Bolder Sounds

Crystal Voices XF

For the Yamaha Motif XF

OWNER'S MANUAL

INTRODUCTION

Thank you for purchasing the Bolder Sounds "Crystal Voices" library for the Motif XF. This sound library contains approximately 35 MB of new samples, and can be loaded to a non-flashboard equipped "regular" Motif XF, or to a Motif XF with the optional flashboard installed.

"Crystal Voices" features the sounds of crystal glasses, bells, and bowls being struck in a variety of ways, as well as rubbed with wet fingers to produce sustaining sounds. The 64 voices include struck glasses and bells, sustaining glasses and bells, windchimes, barchimes, glass meditation bowls, music boxes, and glassharp sounds, as well as beautiful glass and bell-textured pads and ambient soundscapes.

The glasses, bowls, and bells were recorded at 24-bit 96khz by Dennis Burns of Bolder Sounds. The voice programming was done by Dave Polich of DCP productions, who has done sound programming for Yamaha electronic music products since 1991.

About the Samples

A total of 6 different crystal glasses, 3 different crystal bells, and a set of glass meditation bowls were recorded for this collection. Within each waveform are numerous articulations of that particular crystal or bell. For example, the waveform "Crystal Glass 1" has 5 separate samples (keybanks) in it each ranging about one octave. The sound of keybank 1 (sample 1) is the glass struck with a plastic fork, keybank 2 is the glass hit with a flick of a finger nail, keybank 3 is the glass struck with a screwdriver, keybank 4 is the glass hit with a soft mallet, and keybank 5 is the glass hit with a hard mallet. By playing each voice in different octaves you get the same crystal glass or bell but with a "rotating articulation" and variation.

The "sustained" samples were recorded using a wetted finger rubbed across the rim of the crystal glass. A bonus sample of a crystal glass being shattered against a wall is also included, for the last voice in the library.

HOW TO LOAD THE SOUNDS

WARNING – BACK UP YOUR DATA FIRST

BEFORE YOU LOAD "CRYSTAL VOICES XF", MAKE SURE YOU HAVE BACKED UP (SAVED) ANY DATA IN YOUR MOTIF XF THAT YOU MAY WANT TO KEEP.
YOU CAN SAVE YOUR DATA IN A VARIETY OF FORMATS ONTO A USB STORAGE DEVICE, OR AS AN EDITOR FILE VIA USB. CONSULT YOUR PRODUCT'S OWNER MANUAL FOR DETAILS ON SAVING/BACKING UP YOUR IMPORTANT DATA SUCH AS SOUNDS, BEATS, SEQUENCES OR SONGS.

How To Load to a Motif XF with a flashboard installed:

FROM THE DOWNLOADED ZIP FILE TO USB DEVICE (JUMP DRIVE or FLASH DRIVE) -

1. Insert your USB device into your computer's available USB slot. It's icon should appear on your desktop.
2. If it isn't already open, navigate to the "CRYSTAL VOICES XF ALL File" folder and double-click on it to open it.
3. Copy the file called "CrystalVoicesXF.n3.X3A" to your USB device's icon (by either dragging the file directly to the icon, or going to your file menu and choosing "Copy" and "To" and selecting the USB device as your destination).
4. When the file has copied completely to your USB device, properly eject the USB device and insert it in the slot labeled "TO DEVICE" on the rear panel of your Motif XF. You will see a screen message that says "Connecting to USB device…".

5. Press the **FILE** button on the front panel of the Motif XF. You should see the field next to "Type" highlighted and it should be set to "all".
6. Press the cursor up button once, then use the INC/YES button to select the file name "CrystalVoicesXF.n3.X3A" The name should highlight.
7. Press the **right cursor button** once, so the "Type" field is highlighted again, then press the **right cursor button again** to move to and highlight the field next to "Load USR". Use either the **INC/YES button** or the **Data Wheel** to change the field so it reads "FL1" (if you only have one flashboard installed) or "FL1" or "FL2" (if you have 2 flashboards installed – in other words, the samples can be loaded to either of 2 flashboards installed).
8. Press the **SF2 button** (Load). Then press the **INC/YES button** once.
9. The library will start loading. You will first see the onscreen message "Now Loading…" and then shortly after you will see an onscreen message that says "Now Installing to the Flash Expansion Memory Module". THIS WILL TAKE AWHILE because the samples are being "burned" onto the Flashboard, where they will remain even when you power off your XF. **Do not turn off your XF during this process, even if you think it's "stuck" – it isn't. Powering off your XF during the Flash load can result in a corrupted flashboard.**
10. The Flash load process will finish and you will see another "Now Loading"… message onscreen, then the load process will complete.
11. Press the **VOICE** button on the XF, then Press the User 4 bank button, and press **A 1** to select the first voice and begin playing.

