

BOLDER *Sounds*

Presents

Pure Mandolin

for NI Kontakt 4+



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Welcome to the Pure Mandolin sample library for the NI Kontakt 4+ software sampler from Bolder Sounds!

In this library you will find a wonderful sounding mandolin which is owned by our friend Greg Schochet here in Boulder, Colorado. Although this particular instrument has been played in a bluegrass context through out most of it's life, we feel confident it will be very versatile for just about any musical genre.

Features of the Kontakt Pure Mandolin Sample Library

- Multi-sampled down and up pick strokes over 3 velocity zones with extensive KSP control. Strings 1 through 4 were sampled chromatically up to the 12th fret. The first string was sampled up to the 15th fret.
- 12X round robin cycles of plucked notes.
- Extensive KSP scripting giving control over fingering options on the fretboard of the mandolin creating a wide variety of tonal colors.
- Various articulations - half step slides, tremolo (both sampled and KSP scripted), scripted muted strings, 2 articulation settings for attack control to emulate slurs.
- A mandolin CHOPS Kontakt instrument which creates a signature bluegrass strumming style with selection of major, minor, dominant 7th, fully diminished and half diminished chords.
- And much more -

The full uncompressed size of this library is 1.5 GB. It has been Kontakt compressed (.ncw) down to 740 MB for convenience of downloading and rapid loading into Kontakt.

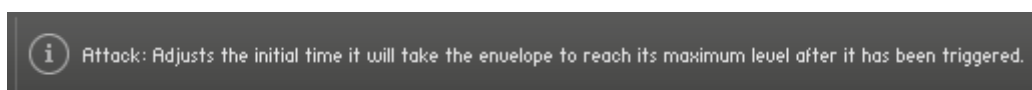
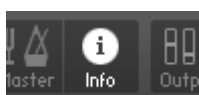
General Information

KONTAKT Compatibility:

This library requires NI KONTAKT version 4.2.4 or higher, and has been tested for compatibility in KONTAKT 5. This library is NOT compatible with the KONTAKT 4 or 5 sample PLAYER, only the full retail KONTAKT SAMPLER. It will only run in demo mode for 30 minutes on the KONTAKT PLAYER.

Hover Over Mouse Help:

If you turn on the **Show Info Pane**, you can simply 'hover' your mouse over a particular control and the information on that control will be displayed in the Info Pane at the bottom of the KONTAKT window.



Reset Knobs:

All knobs can be reset to their default value, if you CTRL + Click (PC) or Command + Click (Mac) on the knob.

MIDI Learn CC#:

All the buttons and knobs can be automated by a MIDI control. Just Right + Click (PC) or Control + Click (Mac) the button or knob and select **Learn MIDI CC# Automation**, and then move your hardware MIDI controller.

Learn MIDI CC# Automation

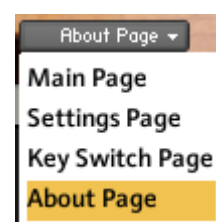
Panels:

The User Interface has two Panels. Click on the Panel Tab Name to open the Panel.



The About Page:

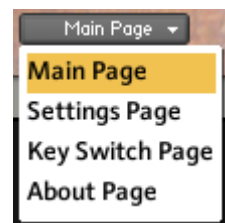
Each Panel has an **About Page** that gives you a quick overview of the Panel.



Pure Mandolin



The Instrument Panel has four different Pages that can be selected from the Page drop-down Menu.



The Main Page:

On the Main Page you find a Position Display, that shows the Fret Position and the currently Playing String.

Each string can be Imposed via a Key Switch, and hereby override the Auto String Selection, and you'll also get a visual indication of the Imposed String. You can set Fret Position via a Key Switch, and hereby override the Auto Fret Position.

The Direction Display shows the Up/Down direction for the next played note.

The Auto Up/Down Round Robin algorithm can be Reset, and you can also force the Down or Up strokes via a Key Switch.

The Up, Down and Tremolo can be Locked via mouse-click on the respective button. A Locked button can temporary be overridden by a Key Switch for one of the other articulations, and then return back as soon as you release the Key Switch.

You can control the Tremolo volume with a CC (default = Mod-Wheel). The CC# and the amount can be adjusted on the Settings Page.

You can adjust the speed/tempo of the Tremolo and the Slide articulation.

Here you also find two Art. buttons that will give you different attack strokes on the mandolin, and they can be controlled via Key Switch.

The two Art. can be Locked via mouse-click, and then interact with each other via Key Switch.

The attack settings of the two Art. can be adjusted on the Settings Page.

