Welcome to Apocalypse Percussion Ensemble version 2.0

This massive collection of aggressive scoring and concert percussion library for the Native Instruments Kontakt platform is truly unmatched in the sampling world in scope, detail, sound quality and total flexibility. This mammoth all-purpose professional drum and cymbal solution has over 40 different drums and nearly 200 articulations. Weighing in at almost 25 GB with over 25,000 samples, APE is a monster. You'll find thunderous ensemble and solo bass drums, roaring ensemble and solo toms of all sizes, a massive 8-member snare ensemble and 6 different solo snares ranging from deep 14" wooden bodied snares all the way down to tiny 5" effect snares, ethnic drums of all shapes and sizes, clicks, clacks, hi-hats, stick and mallet rides, crashes, splashes, hybrid China crash, fx cymbals, gongs, tibetan finger cymbals and much more.

Each instrument features 3 independent microphone positions per articulation. The primary close mic position is captured within a foot of the drum heads to capture all of the deep tonality and resonance and every exquisite detail. The Mid position is set back 12 feet to get that all-around perfect live sound and the far position is 50 feet from the stage to deliver a rich, lush distant feel. Recorded in a naturally bright and spacious A-Frame hall using world class large-diaphragm Neumann microphones and pristine ultra-quiet Sound Devices preamps and recorders, we've carefully mixed and mastered each sample by hand to deliver explosive power, unmatched acoustic quality, wide dynamic range, and stunning life-like clarity and presence.

Microphone channel mixing is easy with our pop-up Mixer panel. You can load just the positions you need to save ram and voices and independently adjust and automate each level. In the main Master presets, you can even assign each mic position to its own Kontakt audio output for surround sound routing, external effects processing and complete mixing freedom.

You can use our expressive "Standard" presets for instant access to the full library in a classic percussion array layout. The main Ensemble All preset lets you customize your note mapping for each articulation, or load one of several common drum library mapping standards. You can load and mix any of the three mic positions and adjust room release behavior for 4 independent sub-groupings (basses, snares, auxiliary and cymbals). These let you quickly turn this massive hall ensemble into a fat, clean powerful rock drum kit with the turn of a few knobs. You can also use the front panel controls to tighten, soften and reshape the sound on the fly, with swell, attack, release, offset, tuning, velocity response, and more. And if you need more detail, the individual section presets focus on each

section with an expanded palette of normal and flam articulations, sustaining rolls, dynamic crescendos and expressive effects.

We also are proud to introduce our enhanced Megamixer. This kit-building powerhouse allows you to quickly choose from a huge variety of different drums and articulations and load them into 8 modules that you can freely customize. Designed for flexibility and exceptional ram efficiency, it's perfect for designing unique personal kits that you can save and load. We further expand your options with the individual section Mixer presets, with access to the broader range of articulations in each instrument category.

The Tuned 2-Layer presets allow you to create multilayered tuned articulations from any of the articulations for each sub-section. These are ideal for sound design, special effects, or simply turning any of the sounds into a unique tuned percussion instrument. And of course, we included ultra-efficient "Lite" presets for every type to conserve ram and CPU power when you need it.

And we now offer midi loop loading, playback and customization through our Midi playback system within every preset. Choose from 400 hand-crafted midi grooves by a variety of excellent composers and producers included in the library or create your own. You can also choose from a number of major key mapping standards and add commercial midi loops from Groove Monkey and other popular publishers. You can change the bar divisions, switch from half to normal to double-time, add swing, tighten and loosen quantization, transpose and even drag selected midi loops directly into your DAW's timeline.

You'll find the heavily upgraded ARP meta-arpeggiation system (aka the "Uberpeggiator"), with preset saving/loading, humanization, EZ-roll and dozens of other options and features to create dynamic and adaptive grooves and sequences. Every preset also includes our awesome FX rack panel, with lots of multi-effects, compression, EQ, resonant lo-pass filter, distortion, amp/speaker simulation and convolution reverb with dozens of custom impulse responses. We've also included a robust bonus selection of ambient pads, drones, atmospheres and soundscapes crafted from the raw recordings using our own secret creative sauce.

