

Xsample AIL Compact

- 32 virtual acoustic instruments with integrated player -



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Overview

Xsample AIL Compact is a versatile usable library with a total of 32 virtual acoustic instruments. For operation of the library you need no other software (except a DAW such as Cubase, Logic, Reaper or a notation program as Sibelius, Notion or Finale). A player for the instruments is already integrated.

The product consists of six parts. The following is an overview of the included instruments:

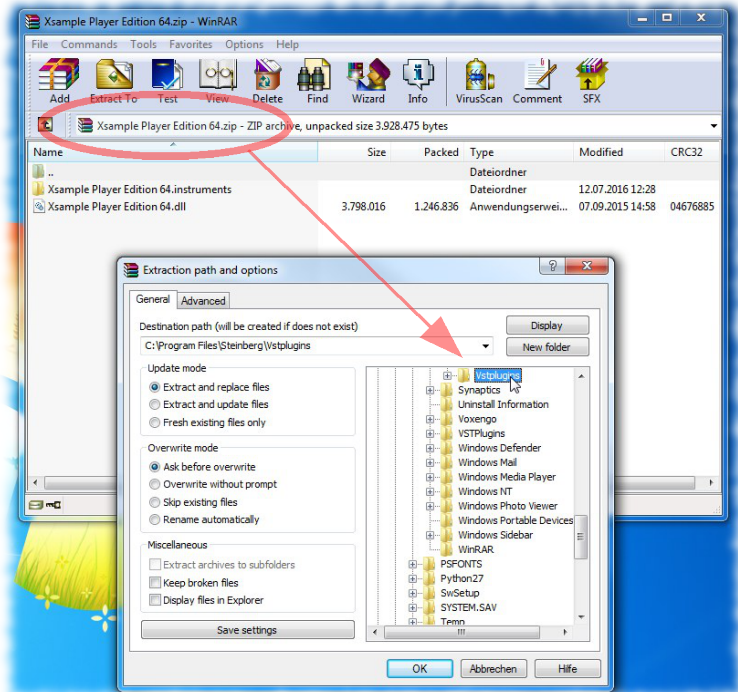
Part 1 – Woodwinds 1 →	Flute, Alto Flute, Oboe, Oboe d'amore, Clarinet (Bb), Bassoon
Part 2 – Woodwinds 2 →	Piccolo Flute, English Horn, Clarinet (Eb), Bassclarinet, Alto Saxophone, Contrabassoon
Part 3 – Brass →	French Horn, Trumpet, Trombone, Tuba
Part 4 – Mallets, Percussion & Timpani →	Marimbaphone, Xylophone, Vibraphone, Glockenspiel, Crotales Percussion, Timpani
Part 5 – Keyed- & Stringed Instruments →	Accordion, Celesta, Toy Piano Harp, Guitar
Part 6 – Strings →	Violin, Viola, Violoncello, Doublebass

Features

- Custom GUI
- Solo playing styles and articulations with alive automatic round robin
- Ensemble emulation
- Large tonal ranges of the instruments up to extreme positions
- All playing styles and articulations clearly in one instrument patch
- Switch playing styles with key switches, controller or MIDI channel
- Adjustments for the notation programs Sibelius, Notion and Finale included
- Windows VST2 and VST3, 32bit and 64bit Plug-Ins
- OS X AU / VST2 and VST3 Plug-In