You can turn the String Muting On/Off, and the amount of the String Muting effect can be adjusted on the Settings Page.

About String and Fret Selection

With string instruments, like the mandolin, a certain note can often be played on multiple strings. For example, A3 can either be played on the 3rd string or the 2nd string of the mandolin, with each string having its own very distinctive sound.

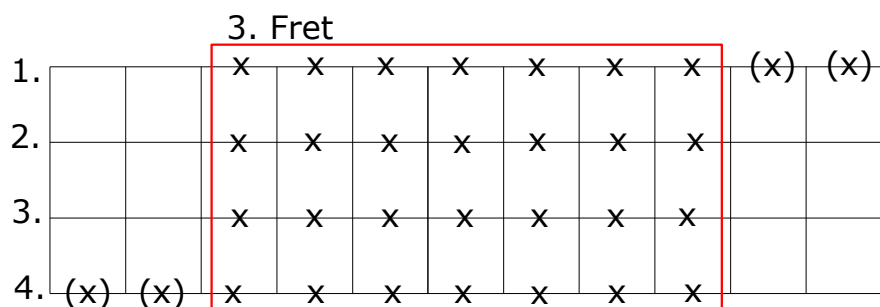
Strings 1 through 4 were sampled chromatically up to the 12th fret, and the first string was sampled all the way up to the 15th fret.

When a real mandolin player plays a note on the mandolin, he will typically choose the string on which the note can be played with a minimum of effort. That is, without moving the left hand too much.

When you play the sampled mandolin instrument from a keyboard, it's a little more difficult to deal with the string and fret selection. So we've made an intelligent script that automatic take care of all the string and fret selection for you.

About the scripted String- and Fret algorithm

Here's a diagram that shows the note/string pattern, the intelligent string and fret algorithm uses when it select strings and fret positions. (In the example below, the 3rd Fret Position is selected).



There are two different ways that you can override the automatic string and fret selection:

1.

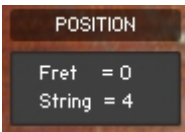
You can either set/select a Fret Position, and then the string and fret algorithm will automatically select the correct string according to the new Fret Position.

The Fret Position is set/selected with Key Switches – from D5 to D#6 (default). (Yellow color code).

2.

Or you can override the Fret Position and Force/Impose the string that you want to play. You Impose a string by holding down a Key Switch – from C1 to D#1 (default). (Red color code)

When you release the Impose String Key Switch key, the Fret Position will return back to the last selected position.



The **Position Display** shows the selected Fret position and the string that is currently playing.



When an **Impose String** button is turned on, the string is forced to play its full range and hereby override the selected Fret algorithm. The buttons can be controlled by Key-Switches selected on the Key Switch Page, and they work in Touch - Mode.

About the Direction

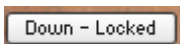
The Mandolin has a 12 x Round Robin cycles which automatically alternate between down and up strokes. But it's also possible to override this automation, so you have the full control over the down and up strokes.



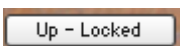
The **Reset** button resets the Auto Down/Up Round Robin algorithm. The button can also be controlled via a Key-Switch.

The **Direction Display** shows the Down/Up direction for the next played note.

The **Down** button override the Auto Down/Up algorithm and forces only Down strokes. The button can be activated via a Key Switch (green color code) in Touch-Mode. The button can also be **Locked** via mouse-click.



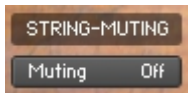
The **Up** button override the Auto Down/Up algorithm and forces only Up strokes. The button can be activated via a Key Switch (green color code) in Touch-Mode. The button can also be **Locked** via mouse-click.





The **Tremolo** button turns the scripted Tremolo on/off. The button can be activated via a Key Switch (green color code) in Touch-Mode. The button can also be **Locked** via mouse-click.

The **Tremolo Speed** knob adjusts the speed of the scripted Tremolo.



The **Muting** button turns the Muting/Dampening of the strings on/off. The button can be activated via a Key Switch (green color code) and works in Latch-Mode.



The **Art.** buttons turns the two Attack Articulations on/off. The buttons can be activated via a Key Switch (green color code) in Touch-Mode. The buttons can also be **Locked** via mouse-click.



The **Slide Half** button turns the Slide Half articulation on/off. The buttons can be activated via a Key Switch (green color code) in Touch-Mode.

The **Slide Speed** knob controls the speed/tempo of the Slide Half articulation.

About the Lock Concept

When you **Lock** a button via mouse-click, the **Locked** button can temporarily be overridden by using a Key Switch for another articulation/direction, and then return back to the **Locked** position as soon as you release the Key Switch.

