



Bolder Sounds Celtic Pipes V3

For Logic Pro and MainStage
User Manual

Introduction

Bolder Sounds Celtic Pipes V3 started because I was never fully satisfied with the way earlier versions of this library sounded in Logic Pro. I went back to the original recordings and rebuilt the library completely from scratch — and the improvement is significant.

V3 also introduces new scripted ornamentation for the first time, bringing authentic Celtic pipe ornaments directly into your DAW with no extra setup required.

Custom scripts have also been developed for vibrato and pitch bend. Each script includes a full GUI with detailed controls, allowing you to adjust the behavior to suit your playing style and musical needs.



Ultra Quick Start — For the Impatient

Install the library using the included installer. Open Logic Pro, create a new Software Instrument track, press Y to open the Library panel, and click User Patches — Bolder Sounds Celtic Pipes V3 will be right there. Select a patch and you're playing.

That said, there is a lot more under the hood. Please take a few minutes to scan through this manual — it will make a real difference to what you get out of the library.

What's Included

Three instruments are featured in this library: Uilleann Pipes (Elbow Pipes), Scottish Highland Bagpipes, and Pub Pipes. Each instrument features a full set of articulations, all of which are performed and controlled through the V3 scripted ornamentation system.

Each instrument is available in two versions: one that uses keyswitches to trigger articulations, and one that uses velocity switching. These are provided as separate patches — simply load whichever method suits your workflow.

Most ornaments in this library are generated by scripting. However, there is one bagpipes instrument labeled Sampled Ornaments, which uses actual audio recordings of performed ornaments rather than scripted ones. Additionally, a small number of bagpipes patches use velocity to trigger the sample start point — these patches have a short ornament recorded at the beginning of each sample. Play with a hard velocity and you will hear the ornament; play softer and it will not appear.

Additional patches are included featuring these instruments arranged in various ensemble combinations.

All patches are provided in Logic Pro's Patch format and load directly from the **Library** panel. You will never need to manually load a sampler plug-in — simply browse to the Bolder Sounds Celtic Pipes V3 patches in the Library and load from there. If you attempt to load this library directly through the EXS or Sampler plug-in, you will be extremely disappointed.



System Requirements & Installation

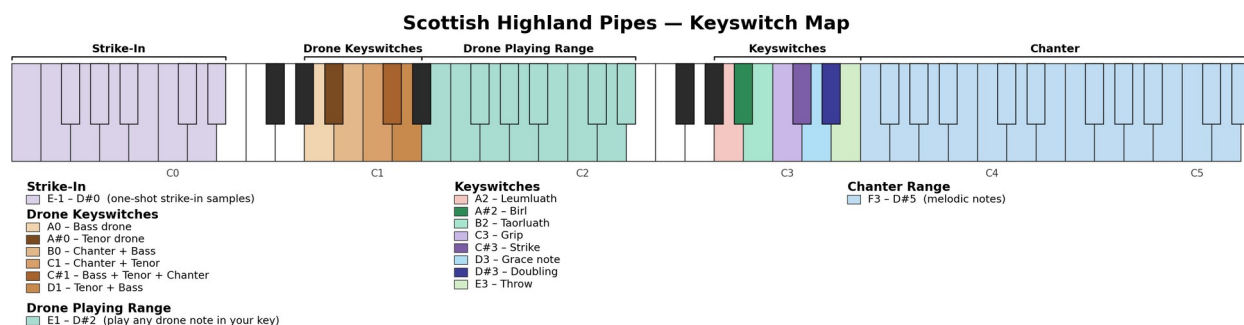
Bolder Sounds Celtic Pipes V3 is compatible with both Intel and Apple Silicon Macs. The library requires Logic Pro 11.2.2 or higher, or MainStage 4 or higher.

To install, open the included installer package and follow the on-screen instructions. You will be prompted to enter your Mac password to authorize the installation. Once complete, a copy of this user manual will be placed on your Desktop, and the patches will appear automatically in the Logic Pro or MainStage Library panel.

To access the patches in Logic Pro, press Y to open the Library panel. At the top of the list, click User Patches and navigate to the Bolder Sounds Celtic Pipes V3 folder to find all available patches. If for any reason you cannot locate the patches, type a search term such as “bagpipes” into the Library search field and they will appear.

