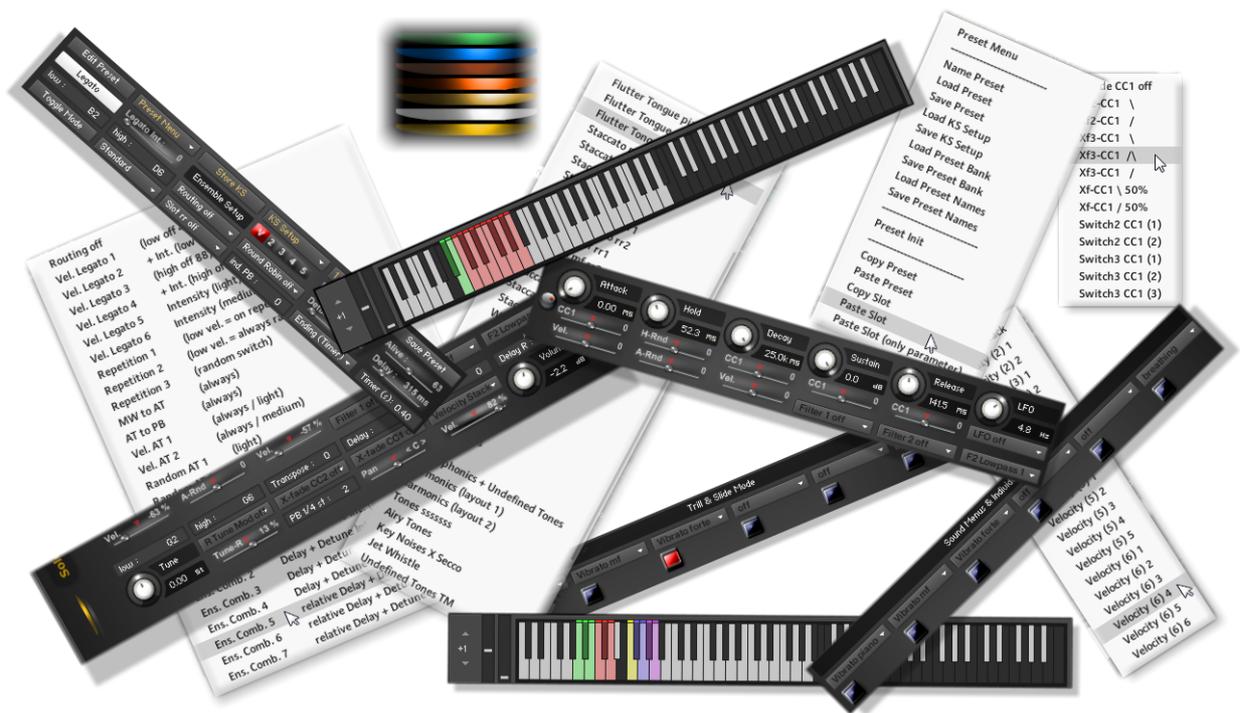


Xsample AIL Extended Scripting Documentation



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Controller Overview

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- List of the 64 room impuls combinations

Version History

Preset Designer Tab

Keyboard functions

Preset / Phrase Mode toggle button. Also A#7 (blue note) or cc#0 =126/127.

A0-B0: velocity sensitive function keys.
 Low velocity: Key switch bank 1-3.
 High velocity: A0 = tune base note mode
 A#0 = toggle switch mode
 B0 = trill and slide mode

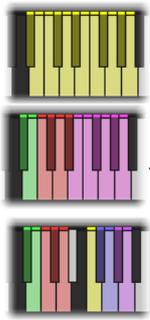


C1-A1: 10 Key switches per each bank (3 * 10).

Tune base note mode: The keys A#0 to A1 changes the base note of the actual tuning (that's e.g. useful if you want to work with pure tunings).

Toggle switch mode: The keys E1 to A1 disable or enable sound slot 1 to 6 (if Toggle Mode button is on).

Trill and slide mode: D#1 = half tone trill, E1 whole tone trill (AT changes the speed).
 F1 = slot round robin counter reset.
 F#1 = slide down / G1 = slide up (release switch)
 G#1 = slide down / A1 = slide up (legato)



Working with Presets

The preset list can hold up to 88 presets. The presets can be switched in various ways: On the GUI, with key switches (3 banks) or with cc#0. Since midi controller are zero based the presets 1-88 corresponds to 0-87 (cc#0). The individual key switches (30) can be reached also with cc#0 (88-117).
 The GUI is divided into two areas. The upper area shows the global preset menus and buttons. Most of these functions are remote controllable via midi. The lower area shows six sound slots. By clicking on the blue buttons the individual parameters are shown and can be edited.

- **Assign a preset to a key switch** (example: F0 assigned to preset 17)



1. Enable „Store KS”
2. Choose Key switch location
3. Choose preset from preset list
4. Disable „Store KS”

- **Copy a preset to another location** (example: copy preset 1 to 25)



1. Choose preset 1 (source)
2. Enable „Edit Preset”
3. Choose preset 25 (destination)
4. Press „Save Preset”

- **Name or rename a preset**



1. Choose „Name Preset” from „Preset Menu”
2. Type the new name and press enter (The preset number will be added automatically)

- **Edit individual parameter** (example: change release time of sound slot 5 / preset 1)



1. Press the blue button under sound slot 5.
2. Change the release time
3. Press „Save Preset”

To make your editings permanent, please save the .nki.

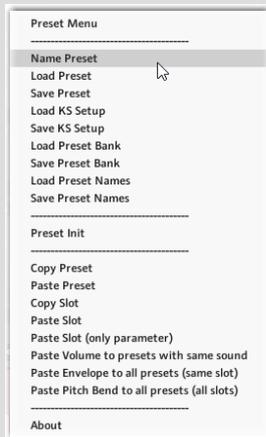
Global Functions



Edit Preset
Save Preset

Store KS
KS Setup

Preset Menu



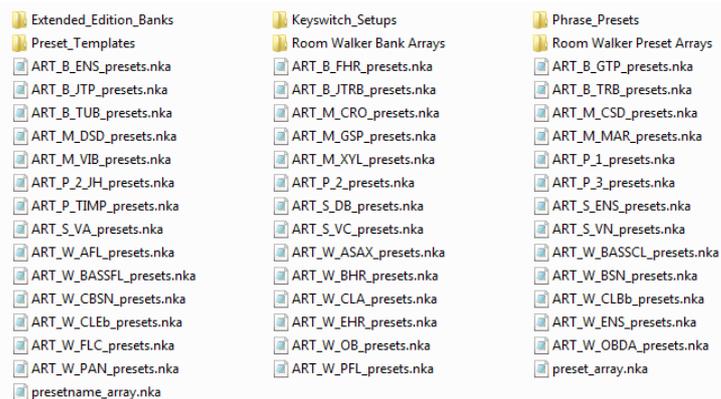
* Data folder

Preset List

If the button „Edit Preset“ is enabled you can edit all preset parameters. The button is also activated when a sound slot is changed or by clicking one of the blue buttons. When all changes are done you can save the preset (button „Save Preset“) or discard your changes (button „Edit Preset“ off).