Installation – Windows 64bit / 32bit VST Plug-In

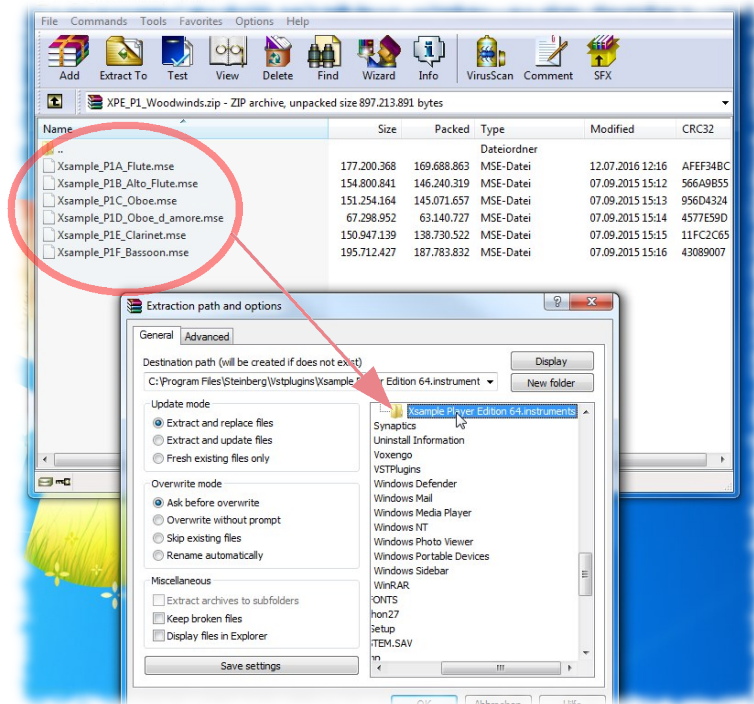
Extract the archive contents "Xsample Player Edition 64.zip" in your folder for 64bit plug-ins and, if needed, the archive contents "Xsample Player Edition 32.zip" in your folder for 32bit plug-ins. The archives each contain the VST2 and the VST3 Player.



Now locate the folder "Xsample Player Edition 64.instruments" in your 64bit plug-in directory and unpack there all ".mse" instrument files.

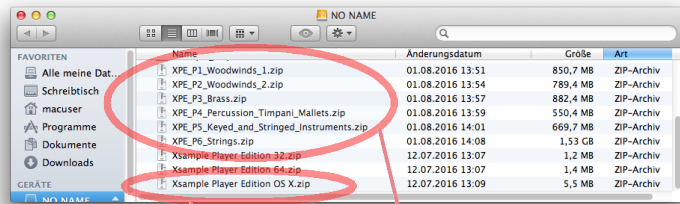
These instrument files are included in the archives "XPE_P1*" to "* XPE_P6", depending on which products you have purchased.

If you also want to use the 32bit plug-in, repeat this procedure and copy all ".mse" instrument files in the folder "Xsample Player Edition 32.instruments" in your 32bit plug-in directory.

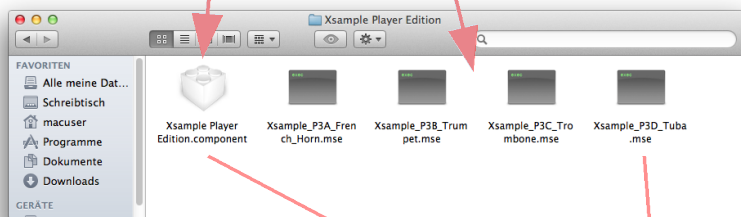


Installation – OS X AU / VST Plug-In

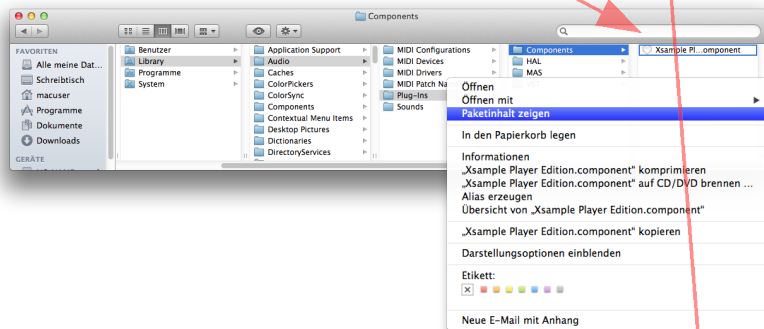
1. Extract the archive "Xsample Player Edition OS X.zip" and the instrument archives ("XPE_P1*" to "XPE_P6*", depending on which products you purchased) to any folder.



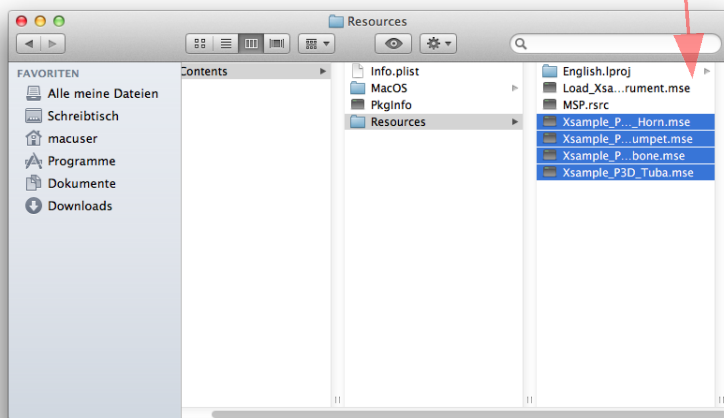
2. Now locate the path "Library/Audio/Plug-Ins/Components" and copy there "Xsample Player Edition.component".