Keyswitch & Articulation Map

Scottish Highland Bagpipes



To hear the full instrument, make sure you are on the Track Stack header. Play a single drone note and press the sustain pedal to hold it, then play the chanter freely — you will hear the drones and melody together. You can choose

any drone note to suit your key, though the original recordings were sampled closest to the key of A. You can also change the drone key at any time using the drone keyswitches.

Strike-In (E-1 – D#0) is a set of one-shot samples of the pipes being struck up — the sound of the instrument coming to life before the drone settles. Play any note in that range to trigger a strike-in.

About the Scripts

Each instrument in this library includes a custom Scripter plugin that generates ornaments in real time as you play. The scripts ship with carefully chosen default settings, but every parameter is fully adjustable to suit your playing style and keyboard setup. Once you have dialled in your settings, save the patch to preserve them — your customised version will reload exactly as you left it every time.

There are two parameters worth paying particular attention to:

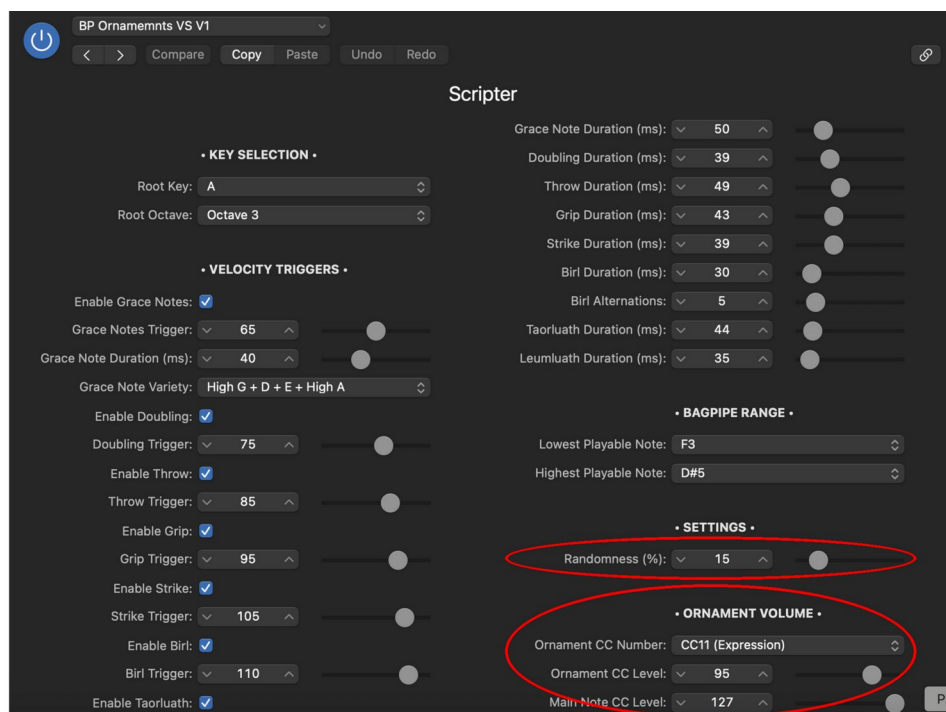
Randomness (%)

Controls how much subtle timing variation is applied to each ornament note. At zero the ornaments are perfectly mechanical. As you raise the value, small random variations are introduced to the timing of each grace note, giving the ornaments a more human, natural feel. A setting somewhere in the range of 10–25% tends to work well for most playing styles — but experiment and find what sounds right to you.

Ornament Volume

Found at the bottom of the script panel, this section controls the relative volume of ornament notes versus main melody notes. Since these instruments do not respond to velocity in the traditional sense, this section uses a MIDI CC signal to briefly dip the volume during ornaments and restore it when the main note plays. CC11 (Expression) is selected by default and is the recommended choice.

Use the Ornament CC Level sparingly. Pulling it down too far can make ornaments sound buried under the main melody — a reduction of no more than about –20 from full (127) tends to sound best, so keep it at or above roughly 110.



The Scripter GUI showing the Randomness (%) and Ornament Volume controls (circled in red).

Script Reference — Velocity Switch (BP Ornaments VS V1)

Scottish Highland Bagpipes. Ornaments are triggered by how hard you play (velocity). Harder hits move up through the ornament list: Grace Note → Doubling → Throw → Grip → Strike → Birl → Taorluath → Leumluath.