Apocalypse Percussion Ensemble was recorded in the same acoustically-balanced hall as our famous Olympus Symphonic Choir (Mars & Venus), Mercury Symphonic Boychoir, Montclarion Hall Piano, Struck Grand Piano, Cymbology, Anklung and Tuned Artillery libraries, so it blends perfectly with a whole host of great libraries. We captured it over an exhaustive two week session, recording late into the night. We trucked in a mountain of drums and cymbals and pounded on them with every kind of stick, mallet and blunt instrument we could find. Once the blood and wood chips had settled, we had captured an average of 12 round-robin per velocity layer with up to 14 velocities each. We then painstakingly programmed each instrument with a galaxy of comprehensive and exclusive control and playability features and a totally smooth workflow. We've expanded the library with a wide range of uniquely powerful tools that let you personalize the library to your own needs and push it far beyond any other percussion library in its class.

We here at Soundiron are no strangers to epic percussion. Those who know our work are familiar with the passion, exacting precision and attention to detail we deliver. Apocalypse Percussion Ensemble is the culmination of all of our years of experience, distilled into the most comprehensive and earth-shaking hall percussion package available anywhere on the market. We set out to build a monster that punched harder, rumbled deeper, cut through the mix cleaner and got the job done like no other could. We wanted a massive sound and responsive playability, without compromising user flexibility and choice. APE has a sound that just works right out of the box, with all of the beef and none of the noise. This beast gets it done.

www.soundiron.com/ape

SOUNDIRON
Apocalypse Percussion Ensemble version 2.0

60 open format Kontakt .nki instrument presets
25,171 Samples
24.8 GB Installed
24bit / 48kHz stereo wav samples (non-compressed)
400 Midi Grooves
Over 60 drums and cymbals and a total of 200+ articulations
3 microphone positions with custom mixing, routing and loading
Customizable key mapping and template design, saving and loading
Adaptive meta-arpeggiator system, and DSP Effects Rack
Midi Groove loading, playback and customization

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets. The free Kontakt "Player" and Libraries rack do not support this library.

CREDITS

Production, Recording, Editing, Programming
Mike Peaslee, Gregg Stephens & Chris Marshall

Systems Design
Chris Marshall

Scripting
Chris Marshall & Gregg Stephens

UI Design and Artwork
Constructive Stumblings, Chris Marshall, Gregg Stephens
Dan Tritton and Mike Peaslee

Documentation & Photos
Mike Peaslee

Midi Grooves
Blake Ewing, Chris Marshall, Dirk Ehlert, Gregg Stephens, Ian Dorsch, Johnny Knittle, Marie-Anne Fischer, Mike Peaslee, Sascha Knorr, Si Begg, Simon Russell, Tino Danielzik, Xiaotian Shi.

Team Beta
Blake Ewing, Deane Ogden, Dirk Ehlert, Ian Dorsch, Johnny Knittle, Marie-Anne Fischer, Max Zhdanov, Oliver Codd, Paul Amos, Russell Bell, Ryan Scully, Sascha Knorr, Simon Begg, Simon Russell, Tino Danielzik, Xiaotian Shi.

Special Thanks
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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library.   The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library.   The free Kontakt Player is NOT a full version of Kontakt and <u>cannot</u> load or play standard open-format Kontakt instruments, wav samples or libraries.   Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. This was recorded on location in a live hall. Sonic impurities from outside noise, clothing and hardware movement, building settling and other sounds may be present in the samples. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is <u>fully</u> complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify <u>any</u> of the files or folders created during the download until after you see the status message for all files in your download queue display the word "**INSTALLED**". Please don't close the downloader while it's actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again and enter your code and press Download again. Then select the same download/installation location on your computer that you chose originally.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