3. Now press the right mouse button on "Xsample Player Edition.component" and select "Show Package Contents".



4. Now locate "Contents/Resources" and copy there all ".mse" instrument files.



If you also want to install the VST2/3 plug-ins, repeat the steps 1 to 4 with the path „Library/Audio/Plug-Ins/VST(3)“.

Before the first start – Entering the serial numbers

Before you can start your first project, you will be prompted to enter the serial number for each instrument.

You have received up to six different serial numbers, depending on which products you have purchased.

This process is required once for all instruments.



Set up the notation programs

Xsample AIL Compact can be used in many DAW's (e. g. Cubase, Logic and Reaper) and also in standard music notation programs. As a bonus, Xsample AIL Compact contains customization files for Finale, Sibelius and Notion, so that the respective notation program can control the different playing styles and articulations of the Xsample instruments automatically.

Sibelius

For Sibelius is a sound set included. To use the sound set in Sibelius, please copy the file "Xsample_PE_Sibelius.xml" to the following location:

Windows

Sib 7: C:\Users\yourusername\AppData\Roaming\Avid\Sibelius 7\Sounds

Sib 7.5: C:\Users\yourusername\AppData\Roaming\Avid\Sibelius 7.5\Sounds

Sib (8): C:\Users\yourusername\AppData\Roaming\Avid\Sibelius\Sounds

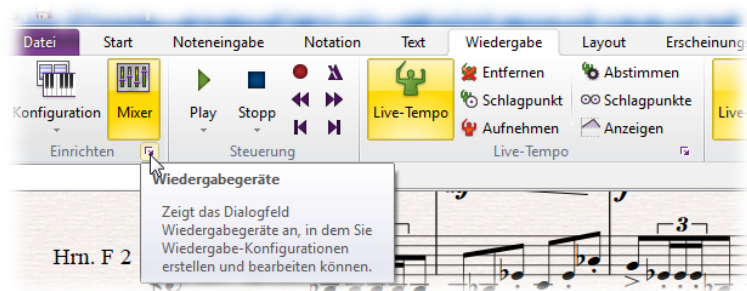
OS X

Sib 7: /Users/yourusername/Library/Application Support/Avid/Sibelius 7/Sounds

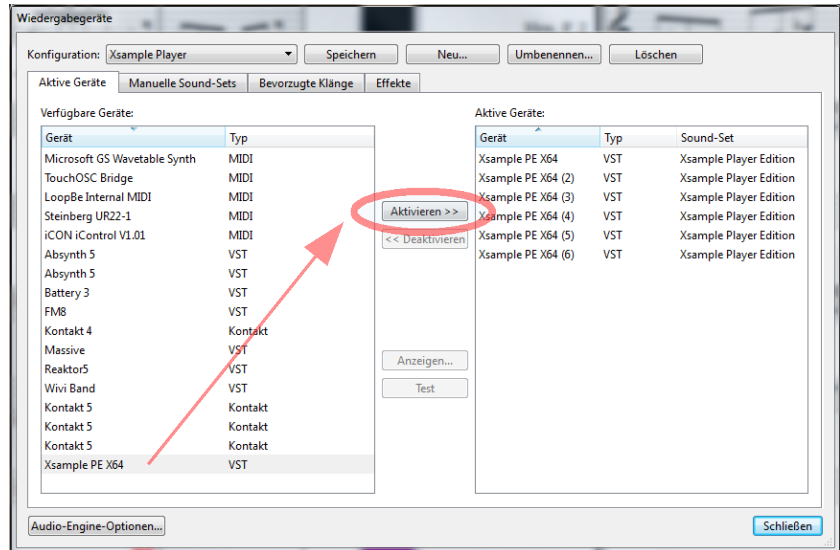
Sib 7.5: /Users/yourusername/Library/Application Support/Avid/Sibelius 7.5/Sounds (10.6.7+)