With these two GUI elements you can change the assignment of the key switches. First enable „Store KS“, choose the key switch location with the „KS Setup“ menu, then choose the preset from the preset list menu and last, disable „Store KS“.

- Name Preset → name or rename the actual preset
→ **hint: the preset name list is used globally for each instrument**
- Load / Save Preset → load / save single presets from / to disk
- Load / Save KS Setup → load / save key switch setups from / to disk *
- Load / Save Preset Bank → load / save a complete bank of 88 presets from / to disk (only parameter data) *
- Load / Save Preset Names → load / save all 88 preset names from / to disk *
- Preset Init → initialize the actual preset (sound slots)
→ **hint: you can also copy an existing preset to use it as template or load a single preset from disk**
- Copy / Paste Preset → copy a preset and paste it to another location
- Copy / Paste Slot → first select a single slot, choose copy slot and then paste the slot into another location. It is also possible to paste the slot into another preset. The option „Paste Slot (only parameter)“ will leave the chosen sound of the target slot. → **hint: the same sound can't be used in another slot**



Preset list with 88 presets (next to the „KS Setup“ menu)
→ **hint: remote with CC#0**

Global Parameter

(saved individually with each preset)



Global range

low : B2 high : D6

Adjust the global low and high range of a preset.

→ **hint: Make sure that these settings match the individual low and high ranges of the activated sound slots.**

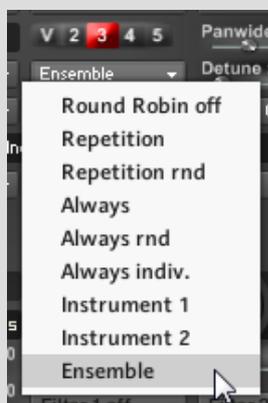
Legato Legato Intensity

Legato Legato Int.: 0

With the legato function you can achieve a slur / (light) glissando between two notes when you slightly overlap the sounds while playing. In this mode the instrument is monophone (Legato enabled). The Legato intensity function is slightly different with each instrument.

→ **hint: remote legato with CC#68, legato intensity with CC#24**

Round Robin Menu



This menu contains a selection of different variants of "Round Robin" modes, a instrument division and the ensemble mode. The two random modes (rnd) are a good way to break through recognizable recurrence pattern.

→ **hint: The different modes can be switched with CC#82**

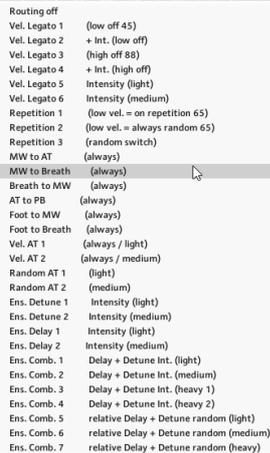
→ **hint: This function can be combined with the „Slot rr“ Round Robin function.**

- Round Robin off → Turns off the round robin feature. **(CC#82 = 21-41)**
- Repetition → Round Robin is active only when sounds are repeated. **(CC#82 = 0-20)**
- Repetition rnd → Round Robin is active only when sounds are repeated. But the following „sound exchange“ is randomly selected. **(CC#82 = 42-62)**
- Always → Round Robin is always active. **(CC#82 = 63-83)**
- Always rnd → Round Robin is always active and plays randomly sound exchanges. **(CC#82 = 84-104)**
- Always indiv. → Round Robin is always active and plays for each tone separately individual Round Robin cycles. **(CC#82 = 105-115)**
- Instrument 1 & Instrument 2 → All the sounds of the instrument are divided into 2 parts. Instrument 1 **(CC#82 = 116-119)** and Instrument 2 **(CC#82 = 120-122)** never play the same sounds, so that phasing effects are avoided.
- Ensemble → Turns on the ensemble feature. **(CC#82 = 123-127)**
- Ensemble mode voice slider → adjust the amount of voices and turns on the ensemble feature → **hint: remote with CC#91**
- Ensemble mode Panwide → sets the panorama width of the ensemble. → **hint: remote with CC#92**
- Ensemble mode Alive → generates to all parameters random deviations. → **hint: remote with CC#93**
- Ensemble mode Detune → detuning in cents for the individual instruments. → **hint: remote with CC#94**
- Ensemble mode Delay → allows an individually time shifting sound start. → **hint: remote with CC#95**

Ensemble Setup



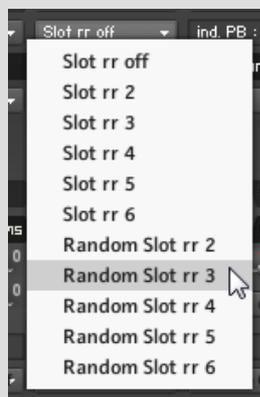
Routing Menu



Several options to switch parameters with velocity and random values or route controllers

- Vel. Legato 1-6 → Switch legato mode and / or legato intensity with velocity (different options)
- Repetition 1-3 → Switch the Round Robin modes „repetition” and „always rnd” with velocity or random
- MW to AT → Routes the modwheel to aftertouch
→ **hint: works only if a slot uses an LFO preset**
- AT to PB → Routes aftertouch to pitch bend
→ **hint: works only if a slot uses pitch bend**
- Vel. AT 1-2 → Routes velocity to aftertouch
→ **hint: works only if a slot uses an LFO preset**
- Ens. → Various options to switch the ensemble mode parameters „Delay” and / or „Detune” with velocity or random values.
→ **hint: works only if ensemble mode is enabled (Round Robin menu)**

Slot Round Robin Menu



- Slot rr off → all slots are active (if a sound is used)
- Slot rr2 – rr6 → Round Robin (sequentially)
- Random Slot rr2 – rr6 → Round Robin (random)
→ **hint: by using the options rr2 – rr5 the free slots are always active. e.g.: when „Slot rr3” option is activated, slots 1, 2 and 3 are used for the sequentially Round Robin, while slots 4, 5 and 6 are always active (if a sound is used)**

Function Keys Setup Menu

(next to „Toggle Mode”)



function keys

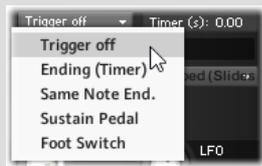
Setup(s) menu for the function keys (trill & slide mode)

The function keys F#1, G1 and G#1, A1 uses certain sounds. These sounds are marked with the addition „key” / „RS key” or „Slides down” / „Slides up” and can be found at the near end of the sound list. Some instruments have more than one setup (e.g. Timpani).

