger, amp and cab simulation, distortion and more. See **page 10** for details. Clicking the **Performance** tab takes you to the main page you see above.

Sound Selection Menu

This menu above the knob area lets you select from the various sound banks included in each preset. In the main Alto Glockenspiel preset, each menu item lets you choose a different articulation: Hard Mallet, Soft Mallet and Hard Mallet Choked. In the ambient presets, each menu item corresponds to a different atmosphere, synth pad or soundscape. You can use midi or host automation assignments to automate menu item selection in real-time, by right-clicking (use command-click for Mac) the menu or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.

Mic Link

This links the Close, Far and Toy windows together so that you can change the current articulation selection and knob settings for multiple windows together.

Sub-Synth Waveform Selector

This allows you to choose from any one of 6 basic synthesizer wave shapes (sine, saw, square, triangle, dial tone and blended waveforms) . These can be layered under the Glockenspiel to provide a richer, fuller tone and to support the sustain time of the note. It's also excellent for building unique custom instrument sounds.

Attack

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

Release

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

Tighten

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

Filter

This applies a filter to the currently edited layer. You can select the filter type using the dropdown menu above the knob, choosing from a variety of options including low-pass, high-pass, bandpass, vowel, notch, ladder and phaser. Then use the knob to control filter cutoff frequency.

Vibrate

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

Swell

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

Key Switches

You can also change the current articulation selection for the Close and Far Mic windows by using keyswitches. The Close Mic keyswitches are colored **red** and located at the bottom end of the key range, from C-2 to D-2. The Far Mic keyswitches are colored **green** and located from D#-2 to E-2. These are visible when Kontakt's keyboard is open or when using Native Instruments' Komplete Kontrol software.

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ARPEGGIATOR

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

Arpeggiator Pop-Up Window

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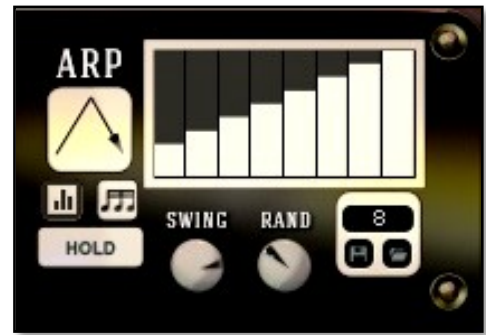
ARP Direction Selector Menu

This menu turns on the Arpeggiator and selects the pattern you want the Arpeggiator to cycle through. When a pattern is selected, the instrument with cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

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

Note Length Selector Menu

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

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

Velocity Graph On/Off Button

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

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Mode menu

This menu 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.
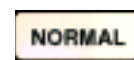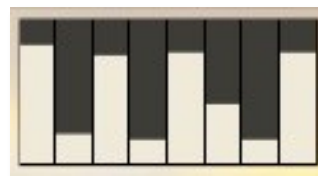
Normal
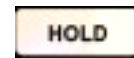
Hold
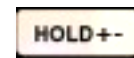
Hold + -

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

Velocity Graph

Number Of Steps

Use the Up or Down arrow buttons or type in the number of steps you want the Step Sequencer Table to cycle through. You can have as few as 2 steps or as many as 32.

Number Of Steps

Save Table Sequence

Save your custom sequences as nka presets by pressing this disk icon button. Then use the browser window to select the location you wish to save your preset to. We recommend using the "Data" folder.

Save   Load

Load Table Sequence

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

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KONTAKT INSTRUMENTS (Main Presets)

1 Alto Glockenspiel.nki

This preset includes all acoustic articulations of the Alto Glockenspiel, each mapped chromatically. Articulation include Hard Mallet, Soft Mallet, Hard Mallet Choked, Toy Glockenspiel and a selection of Sub-synth pads. The Hard, soft and Hard Choked Mallet articulations include both dry/close and wet/hall microphone channels, with independent layer control for each.

2 Alto Glockenspiel Glisses.nki

This preset includes 47 alto glockenspiel glisses, sweeping from low to high and high to low, at various speeds and dynamics. Separate close and far microphone positions are available, with independent controls for both microphone positions.
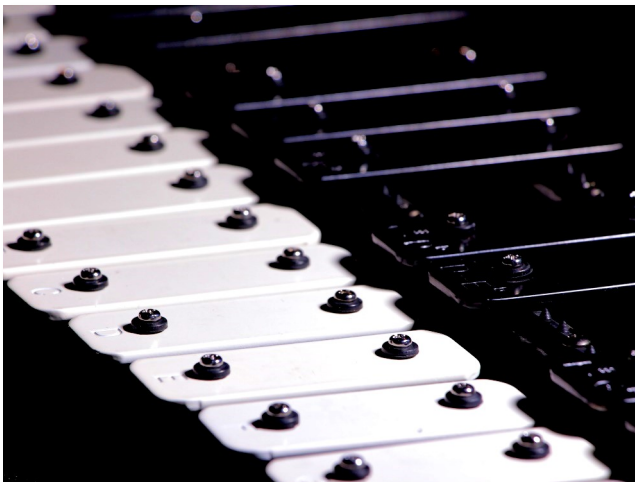
3 - Alto Glockenspiel Amb - Glokwork.nki

This preset includes 23 individually selectable glitchy, clockwork-esque ambient pads and rhythmic soundscapes (naturally rooted at 120 bpm). Each one was created by hand from the original Alto Glockenspiel source content, using a variety of sound design techniques. You can also layer any two ambiences together, using the Layer 1 and Layer 2 control panels.

