

BOLDER *Sounds*

Presents

Dan Tranh

for NI KONTAKT 4+



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About the Dan Tranh

The Dan Tranh is a 16 stringed zither from Vietnam which is similar to the Chinese guzheng and the Japanese koto.

The standard tuning of the Dan Tranh is of the major pentatonic scale.

We present both pentatonic and chromatic versions of this instrument.

The Dan Tranh was retuned to each half step and sampled in order to create the chromatic version of this instrument.

Dan Tranh players pluck the strings with the right hand and bend the strings with the left hand to create a wide range of microtonal and tonal ornaments.

Also common are glissandos - these are very easily emulated in our Kontakt instrument by mapping the pentatonic scale to the black keys only.

We feel confident you will find this library to be a very expressive and evocative addition to your sample library collection!

The Dan Tranh features :

- Chromatically sampled from C2 to C5, with 3 x Round Robin per key and 6 velocity layers. Harmonic samples and extra bonus natural vibrato samples.
- Each string/key is scripted monophonic, so playing the string/key soft after a hard hit, will soften/mute the string/key. This also prevents the unnatural, excessive tonal build-up when playing glissando and tremolo notes.
- Two Tremolo Modes - either Auto Tremolo or Manual Tremolo. In Auto Tremolo Mode the selected CC# controls the volume, adds speed as well as a random velocity range.
- An advanced Articulation page where you can save all the different articulation settings as Presets and then recall them via Key Switches.
- Automatic Pitch Bend range according to the played note and the pentatonic scale. It's only the last played note that is bent. The Pitch Bend can also have a vibrato fade in, when the Pitch Wheel reaches its target.
- The Vibrato can either be Auto Vibrato or Manual Vibrato. The vibrato is only added to the last played note, and you can even select between various vibrato waveforms.
- A Key Switch Page where you can freely assign which key will trigger the various Key Switches.
- Four freely selectable Skins (wallpapers).
- 8 different effects - each with its own Preset menu, so you can save and recall all the various parameters.

The three different Instrument types

The Dan Tranh has three different instrument layout styles:

- Pentatonic
- Chromatic
- Keyboard.

They all, more or less, contain the same options, however with small variations.

The Pentatonic

The Pentatonic Dan Tranh Instrument only uses the black keys on your keyboard, from C#2 to F#5 (cyan color code). This makes it very easy to play glissandos.

You can select any tonality of the Pentatonic scale.

The Pitch Bend range is automatically selected, according to the ringing note and the pentatonic scale.

Moving the Pitch Wheel down will only bend the last playing note.

Moving the Pitch Wheel up will only bend the note if the key is still held down.

The Chromatic

The Chromatic Dan Tranh Instrument has a chromatic key range from G1 to C6 (blue color code).

The Pitch Bend range is manually selected, and you set it up on the P.B./Vibrato Page.

The Keyboard

The Keyboard Dan Tranh Instrument has a chromatic key range from G1 to C6 (blue color code).

The Pitch Bend range is manually selected, and you set it up on the P.B./Vibrato Page.

The ringing of the string stops as soon as you release the key, just the same as a normal piano.

The sustain pedal acts like a normal keyboard sustain pedal, and can thus not be selected as a CC#.

There is Manual Tremolo option, only Auto Tremolo is available.

The Vibrato is global, and there's no Auto Vibrato option.

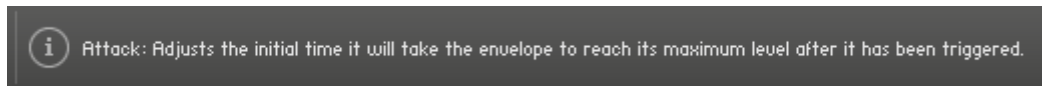
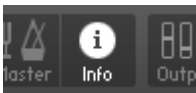
General Stuff

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

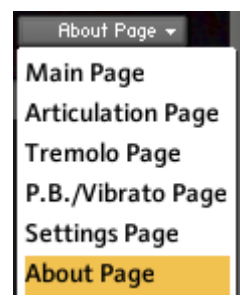
Panels:

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.



About the Presets

There are a total of 9 Preset drop-down Menus.

On the Instrument Panel:
Articulation Presets.

On the Effect Panel:
EQ Presets, **Chorus** Presets, **Flanger** Presets, **Phaser** Presets, **Rotator** Presets, **Delay** Presets, **Space** Presets and **Reverb** Presets.