← example of function key sounds



Trigger Menu and Timer



Trigger random notes

- Trigger off → function disabled
- Ending (Timer) → When finishing a phrase a sound is selected (random) and played. With the „Timer“ value edit you determine the time that must elapse (0 – 0.63') so that a sound is played. If the „Timer“ is set to „0“, the function is off.
→ **hint: „Timer“ can be controlled by CC#28**
→ **hint: The option works only with the sound of slot 6.**
- Sustain Pedal → A sound is selected (random) and played if the sustain pedal is down (and up).
→ **hint: The option works only with the sound of slot 6.**
- Foot Switch (CC#4) → A sound is selected (random) and played when the foot controller CC#4 is moved. The „Timer“ value determines the speed.
→ **hint: „Timer“ can be controlled by CC#28**
→ **hint: The option works only with the sound of slot 6.**

Individual Pitch Bend

ind. PB : 0

This function will bend (value edit amount 0 – 250 cents) only the last note played with sustain pedal down.

→ **hint: Please note that the sound slots can also have additional pitch bend settings.**

example with enabled toggle switch mode →



activated toggle switch mode with visual state of the enabled and disabled sound slots.

Toggle Mode

Toggle Mode

If this function is enabled in a preset you can toggle all 6 sound slots on and off with the 6 magenta key switches from E1 to A1. The respective state is displayed above the sound slots (<1> = on, <0> = off).

→ **hint: The magenta key switches are activated by A#0 (high velocity) or by CC#0 = 121**

Individual Sound Slot Parameter

- Range, Transpose & Delay Options



The individual sound slot parameter are shown when one of the blue buttons under the sound slots is pressed or a sound in one slot menu is changed. The Kontakt keyboard shows now only the range of the actual slot. Each slot has a individual color for better orientation.

Individual Range

low : B2 high : D6

When a sound is changed in a slot menu the individual low and high key range will be reset to the original low and high limits of the sound. So you are able to know which real limits a sound have.

Transpose : 0

With this value edit you can transpose incoming notes (+/- 24 semitones)

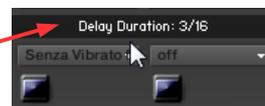
value 7 is choosed with the Delay value edit →

Delay

Delay : 7

Delay V : 0

Delay R : 0



label above slots

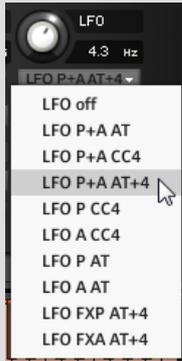
- Delay → delay of the selected sound. The values 1 - 8 are musical durations, which will be shown above.
 - 1 → delay function disabled (when selected in slot 1)
 - 0 → no delay
 - **hint: if no delay is needed the recommendation is -1**
 - 1 → 1/32
 - 2 → 1/16T
 - 3 → 1/16
 - 4 → 1/8 T
 - 5 → 1/8
 - 6 → 1/4T
 - 7 → 3/16
 - 8 → 1/4
 - 9 ms – 750 ms
- Delay V → Depending on velocity. Range: -750 ms to +750 ms maximum (depending on the first delay value)
- Delay R → Random / Range: -750 ms to +750 ms maximum (depending on the first delay value)
 - **hint: the individual delay values of the slots are added from left (slot 1) to right (slot 6)**

Individual Sound Slot Parameter

- Filters and LFOs



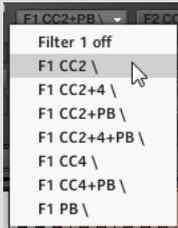
LFOs Frequency LFOs Preset Menu



Frequency knob → Adjust the speed of the LFOs (amplitude & pitch)
Range: 0,01 Hz to 213,1 Hz
Preset Menu

- LFO off → pitch and amplitude LFO are bypassed
- LFO P+A options → The respective controller(s) controls the intensity and speed of each LFO involved (pitch and / or amplitude). The pitch and amplitude LFO are slightly out of sync.
→ **hint: When two controllers (AT + CC#4) are involved, the intensities are added.**
→ **hint: use the routing menu, if you want to control an LFO with the modwheel**
- LFO FXP AT+4 option → Preset with a large range of intensity (CC#4 → pitch)
- LFO FXA AT+4 option → Preset with a large range of speed change (AT) and intensity (CC#4 → amplitude)

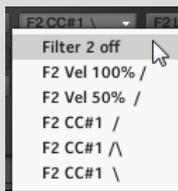
Filter 1 Preset Menu



The used filter is a soft lowpass, which is „open“ when the respective controller is set to „0“. When the controller is moved the filter will „close“.

- Filter off → Filter 1 is bypassed
- F1 * → Different controller and controller combinations are available as options.

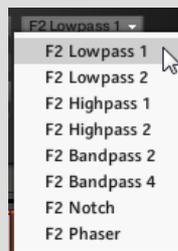
Filter 2 Preset Menu



The used filter of this menu is depending on the filter 2 type menu. This filter can be controlled with velocity and modwheel.

- Filter off → Filter 2 is bypassed
- F2 Vel 100% / → Filter opens (moves) fully with higher velocities.
- F2 Vel 50% / → Filter opens (moves) slightly with higher velocities.
- F2 CC#1 / → Filter opens (moves) fully with modwheel moving to 127.
- F2 CC#1 /\ → Filter opens (moves) fully with modwheel moving to 63 and closes with modwheel moving to 127.
- F2 CC#1 \ → Filter closes (moves) fully with modwheel moving to 127.

Filter 2 Type Menu



Abbreviations:

P → Pitch

A → Amplitude

AT → Aftertouch / Channel Pressure

CC4 → CC#4 / Foot Controller

PB → Pitch Bend

Individual Sound Slot Parameter

- Pitch Options

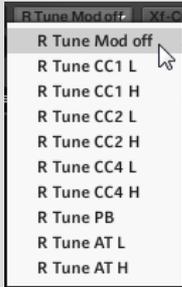


Tune Knob

Range: -12 to +12 semitones (+/- one octave)

R Tune Mod Menu

Controller setup for random detune with various options.
→ **hint: The random values detunes each sound slot individually.**



Abbreviations:
L → low (detuning amount)
H → high (detuning amount)

Tune-R Slider

Random detune amount.
→ **hint: The random values detunes each sound slot individually.**

PB 1/4 st Value Edit

Pitchbend range in 1/4 semitones (1 octave = 24).
Range: -24 to +24 (+/- one octave)

Individual Sound Slot Parameter

- Envelope Options



Envelope



Several modulators are available to shape the envelope with the modwheel or by velocity.

Attack



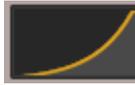
Attack Curve Adjuster

Attack Knob → Range: 0 ms to 15.0k ms

- CC#1 Attack Modulator bipolar (slider)
- Velocity Attack Modulator bipolar (slider)
- Random Attack Modulator bipolar (slider) → next to Vel. modulator

Little knob below the attack knob.