MIDI Loop Installation

You can use the Midi loops included with this library in any midi-compatible environment outside of Kontakt. However, if you wish to use the Midi Loop Playback system integrated into the instrument presets, you must first install the Midi Files package into your Kontakt User directory. This is necessary to allow Kontakt to always locate the Midi loops through the built-in Midi browser interface. Please copy the entire **Soundiron APE Midi** folder installed within this library directly into your User Documents Kontakt 5 folder. It is typically located in the Native Instruments directory in your default User Documents folder. You should be able to find that folder by following this path on your main OS drive:

Mac
/Users/<*your name*>/Documents/Native Instruments/Kontakt 5/

PC
\Users\<*your name*>\Documents\Native Instruments\Kontakt 5\

Just copy the "**Soundiron APE Midi**" folder from inside your new "Soundiron Apocalypse Percussion Ensemble 2" installation directory. Then paste it into the Kontakt 5 user folder path listed above. If you've mapped your user documents folder to a different location that contains the Native Instruments/Kontakt 5 folder, you may need to copy it to that location instead.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one.   You can't use the Libraries view to load standard open-format Kontakt Instruments like this library.   Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view.   The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

SOUNDIRON

APOCALYPSE ENSEMBLE ALL

/Instruments/Master/Standard/Apocalypse Ensemble All.nki

This master ensemble preset features all of the primary multi-sampled single-stroke striking articulations for each instrument spread as single trigger keys over the full midi note range, from C-1 (midi note 12) up to to F7 (113) for direct access. This preset includes a huge number of samples and can use a lot of voices, depending on how many mic positions are loaded, so we recommend it only for situations where you have plenty of ram and CPU resources to spare. The main control interface has a variety of deep performance controls that allow complete real-time performance customization. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and slightly reduced mixing features.

You can adjust the room release behavior for 4 different independent sections (bass, snare, auxiliary and cymbals) with the REL panel. You can create adaptive arpeggiations and simulated drum rolls with the ARP panel (See Page 11). You can load and mix your microphone positions with the MIX panel. (See Page 10) The Hi-Hat, Gong, Ride Cymbal and Ting Shag (finger cymbals) also feature automatic self-damping when you alternate between sustained and damped notes. You'll also find a virtual all-in-one hi-hat key (default A6) that automatically transition between the different pedal positions from open to closed by midi CC (default CC11).

You can customize the key mapping for each articulation or load mapping presets from a variety of common standards and load and play back midi loops on the Midi/Mapping tab (See Page 6). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 12). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the "Assign Midi CC" box that pops up and moving any midi controller you wish to assign.

Click the **REL** button in the lower left to open the Room Release pop-up window. Here you can independently control the room release time for each of the four main percussion categories, or press the **Link** button to lock a group of two or more of them together.

Swell - (CC72)
This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or sculpt crescendos and decrescendos over time.

Attack - (CC 74)
This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

HI-HAT Midi CC - (Default CC11)
This value sets the midi CC that will control the pedal for the special all-in-one hi-hat cymbal articulation. When you play the all-in-one hi-hat key, the CC you assign here will choose how much pedal damping to apply to the sound, and switch between the different articulations ranging from wide-open to clamped tight. This special key is mapped to A6 by default, but you can move it to a different key by using the Midi/Mapping tab at the bottom. (See Page 6)

Offset - (CC91)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

Pitch
This knob controls the amount of pitch shifting, allowing you to globally tune an instrument up or down by +- 36 semitones.

Velocity
This attenuates the incoming midi note velocity for all notes. You can increase the relative velocity with this to focus on the louder dynamics or decrease it to focus more on softer dynamics.

Humanize
This allows you to globally add subtle and organic variability to note velocity, pitch and timing for all incoming midi notes.

APOCALYPSE ENSEMBLE ALL (continued...)

This preset includes a custom key mapping interface that allows you to assign any of the available instrument articulations to any midi key. You can save and load your own custom maps, or chose from a number of different industry standard mapping templates through the Preset drop-down menu. You can also load, playback and manipulate hundreds of Midi drum loops included with this library in the Midi Loop Select interface. Click on the **Midi/Mapping** tab at the bottom of the instrument to open this interface page.