Sib (8): /Users/yourusername/Library/Application Support/Avid/Sibelius/Sounds (10.6.7+)

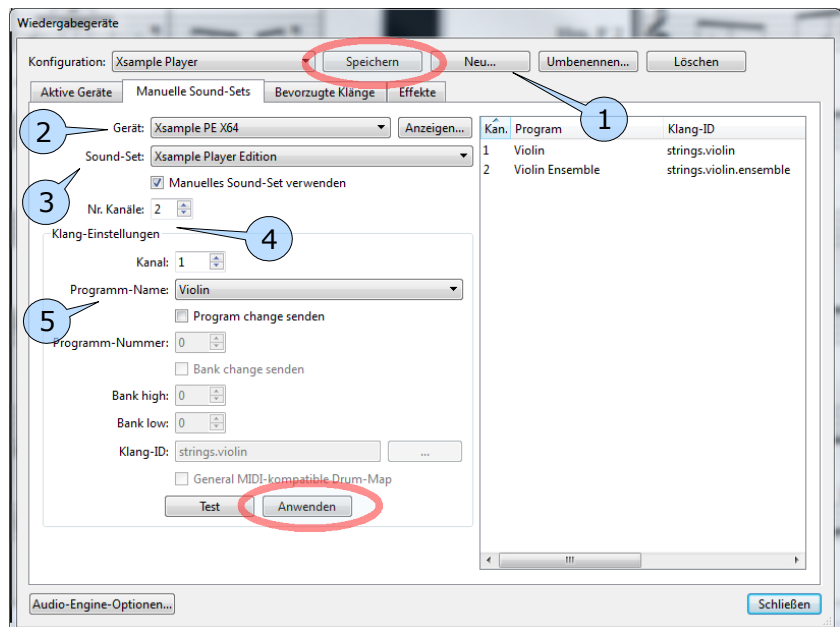
Start Sibelius and set up a score with the instruments you want to use. Then click on "playback devices".



Now activate for each instrument one instance of "Xsample PE X64". Then go to the tab "Manual Sound Sets".



First, click on "New ..." (1) to give your configuration a name. Then select the device (2), the sound set (3), the number of channels (4) and finally the respective program per channel (5). After the respective channel program has been selected, click "Apply". The program will then appear on the right side of the window.



When you are finished with the settings for the required instruments, save your configuration for later use.

Notion



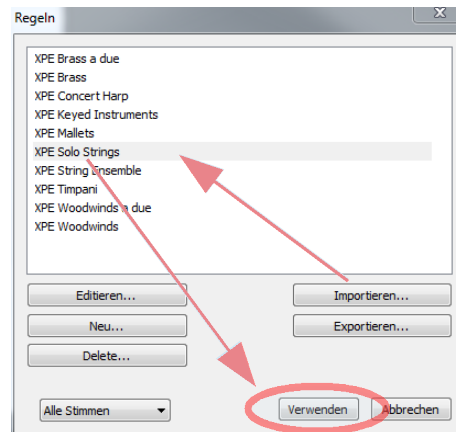
For Notion a number of ".prules" files are attached for controlling the Xsample instruments.

Start Notion and assign an Xsample Instrument (e. g. violin) to a staff. Turn the instrument in the "Controller" mode (on the left side of the instrument).



Now open the "Tools" menu and click the menu item "Edit rules".

The adjacent window appears. First, import the Xsample ".prules" files and select the appropriate rules file for the instrument (in the case of the violin: XPE Solo Strings). Then click on "Use" and add the entry by clicking on the corresponding staff.