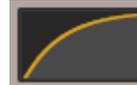
- Left → concave 1 - 3
- Center → linear
- Right → convex 1 - 3 (The values are displayed on the label above)



concave



linear



convex

Hold



Hold Knob → Range: 0 ms to 15.0k ms

- Random Hold Modulator bipolar (slider)

Decay



Decay Knob → Range: 0 ms to 25.0k ms

- CC#1 Decay Modulator bipolar (slider)
- Velocity Decay Modulator bipolar (slider)

Sustain



Sustain Knob → Range: -inf. dB to 0 dB

- CC#1 Sustain Modulator bipolar (slider)

Release



Release Knob → Range: 0 ms to 25.0k ms

- CC#1 Release Modulator bipolar (slider)

Individual Sound Slot Parameter

- Volume Options



Volume

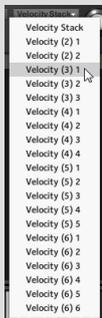
Velocity



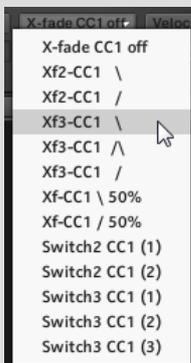
Pan



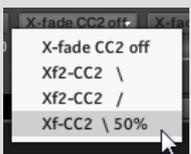
Velocity Menu



CC#1 Fade Menu



CC#2 Fade Menu



Volume Knob → Range: -inf. dB to +12 dB

Velocity modulator bipolar (slider)

left (-100%) → high velocities = low volume

center (0) → no volume influence with velocity

right (+100%) → high velocities = high volume

Pan slider → left (L50) - center (<C>) - right (R50)

Velocity Stack → all velocities will activate the sound

Velocity (2) 1-2 → two velocity layers (split → 88)

Velocity (3) 1-3 → three velocity layers (splits → 66, 101)

Velocity (4) 1-4 → four velocity layers (splits → 56, 82, 104)

Velocity (5) 1-5 → five velocity layers (splits → 50, 70, 90, 106)

Velocity (6) 1-6 → six velocity layers (splits → 44, 59, 74, 91, 107)

By using the options in this menu you can switch or fade up to three sound layers. In combination with the CC#2 Fade Menu you can also achieve two-dimensional fades.

- X-fade CC1 off → no fade or switch with modwheel
- Xf2-CC1 → to achieve a crossfade between two layers
- Xf3-CC1 → to achieve a fade between three layers (e.g.: piano = \, mf = /\ and forte = /)
- Xf-CC1 50% → fades in or out only half way
- Switch2 CC1 → two-way modwheel switch (split → 45)
- Switch3 CC1 → triple modwheel switch (splits → 41, 100)

- X-fade CC2 off → no fade with CC#2
- Xf2-CC2 → to achieve a crossfade between two layers
- Xf-CC2 \ 50% → fades out only half way

Phrase Designer Tab

Playing phrases

The image shows a screenshot of the Phrase Designer interface. A red circle highlights the 'Phrase Mode' button at the top left. A red arrow points from this circle to a keyboard where 13 keys (A0 to A1) are highlighted in yellow. Callout boxes provide the following information:

- Key:** Shows the actual chosen (played) phrase (yellow keyswitches)
- Play-parameters:** 1) Volume, 2) Transpose, 3) Speed %
- Play-parameters:** 4) Retrigger, 5) Reverse

13 yellow keyswitches (A0 → A1) for playing the phrases.

Play parameters:

- 1) The value for **Volume** increases or decreases the volume of the whole phrase (-64 → +64).
- 2) The value for **Transpose** transposes the whole phrase (-12 → +12 semitones).
- 3) The value for **Speed %** increases or decreases the tempo of the phrase (50% half tempo → 200% double tempo). The change is independent from the real tempo, which is set by the host (e. g. Cubase, Logic, Finale or Sibelius or the master setting from Kontakt in standalone mode etc.).
- 4) If **Retrigger** is on, the phrase will be always played from the first step (or from the last step, if Reverse is on). Is Retrigger off, the phrase will continue with the next step.
- 5) **Reverse** plays the phrase in reverse. The change in direction is also possible during playback of a phrase.

All values can be changed by MIDI controller (see Controller Overview). The phrase mode is monophonic. If phrases are played, this should be done in "non legato". To play back several phrases at the same time, more instances of the instrument are required.

Create & edit phrases

The image shows a software interface for creating and editing musical phrases. The interface includes a keyboard at the bottom, a central control panel with various knobs and buttons, and a top section with mode selection and recording options. Callouts A through J point to specific features:

- A) Record, Edit & Save**: Points to the Record, Edit, and Save buttons at the top.
- B) Key**: Points to the Key dropdown menu.
- C) Amount**: Points to the Amount parameter.
- D) Step**: Points to the Step parameter.
- E) Parameter 1 Sound, Duration, Note & Velocity**: Points to the Sound, Duration, Note, and Velocity parameters.
- F) Parameter 2 From Legato to Speed**: Points to the Legato, Intensity, and Absorption parameters.
- G) Skip & Standard**: Points to the Skip Parameter and Standard buttons.
- H) Phrase Menu**: Points to the Phrase Menu dropdown.
- I) With the yellow keyswitches you can play the edited version.**: Points to yellow keyswitches on the keyboard.
- J) With the green keyswitches you can set the duration 1 of a step.**: Points to green keyswitches on the keyboard.

First please look at the 13 included phrases and try some features with it.

A) By clicking on the **Edit** button, the current phrase (Key) is loaded into a buffer. Now the phrase can be edited. The changes will not take effect until the **Save** button is pressed. If the changes are to be discarded simply turn off the Edit mode. During the Edit mode is on, the duration can (duration 1) be set with the green keyswitches, the Sound with the modulation wheel and the note and Velocity can be played with the keyboard. In the **Record** mode the step value is additionally increased until **Amount** is reached. The phrase is then stored automatically.

B) **Key** - indicates the currently edited phrase. An edited phrase can be restored to any Key (Save).

C) **Amount** - Here, the maximum number of steps of a phrase is set (up to 100 per phrase).

D) **Step** - If the value is changed, the corresponding step parameters are displayed automatically.

E) **Parameter 1** - The Sound menu contains the multisamples. If a rest as step is desired, the menu can be set to "< rest >". Using the menus Duration 1 & 2 the duration of a step can be set flexibly. Note and Velocity can be played from your keyboard. The tonal ranges of the multisamples are displayed on the Kontakt Keyboard in black.

Duration (menu 1)

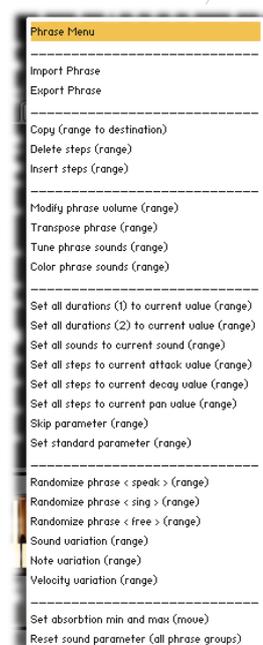


F) **Parameter 2** - The small buttons (red / blue) are skip buttons (for Legato Intensity and absorption -1 is the skip value). When for a step no parameter change is necessary, the value is not passed on to the Kontakt Engine (the button is red). However, it is advisable to set the desired parameters for a step with a new sound, as other phrases, the values may have changed. The speed parameter can only be set in the sounds, which are are marked with "TM" (Time Machine Pro). The absorption parameter allows remote control of the Room Walker (cc#11). Large value jumps should here be avoided.