As an example:

If you **Lock** the **Tremolo** button (if you want to have the tremolo as your main articulation), then you can still play the **Down** or **Up** strokes or **Slide Half** articulation by holding down the corresponding Key Switch. And as soon as you release the Key Switch it returns back to the Tremolo articulation.

The two **Art.** buttons work independently from the articulation/direction buttons, so they can freely be added on top of the different articulations/directions. So this way, you can Lock one of the **Art.** buttons and adjust the attack to give the mandolin a different overall timbre, and then you still have the other **Art.** button to mimic slurs (hammer ons and pull offs).

The Settings Page:



On the Settings Page you can select the CC# that will control the Tremolo volume, and adjust the amount of the control.

Here you also can control the amount of the String Muting effect, and adjust the length of the sustain, when the Sustain Pedal is pressed down.

And last – here you setup and adjust the attack settings for the two Art. Buttons.

The Art. settings can also be Saved/Recalled as Presets, or Save/Load as a Bank. (See page 15 about how to Save/Recall Presets)

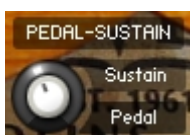


The **Vol CC#** knob selects the CC# that will control the Tremolo Volume.

The **CC Amount** controls the amount of the selected CC. The knob is bipolar (+-).



The **Mute** knob controls the amount of the String Muting.



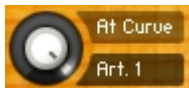
The **Pedal-Sustain** knob controls the length of the sustain when the sustain pedal is pressed down. With this knob you can control the amount of *virtual resonance* of the mandolin.

Ps: You need to have the Sustain Pedal pressed down to see and adjust the setting.

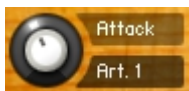


The two **Art.** buttons are just duplicates of the ones on the Main Page. They are placed here to help you when you want to edit the settings.

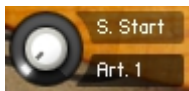
Ps: You need to have the Art. button turned on to hear/see and adjust the settings.



The **At Curve** knob adjusts the curve shape of the attack phase. A value of zero results in a linear curve, negative values make the shape more concave, and positive values make it more convex.



The **Attack** knob adjusts the initial time it will take the envelope to reach its maximum level after it has been triggered.



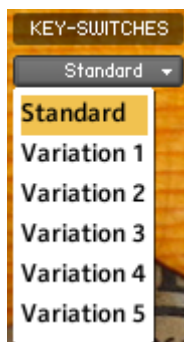
The **Sample Start** knob adjusts the start point of the samples.

The Key Switch Page:



On the Key Switch Page, you can select between six different combinations of Key-Switch groups.

Each Key-Switch group has its own display, that shows the keys for the KS, and also have its own key color coding.



With the **Key-Switch** menu, you can choose between six different Key-Switch layouts. The Key Color Coding follows the Variation selection.

The three **Key-Switch Displays** show the selected Key-Switches for the various buttons.

Impose String = Red color code.

Articulation = Green color code.

Fret Position = Yellow color code.



All the Key-Switches work in **Touch Mode**, with the exception of the **Mute** Key-Switch which works in **Latch Mode**.

Touch Mode = the Key-Switch is only turned on as long as you hold down the Key-Switch key.

Latch Mode = the Key-Switch turns On on the first hit and Off on the second hit of the Key-Switch key.

Pure Mandolin - Tremolo



The "Pure Mandolin – Tremolo" patch uses tremolo samples that are looped. They can be used as an alternative to the scripted tremolo in the main "Pure Mandolin". However they are best for melody lines and yet not ideal for double stops, because they are not in sync when you play more than one note at a time.

On the Main Page you find a Position Display, that shows the Fret Position and the currently Playing String.

Each string can be Imposed via a Key Switch (red color code), and hereby override the Auto String Selection, and you'll also get a visual indication of the Imposed String.

You can set Fret Position via a Key Switch (yellow color code), and hereby override the Auto Fret Position.

You can turn the String Muting On/Off, and the amount of the String Muting effect can be adjusted on the Settings Page.

Pure Mandolin - Chops



On the Main Page you select the Chord Type, either via Key Switch or via mouse-click.

The Display shows whether it'll be a Ghost or a Chop at the next played note, and also shows the Chord Type.

The Auto Ghost/Chop Round Robin algorithm can be Reset, and you can also force the Ghost or the Chop via a Key Switch.

The Ghost or the Chop can be Locked via mouse-click on the respective button. The volume of the Ghost can be adjusted.