Midi Loop Select Menu

This menu allows you to load and play back a variety of standard midi drum loops in this library. Use the file browser to select a **.mid** file and double-click to load it. Be sure to copy the "Soundiron APE Midi" folder into the Kontakt 5 user data folder stored on your main OS drive here:

/Users/< *name* >/Documents/Native Instruments/Kontakt 5/

See Page 13 for more info on installing the midi pack.

Play Button

Press the Play button to start midi playback. You must first load a midi loop by double-clicking on any file. You can skip to another midi loop by double clicking on another midi file or by using the **left** and **right arrow buttons**.

Drag & Drop Icon

After loading a Midi loop, click the Plus Sign at the top and drag it into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

Quantize

You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

Swing

Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

Velocity

This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

Tempo

You can choose half-time, normal and double-time playback.

Preset Menu

This allows you to load common drum map templates used by a number of popular drum kit libraries. Apocalypse Percussion Ensemble is unique and intended for a different purpose than any typical rock drum library. It has a different array of sounds that would make a direct 1:1 mapping ratio for every drum articulation virtually impossible. However, there are plenty of analogous sounds that can work very well with other drum libraries. The flexible control options and variety of sounds we offer make this library a very powerful tool to integrate with your existing creative workflow.

You can also use this menu to load any custom presets that you have created and saved with the **Save** button to the right. You can store 25 user-generated custom drum maps here. The **Delete** button erases any currently selected user-generated drum map. The default maps cannot be deleted.

Key Edit Box

First, type the midi key you'd like to assign an Articulation to. You can type in a midi note name or number.

Select By Midi

Or you can turn on the Select By Midi button and play any midi note to choose that key for assignment.

Instrument Menu

Next, select the Instrument you'd like to assign to the key. This menu always displays the currently assigned instrument for that chosen midi key.

Articulation Menu

Then, select the specific Articulation you'd like to assign to the key. This menu always displays the currently assigned articulation for the chosen midi key.

STANDARD SECTION PRESETS

/Instruments/Master/Standard/...

There are 9 standard section presets in addition to the main Apocalypse Ensemble All preset. These each focus on a different percussion section. Each preset includes all of the articulations for that section in its entirely, spread over a wide midi note range, including all single-strokes, flams, rolls, crescendos and other effects. These presets share the same Swell, Attack, Offset, Pitch, Velocity and Humanize control features found in the Apocalypse Ensemble All Preset. We describe those controls in detail on Page 5, so in this section we'll just cover the new material. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 10).

You can load and play back midi loops on the Midi Loops tab (See Page 13). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 12). And You can assign a midi CC to any knob, button or slider by right-clicking it, pressing the "Assign Midi CC" pops-up and moving any midi controller. There is also a "Lite" version of each section preset available in the Lite directory, with fewer round-robins, lower voice limits and slightly reduced mixing features to conserve resources when needed.

Most of the individual section presets have multisampled single-note strikes, which are visible as the blue key range in the Kontakt keyboard view.

The Solo Snares, Solo Bass & Toms and Ensemble Cymbals presets include multisampled single-note strikes, sustaining rolls and special one-shot effects.

The Cymbal Effects preset keyboard view shows each cymbal type, from left to right: ensemble crash rolls and effects, solo crash rolls and effects, ting shag finger cymbal rolls, gong rolls and effects, ride 1 stick rolls and effects, ride 2 suspended cymbal mallet rolls and effects.

All of the Standard sections are grouped into these main instrument presets:

- Ensemble Bass & Toms
- Ensemble Clacks
- Ensemble Cymbal Effects
- Ensemble Cymbals
- Ensemble Ethnic Drums
- Ensemble Snares
- Solo Bass & Toms
- Solo Ethnic Drums
- Solo Snares

Swell - (CC72)
This knob controls volume swelling. In Solo presets with sustaining drum or cymbal rolls, this also controls dynamic layer blending and is also controlled by the Modwheel (CC1).

Attack - (CC 74)
This knob controls note attack contour.

HI-HAT Midi CC - (Default CC11)
This is only found in the Apocalypse Ensemble Cymbals preset. It assigns a midi CC to the hi-hat pedal for the special all-in-one hi-hat articulation. When you play keys on F#1 - G1, you can control pedal damping with the CC, ranging from wide-open to clamped tight.