G) **Skip and Standard** - The button skip parameter sets all parameter (2) of the current step to skip, the button standard sets the parameter (2) to default values. These functions are also applicable to a step range on the phrase menu. Thus phrases can be easily initialized.

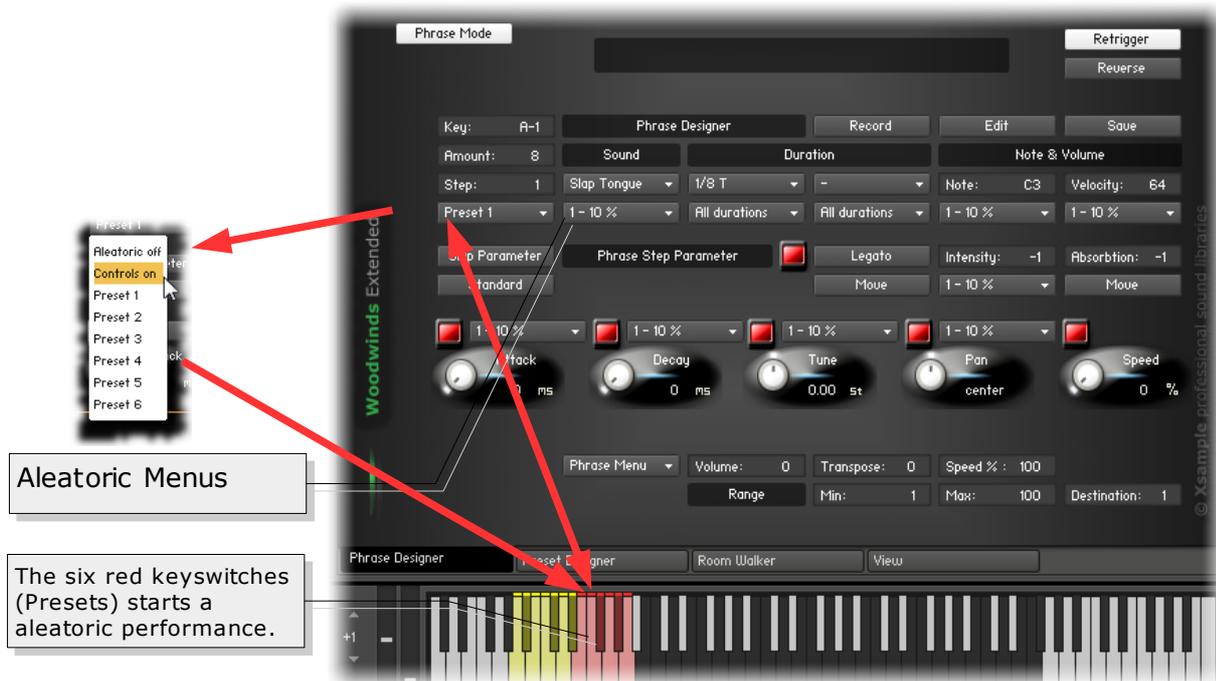
H) The **Phrase Menu** contains some useful functions for editing the phrases. With the function "Import phrase" a previously saved phrase is imported on the currently active key. "Export phrase" saves the current phrase (key). On many functions a range can be selected before. The range is set using the adjuster "Min" and "Max", the destination of the copy with the value of "destination". For a copy the values of "Volume" and "Transpose" will be included.

Phrase Menu



Example: You want to reduce the volume of a phrase. First, set the (step) range, then the adjuster for "Volume" on e.g. -20 and then click the menu item "Modify phrase volume (range)". Or you want to transpose the entire phrase a minor third down: Set the desired range, the transpose adjuster to -3 and finally click the menu item "Transpose phrase (range)". Please note that this will transpose notes, while the "Tune" function detunes the samples. With the "Color" function, which also exist in similar form in the Transform script, you change the timbre of the samples.

Aleatoric functions



If the aleatory features are enabled (menu item Controls on under Step), 10 additional menus and 2 Move buttons will appear. Furthermore, the last six yellow keyswitches are now colored red.

In the additional menus, a percentage value can now be selected. In this percentage area a value per step is rolled.

Example:

You want only sixteenth and eighth notes are played: Set the menu under duration 1 to 1/8 - 1/16.

Or, you want that only very short sounds are played:

Set the menu above Decay to 20-40%.

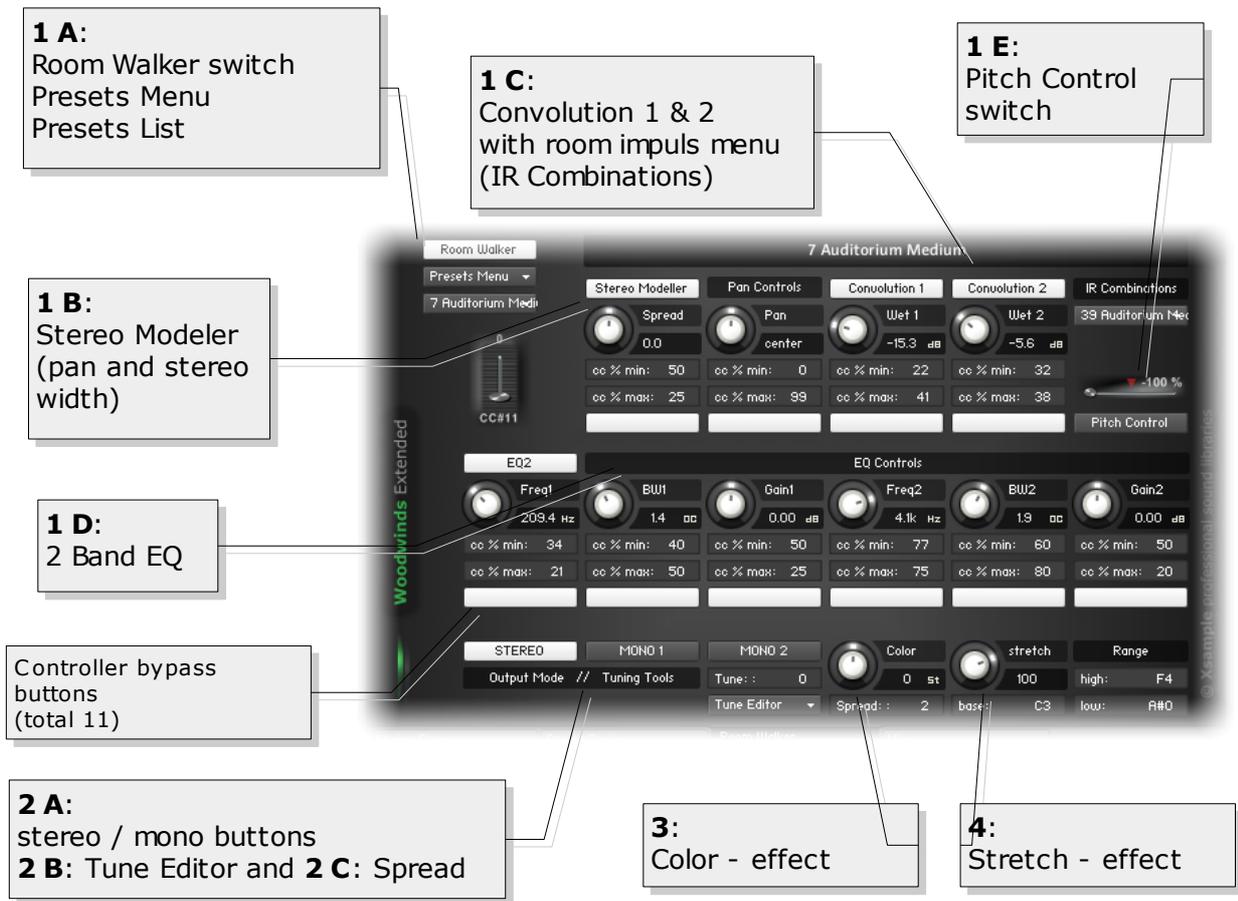
Or, you want the sounds in the panorama appear slightly between left and right: Set the menu above Pan to 40 – 60%.