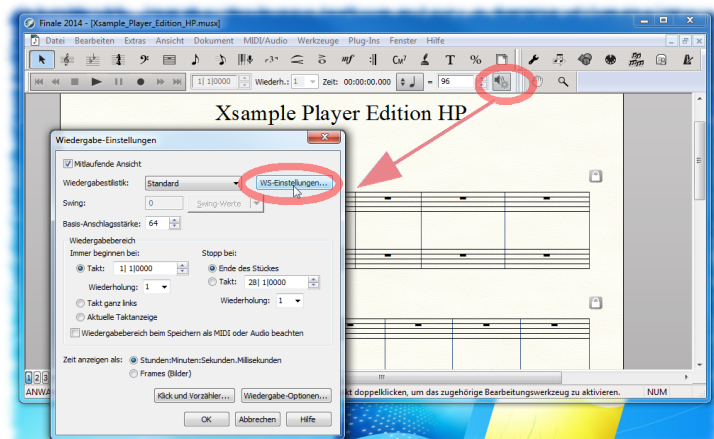


Finale



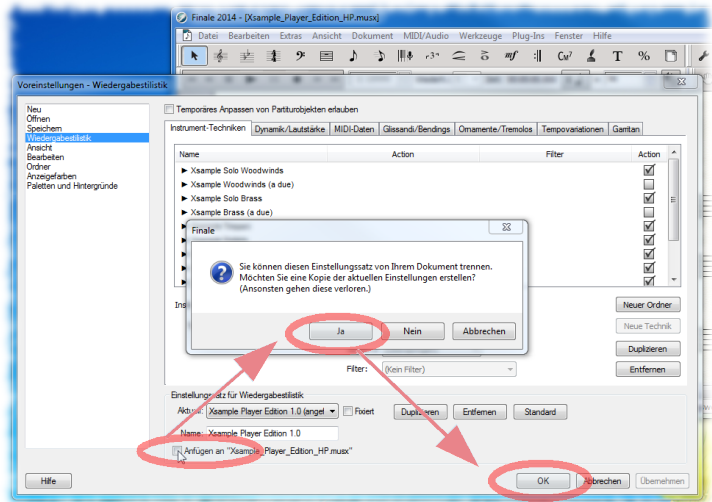
For Finale the file "Xsample_Player_Edition_HP.musx" is attached. The document contains the "Human Playback" preferences for the instruments of Xsample AIL Compact and need to be imported first. This operation is needed only once, then the preferences are available for all future Finale documents.

Start Finale and load the Finale document "Xsample Player_Edition_HP.musx". Now click on "Playback Settings" and finally on "HP-Preferences".



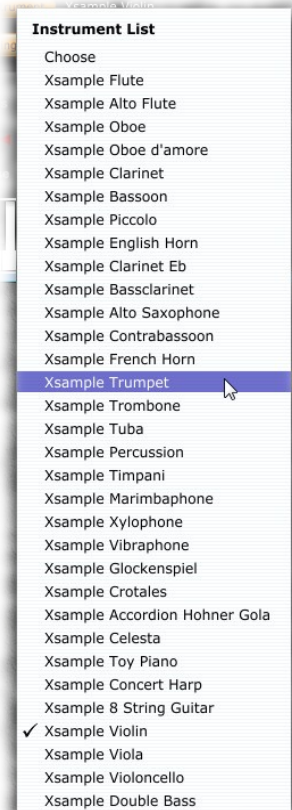
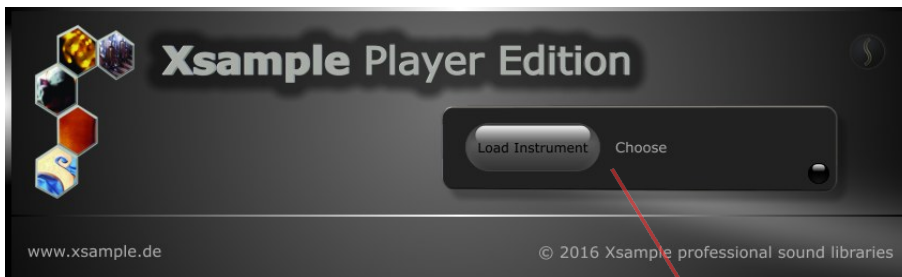
Now click on the check mark at "Append to ...". The ensuing dialog box that appears you answer with "Yes". Finally, leaving the window with "OK".

From now on, the Human Playback Preferences for the Xsample instruments are available in each Finale document.



Player functions (GUI)

When you open the plug-in, the Xsample player with which you can load the different instruments appears. By clicking on "Load Instrument" or "choose" it will open a list of the available instruments.