Parameter	Default	What it does
Key Selection		
Root Key	A	The tonic note the instrument is tuned to. All ornament pitches (Low G, Low A, D, E, High G, High A) are calculated relative to this key, so set it to match the key you're playing in.
Root Octave	Octave 3	The octave the Root Key sits in. Shifts every ornament note up or down with it.
Velocity Triggers — enable/disable each ornament and set the velocity at which it fires		
Enable Grace Notes	On	Turns the Grace Note ornament on or off.
Grace Notes Trigger	65	Velocity level at which a Grace Note fires instead of a plain note attack. Applies up to the next-highest enabled trigger.
Enable Doubling	On	Turns the Doubling ornament on or off.
Doubling Trigger	75	Velocity level at which Doubling fires.
Enable Throw	On	Turns the Throw ornament on or off.
Throw Trigger	85	Velocity level at which a Throw fires.
Enable Grip	On	Turns the Grip ornament on or off.
Grip Trigger	95	Velocity level at which a Grip fires.
Enable Strike	On	Turns the Strike ornament on or off.
Strike Trigger	105	Velocity level at which a Strike fires.
Enable Birl	On	Turns the Birl ornament on or off.
Birl Trigger	110	Velocity level at which a Birl fires.
Enable Taorluath	On	Turns the Taorluath ornament on or off.
Taorluath Trigger	115	Velocity level at which a Taorluath fires.
Enable Leumluath	On	Turns the Leumluath ornament on or off.
Leumluath Trigger	120	Velocity level at which a Leumluath fires — the hardest-hit notes.
Ornament Timings — how long each ornament takes to play		
Grace Note Duration (ms)	50	Length of the grace note before the main note sounds.
Grace Note Variety	High G only	Which note(s) a Grace Note is drawn from: High G only; High G, D or E; or High G, D, E or High A (chosen at random each time).
Doubling Duration (ms)	35	Length of each note in the Doubling pattern.
Throw Duration (ms)	35	Length of the brief high note before the main note lands.
Grip Duration (ms)	30	Length of each note in the Low-G Grip pattern.
Strike Duration (ms)	40	Length of the grace note played from below.
Birl Duration (ms)	30	Length of each note in the Birl's Low A / Low G alternation.
Birl Alternations	4	How many times the Birl pattern alternates between Low A and Low G before resolving.

Parameter	Default	What it does
Taorluath Duration (ms)	40	Length of each note in the Taorluath's three-note pattern.
Leumluath Duration (ms)	40	Length of each note in the Leumluath's extended pattern.
Bagpipe Range — limits where ornaments can trigger		
Lowest Playable Note	F3	Notes below this play as plain notes — ornament logic is bypassed outside the instrument's real range.
Highest Playable Note	D#5	Notes above this play as plain notes — ornament logic is bypassed outside the instrument's real range.
Settings		
Randomness (%)	15	Amount of subtle timing variation applied to each ornament note. At 0, ornaments are perfectly mechanical; raising it introduces small random timing shifts for a more human feel. 10–25% works well for most playing styles.
Ornament Volume — balances ornament notes against the main melody		
Ornament CC Number	CC11 (Expression)	The MIDI CC message used to briefly dip the volume during an ornament and restore it on the main note, since these patches don't respond to velocity in the usual way.
Ornament CC Level	80	The CC value ornament notes are dipped to.
Main Note CC Level	127	The CC value restored when the main note plays.

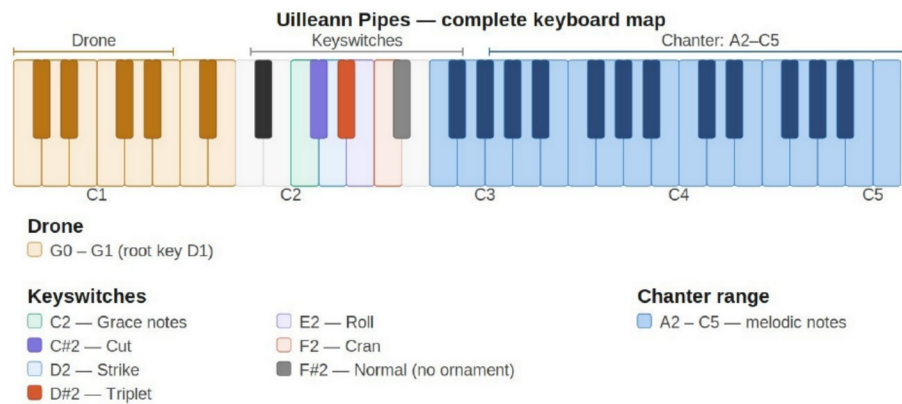
Script Reference — Key Switch (BP Ornaments KS V1)

Scottish Highland Bagpipes. Ornaments are triggered by holding a dedicated keyswitch note just before playing the melody note. Release the keyswitch (or play without holding one) to return to normal notes.

