

REPLIKA SOUND SUSPENSE LIBRARY : DARK PIANO ANTARCTICA

USER MANUAL

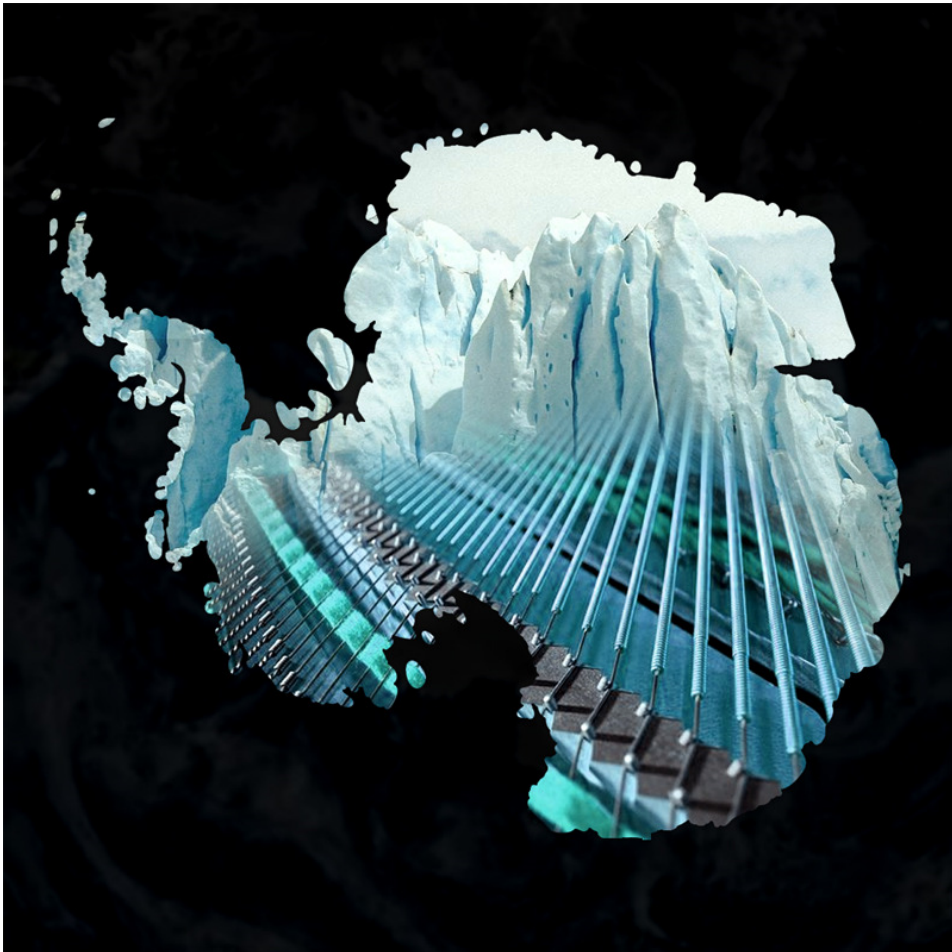


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INTRODUCTION

Thank you for purchasing this Replika Sound Suspense Device library. These libraries have been designed to provide realistic results for the composer on a tight budget.

This virtual instrument is a compact multi-articulation collection of dark and deep sounds. It is a sister to RSSD01 Dark Piano but specialises in deep cold open space.

Dark Piano Antarctica comes with a variety of controls (Tempo-Synced Gates and AutoPan, Filters, LFO FX, Pitch and Envelope controls) and a series of Effects Units. All main features are fully MIDI controllable and automatable.

.

I hope you enjoy using this virtual instrument.

Roo

Composer, Sound Designer, Audio Mixer, Mastering Engineer

www.replikasound.co.uk

IMPORANT (REQUIREMENTS)

Please note this instrument will NOT work on the free Kontakt Player. It will time out after 10 minutes. You need to have a FULL version of Kontakt (5.3.or newer) to use this instrument.

MIDI REQUIREMENTS :

In order to get the best out of this instrument you will need some sort of external MIDI control device. There are 54 distinct Controls on the main Performance View all of which respond to MIDI commands. You can draw this information as required in your DAW but being able to play the MIDI control information in real-time will bring out the best in this Instrument.

LIBRARY SIZE - The Library contains 564 Samples and takes up 855 MB on the Hard disk. The Kontakt Instrument loads 499.43 MB into the RAM.