The Preset Menu:

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

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

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

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

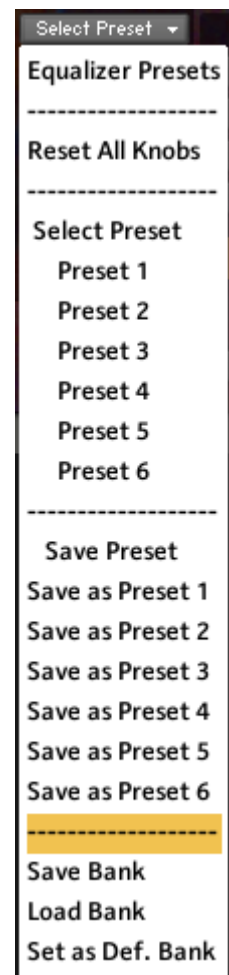
To Save the six Presets as a **Bank**, select the **Save Bank** in the Preset Menu. A save dialog box opens, pointing to the default Data folder inside the main Instrument folder. For better organization, give the file a name that refers to the Effect – ex.

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 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.

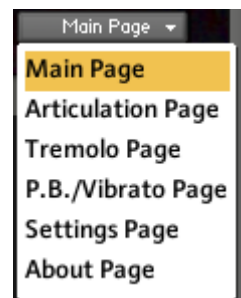


The Instrument Panel



The Instrument Panel has six different Pages:

1. The Main Page
2. The Articulation Page
3. The Tremolo Page
4. The Pitch Bend / Vibrato Page
5. The Settings Page
6. The About Page



The six different pages can be selected from the Page drop-down Menu.

The Main Page:

On the Main Page you'll get a quick overview of the different Controllers, Key Switches, Modes and Articulations that are currently selected.

It's here you select the key signature of the pentatonic scale on the black keys of your keyboard.

The Harmonics and Tremolo can be Locked via mouse-click on the respective button.

The Tonality Key

The **Key** knob selects the key signature of the pentatonic scale on the black keys.



The Harmonics

The **Harmonic On/Off** button turns the Harmonic on/off. The button can be controlled by a Key Switch (yellow color code)



The button can also be Locked via mouse-click. When the button is Locked, then the Key Switch works in the opposite direction.



The Tremolo

The **Tremolo On/Off** button turns the Tremolo on/off. The button can either be controlled by a Key Switch (red color code) selected on the Settings Page, or it can be controlled by a CC#



The button can also be **Locked** via mouse-click. When a button is Locked, then the Key Switch, or the Controller, works in the



The Tremolo **Display** shows the selected Tremolo On/Off Key Switch or Controller number.



The Mode **Display** shows the selected Tremolo Mode, either Manual Tremolo or Auto Tremolo.



The Controller **Display** shows the selected Auto Tremolo modulation Controller number.

The Articulation

The **Display** shows the selected Articulation Preset number.



The Vibrato

The Mode **Display** shows the selected Vibrato Mode.



The Controller **Display** shows the selected Vibrato modulation Controller number.

The Articulation Page:



On the Articulation Page you can adjust all the various parameters that all together make an Articulation.

When you have made an Articulation you like, you can save it as a Preset and recall it via a Key Switch.

The Preset drop-down Menu lets you save and recall up to eight Presets. The eight Presets can also be saved and loaded as a Bank. All the knobs can be reset in one go.

The Envelope Attack:

The **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 **Velocity** knob adjusts the amount of the velocity modulating the attack time.



The Decay:

The **Damp** knob controls the damp (decay + release) time.



The Sample Start:

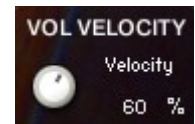
The **Start** knob adjusts the start point of the samples.

The **Velocity** knob adjusts the velocity modulation of the sample start point.



The Volume Velocity:

The **Velocity** knob adjusts the velocity modulation of the volume.



The Low Pass Filter:

The **Cutoff** knob sets the frequency above which signals are attenuated.

The **Velocity** knob adjusts the amount of the velocity modulating the filter cutoff.



The Tremolo Page:



On the Tremolo Page you select and adjust the various Tremolo settings.

The Tremolo has two Modes - Manual or Auto Tremolo.

When Auto Tremolo is selected, you can set the Speed Base. You can also adjust the Volume and Add Speed that will be modulated when you move the selected Auto Tremolo Controller.

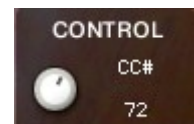
Tremolo On/Off:

The **Tremolo** can be turned On/Off either by a CC that you select with the CC# knob, or via a Key Switch that you select on the Settings Page.



