

Thank you for choosing an Xsample instrument!

# Features

- easy and comfortably playable instruments
- "all in one" instruments (all playing styles clearly in one instrument)
- fully chromatically sampled and multilayer
- natural and vivid loops for all sustained notes
- seamless dynamics and timbre by xfades: continuous sound from ppp to fff
- Stereo and mono version (switchable in the instrument)
- Room Walker script for effects within a virtual two-dimensional space
- 61 IR Samples (room impulses)
- A variety of modulators

# Software requirements

• Full version of Native Instruments Kontakt (Version 5.5 or higher) With the free Kontakt Player version, the library can only be operated in demo mode for 15 minutes.

playing style / articulation	dynamic layers	round robin (emulated)
Natural decay	2*4	3
Damp noises	1*4	3
Harmonics	1*4	3
Bisbigliando	1*2	3
Pedal noises	1	-
Undefined tones	1	-

# **Playing styles and articulations**

# Patches

The patches are freely configurable. But there are also factory settings for the keyswitches or cc#0 values.

- Patch: **Concert Harp II.nki** (elastic folder) Factory bank preset list
- 1 Standard Velocity MW Shape
- 2 Damping Noises Release
- 3 Harmonics Velocity MW Shape
- 4 Pedal Noises and Undefined Harmonics
- 5 Bisbigliando Velocity
- 6 Damped Velocity
- 7 Standard Velocity MW Release -
- 8 Harmonics Velocity MW Release -

If you want to know more about the various functions of the elastic patches, please hold your mouse over the respective buttons or menus. The information is then displayed when the "Info Pane" of Kontakt is switched on.

If you want to design your own presets, phrases and room walker setups please download the "extended scripting documentation.pdf". The document can be found here:

# Xsample Downloads

# License Agreement

If you purchase an Xsample instrument please keep in mind that you then don't own the samples and patches of the library. You purchase a license only to use the instruments in your own music productions.

# **Xsample Professional Sound Libraries**