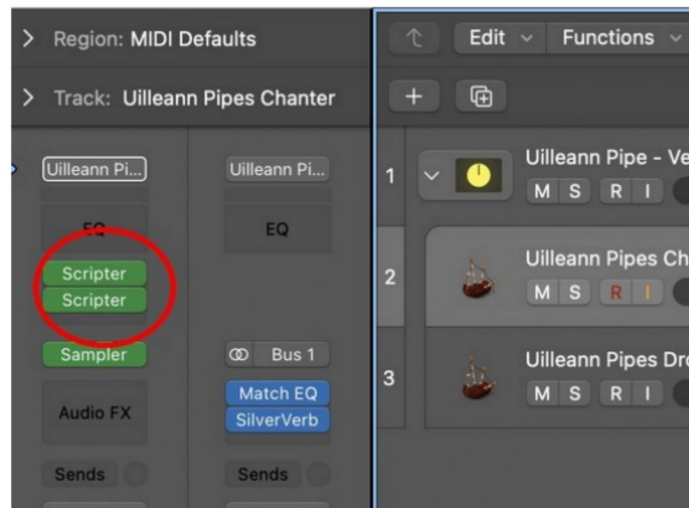
Parameter	Default	What it does
Key Selection		
Root Key	A	The tonic note the instrument is tuned to. All ornament pitches (Low G, Low A, D, E, High G, High A) are calculated relative to this key, so set it to match the key you're playing in.
Root Octave	Octave 3	The octave the Root Key sits in. Shifts every ornament note up or down with it.
Keyswitches — hold the keyswitch note, then play the melody note to trigger that ornament		
Enable Grace Note	On	Turns the Grace Note ornament on or off.
Grace Note Keyswitch	D3	The MIDI note that arms a Grace Note on the next note you play.
Grace Note Duration (ms)	33	Length of the grace note before the main note sounds.
Grace Note Variety	High G + D + E + High A	Which note(s) a Grace Note is drawn from: High G only; High G, D or E; or High G, D, E or High A (chosen at random each time).
Enable Doubling	On	Turns the Doubling ornament on or off.
Doubling Keyswitch	D#3	The MIDI note that arms a Doubling on the next note you play.
Doubling Duration (ms)	39	Length of each note in the Doubling pattern.
Enable Throw	On	Turns the Throw ornament on or off.
Throw Keyswitch	E3	The MIDI note that arms a Throw on the next note you play.
Throw Duration (ms)	49	Length of the brief high note before the main note lands.
Enable Grip	On	Turns the Grip ornament on or off.
Grip Keyswitch	C3	The MIDI note that arms a Grip on the next note you play.
Grip Duration (ms)	43	Length of each note in the Low-G Grip pattern.
Enable Strike	On	Turns the Strike ornament on or off.
Strike Keyswitch	C#3	The MIDI note that arms a Strike on the next note you play.
Strike Duration (ms)	39	Length of the grace note played from below.
Enable Birl	On	Turns the Birl ornament on or off.
Birl Keyswitch	A#2	The MIDI note that arms a Birl on the next note you play.
Birl Duration (ms)	29	Length of each note in the Birl's Low A / Low G alternation.
Birl Alternations	4	How many times the Birl pattern alternates between Low A and Low G before resolving.
Enable Taorluath	On	Turns the Taorluath ornament on or off.
Taorluath Keyswitch	B2	The MIDI note that arms a Taorluath on the next note you play.
Taorluath Duration (ms)	44	Length of each note in the Taorluath's three-note pattern.
Enable Leumluath	On	Turns the Leumluath ornament on or off.
Leumluath Keyswitch	A2	The MIDI note that arms a Leumluath on the next note you play.
Leumluath Duration (ms)	35	Length of each note in the Leumluath's extended pattern.

Parameter	Default	What it does
Randomness (%)	15	Amount of subtle timing variation applied to each ornament note. At 0, ornaments are perfectly mechanical; raising it introduces small random timing shifts for a more human feel. 10–25% works well for most playing styles.
Ornament Volume — balances ornament notes against the main melody		
Ornament CC Number	CC11 (Expression)	The MIDI CC message used to briefly dip the volume during an ornament and restore it on the main note, since these patches don't respond to velocity in the usual way.
Ornament CC Level	100	The CC value ornament notes are dipped to.
Main Note CC Level	127	The CC value restored when the main note plays.