For each of the 6 red keyswitches (Preset 1 - 6) a set of aleatory menu settings can be saved. The aleatory functions use the cache. If you want to make the settings permanently a Key must be selected. After that, press the save button. The last diced steps will be also stored in the phrase.

For the Legato function and Room Walker absorption, there is one move button. If the move button for Legato is on, Legato will be switched off or on from time to time . If the move button for absorption is on, the sound then travels back and forth in the room. The maximum values can be set via the phrase menu. First, set the adjuster for "Min" to 0 (front) and then the adjuster for "Max" e.g. 80. Select the menu item "Set min and max absorption (move)". As of now, the sound moves from the front to the rear or vice versa. All aleatory menus can be changed live by MIDI controllers (see Controller Overview).

Room Walker Tab

Controls Overview



Room Walker Controls

(1 A – 1 E)

In the upper section you find the "Room Walker" controls. As the name suggests, it is for effects within a two-dimensional space or for moves in a virtual room. CC # 11 takes over the room depth and CC # 12 the panorama. Basically the Room Walker consist of four insert effects, which can be switched separately on or off: **(1 B)** Stereo Modeler (pan and stereo width), **(1 C)** Convolution 1 and 2, the **(1 D)** EQ and the **(1 E)** pitch module.

In the "IR Combinations" menu you can choose between 64 room settings based on 61 IR samples (room impulses). In each case, two different spaces are loaded. In addition to this virtual space positioning completely different effects with the Room Walker of course still possible.

Room Walker Operation

CC#11 acts as a "Macro Controller", which controls up to 10 controls on the Room Walker (the white buttons switch the respective controller influencing on or off).

You can set, for example, that the high frequencies decrease as you "go" deeper into the room, at the same time you reduce the stereo width of the instrument and increase the "wet amount" of Convolution 1. The whole is achieved in that a percentage bias value is available for each element.

Example: Gain 2 "cc% min" is set to 50 and "cc% max" to 10. This means that at the zero position of the controller 11 there is no influence (50 = 0 dB). The further the controller 11 is performed, the more attenuated the frequencies.



Room Walker Presets

You can also create, save and load your own presets. If you load or save complete banks, first the names file is requested, then the data file. It is recommended to set the files to the same name and the names file with the extension "_names" at the end.



If your mouse is over the switches and buttons, you will get additional support for the individual functions in the info pane (i) of Kontakt (Info button must be active).

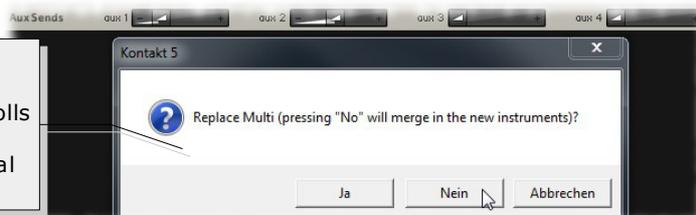
The following is a list of the individual elements of a preset:

- (1) Stereo Modeller Bypass, Pan and Spread Controller Bypass (white buttons) with respective minimum and maximum values
- (2) Convolution 1 and 2 Bypass, Wet 1 and Wet 2 Controller Bypass (white buttons) with respective minimum and maximum values
- (3) EQ Bypass, Frequency 1-2, Bandwidth 1-2 and Gain 1-2 Controller Bypass (white buttons) with respective minimum and maximum values
- (4) Pitch Control Bypass and Pitch Slider value (Bipolar +/- 1 octave)
- (5) IR Combination (1-64)

Room Walker Multi Instruments

If you are working with many instruments in a project, your computer processor is of course hugely demanded if each instrument required two Convolution effects. For this case, use the included multi instruments. They allow the use of the Room Walker with the external convolution effects of Kontakt. You can then merge in one multi - many (multi-) Instruments ("merge", press "No"). So you use only two Convolution Effects and yet every instrument can be controlled independently.

Then set the desired MIDI channel of each instrument.
If you now move the controller 11, the controls for Aux 1 and Aux 2 will move with the automation-setting, and of course the internal Room Walker elements.



Output Mode (2 A)

You can switch the instrument from stereo to mono. There are the variant Mono 1 (left) or Mono 2 (right). You can use it to try out a simple way how your mix sound with mono instruments. If you use a lot of instruments you may reach more transparency of the mix.



Color Effect (3) (-12 → +12)



This allows you to play the instrument with a "Re-Pitch" - effect. Negative values produce a dull, soft sound and positive values give a light to biting sound. A value of +12 makes a guitar, for example, a kind of banjo. A value of -12 makes a violin a kind of cello. The effect range can be limited by the adjustable "Range". In position "0" you hear the original instrument (standard, loaded by the instrument).

Color can be operated remotely via CC # 56

Stretch Effect

(4) (-200 → +200%)

This effect serves only as a small but interesting gimmick: All incoming notes will be compressed or stretched by the base notes around. Play, for example, a broken C minor triad several times in a row while at the same time turning the controller of stretch from 100 to 200%. The effect range can be limited by the adjustable "Range". In position "100%" you can hear the original sound (standard, loaded by the instrument).

Stretch is with CC#57 and Base with CC#55 remote-controllable

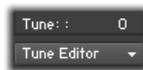


Tune Editor

(2 B)

With the tune editor you can edit the two custom tunings, which are available through the tune menu of the preset designer tab. You can also load and save custom tunings over the Presets Menu.

To edit the custom tunings please select first the tone, then change the tuning with the „Tune“ value edit. After editing all tones please choose „save changes“ from the Tune Editor menu.



Spread

(2 C)

Stretch tuning (-120 → 120). Spreads the higher and lower octaves. Recommendation is value 2.



View Tab

a compact overview for several controllers, the current preset name and dynamics.



Legato



With this function you can achieve a glissando between two notes when you slightly overlap the sounds while playing. In this mode the instrument can play only one voice. You can activate or deactivate the function using the legato button. Alternatively, you can control the legato mode with CC#68. CC#24 controls the intensity.