PACK CONTENTS

Samples - Various Articulations

1 Kontakt 5.3 Instrument (plus "Short" Preset)

This User Manual

INSTALLATION

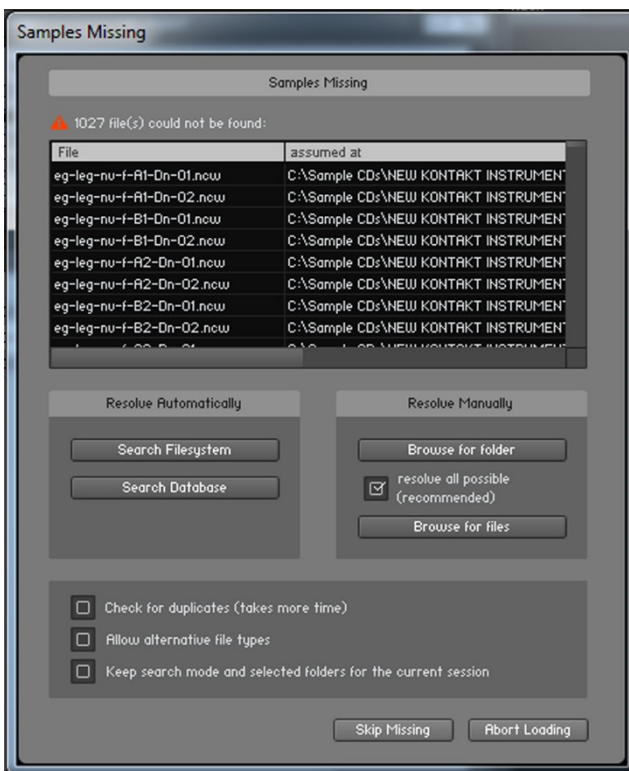
Unzip the downloaded file to a folder on your hard drive (generally where you keep all your other Samples is fine).

You should have a folder containing the Samples, MIDI files and one Virtual Instrument for KONTAKT 5.

Open Kontakt.

Navigate your way to the folder where this new Instrument resides and simply drag it across into the main Kontakt window (as with other Kontakt instruments)

If you happen to get the "Samples Missing" dialogue box :-



Simply click on "Browse for Folder"

Then click on the folder that contains all the Samples.

They should automatically load in.

MAIN INTERFACE

Note: All the MIDI Note names used refer to C3 as middle C.

This means: C3 is the MIDI Note number 60. Useable Keys are in Blue. Red Keys are Articulation Key-switches. Yellow Keys are for Bass and Lead sound selection only.



1	Stereo Width	Adjust the Stereo Width of all the Samples
2	Pitch Coarse	Adjust the Pitch of all the Samples in Semitones
3	Pitch Fine	Adjust the Pitch of all the Sample in Cents
4	High Pass Frequency	Adjust the Cut-off Frequency of the 4-Pole High Pass Filter
5	High Pass Resonance	Adjust the Resonance of the 4-Pole High Pass Filter
6	Low Pass Frequency	Adjust the Cut-off Frequency of the 4-Pole Low Pass Filter
7	Low Pass Resonance	Adjust the Resonance of 4-Pole High Pass Filter
8	Chorus	Add smooth Chorus effect to all the Samples
9	Drive	Add Distortion effect to all the Samples
10	Delay Amount	Add Tempo-synced Delay effect to all the Samples
11	Delay Time	Set the Time of the Delay effect (measured in 1/16 ^{ths} of a Beat)
12	Delay Feedback	Set the Amount of Feedback of the Delay effect
13	Forward Playback Offset	Control how far back from the start each Forward Sample is played. Maximum Offset is 2 seconds
14	Reverse Playback Offset	Control how far back from the start each Reverse Sample is played. Maximum Offset is 6 seconds
15	Velocity Sensitivity	Control the how much Velocity affects Sample Volume
16	Velocity to LP Filter	Control the how much Velocity affects the Low Pass Filter. To hear this effect turn down the LP filter from Max. Increasing Velocity to LP filter will mean louder notes are brighter and quieter notes are warmer
17	Information Window	All Articulation Names, Parameters and their Values appear here
18	Tempo-synced Volume Stutter Gate Phase	Switch the Phase of the Stutter Gate (Off = Start with Sound. On = Start with no Sound)
19	Tempo-synced Volume Stutter Gate Intensity	Control the amount of Tempo-synced Volume Gating
20	Tempo-synced Volume Sutter Gate Pulse Width	Control the width of each Volume Pulse (for Rectangular LFO Wave only – see # 27)
21	Attack	Control the Attack portion of all the Samples
22	Decay	Control the Decay portion of all the Samples
23	Sustain	Control the Sustain portion of all the Samples
24	Release	Control the Release portion of all the Samples
25	Pitch Bend Range	Adjust the Pitch Bend Range from 0 to 24 semi-tones
26	Volume Stutter Gate Rate	Select Tempo-synced rate for the Stutter Gate - from 1/16 th Beat to 4 Beats (2 Triplet options as well)
27	Rectangle Wave LFO	Click to allow a Rectangle LFO Wave to control the Tempo-synced Volume Pulse Gate (Note : The Pulse Width Control #20 only affects this Rectangle LFO wave. It has no effect on the Sine or Sawtooth waves)
28	Sine Wave LFO	Click to allow a Sine LFO Wave to control the Tempo-synced Volume Pulse Gate (Pulse Width Control #20 has no effect on this LFO wave)
29	Sawtooth Wave LFO	Click to allow a Sawtooth LFO Wave to control the Tempo-synced Volume Pulse Gate (Pulse Width Control #20 has no effect on this LFO wave)