Offset - (CC91)
This offsets the sample playback start position.

Release - (CC93)
This sets the room release time globally, allowing you to shape how large or small the space sounds.

Pitch
This pitches the instrument up or down by up to +- 36 semitones.

Velocity
This attenuates the incoming midi note velocity for all notes to increase or decrease dynamic intensity.

Humanize
This adds subtle variation to note velocity, pitch and timing for incoming notes.

MEGAMIXER

/Instruments/Master/Megamixer/Apocalypse Ensemble All Megamixer.nki

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles, using only the ram, sample load and key range required for your custom kit. It's easy to set up and fine tune and you can save and load your kits. The Megamixer now has 8 instrument modules that you can load and customize. You can choose from any of the instruments in the library and then select from all of the same single-stroke multi-sampled articulations that you'll find in the main "Apocalypse Ensemble All" preset. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and slightly reduced mixing features for even greater resource efficiency when needed.

Each of the 8 modules has its own volume, velocity attenuation, pan, pitch, room release, root key, key range and tuned/untuned button to switch between "tuned" chromatic and "untuned" monotimbral modes. You can also globally adjust volume Swell, sample start Offset, note Attack curve and the Hi-Hat pedal control Midi CC for the special all-in-one Hi-Hat articulation, which is active when you've assigned the Hi-Hat "All (CC)" articulation to one of the modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 10).
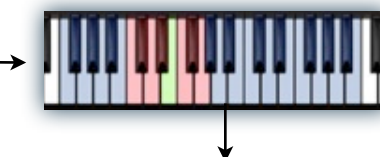
When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the full range for the Megamixer. The red keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

MODULE WINDOWS
Click on the drum graphic window in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument and then choose the specific articulation you want using the Module Editor area.

Edit Button
To edit the parameter settings for that module, click the EDIT button for that module. This will display the module's controls in the Module Editor area.

Volume
This sets the volume for each module.

Velocity
This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

Pan
This allows you to place the sound in each module in your stereo field.

Pitch
This shifts the pitch of sound in each module up & down.

Release
This sets the room release time for each module.

Articulation Selection Menu
Click here to select one of the available articulations for the drum you have loaded in each module.

Tuned/Untuned Button
When Tuned, this causes the notes for the module to be spread chromatically over it's assigned key range, relative the "Root Key" setting. Use this to create pitched tom notes or tuned percussion sounds. When Untuned, any note played within a module's assigned key range will play at the same pitch. This is ideal for fast live playing with multiple fingers.

Root Key
This assigns the root key for the module when the module is in Tuned mode. Type in a value or press the **SET** button and play any key to assign a key as the Root.
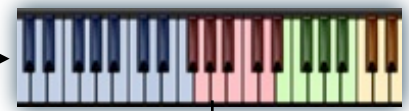
Range
This assigns the playable key range for a module. Modules can have overlapping or shared key ranges. The lower range boundary setting is on the left. The upper range boundary setting is on the right. To change each setting, you can type in a new value or simply press the **SET** button to the side and play any key to assign that as the new value for that boundary.

SECTION MIXER PRESETS
/Instruments/Master/Megamixer/...

The 8 individual section mixer presets divide the instruments into sub-types, featuring the same content as the corresponding Standard section presets. These allow a similar fast plug-and-play functionality that you'll find in the Standard presets, but they allow more detailed control over each sub-section within the instrument group by dividing instruments into 4 category modules, each with a variety of different independent parameter controls to shape each sound. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and slightly reduced mixing features for even greater resource efficiency when needed.

Each of the 4 modules has its own volume, pan, release, velocity attenuation, pan and pitch settings. You can also globally adjust volume Swell, sample start Offset, note Attack curve and the Hi-Hat pedal control Midi CC for the special all-in-one Hi-Hat articulation in the Cymbal Mixer preset. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 10). You can load and play back midi loops on the Midi Loops tab (See Page 13). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 12).