Uilleann Pipes

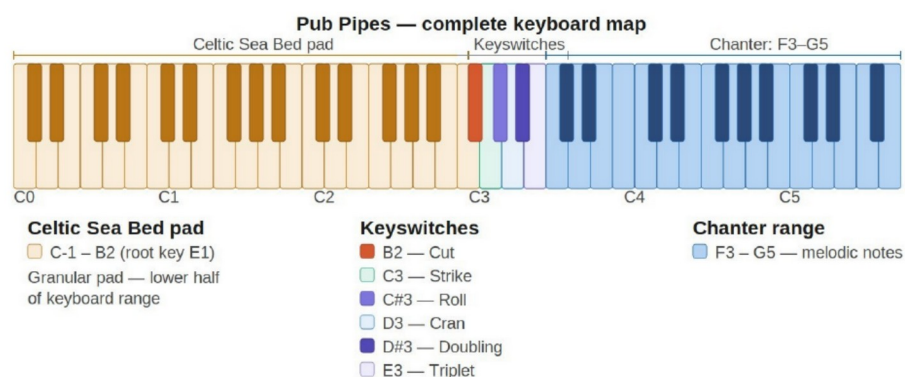


The Uilleann Pipes feature a single drone. To hear the full instrument, make sure you are on the Track Stack header. Play a single drone note and press the sustain pedal to hold it, then play the chanter freely. You can choose any drone note to suit your key, though the original recordings were sampled closest to the key of D.



The two green Scripter plug-ins visible in the channel strip (highlighted above) are where the ornament and vibrato scripts live. Click on either one to open its GUI and adjust the settings.

Pub Pipes



The Pub Pipes do not include a traditional drone. In its place, a beautiful pad sound called Celtic Sea Bed has been created from conch shells and granular synthesis. It plays across the lower half of the keyboard range and pairs beautifully with the Pub Pipes chanter.

A note on velocity switching: The velocity-switched versions of each instrument can be fully customised. To edit the trigger velocities, open the Track Stack and click on the chanter track. In the plug-in chain on the left, click Scriptor — from there you can set the exact velocity level at which each ornament is triggered. Once you are happy with your settings, be sure to save the patch so your changes are preserved.



A Note on Volume Response

The volume curve across the keyboard is intentionally uneven on both the Uilleann Pipes and Scottish Highland Bagpipes. This is not a mistake — the volume response of real bagpipes is naturally irregular as you move up and down the chanter. The curve in these patches was modeled by analyzing the volume characteristics of numerous real bagpipe recordings, and it is this unevenness that contributes to the realistic feel of the instrument.



Vibrato & Pitch Bend Scripts

Each instrument includes a custom vibrato script developed by analyzing recordings of well-known Uilleann pipe players using Sonic Visualiser, a professional audio analysis tool. The pitch contour data was used to model vibrato characteristics as closely as possible to real-world playing.

To access the vibrato script, open the Track Stack and click on the chanter track. In the plug-in chain on the left you will see Scriptor — click on it to open the script GUI. From there you can adjust the parameters to suit your taste and save the patch to preserve your settings.

Pitch Wheel Bend

Controls how the pitch wheel behaves, including the range of bend up and down and a subtle volume dip that occurs during bending — mimicking the natural dynamics of a real player.

Note that all three instruments are designed to bend pitch upward only, reflecting the natural behavior of real pipes. The pitch wheel is configured to bend up a whole step in the positive direction and up a half step in the negative direction. Downward pitch bend is not used, as it has no musical equivalent on these instruments.

Vibrato

Controls the character of the vibrato itself. You can adjust the rate, depth, fade-in delay, and the amount of randomness applied to both rate and depth — keeping the vibrato feeling human rather than mechanical. The mod wheel can be used to control vibrato depth in real time, and aftertouch can be used to vary the rate while playing.

Volume & Brightness

Adds a subtle amplitude pulse that moves with the vibrato, along with brightness modulation — both of which contribute to the organic, living quality of the sound.

All settings can be adjusted to taste. When you find a combination you like, save the patch to preserve it.



License & Copyright

Bolder Sounds Celtic Pipes V3 is developed and published by Dennis Burns of Bolder Sounds. All samples and content are the exclusive property of Bolder Sounds.

