

BOLDER *Sounds*

Presents

The Harmonium V2

for NI Kontakt 4+



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Welcome to the Harmonium V2 library from Bolder Sounds!

This 3 and one half octave harmonium was chromatically sampled in single pitches as well as with the octave couplet engaged. Also included are samples with an open cover as well as closed. Closing the sliding cover creates a darker and warmer sound. And last but not least are key press and release samples for each key for added realism.

PUMP THOSE BELLOWS! (Default: The Modulation Wheel)

Since the harmonium is a pumped bellow instrument (much like the accordion) it is essential to move your Mod Wheel - (or whatever CC# you have selected) - to and fro in a constant (but not machine-like) motion to emulate the breathing of the bellows. The harmonium's bellows are pumped with the left hand while playing melodies, chords etc.. with the right hand.

Experiment with different speeds of moving your Mod Wheel. Perhaps practice beginning a phrase with the Mod Wheel closer to a value of 127 (away from you) and then gradually swelling into the phrase. Harmonium players use the bellows as an expressive device much in the same way a good singer uses his or her breathing.

Also, as your Mod Wheels value increases there is generally a LoPass filter engaged as well to reduce some of the top end of the EQ.

Instead of the Manual Pumping, it's also possible to use Auto Pumping. If you select Auto Pumping, then you can use the Mod Wheel to vary the Auto Pumping Speed.

The harmonium is NOT a velocity sensitive instrument. The typical technique of having notes play much louder at higher velocities does not really apply here. *Use your Mod Wheel to control the volume of the harmonium.*

However – if you like, it's possible to turn velocity sensitivity on.



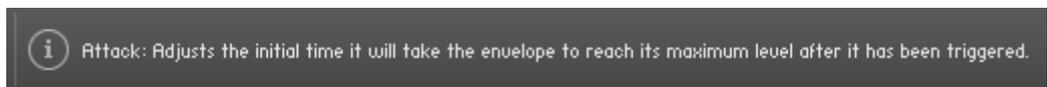
General Stuff

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.

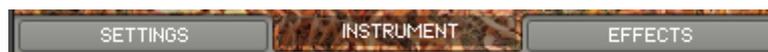
MIDI Learn CC#:

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 three 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.



The Instrument Panel



On the Instrument Panel you can select, adjust and combine the two Stops. The Stop combinations can be recalled by Key-Switches. Here you also control the Attack Amplitude Envelope, and turn the Velocity response On/Off. You can select how the Pump effect is controlled - either Auto or Manual pumping. And you have access to all the Effect On/Off buttons from the Effect Panel.

The Stop Selectors:

The **Stop** buttons can be turned On/Off either by:



1. Mouse clicking on the Stop buttons in the User-Interface.
2. Using Key-Switches (the KS can be freely set up on the Setting Panel).
3. MIDI CC# (right click the Stop button, and MIDI Learn the CC#).

PS: You need to have at least one Stop selected. If only one Stop is selected, then it's not possible to turn it off.

The Attack:



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 Velocity:



The **Velocity** button turns the velocity On/Off. The velocity response can be adjusted on the Settings Panel.

The Pump Control:



On the Pump Control drop-down Menu, you can select how the Pump effect is controlled.

1. If **Auto Pump** is selected, then the Pump effect will be controlled by a LFO.

The **Auto Pump Amount** knob controls the amount of the Auto Pump.

The Pump Speed Base can be adjusted on the Settings Panel.

The Pump Speed can also be controlled by the selected CC on the Settings Panel

2. If **Manual Pump** is selected, then the Pump effect will be controlled by the selected CC on the Settings Panel.

The **Manual Pump Amount** controls the amount of the selected CC that controls the Pump effect.

The Amount knob is bipolar, so it can either be set to a negative or a positive amount.

The Effects:



The four Effect buttons are identical to the buttons on the Effect Panel, and gives you quick access to turn the various Effects On/Off .