CC#68 = 0 → Legato off
CC#68 = 127 → Legato Mode
CC#24: 0 → 127 = easy effect (slur) → glissando

Controller Overview

Preset Mode

CC#0 functions

- 0 → 87 (switch Presets 1 → 88)
- 88 → 117 (switch Keyswitch Banks Presets 1 → 30)
- 118 (Keyswitch Bank 1)
- 119 (Keyswitch Bank 2)
- 120 (Keyswitch Bank 3)
- 121 (Toggle Mode)
- 122 (Slide & Trill Mode)
- 126 (Preset Mode on / Phrase Mode off)
- 127 (Preset Mode off / Phrase Mode on)

CC#1, CC#2, CC#4, AT → various

Round Robin	CC# 82
0 – 20	on repetition
21 – 41	off
42 – 62	on repetition (random)
63 – 83	always
84 – 104	always (random)
105 – 115	always (indiv.)
116 – 119	Instrument 1
120 – 122	Instrument 2
123 – 127	Ensemble
Amount of voices (Ensemble Mode)	CC# 91
Pan width (Ensemble Mode)	CC# 92
Alive (Ensemble Mode)	CC# 93
Detune (Ensemble Mode)	CC# 94
Delay (Ensemble Mode)	CC# 95
Timer (for e.g. breathing / 0 = off)	CC# 28

Phrase Mode

Play parameters

CC#31 → volume (center = 64)
CC#32 → transpose (center = 63)
CC#33 → speed (center = 43)
CC#34 → Retrigger (on / off)
CC#35 → Reverse (on / off)

CC#100 → Sound selection (menu 2)

Edit or Record switch on:

CC#1 → Sound selection
CC#2 → Duration 2 selection

Aleatoric functions on

CC#87 → Preset selection & Aleatoric on / off

CC#88 → Sound % menu

if Sound % Menu off:
CC#1 → Sound selection

CC#89 → Duration 1 menu

if duration 1 menu off:
CC#2 → duration 1 selection

CC#90 → Duration 2 menu

CC#91 → Note % menu

CC#92 → Velocity % menu

CC#93 → Move Legato on / off

CC#94 → Legato Intensity % menu

CC#95 → Move Absorbtion on / off

CC#96 → Attack % menu

CC#97 → Decay % menu

CC#98 → Pan % menu

CC#99 → Tune % menu

Generally

CC#7 → Instrument volume

CC#10 → Instrument pan

CC#64 → Hold Pedal

CC#11 → Room Walker macro controller

CC#12 → Room Walker pan controller

CC#67 → Room Walker pitch intensity (-12 → +12 semitones)

CC#69 → Room Walker pitch bypass

CC#27 → Room Walker Presets (1 → 25 normal, 26 → 50 w/o Convolution, 51 → 75 only Stereo Modeller, 76 → 100 only Convolution, 101 → 125 only EQ)

CC#68 → Legato mode on (127) or off (0)

CC#24 → Intensity Legato (glissando)

CC#25 → Intensity Glide

CC#56 → Color

CC#57 → Stretch

CC#55 → Base Note

CC#29 → Base note for tuning

CC#30 → Tuning

Appendix

List of the 61 room impulses

IR Sample	Length
Beautyverb	8,255"
Big_Church	4,960"
C_Chamber_Early_1	0,848"
C_Chamber_Early_2	1,393"
C_Club_Medium	2,081"
C_Club_Small	1,608"
C_Concert_Hall_Large	5,144"
C_Concert_Hall_Medium_1	2,345"
C_Concert_Hall_Medium_2	3,061"
C_Concert_Hall_Small	1,457"
C_Large_Church	4,606"
C_Medium_Church	3,048"
C_Room_Medium	1,351"
C_Room_Small	0,850"
C_Wood_Chamber	3,364"
Comb	2,707"
Combed_Cloud	3,912"
Crystals	7,970"
Cyclo	3,925"
Dual_Crystal_1	6,119"
Dual_Crystal_2	5,453"
Flanging	2,011"
Galaxyverb	9,000"
Hall_1	3,417"
Hall_2	2,906"
Hall_Early	0,975"
Hydro_gliss	5,108"
Long_Crisps	6,588"
Long_Distance	3,215"
P3_Auditorium_Large	5,400"
P3_Auditorium_Medium	4,158"
P3_Auditorium_Small	2,926"
P3_Concert_Large	4,396"
P3_Concert_Medium	3,597"
P3_Concert_Small	2,446"
P3_Damped_Hall	2,366"
P3_Early_1	0,620"
P3_Early_2	0,899"
P3_Early_3	0,618"
P3_Echoy	5,038"
P3_Like_Reverse	5,270"
P3_Long_Modulated	6,607"
P3_Nice_Hall	3,901"
P3_Plate_Large	3,839"
P3_Plate_Medium	1,643"
P3_Plate_Small	1,250"
P3_Theatre	3,478"
P3_Warm_Hall_Large	5,858"
P3_Warm_Hall_Medium	3,049"
P3_Warm_Hall_Small	2,210"
P3_Watery_2	4,350"
P3_Watery_Hall	8,378"
P3_Woody	4,440"
Plasma	4,984"
Roll	2,845"
Room_1	1,131"
Room_2	1,310"
Smear	5,337"
Space_Tunnel	7,293"
Tunnel	5,485"
Watery	4,235"

Grey: < 2" / yellow: > 5"