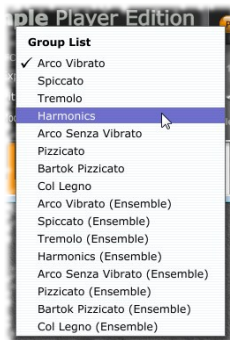




1) Opens the instrument list (see above) / shows the name of the actual instrument

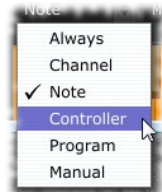
2) Opens the group list (playing style, articulation) / shows the actual playing style

First select a group if you are going to make individual settings, such as changes to the envelope, round robin behavior or volume and pan



3) Playing style-switch type

- Always: all groups sound
- Channel: playing styles are played over the MIDI channel
- Note: (standard) Playing styles are switched with keys ("Key Switches")
- Controller: Playing styles are switched with CC#0.
- Program: Playing styles are switched with Program Change messages
- Manual: Playing styles can be switched on the GUI



4) Display of the currently active playing style or articulation. (The switches also allow multiple selections)



5) General volume and pan settings.

The "Dynamic Fader" allows narrowing or expanding the dynamic range of the instrument (in the 0 dB position are the piano Layer just as loud as the Forte-Layer)



6) Controller selection for intensity control of vibrato (LFO)



7) The aim of the modulation (LFO), pitch, volume (expression) or pan. In the „Pitch“ position we recommend a metered use for natural sounding results.



8) Selecting the LFO waveform for the vibrato



10) Adds an adjustable (intensity) reverb to the output signal.



9) Adjusts the speed of the LFO

Note: The recordings of Xsample instruments are "dry" and can be flexibly placed in any room.

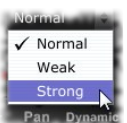
11) Individual group envelope (first select the group over the "Playing Style" button) Increase e. g. "Attack" for a soft transient or "Release" for a slow decay.



12) Individual group volume and pan (first select the group over the "Playing Style" button)

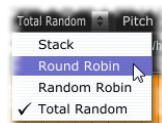


13) „Velocity Curve“ Three different curves to e. g. customize your keyboard playing to the instrument.



14) The Xsample instruments offer per tone multiple samples to enable a vivid, natural sound.

- Round Robin: successively alternately
- Random Robin: randomly alternately without repetition
- Total Random: randomly alternating with eventual repetition



Playing styles / articulations – Part 1 – Woodwinds 1

- Flute
- Alto Flute
- Oboe
- Oboe d'amore
- Clarinet (Bb)
- Bassoon

Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
natural vibrato	A-1	0 and 1	1	1
staccato	A#-1	2	2	2
flutter tongue	B-1	3	3	3
senza vibrato	C0	4	4	4
natural vibrato (a 2)	C#0	5	5	5
staccato (a 2)	D0	6	6	6
flutter tongue (a 2)	D#0	7	7	7
senza vibrato (a 2)	E0	8	8	8

Playing styles / articulations – Part 2 – Woodwinds 2

- Piccolo Flute
- English Horn
- Clarinet (Eb)
- Bassclarinet
- Alto Saxophone
- Contrabassoon

Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
natural vibrato	A-1 / F6 *	0 and 1	1	1
staccato	A#-1 / F#6 *	2	2	2
flutter tongue	B-1	3	3	3
senza vibrato	C0 / G#6 *	4	4	4
natural vibrato (a 2)	C#0 / A6 *	5	5	5
staccato (a 2)	D0 / A#6 *	6	6	6
flutter tongue (a 2)	D#0	7	7	7
senza vibrato (a 2)	E0 / C7 *	8	8	8

- Applies to the key switches of the Contrabassoon

Playing styles / articulations – Part 3 – Brass

- French Horn
- Trumpet
- Trombone
- Tuba



Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
standard / open	A-1 / F6 *	0 and 1	1	1
staccato / open	A#-1 / F#6 *	2	2	2
con sordino	B-1 / G6 *	3	3	3
sordino staccato	C0 / G#6 *	4	4	4
standard / open (a 2)	C#0 / A6 *	5	5	5
staccato / open (a 2)	D0 / A#6 *	6	6	6
con sordino (a 2)	D#0 / B6 *	7	7	7
sordino staccato (a 2)	E0 / C7 *	8	8	8