Auto Tremolo:

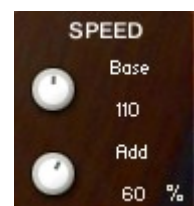
When **Auto Tremolo** is turned on, you can select the CC# that will modulate the Auto Tremolo settings.



The **Amount** knob adjusts the amount of volume control, when the selected Auto Tremolo Controller is moved.



The **Base** Speed knob adjusts the base speed of the Auto Tremolo.



The **Add Speed** knob adds speed to the base speed of the Auto Tremolo, when the selected Auto Tremolo Controller is moved.

The P.B./Vibrato Page:



On the P.B./Vibrato Page you select and adjust all the various Pitch Bend and Vibrato settings.

The Pitch Bend range is automatically selected, according to the ringing note and the pentatonic scale.

Moving the Pitch Wheel down will only bend the last playing note.

Moving the Pitch Wheel up will only bend the note if the key is still held down.

The Pitch Bend can also have a scripted P.B. Vibrato added, when the Pitch Wheel is moved down and reaches its maximum.

The two independent vibrato LFOs can each select from seven different waveforms.

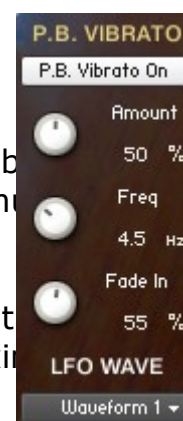
The Vibrato can either be set to Auto Vibrato or Manual Vibrato.

When Manual Vibrato is selected, you can choose a CC# to control the Vibrato Amount, and you can set the Range of the controlled Vibrato Amount.

The Pitch Bend Vibrato:

If the **Pitch Bend Vibrato** is turned on, a scripted LFO vibrato will be added to only the last played note, when the Pitch Bend reaches its maximum.

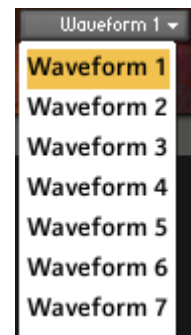
The **Amount** knob controls the amount of the scripted LFO Vibrato to be added to the last played note, when the Pitch Bend reaches its maximum.



The **Freq** knob controls the speed of the scripted LFO Vibrato that is added to the last played note, when the Pitch Bend reaches its maximum.

The **Fade In** knob controls the fade in time for the scripted LFO Vibrato that is added to the last played note, when the Pitch Bend reaches its maximum.

With the **Waveform Menu** you can select the LFO waveform that will modulate the Pitch Bend Vibrato.



The Vibrato:

When the **Vibrato** button is turned on, the scripted LFO Vibrato is added to the last played, and still held, note.

The **Amount** knob controls the amount of the scripted LFO Vibrato that is added to the last played, and still held, note.

The **Freq** knob controls the speed of the scripted LFO Vibrato that is added to the last played, and still held, note.

The **Fade In** knob controls the fade in time for the scripted LFO Vibrato that is added to the last played, and still held, note.

With the **Waveform Menu** you can select the LFO waveform that will modulate the Vibrato.



With the Vibrato **Mode Menu**, you can select between the two vibrato modes: **Auto Vibrato** or **Manual Vibrato**.

When **Auto Vibrato** is selected, the Vibrato fades in automatically (according to the Fade In Time) when you hold down the key. If you release the key quickly after you hit it, then no Vibrato is added.

The **CC Control** knob selects the CC# that will modulate the scripted LFO Vibrato Amount.

The CC# **Range** knob controls the scripted LFO Vibrato Amount range, when you move the selected CC# controller.



The Chromatic and Keyboard Pitch Bend

The **PB Up** knob controls how many semitones the note will be bent, when the Pitch Wheel is moved upward.

The **PB Down** knob controls how many semitones the note will be bent, when the Pitch Wheel is moved downward.

When the **Link** button is On, the PB Up and PB Down knobs are linked, and they behave like one knob.



The Keyboard Vibrato

The **Freq** knob controls the speed of the Global LFO Vibrato that is added to the last played, and still held, note.

With the **LFO Waveform Menu** you can select the LFO waveform that will modulate the Global Vibrato.

The Vibrato **CC# Control** knob selects the CC# that will modulate the Global Vibrato Amount.

The CC# **Range** knob controls the Global LFO Vibrato Amount range, when you move the selected CC# controller.



The Settings Page



On the Settings Page you can select the keys that will act as key-switches for the Articulation Presets, Harmonic and Tremolo. Here you can also control the Width and Panning of the samples. Finally you can choose between four different Skins.