30	Equalizer 1 : Frequency	Adjust the Frequency of the 1 st EQ Band - Range is 20Hz to 20KHz
31	Equalizer 1 : Gain	Adjust the Gain of the 1 st EQ Band - Range is +/-18 dB
32	Equalizer 1 : Bandwidth	Adjust the Bandwidth of the 1 st EQ Band - Range is 0.33 to 3 Octaves
33	Equalizer 2 : Frequency	Adjust the Frequency of the 2 nd EQ Band - Range is 20Hz to 20KHz
34	Equalizer 2 : Gain	Adjust the Gain of the 2 nd EQ Band - Range is +/-18 dB
35	Equalizer 2 : Bandwidth	Adjust the Bandwidth of the 2 nd EQ Band - Range is 0.33 to 3 Octaves
36	Equalizer 3 : Frequency	Adjust the Frequency of the 3 rd EQ Band - Range is 20Hz to 20KHz
37	Equalizer 3 : Gain	Adjust the Gain of the 3 rd EQ Band - Range is +/-18 dB
38	Equalizer 3 : Bandwidth	Adjust the Bandwidth of the 3 rd EQ Band - Range is 0.33 to 3 Octaves
39	AutoPan Rate	Select Tempo-synced rate for the AutoPan Function - from 1/16 th Beat to 4 Beats (2 Triplet options as well)
40	AutoPan Intensity	Control the amount of AutoPan
41	Reverb Level	Adjust the Volume of the Reverb Unit
42	Reverb Predelay	Adjust the Predelay of the Reverb Unit
43	Reverb Size	Adjust the Size of the Reverb Unit. Higher values give a bigger Reverb size
44	Reverb Color	Adjust the Color of the Reverb Unit. Higher values are Brighter. Lower values are Warmer
45	Reverb Stereo Width	Adjust the Stereo Width of the Reverb Unit. Lower values simulate a closer distance to the Sound Source and are narrower
46	Reverb HF Damping	Adjust the High Frequency Damping of the Reverb Unit. Higher values absorb more High Frequencies
47	Convolution Reverb Impulse Response	Use this Menu to select an Impulse Response from the list of 31 IRs
48	Convolution Reverb Level	Adjust the Volume of the Convolution Reverb Unit
49	Convolution Reverb Predelay	Adjust the Predelay of the Convolution Reverb Unit
50	Convolution Reverb HP Freq	Adjust the Cutoff frequency below which the signal's frequency content will be attenuated
51	Convolution Reverb LP Freq	Adjust the Cutoff frequency above which the signal's frequency content will be attenuated
52	Equalizer Unit On/Off	Switch the EQ Unit On/ Off
53	Reverb Unit On/Off	Switch the Reverb Unit On/ Off
54	Articulation Selection	These symbols act like on-screen Articulation Key-switches. Use these like the Red Articulation Key-switches to change Sample Group
55	Convolution Reverb On/Off	Switch the Convolution Reverb Unit On/ Off

ARTICULATION KEY-SWITCHES

These are on the left of the Kontakt keyboard in red.

Metal I (Mostly Hits)	C-1
Metal II (Hits & Scrapes)	C#-1
Earth (Deep Low Hits)	D-1
Air (Long Airy Noise Hits)	D#-1
Bass	E-1
Lead	F-1
Wood (Wood Hits of varying tones)	F#-1

BASS & LEAD SOUND SELECTION

The Bass and Lead Sample Groups work in the same way. Use the Yellow Keys to select a different Sound. Blue Keys Mark out the playable range. Hit a yellow Key and then Audition Sounds with the Blue Keys.

ADJUSTING CONTROLS

Use CTRL (PC) or CMD (MAC) click to reset each effect parameter back to its "zero" state. Hold down Shift when clicking to make fine adjustments.

CONTEXTUAL HELP

Clicking on Kontakt's Info button will reveal an Information Bar at the bottom of the player. Information can be displayed for each Dial/Switch on the GUI by hovering the mouse across each control.

IMPULSE RESPONSE SELECTION :

You can choose from several reverb Impulse Responses for the Convolution Reverb Unit :-

SPACE TYPE	REVERB IMPULSE LENGTHS (in Seconds)
Ambience	1.7 / 1.8
Cavern	3.5 / 4.0 / 5.4 / 6.7 / 8.1
Chamber	3.7
Church	2.8 / 3.0 / 3.5 / 4.1 / 5.0 / 5.2 / 5.4 / 5.9
Echo	3.7
Hall	2.5 / 2.8 / 3.1 / 3.4 / 3.8 / 3.9 / 4.7 / 6.0 / 13.0
Room	1.9
Stellar	6.0 / 9.7 / 23.0
Tunnel	2.0

SAMPLE GROUP PURGE



The series of switches shown in the above diagram allow you to load or unload each Articulation group from your computers RAM. If you find you do not need any particular Articulation you can unload it here and save some RAM.

An "On" switch (pale Blue Circle is lit) means the Articulation is loaded.

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CONTACT

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