* Applies to the key switches of the trombone and the tuba

Playing styles / articulations – Part 4 – Mallets, Percussion & Timpani

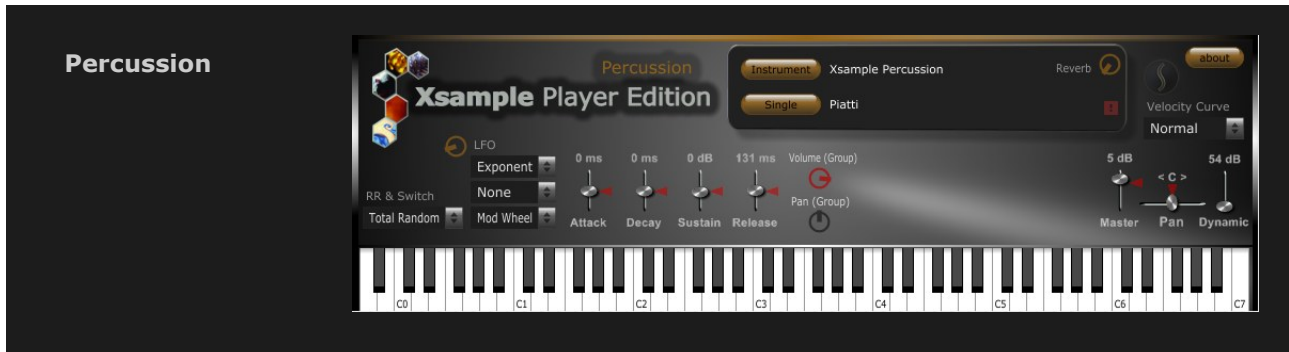
Mallets

- Marimbaphone
- Xylophone
- Vibraphone
- Glockenspiel
- Crotales



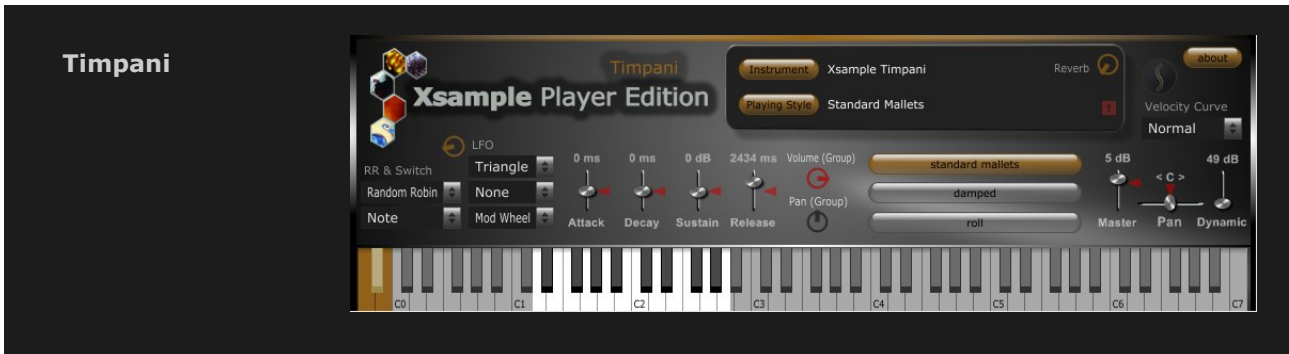
Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
standard mallets	A-1	0 and 1	1	1
damped	A#-1	2	2	2
bowed *	B-1	3	3	3

* bowed with a doublebass bow



Instrument	Key Area
Thunder Sheet	A-1 *
Piatti	A#-1 open, B-1 damped, C0 tremolo, C#0 short hit *
Big Drum	D0 → E0 with various mallets *
Cymbals	F0 → G#0 tip, A0 → A#0 crash, B0 → C1 china, C#1 → D1, D#1 → E1, F1 → F#1 each open and closed hit
Snip / Clap	G1 soft velocity → snip, high velocity → clap *
Conga	G#1 Conga Bass, A1 Conga closed, A#1 Conga open hit *
Bongos	high: B1 closed, C2 open, C#2 stick * low: D2 closed, D#2 open, E2 stick *
Guiro	F2 *
Tibet Bowl	F#2 *
Lotosflute	G2 up, G#2 down
Bells	A2 *
Cabaza / Maracas	A#2 → C3 *
Snare (Wirbel)	C#3
Snare	D3 → E3 rim click, F3 → F#3 brush, G3 → G#3 stir, A3 → A#3 without snares, B3 Sticks, C4 → D#4 with snares *
Tambourine (roll)	E4 → F4 Tambourine 1, F#4 Tambourine 2
Tambourine	G4 + A4 Tambourine 1, G#4, A#4 + B4 Tambourine 2
Castanets	C5 → C#5 *
Triangle (long)	D#5 → F5
Triangle	D5 damped, F#5 roll
Tamtam	G5 → C#6
Woodblocks	low: D6 → D#6, middle: E6 → F6, high: F#6 → G6
Claves	G#6 *
Metal Chimes	A6 → A#6 *
Wind Chimes	B6 - C7 *