List of the 64 room impulse combinations

Name	Convolution 1	Length	Convolution 2	Length
1 Medium Church	C_Medium_Church	3,048"	C_Chamber_Early_1	0,848"
2 Large Church 1	C_Large_Church	4,606"	C_Chamber_Early_1	0,848"
3 Large Church 2	C_Large_Church	4,606"	C_Wood_Chamber	3,364"
4 Concert Hall	C_Concert_Hall_Large	5,144"	C_Club_Small	1,608"
5 Medium Concert Hall 1	C_Concert_Hall_Medium_2	3,061"	C_Room_Medium	1,351"
6 Medium Concert Hall 2	C_Concert_Hall_Medium_1	2,345"	C_Room_Small	0,850"
7 Small Concert Hall	C_Concert_Hall_Small	1,457"	C_Chamber_Early_1	0,848"
8 Wood Chamber 1	C_Wood_Chamber	3,364"	C_Room_Small	0,850"
9 Wood Chamber 2	C_Wood_Chamber	3,364"	C_Concert_Hall_Large	5,144"
10 Medium Club	C_Club_Medium	2,081"	C_Chamber_Early_2	1,393"
11 Medium Room	C_Room_Medium	1,351"	C_Chamber_Early_2	1,393"
12 Roomy Hall 1	Room_1	1,131"	Hall_1	3,417"
13 Roomy Hall 2	Room_2	1,310"	Hall_2	2,906"
14 Into Church	Big_Church	4,960"	Hall_Early	0,975"
15 Galaxy Church	Big_Church	4,960"	Galaxyverb	9,000"
16 Galaxy Beauty	Beautyverb	8,255"	Galaxyverb	9,000"
17 Big Plasma Verb	Galaxyverb	9,000"	Plasma	4,984"
18 Smear Verb	Smear	5,337"	Roll	2,845"
19 Crystal Flange	Dual_Crystal_2	5,453"	Flanging	2,011"
20 Hydro Distance	Hydro_gliss	5,108"	Long_Distance	3,215"
21 Tunnel Distance	Tunnel	5,485"	Long_Distance	3,215"
22 Smear Tunnel	Space_Tunnel	7,293"	Smear	5,337"
23 Crisps Comb	Comb	2,707"	Long_Crisps	6,588"
24 Crystal Cyclo	Cyclo	3,925"	Dual_Crystal_1	6,119"
25 Beauty Watery	Watery	4,235"	Beautyverb	8,255"
26 Like Reverse	P3_Like_Reverse	5,270"	P3_Early_1	0,620"
27 Echoy	P3_Echoy	5,038"	P3_Early_2	0,899"
28 Long Modulated	P3_Long_Modulated	6,607"	P3_Early_3	0,618"
29 Nice Hall	P3_Nice_Hall	3,901"	P3_Early_2	0,899"
30 Metallic Hall 1	P3_Warm_Hall_Small	2,210"	P3_Plate_Large	3,839"
31 Metallic Hall 2	P3_Plate_Medium	3,049"	P3_Plate_Small	1,250"
32 Theatre	P3_Warm_Hall_Small	2,210"	P3_Theatre	3,478"
33 Watery 1	P3_Watery_2	4,350"	P3_Plate_Medium	1,643"
34 Watery 2	P3_Watery_Hall	8,378"	P3_Plate_Medium	1,643"
35 Warm Hall Medium	P3_Warm_Hall_Medium	3,049"	P3_Early_1	0,620"
36 Warm Hall Large	P3_Warm_Hall_Large	5,858"	P3_Early_1	0,620"
37 Damped Hall	P3_Damped_Hall	2,366"	P3_Early_2	0,899"
38 Auditorium Large	P3_Auditorium_Large	5,400"	P3_Concert_Small	2,446"
39 Auditorium Medium	P3_Auditorium_Medium	4,158"	P3_Concert_Small	2,446"
40 Auditorium Small	P3_Auditorium_Small	2,926"	P3_Concert_Small	2,446"
41 Concert Small	P3_Concert_Small	2,446"	P3_Early_2	0,899"
42 Concert Medium	P3_Concert_Medium	3,597"	P3_Early_2	0,899"
43 Concert Large	P3_Concert_Large	4,396"	P3_Damped_Hall	2,366"
44 Woody	P3_Woody	4,440"	P3_Early_3	0,618"
45 Long dark modulated Hall	P3_Damped_Hall	2,366"	P3_Long_Modulated	6,607"
46 Echoy long modulated	P3_Long_Modulated	6,607"	P3_Echoy	5,038"
47 Metallic Reversy	P3_Plate_Large	3,839"	P3_Like_Reverse	5,270"
48 Early Water 1	P3_Early_1	0,620"	P3_Watery_2	4,350"
49 Early Water 2	P3_Early_1	0,620"	P3_Watery_Hall	8,378"
50 Small Early	P3_Early_3	0,618"	P3_Early_1	0,620"
51 Small Chamber	C_Chamber_Early_1	0,848"	C_Room_Small	0,850"
52 Medium Early	P3_Early_2	0,899"	Hall_Early	0,975"
53 Room Plate	Room_1	1,131"	P3_Plate_Small	1,250"
54 Medium Room 2	Room_2	1,310"	C_Room_Medium	1,351"
55 Small Chamber 2	C_Chamber_Early_2	1,393"	C_Concert_Hall_Small	1,457"
56 Club Plate	C_Club_Small	1,608"	P3_Plate_Medium	1,643"
57 Flanging Club	Flanging	2,011"	C_Club_Medium	2,081"
58 Warm Hall Medium	P3_Warm_Hall_Small	2,210"	C_Concert_Hall_Medium_1	2,345"
59 Damped Concert Hall	P3_Damped_Hall	2,366"	P3_Concert_Small	2,446"
60 Comb Roll	Comb	2,707"	Roll	2,845"
61 Small Auditorium Hall	Hall_2	2,906"	P3_Auditorium_Small	2,926"
62 Warm Church	C_Medium_Church	3,048"	P3_Warm_Hall_Medium	3,049"
63 Medium Distance Hall	C_Concert_Hall_Medium_2	3,061"	Long_Distance	3,215"
64 Wood Hall	C_Wood_Chamber	3,364"	Hall_1	3,417"

Grey: < 2" / yellow: > 5"

Version History

Latest release may 2025

- New „N“ button on the top right side. If active the legato status of each preset is ignored, for example if you want to control legato with a notation software.
- CC#99 is translated to aftertouch (AT).
- This update is a prerequisite for the interaction with Steinberg Dorico
- Bug fix release groups and sound slot 6 functionality.

Release january 2025

- Some GUI changes (instrument image / edit mode)
- Performance improvement
- Real round robin optimization

Release may 2023

- Some more sample content for: Bass Flute, Clarinet Eb, Clarinet A, Clarinet Bb, Bass Horn, Bass Clarinet, Trumpet, Trombone, Vibraphone, Violin, Viola, Violoncello
- Bug fix Room Walker output, stereo, mono 1 and mono 2 works now as expected on reloading the instruments
- English Horn range extended to c'''
- Oboe d'amore range extended to d'''
- Preset Designer / Routing Menu: 6 Color effect modes and 3 (automatic) velocity variations

Release january 2021

- Standardized Keyswitch Setups for woodwinds, brass and strings
- Some more presets for woodwinds, brass and strings
- All presets with „long“ playing styles are playable with Xample's (semi- and/or) automatic true legato, a combination of samples and scripted legato. (woodwinds, brass and strings)

Release may 2020

- Phrase Designer minor fixes
- Preset Designer „Paste Pitch Bend to all presets“ added to Preset Menu
- Preset Designer „Paste Volume to presets with same sound“ added to Preset Menu
- Preset Designer „About“ added to Preset Menu
- Preset Designer minor fixes

Release january 2018

- Room Walker presets can now be switched by cc#27
- Custom Tunings can now loaded and saved
- Preset Menu: „Paste Envelope (of actual slot) to all presets“ added
- Routing Menu: MW to Breath, Breath to MW, Foot to MW and Foot to Breath added
- Some presets added

Release october 2017

- new view tab for a compact overview of the instrument
- minor fixes with initializing the preset on loading the instrument

Release march 2017

- new copy and past functions added to the Presets Menu
- new routing menu with various routing possibilities
- attack curve parameter added
- new tuning editor with two custom tunings
- new stretch tune value edit
- presets updated to reflect some of the new features

Release november 2016

- minor fixes

Release june 2016

- new cc#0 functions
- toggle mode now with visual control
- additional file commands
- new release switch sound groups
- new text label for phrase names
- possibility to name phrases individually
- new text label for Room Walker presets

Initial release february 2016