The Effects can all be edited on the Effect Panel.

The Settings Panel

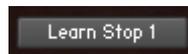


On the Settings Panel, you set the keys that will act as Key-Switches for the Stop combinations. You can control the Keyboards Perspective, Spread and Velocity. And also adjust the Stereo Field of the instrument, and control the Amount of the Global Volume. The CC# that will control the Auto Pump and the Manual Pump can be selected. Finally you can set the Speed Base of the Auto Pump.

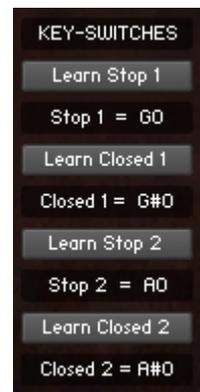
The Key-Switches:

You have four freely assignable Key-Switches. The Key-Switches can be assigned to the four Stop combinations on the Instrument Panel. The Key-Switches can be assigned to any key outside the instrument range.

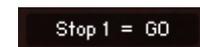
To assign a Key-Switch, do this:



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



The Preset Label now shows the new note name of the Key-Switch, and the color code on the virtual keyboard updates to the selected key.



The color code for the Key-Switches are green.

The Keyboard:

The **Perspective** button switches between a Public or a Player keyboard layout/perspective.

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

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



The Stereo Field:

The **Width** knob Sets the Width of the Stereo Field. Negative values close it in, and at full counter clockwise the signal becomes mono. Positive values push the Stereo spread outward.

The **Pan** knob adjust the panning of the Stereo Field.



The Global Volume:

As it says – controls the Global Volume of the instrument.



The Select Speed CC# :

The **Speed CC#** knob select the CC# that will control the Speed of the Auto Pump (if Auto Pump is selected on the Instrument Panel).



The Speed Base:

The **Speed** knob adjusts the fundamental/base speed of the Auto Pump effect (if Auto Pump is selected on the Instrument Panel).



The Select Pump CC# :

The **Pump CC#** knob select the CC# that will control the Manual Pump (if Manual Pump is selected on the Instrument Panel).



The Effects Panel

About the Effect Presets

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

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 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.





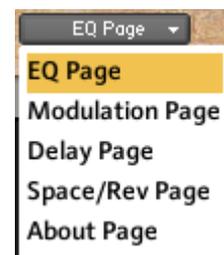
The Effect Panel has four different Pages. Here you select and edit all the various Effect parameters. You can also Save/Recall up to six Presets for each Effect, and Save/Load the Presets as Banks.

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.



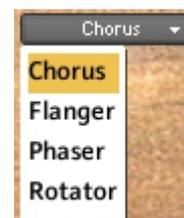
The **Freq.** knob chooses the frequency at which boosting or cutting will appear.

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 four 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.

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 its 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 **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.

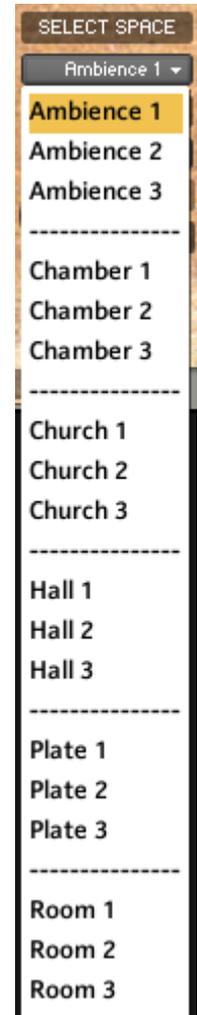
The **Size** knob determines the room size by setting the length of the effect. Higher values simulate larger rooms, lower values smaller rooms.

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.



Many thanks to my friend here in Boulder, Ramaya Soskin, for allowing me to sample this beautiful harmonium!

Enjoy The Harmonium V2!

Dennis Burns - Bolder Sounds - June 2014

Customer Support

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

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