* on repetitions you will hear alternate samples (Round Robin)



Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
standard mallets	A-1	0 and 1	1	1
damped	A#-1	2	2	2
roll	B-1 (H-1)	3	3	3

Playing styles / articulations – Part 5 – Keyed- & Stringed Instruments



Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
8' a cassotto	A-1 *	0 and 1	1	1
8' in cassotto	A#-1 *	2	2	2
4'	B-1 *	3	3	3
16'	C0 *	4	4	4
Left Manual 8'	C#0 *	5	5	5
Left Manual 16'	D0 *	6	6	6

* Accordion, for Celesta and Toy Piano each the standard playing style is available

Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
standard	A-1 *	0 and 1	1	1
damped (short)	A#-1 *	2	2	2
harmonics	B-1 *	3	3	3

* Harp

Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
finger	A-1 *	0 and 1	1	1
plectrum	A#-1 *	2	2	2
slaps	B-1 *	3	3	3

* Guitar

Playing styles / articulations – Part 6 – Strings

- Violin
- Viola
- Violoncello
- Doublebass



Playing style / Switch	Note (Key Switch)	Controller CC#0	Program Change	Midi Channel
natural vibrato	A-1 / F6 *	0 and 1	1	1
spiccato	A#-1 / F#6 *	2	2	2
tremolo	B-1 / G6 *	3	3	3
harmonics	C0 / G#6 *	4	4	4
senza vibrato	C#0 / A6 *	5	5	5
pizzicato	D0 / A#6 *	6	6	6
Bartok pizzicato	D#0 / B6 *	7	7	7
col legno	E0 / C7 *	8	8	8
natural vib. (Ensemble)	F0	9	9	9
spiccato (Ensemble)	F#0	10	10	10
tremolo (Ensemble)	G0	11	11	11
harmonics (Ensemble)	G#0	12	12	12
senza vib. (Ensemble)	A0	13	13	13
pizzicato (Ensemble)	A#0	14	14	14
Bartok pizz. (Ensemble)	B0	15	15	15
col legno (Ensemble)	C1	16	16	16

* Applies to the key switches of the doublebass

With the ensemble playing styles you can simulate a string orchestra. The allocation of the voices is as follows:

Violin (1)	Violin (2)	Viola	Violoncello	Doublebass
4	4	3	3	1

General MIDI Controller

Controller	Funktion
CC#1 (Modulationwheel) →	LFO Intensity (Pitch, Pan, Volume)
CC#7 →	Instrument Volume
CC#10 →	Instrument Pan
CC#11 →	Expression (relative volume)
Pitchbend →	+/- 2 semitones (default) To adjust the range send the following MIDI controller: CC#100 = 0, CC#101 = 0, CC#6 = X (where X is the value in semitones, adjustable in the range between 1 - 36)
CC#91 →	Reverb Intensity
CC#73 →	Attack
CC#75 →	Decay
CC#76 →	Sustain
CC#72 →	Release

Technical Data

Xsample AIL Compact - powered by Maize Sampler Version 2.56 -



Part	Size	Samples
1 Woodwinds 1	855 MB	1988
2 Woodwinds 2	796 MB	1749
3 Brass	955 MB	2233
4 Mallets, Percussion & Timpani	829 MB	1592
5 Keyed- & Stringed Instruments	951 MB	1011
6 Strings	1,67 GB	3509
Bundle	5,96 GB	12082

Updates

10. 2017

- Player engine update to version 2.4
- Player added: OS X VST plug-in

05. 2020

- Player engine update to version 2.56
- instruments (mse files) update to version 2.56
- now with VST2 and VST3 player for OS X and Windows
- new MIDI controller for ADSR envelope
 - CC#73 = Attack
 - CC#75 = Decay
 - CC#76 = Sustain
 - CC#72 = Release
- this update needs a new installation of the player and the instruments

License Agreement

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www.xsample.de