When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the key range for Module 1. The red keys show the range for Module 2. The green keys show the range for Module 3 and the yellow keys show the range for Module 4. You can see matching color-coded borders around the image windows in each module.

The Cymbals Mixer preset also includes rolls and special effects, mapped in the upper key range of the preset located off to the right from the regular multi-samples.

GLOBAL CONTROLS

Swell - (CC72)
This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or sculpt crescendos and decrescendos over time. In Solo presets with sustaining drum or cymbal rolls, this also controls dynamic layer blending and is also controlled by the Modwheel (CC1).

Attack - (CC 74)
This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC91)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more a distant pad-like feel.

HI-HAT Midi CC - (Default CC11)
This is only found in the Apocalypse Ensemble Cymbals preset. It assigns a midi CC to the hi-hat pedal for the special all-in-one hi-hat articulation. When you play keys on F#1 - G1, you can control pedal damping with the CC, ranging from wide-open to clamped tight.

MODULE CONTROLS

Volume
This sets the volume for each module.

Pan
This allows you to place the sound in each module in your stereo field.

Release
This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Velocity
This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

Pitch
This shifts the pitch of sound in each module up & down by up to +/- 36 semitones.
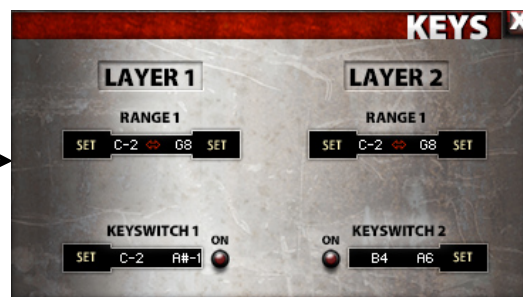
TUNED DUAL-LAYER PRESETS
/Instruments/Master/Tuned Dual-Layer/...

The 10 dual-layer mixer presets divide the instruments into sub-types, featuring the same content as the Standard individual drum section and section Mixer presets. These are designed to allow you to focus on a single articulation (or a pair of them) at a time and spread it chromatically as a tuned percussion instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids. The Apocalypse Ambiences preset also uses this system. There is also a "Lite" version of each of these presets located in the Lite folder, with fewer round-robins, lower voice limits and slightly reduced mixing features for even greater resource efficiency when needed.

Each of the two fully independent layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The KEYS panel allows you to arrange custom key mapping for each of the two modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 11) and the MIX pop-up panel to adjust mic position loading, volume and output routing (See Page 10).

The KEYS pop-up window provides key range and key-switch control for both module layers.

The **Range** values set the playable key range for each module. Modules can have overlapping ranges.

The **Keyswitch** values set the starting note location for the articulation Select menu key-switches for each layer. The total number of key-switches is defined by the number of available articulations. The **On/Off** buttons disable and hide the key-switches.

The Kontakt keyboard view displays a red keyrange for the module #1 selector key-switches and a green range for module #2 key-switches. The dark blue range shows the playable note range for module 1 and light blue for module 2. The yellow range is where the module's playable ranges overlap each other. The black/white inverted keys show the root pitch for each module, depending on current settings of each pitch knob.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

Select Menu
This drop-down menu selects the individual articulation that you would like to load into the module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument. To turn off and bypass a module, select **Off**.

Or, you can use the layer selection key-switches to select the articulation via midi. These key-switches are activated and are assigned in the Keys pop-up window.

Swell - (CC72 & 73)
This smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or shape dynamic rolls, crescendos and decrescendos over time.

Attack - (CC 74 & 75)
This controls the sharpness of attack.

Offset - (CC91 & 92)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

Release - (CC93 & 94)
This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Pitch
This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan
This allows you to place the sound in each module in your stereo field.

Velocity
This adjusts midi note velocity up or down when a note is played.

POP-UP CONTROL WINDOWS

The buttons in the lower left corner of each preset access several different types of control windows for different functions, depending on the preset. To open them, click the buttons. To close them, click the button again or press the white X button in the top right corner of the pop-up window.