By purchasing this library you are granted a personal, non-exclusive license to use the sounds in any music production, composition, or recording project, commercial or otherwise. There are no royalties or additional fees.

You may not resell, redistribute, or repackage the samples themselves — whether in original or modified form — as a sample library or sound pack. The sounds are licensed for use in music, not for redistribution as audio content.

We also ask that you do not share this library with others who have not purchased it. A great deal of time, care, and passion went into creating it. If someone you know would like to use it, please point them to Bolder Sounds — it helps keep projects like this alive.



Appendix: Ornaments Reference

Scottish Highland Bagpipes

Each ornament below is shown in treble clef on a Low A main note, using the default Root Key (A) and Root Octave (Octave 3). The small grace notes show the pitches the script actually plays, in order — they are not drawn to exact rhythmic scale, since the real timing of each note comes from the Duration (ms) parameters in the script, not fixed note values.

If you change Root Key or Root Octave, every pitch below transposes with it. If you play a different main note, the grace notes drawn from fixed scale degrees (Low G, D, E, High G) stay where they are — only "main note + a step" moves with the note you play.

Grace Note

A single quick note played just before the main note, adding a light ornamental touch.



Grace note: High G, then the main note.

Doubling

A grace note added both before and after a note, giving it a crisp, bounced feel.



Grace-note run: High G – main note – High G – (main note + a step), then the main note sustains.

Throw

A rapid finger movement that briefly sounds a higher note before landing on the main note.



Grace notes: High G, then (main note + a step), then the main note.

Grip

A two-note grace note pattern using Low G, creating a sharp percussive effect.



Grace notes: Low G – D – Low G, then the main note. (Fixed pitches — not transposed by the main note.)

Strike

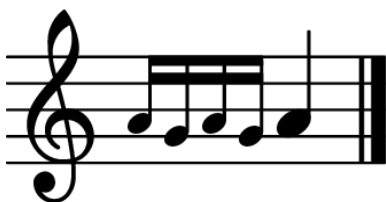
A single grace note from below, adding a brief lower pitch before the main note sounds.



Grace note: (main note + a step), then the main note. Note: in this script the grace note actually sounds a whole step above the main note, not below.

Birl *(rhymes with “curl”)*

A rolling ornament on Low A, used almost exclusively on that note. A signature sound of the Highland pipes.



Alternating Low A / Low G figure, shown here with the default Birl Alternations (4). Raising Birl Alternations extends this figure with more alternating notes (e.g. 6 = Low A-G-A-G-A-G) before it resolves to the main note.

Taorluath (TOR-loo-ah)

A three-note grace note pattern that creates a distinctive rhythmic snap. Ends one whole step higher than the note played — keep this in mind when arranging.



Grace-note run: High G - main note - Low G - D - Low G - E - (main note + a step), then the main note sustains.

Leumluath (LOOM-loo-ah)

Similar to the Taorluath but with an added grace note, giving it a longer, more flowing character. Also ends one whole step higher than the note played.



Grace-note run: High G - main note - Low G - D - Low G - (main note + a step), then the main note sustains.

Uilleann Pipes

Grace Notes

Quick ornamental notes played just before the main note, adding lightness and expression.

Cut

A brief tap of a finger above the melody note, creating a crisp separation between notes.

Strike

A quick tap of a finger below the melody note, adding a subtle rhythmic pulse.

Triplet

Three notes played in rapid succession, giving a flowing, lilting rhythmic feel typical of Irish traditional music.

Roll

A combination of a cut and a strike on the same note, creating a smooth rolling effect. One of the most commonly used ornaments in Irish piping.

Cran

A series of grace notes applied to the lowest note of the chanter. Unique to Uilleann pipes and used in place of a roll where a roll isn't possible.

Pub Pipes

Cut

A brief tap of a finger above the melody note, creating a crisp separation between notes.

Strike

A quick tap of a finger below the melody note, adding a subtle rhythmic pulse.

Roll

A combination of a cut and a strike on the same note, creating a smooth rolling effect. One of the most commonly used ornaments in Irish and pub session playing.

Cran

A series of grace notes applied to the lowest note of the chanter, used in place of a roll where a roll isn't possible.

Doubling

A grace note added both before and after a note, giving it a crisp, bounced feel.

Triplet

Three notes played in rapid succession, giving a flowing, lilting rhythmic feel typical of Celtic session music.



Bolder Sounds

www.boldersounds.com