How To Load to a standard Motif XF with no flashboard installed:

FROM THE DOWNLOADED ZIP FILE TO USB DEVICE (JUMP DRIVE or FLASH DRIVE) -

1. Insert your USB device into your computer's available USB slot. It's icon should appear on your desktop.
2. If it isn't already open, navigate to the "BOLDER PIANOS UNIVERSAL FILE" folder and double-click on it to open it.
3. Copy the file called "CrystalVoicesXF.n3.X3A" to your USB device's icon (by either dragging the file directly to the icon, or going to your file menu and choosing "Copy" and "To" and selecting the USB device as your destination).

4. When the file has copied completely to your USB device, properly eject the USB device and insert it in the slot labeled "TO DEVICE" on the rear panel of your Motif XF. You will see a screen message that says "Connecting to USB device…"
5. Press the **FILE** button on the front panel of the Motif XF. You should see the field next to "Type" highlighted and it should be set to "all".
6. Press the cursor up button once, then use the INC/YES button to select the file name "CrystalVoicesXF.n3.X3A" Press the **right cursor button** once, so the "Type" field is highlighted again, then press the **right cursor button again** to move to and highlight the field next to "Load USR". Use either the **INC/YES button** or the **Data Wheel** to change the field so it reads "USR".
7. Press the **SF2 button** (Load). Then press the **INC/YES button** once.
8. The library will start loading (you'll see an onscreen message saying "Now Loading..") When the loading process is complete, you will be returned to the FILE screen.
9. Press the **VOICE** button on the XF, then Press the User 4 bank button, and press **A 1** to select the first voice and begin playing.

NOTE: When you power off your Motif XF, the samples loaded will be lost. You will have to re-load "CrystalVoicesXF.n3.X3A" when you power up your Motif XF again.

VOICE DESCRIPTIONS

USER BANK 4, starting with A01:

Three of the crystal glasses that were sampled.

A01 – Crystal Glass 1
Crystal glass struck in a variety of ways.

A02 – Crystal Glass 2
Second crystal glass, struck in a variety of ways.

A03 – Crystal Glass 3
Third crystal glass, struck in a variety of ways.

A04 – Crystal Glass 4
Fourth crystal glass, 5 different articulations.

A05 – Crystal Glass 5
Fifth crystal glass, 5 different articulations.

A06 – Crystal Glass 6
Sixth crystal glass with 5 different articulations.

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Two of the crystal bells that were sampled.

A07 – Crystal Bell 1
Crystal bell 1, five different playing articulations.

A08 – Crystal Bell 2
Crystal bell 2, five different playing articulations.

A09 – Crystal Bell 3
Crystal bell 3, five articulations.

A10 – Sustained Glass 1
Crystal glass 1, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A11 – Sustained Glass 2
Crystal glass 2, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A12 – Sustained Glass 3
Crystal glass 3, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A13 – Sustained Glass 4
Crystal glass 4, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A14 – Sustained Glass 5
Crystal glass 5, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A15 – Sustained Glass 6
Crystal glass 6, played by rubbing wet finger in a circular motion around the rim of the glass, to produce a sustaining sound.

A16 – Sustained Glass 7
Layered sound combining Sustained crystal glass 6 and Sustained crystal glass 5.

The glass meditation bowls that were sampled.

B1 – Meditation Bowl 1
Crystal meditation bowl 1, struck with light mallet.

B2 – MeditationBowl Sust
Sustained meditation bowl sound.

B3 – Ambicrystal 1
Ambient crystal sustaining pad.

B4 – Ambicrystal 2
Ambient crystal sustaining pad variation.

B5 – Monastery
Atmosphere of Tibetan prayer temple – struck echoing glass bells, gongs, monks' voices.

B6 – Bell Bones
Delicate "skeletal" struck glass bell array with echoes.

B7 – Glassvox
Glassy vocal pad.

Large crystal bell

B8 – Big Crystal Bell
Large crystal bell, 6 different variations.

B9 – Mica Pad
Glistening bellpad using sustained crystal bell textures.

B10 – Ice Layer 1
Layer of Crystal Glass 3 and Sustained Crystal 1

B11 – Ice Layer 2
Layer of Crystal Glass 2 and Sustained Crystal 4

B12 – Brass & Glass
Layer of brass bell and Crystal Glass 4.

B13 – Crystal Whisper
Swirling, ethereal dark pad using four sustained crystal sounds.

B14 – Gentle
Ring-modulated sustained crystal pad with very slow attack and long release.

B15 – Liquid Glass
Bubbling liquid glass lake in underground cavern.

B16 – Chromatic Glasses 1
Chromatically pitched (low to hi) crystal glass 1.

C1 – Chromatic Glasses 2
Chromatically pitched (low to hi) crystal glass 2.

C2 – Chromatic Glasses 3
Chromatically pitched (low to hi) crystal glass 3.

C3 – Chromatic Glasses 4
Chromatically pitched (low to hi) crystal glass 4.

C4 – Chromatic Glasses 5
Chromatically pitched (low to hi) crystal glass 5.

C5 – Chromatic Glasses 6
Chromatically pitched (low to hi) crystal glass 6.

C6 – Tibetan Bowlbells
Hybrid sound of struck brass Tibetan bowls and Crystal Glass 2.

C7 – Meditation Bowl 2
Crystal meditation bowl 2, struck with light mallet.