The **MIX** pop-up window in all presets allows custom mic position loading, mixing and output routing. The three **Volume Sliders** smoothly adjust the volume for each mic position.

The **On/Off** Buttons enable or bypass each mic position. Turning a position On will load its samples into ram. Turning it off will unload the samples again. Please allow loading to fully complete before playing notes or making other changes.

The **OUT** routing menus allow you to assign the audio output path for each mic position. The DEFAULT sends the audio through the main bus and DSP FX Rack signal chain and then out through any Kontakt output that is currently assigned at the top of the instrument preset.

Setting a mic position to OUT 1 or higher will send the audio directly to any one of Kontakt's audio output channels. This will also bypass the FX Rack signal chain entirely. The menu will only display currently active Kontakt audio output channels. You can create new audio outputs in Kontakt's Output window by pressing the Output button at the top of Kontakt. Once you have created your output channels and assigned them to a valid hardware or sequencer audio output connection, reload the instrument preset to refresh the menu.

The **KEYS** pop-up window in the Tuned Dual-Layer presets allows key range and key-switch control for both module layers. To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

The **Range** values set the playable key range for each layer module. Overlapping ranges are allowed.

The **Keyswitch** values set the starting note location for the articulation Select menu key-switches for each layer module. The total number of key-switches is defined by the number of available articulations. The **On/Off** buttons disable and hide the key-switches.

The **Room Release** ("**REL**") pop-up window in the main Apocalypse Ensemble All preset allows you to independently control the room **Release** duration for four main percussion groups: Basses, Snares, Cymbals and Auxiliary/Ethnic Drums. Lower values can create the feeling of a close, dry environment while higher values reveal the full natural reverberant sound of our recording hall. Setting these values differently can open creative possibilities and allow you to sculpt unique drum kits.

Press the **Link** buttons to lock two or more groups together.

SOUNDIRON

ARP POP-UP CONTROL WINDOW

The Arp pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpeggiator". You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.

Mode
This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.
- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs
Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting
This sets the direction of the up or down repeats.

Rhythm
This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch
Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu
This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "*As Played*" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing
This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration
This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Key Selector Knob
Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector
Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button
Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer
This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset
This button resets all steps in the graph to a default value of 0 (blank).

Steps
This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off
The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save
This "disk" icon button allows you to save your Arp panel settings.

Load
This "folder" icon allows you to load previously saved Arp panel settings.

MIDI LOOPS

The Midi Loop Select interface allows you to load, playback and manipulate hundreds of Midi drum loops included with this library. Note that any midi file can be loaded from any preset containing the Midi Loops interface, although the loops were created from specific presets. Many of the included midi files contain the preset name used to create them.

***Please follow the instructions below to install the midi loops in order to use them in the Midi Loop Select interface. ***

Midi Loop Select Menu
Use the file browser to select and double-click any midi file to load it. This menu allows you to load and play back the midi drum loops that we have included with this library in the "Soundiron APE Midi" folder, once you have installed that folder in your Native Instruments/Kontakt 5 user data folder. You can also load other standard midi files from popular publishers like Groove Monkey, simply by adding them to the "Soundiron Ape Midi" directory once it's installed.

Play Button
Press the Play button to start midi playback. You can skip to another loop by double clicking on another file. Or use the left and right **arrow buttons** to skip to the next or go back.

Drag & Drop Icon
After loading a loop, click and hold the Plus Sign at the top and drag your cursor into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

Quantize
You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

Swing
Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

Velocity
This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

Transpose
This shifts all midi note values up or down in semitone steps.

Tempo
You can choose half-time, normal and double-time playback.