The Key-Switches:

The Key-Switches can be assigned to any key

To assign a Key-Switch, do this:

1. Activate the **Learn** button.

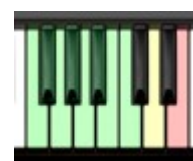
Learn Preset 1

2. Then play the Key that you would like to be the Key-Switch for the Preset. You can either play your connected MIDI keyboard, or click on the virtual keyboard in KONTAKT.

The **Display** now shows the new note name of the Key-Switch, and the color code on the virtual keyboard updates to

Preset 1 = F0

The color code for the **Articulation** Key-Switches are green.
The **Harmonic** Key-Switch are yellow.
The **Tremolo** Key-Switch are red.



The Stereo Field:

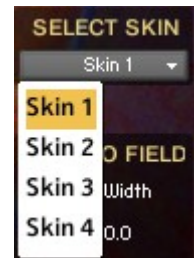
The **Width** knob controls how much each note is panned/spread out across the keyboard.

The **Pan** knob adjust the Velocity response of the keyboard (if Velocity is selected as Volume Control on the Instrument)



The Skin Menu:

With the Skin Menu you can choose between the four



The Effects Panel

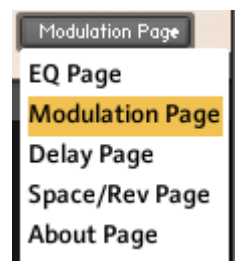


The Effect Panel has four different Pages. Here you select and edit all the various Effect parameters. You can also Save/Recall up to six Presets for each Effect, and Save/Load the Presets as Banks.

The Effects On/Off and the Pages:



The four Effect buttons turn the various Effects On and Off, and open the 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 Or an Advanced 3-Band



The **Freq.** knob chooses the frequency at which

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 four different modulation types.



Chorus:

The **Depth** knob sets the amount of LFO modulation applied to a signal. Higher

The **Speed** knob sets the speed of the LFO

The **Phase** knob adjusts the phase difference between the two LFOs that

The **Amount** knob sets the amount of processing applied to the 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.

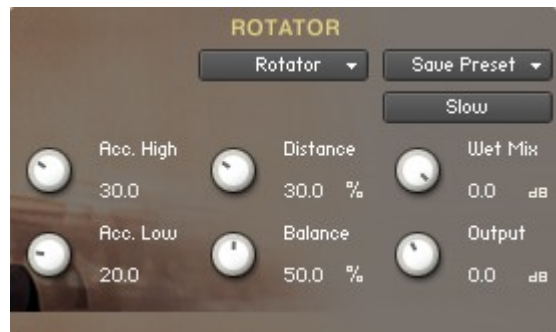
The **Feedback** knob routes the processed signal back to the Module's input. Higher values create a sharper, more intense effect.



Rotator:

The **Acceleration High/Low** knobs adjust how quickly the rotors of the treble/bass parts of the cabinets will react to speed changes. At the right-most position, the speaker will change it's speed instantly.

The **Balance** knob sets the ratio of the sound produced by the rotating speakers high frequency horn compared to the low frequency woofer. Higher values produce more highs, lower values more bass.



The **Distance** knob edits the distance between the virtual microphones and the rotating speaker. Higher values increase the distance.

The **Wet Mix** knob controls the effects strength. Turn fully clockwise to hear the rotating speakers only.

The **Output** knob sets the rotators overall output level.

The **Speed** button switches the speed of the rotator speaker. Choose between slow and fast.

The Delay Page:

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

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

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.

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

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



The Space/Reverb Page:

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

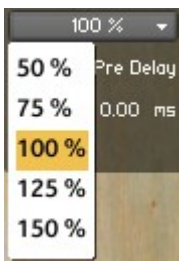
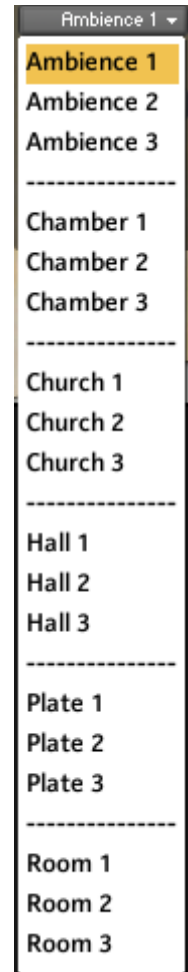


Space:



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

The **High Pass** knob attenuates frequencies below the chosen cutoff frequency.

The **Low Pass** knob attenuates frequencies above the chosen cutoff frequency.

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

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

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

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

=====
Script, Patches and Presets by Bo Clausen.

Enjoy the Dan Tranh!

Dennis Burns - Bolder Sounds – December 2014
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Customer Support

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