C8 – Meditation Bowl 3
Crystal meditation bowl 3, struck with light mallet.

C9 – Meditation Bowl 4
Crystal meditation bowl 4, struck with light mallet.

C10 – Soft Glasses 1
Crystal Glass 1, "softer" strike, 5 variations.

C11 – Soft Glasses 2
Crystal Glass 2, "softer" strike, 5 variations.

C12 – Soft Glasses 3
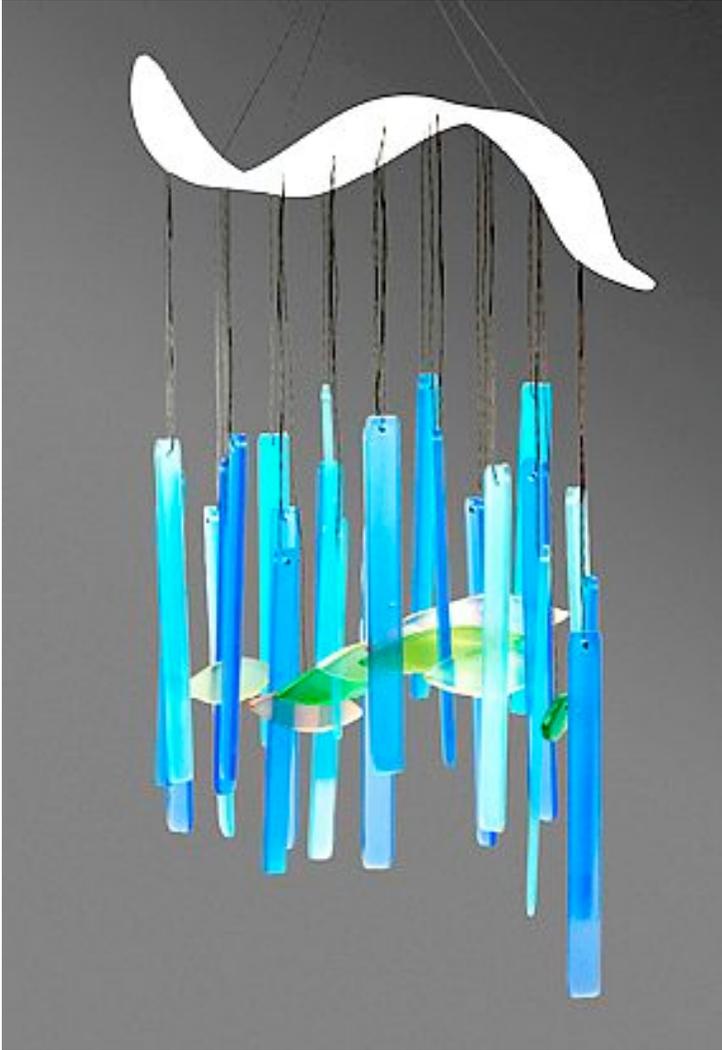Crystal Glass 3, "softer" strike, 5 variations.

C13 – Soft Glasses 4
Crystal Glass 4, "softer" strike, 5 variations.

C14 – Soft Glasses 5
Crystal Glass 5, "softer" strike, 5 variations.

C15 – Soft Glasses 6
Crystal Glass 6, "softer" strike, 5 variations.

Suspended glass windchimes.

C16 – Windchimes 1
Suspended glass windchimes 1. Assignable Function Switch 1 and 2 enable different pitches for the chimes.

D1 – Windchimes 2
Suspended glass windchimes 2. Assignable Function Switch 1 and 2 enable different pitches for the chimes.

Barchimes, sometimes referred to as windchimes

D2 - Barchimes
Barchimes sound. Combining metal and crystal glass. Gliss down from the
Top of the keyboard for authentic barchime downward gliss. Gliss up from the
bottom of the keyboard for upward barchime gliss.

D3 – Sparklies
Layer of small brass and crystal bells.

D4 – Glass Carillon
Large suspended glass bells

D5 – Windchimes 3
Suspended glass windchimes 3. Assignable Function Switch 1 and 2 enable
different pitches for the chimes.

D6 – Music Box 1
Crystal music box sound 1.

D7 – Music Box 2
Crystal music box sound 2.

D8 – Music Box 3
Crystal music box sound 3.

D9 – Crystal X
Warm modulated bell pad.

D10 – Floating Glass
Flexible sheets of warm glass suspended in air.

D11 – Granular Crystal
Granular crystal pad.

D12 – Blown Glass
Blown glass pad.

D13 – Stretched Crystal
Elastic crystal pad.

D14 – Spun Glass
Spun glass crystal ambience.

D15 – Crystal Bellpad
Ambient crystal bell pad.

D16 – Shattered Crystal
Sound of small crystal glass shattering.

For more information on other sample libraries available from Bolder Sounds, visit:
http://www.boldersounds.com

For more information on sound libraries available for the Motif XS, visit the "Shop" at Motifator.com:
http://www.motifator.com

For more information on programmer Dave Polich, visit:
http://www.davepolich.com