You can select between different Auto Ghost/Chop Round Robin algorithm Meters. Either 4/4 or two different variations of 3/4.

You can also adjust the speed/tempo of the Ghost/Chop articulations.



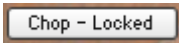
In the **CHORD TYPE** Column you select the different chord types, either via a Key Switch (green color code) or via a mouse-click.



The **Reset** button resets the Auto Ghost/Chop Round Robin algorithm. The button can also be controlled via a Key-Switch.

The **Ghost - Chop Display** shows whether it'll be a Ghost or a Chop at the next played note, and also shows the Chord Type.

The **Chop** button overrides the Auto Ghost/Chop algorithm and forces only Chop strokes. The button can be activated via a Key Switch (green color code) in Touch-Mode. The button can also be **Locked** via mouse-click.



The **Ghost** button override the Auto Ghost/Chop algorithm and forces only Ghost strokes. The button can be activated via a Key Switch (green color code) in Touch-Mode. The button can also be **Locked** via mouse-click.



The **Ghost Volume** knob controls the volume of the Ghost notes.



On the **Meter** drop-down menu you can select between different Auto Ghost/Chop Round Robin algorithm Meters. Either 4/4 or two different variations of 3/4.



The **Chop Speed** knob controls the speed/tempo of the Chops.



The Effects Panel

About the Effect Presets

On the Effect Panel you'll find seven different Preset drop-down Menus:

EQ Presets, **Chorus** Presets, **Flanger** Presets, **Phaser** Presets, **Delay** Presets, **Space** Presets and **Reverb** Presets.

The Preset Menu:

You can Save and Recall up to six Presets per Preset drop-down Menu.

To Save a Preset, first edit the settings as you like, and then select the **Save as Preset #** in the Preset Menu.

To Recall/Select a Preset, open the Preset Menu and select the **Preset #**.

When you Save a Preset, the changes are written into the data folder and then automatically loaded the next time you load the instrument in Kontakt. So there is no need to save the instrument.

The six Presets can also be Saved and Loaded as a **Bank**.

To Save the six Presets as a **Bank**, select the **Save Bank** in the Preset Menu. A save dialog box opens, pointing to the default Data folder inside the main Instrument folder. For better organization, give the file a name that refers to the Effect – ex. "EQ - my presets".

To Load a Bank, select the **Load Bank** in the Preset Menu. A open dialog box opens, pointing to the default Data folder.

If you have loaded a Bank and you want this Bank to be loaded the next time you load the instrument in Kontakt, then select the **Set as Def. Bank**.

The Reset All Knobs sets all the knobs to their default setting.

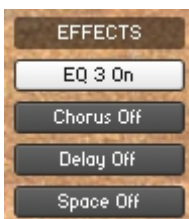
PS: All the default Banks are stored in the sub-folder "Default Banks" inside the Data folder.





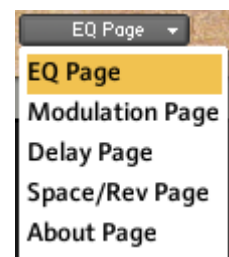
The Effect Panel has four different Pages. Here you select and edit all the various Effect parameters. You can also Save/Recall up to six Presets for each Effect, and Save/Load the Presets as Banks.

The Effects On/Off and the Pages:



The four Effect buttons turn the various Effects On and Off, and opens the corresponding Page.

You can also navigate between the different Effect Pages, using the Page Menu.



The EQ Page:



The EQ can either be a simple Bass/Middle/Treble Equalizer, with predefined Frequency and Bandwidth. Or an Advanced 3-Band Parametric Equalizer.



The **Freq.** knob chooses the frequency at which boosting or cutting will appear.

The **Bandw.** knob sets the width of the frequency band in octaves to boost or cut.

The **Gain** knob controls the amount of boost at positive values, or the amount of cut at negative values.

The Modulation Page:

On the Modulation Page, you can choose between three different modulation types.



Chorus:

The **Depth** knob sets the amount of LFO modulation applied to a signal. Higher amounts result in a stronger effect.

The **Speed** knob sets the speed of the LFO modulating the signal.



The **Phase** knob adjusts the phase difference between the two LFOs that drive the left and right stereo channels.

The **Amount** knob sets the amount of processed signal sent to the main output.

Flanger:

The **Depth** knob sets the amount of LFO modulation applied to a signal. Higher amounts result in a stronger effect.

The **Speed** knob sets the speed of the LFO modulating the signal.



The **Phase** knob adjusts the phase difference between the two LFOs that drive the left and right stereo channels.