4 - Alto Glockenspiel Amb - Poppin Glock.nki

This preset includes 8 individually selectable mechanically themed ambient pads and rhythmic soundscapes . Each one was created by hand from the original Alto Glockenspiel source content, using a variety of sound design techniques. You can also layer any two ambiences together, using the Layer 1 and Layer 2 control panels.

5 - Alto Glockenspiel Amb - Glomungus.nki

This preset includes 4 individually selectable pseudo-synthesizer leads and stabs, with round robin variation to provide organic playability. Each one was created by hand from the original Alto Glockenspiel source content, using a variety of sound design techniques.

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KONTAKT INSTRUMENTS (Ambiences & Special FX Presets)

6 Alto Glockenspiel Amb Ambellius.nki

This special ambience preset includes 12 individually selectable ambient pads and tonal drones, each created from the original Alto Glockenspiel source content.

7 - Alto Glockenspiel FX - Platformer.nki

This special FX preset uses the Alto Glockenspiel soft mallet and square waveform , along with vibration and effects to create a deeply ethereal take on a classic 8-bit video game synth tone.
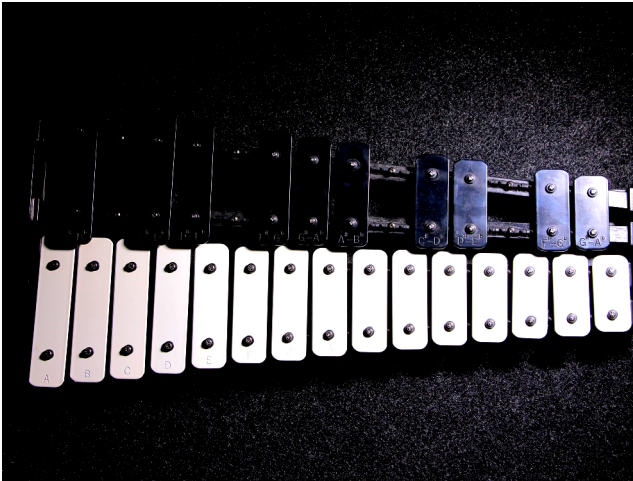
8 - Alto Glockenspiel FX - Zuburban.nki

This special FX preset uses the Alto Glockenspiel Hard Mallets, Toy Glockenspiel and Sine waveform, each with differing vibrate settings, combined with Mod, EQ and Convolution effects to create a 60's-inspired lush, goopy and pleasant vibraphone-like sound.

9 - Alto Glockenspiel FX - Dreamo.nki

This special FX preset uses the Alto Glockenspiel Soft Mallets, Toy Glockenspiel, Blended waveforms and a mixture of different vibrate settings and a resonated grand piano string convolution impulse to create a rich, wide and satisfying bell-like instrument, with hints of celeste and song bells.
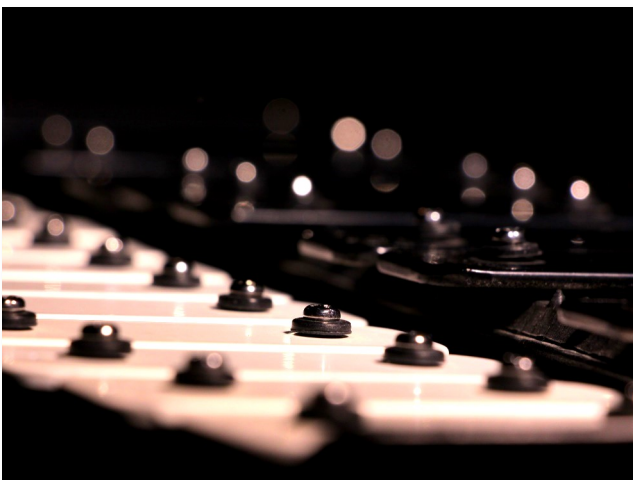
10 - Alto Glockenspiel FX - Rezerb.nki

This special FX preset uses the Alto Glockenspiel Soft Mallets, Hard Mallets, Toy Glockenspiel, saw waveform and a mixture of different vibrate and filter settings and a custom reversed convolution impulse to design a spooky, filtered "pre-verb" effect that is perfect for sci-fi scoring, ambient soundscapes and unique dramatic effects.

DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

EFFECT TYPES & CONTROLS

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but

DYNAMICS (COMPRESSOR)

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

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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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at **support@soundiron.com**!

Thanks from the whole Soundiron team!

Mike, Gregg, Chris, Spencer and Jan

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WWW.SOUNDIRON.COM