The **Color** knob adjusts the range of the flanging effect. Lower values sweep the effect toward the higher end of the flanging range, while larger values sweep the effect toward the lower end.

The **Feedback** knob routes the processed signal back to the Module's input. Higher values create a sharper, more intense effect.

Phaser:

The **Depth** knob sets the amount of LFO modulation applied to a signal. Higher amounts result in a stronger effect.

The **Speed** knob sets the speed of the LFO modulating the signal.

The **Phase** knob adjusts the phase difference between the two LFOs that drive the left and right stereo channels.

The **Feedback** knob routes the processed signal back to the Module's input. Higher values create a sharper, more intense effect.



The Delay Page:

The **Time** knob sets the interval of the delay, in either milliseconds or steps synchronized to external MIDI Clock, depending on the Sync button state.

The **Damping** knob reduces high frequencies in the delayed signal. With feedback applied, each successive echo has a progressively lower high-frequency response.



The **Feedback** knob sends a portion of the output back into the input of the delay line, which creates repeating echoes. A value of 0 produces only one echo, higher values give multiple echoes.

The **Pan** knob - setting a value higher than 0 results in a panning effect where each consecutive echo alternates between the left and right channel. The higher the value, the greater the stereo spread.

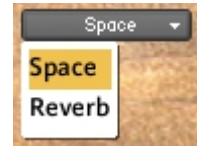
If the **Sync** button is turned on, the Delay is synchronized to an external MIDI Clock.

In Sync mode, each step on the **Time** knob represents a 64'th triplet note. So it's easy to choose whatever time value you need.

Plain	Dotted	Triplet
96 = Whole note	144 = Whole dotted	64 = Whole triplet
48 = Half note	72 = Half dotted	32 = Half triplet
24 = Quarter note	36 = Quarter dotted	16 = Quarter triplet
12 = Eighth note	18 = Eighth dotted	8 = Eighth triplet
6 = Sixteenth note	9 = Sixteenth dotted	4 = Sixteenth triplet
3 = 32'th note		2 = 32'th triplet

The Space/Reverb Page:

On the Space/Reverb Page you can choose between two different reverb types – Space (convolution reverb) or Reverb (algorithmic reverb). The Reverb uses less CPU than the Space.



Space:

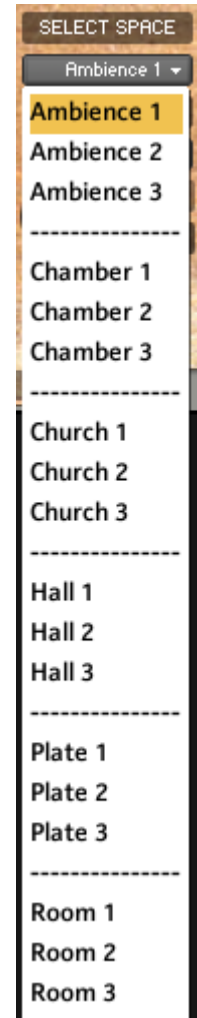


With the **Select Space** Menu, you can choose between eighteen different Impulse Responses, that can be loaded into the convolution plugin. The eighteen Impulses are divided into six different categories.



With the **Space Size** Menu, you can choose between five different sizes of the selected Impulse Response.

The **Amount** knob sets the amount of processed signal sent to the main output.



Reverb:



The **Predelay** knob introduces a short amount of delay before the reverb takes effect. Increase this parameter to simulate larger rooms, decrease it for smaller rooms.

The **Size** knob determines the room size by setting the length of the effect. Higher values simulate larger rooms, lower values smaller rooms.

The **Color** knob determines the type of material used to construct the room. Lower values are softer surfaces, higher values are harder surfaces.

The **Damping** knob sets the amount of absorption in the room. Higher values simulate more absorption.

The **Stereo** knob - higher values increase the stereo effect. Use lower values to simulate sitting closer to the stage, and higher values for sitting further back in the hall.

The **Amount** knob sets the amount of processed signal sent to the main output.

We'd like to thank our friend Greg Schochet for his expertise and generous use of his mandolin in this sample library.



Greg is an integral part of Colorado's thriving music community, in demand as a performer, producer and teacher. Equally adept on guitar and mandolin, Greg is fluent in a number of acoustic and electric styles, including bluegrass, swing, country, folk, blues, and more. You can visit Greg at www.gregschochet.com.

Enjoy the Pure Mandolin library!

Dennis Burns - Bolder Sounds - June 2013

Customer Support

For any questions, technical issues inquiries etc Please contact Bolder Sounds via email at sales@boldersounds.net.

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Thank You for your consideration! Dennis Burns – boldersounds.com



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