INSTALLING THE SOUNDIRON APE MIDI FOLDER

You can use the Midi loops included with this library in any midi-compatible environment outside of Kontakt that you like. However, if you wish to use our integrated Midi Loop Playback system in these Kontakt instrument presets, you must first manually install the **Soundiron APE Midi** pack into your Kontakt user data directory. You'll find the Soundiron APE Midi folder inside your new "Soundiron Apocalypse Percussion Ensemble 2" main directory. This step is necessary to allow Kontakt to automatically locate the Midi loops through the scripted Midi browser interface. The Kontakt 5 user data folder is typically located in your Documents folder. You should be able to find that folder by following this path on your main OS drive:

Mac: /Users/**< *your user name here* >**/Documents/Native Instruments/Kontakt 5/

PC: \Users**< *your user name here* >**\Documents\Native Instruments\Kontakt 5\

Copy the entire Soundiron APE Midi folder directly into the Kontakt 5 folder above. Your Documents folder may be named "My Documents". PC users will usually find this folder on their C drive. If you've moved your main user documents folder to a different location, check to see if it contains a Native Instruments/Kontakt 5 folder. If it does, then you may need to copy the Soundiron APE Midi foler to that location instead or copy it to both locations if you find more than one instance of the Kontakt 5 folder. The Midi loops are tiny files, so any extra copies won't waste much space. If the Soundiron APE Midi folder is not copied to the right folder, the Midi Loop Select browser window will appear empty.

Once you have finished this step, you'll be able to see the directory listing in the Midi Loop Select browser window in the APE interface. You can also copy your own midi files into the Soundiron Ape Midi folder after it is installed. This will allow you to load and play them from inside of the APE midi playback system. If you add a midi file to the Soundiron Ape Midi folder while an APE preset is already loaded in Kontakt, simply close and reload the instrument to refresh the browser.

FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Dynamics Controls

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

FX Rack continued...

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Skreamer, Tape Saturator and De-Rez (Lo-Fi).

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp sim.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Dropdown - Use this dropdown to select between the available cabinet types including the Rotator cabinet effect..

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual mic and cab.

Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued...

Delay Controls

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Reverb Controls

The Rever FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.
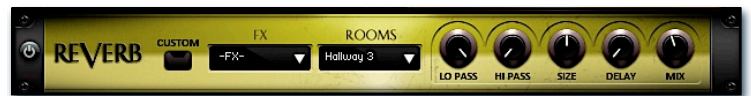
Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

SOUNDIRON

INSTRUMENT PRESETS

Standard
/Instruments/Master/Standard/...
(See Pages 5 - 7)

Apocalypse Ensemble All
This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. See Pages 5 & 6. The key mapping is fully customizable, but defaults to the following:
Drums C-1 - B4
Cymbals C5 - F7

Apocalypse Ensemble Bass & Toms
This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.
Single-Strokes C0 - B1
Flams C2 - G3

Apocalypse Ensemble Clacks
This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums.
Single-Strokes C0 - G1,
Flams G#1 - A2

Apocalypse Ensemble Cymbal Effects
These are various Cymbal crescendos, rolls and effects. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics.
Ensemble C-2 - C-1
Crashes C#-1 - F#-1
Ting Shag Finger Cymbals G-1 - C0
Gong C#0 - C4
Ride 1 C#4 - A4
Ride 2 A#4 - F8

Apocalypse Ensemble Cymbals
Single-stroke articulations for all cymbals. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics.
Strikes C-2 - B2
Rolls C#3 - B3
Single-shot combo FX C4 - G#7

Apocalypse Ensemble Ethnic Drums
This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.
Single-Strokes C0 - G1
Flams G#1 - D#3

Apocalypse Ensemble Snares
This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.
Single-Strokes C0 - F1
Flams F#1 - B2

Apocalypse Solo Bass & Toms
This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics for the sustaining articulations starting at G2.
Strikes C0 - F2
Rolls G2 - B2

Apocalypse Solo Ethnic Drums
This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.
Strikes C0 - G#2
Frame Head Rupture FX A2 - D3 "...there it went."

Apocalypse Solo Snares
This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums: 13" x 9" deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics for the sustaining articulations starting at D#3.
Strikes C0 - C#3
Rolls D#3 - A4
Short Crescendo FX A#4 - C#6

Megamixer & Section Mixers
/Instruments/Master/Megamixer/...
(See Pages 8 & 9)

Apocalypse Ensemble All Megamixer
This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. The key mapping is fully customizable. See Page 8.

Apocalypse Ensemble Bass & Toms Mixer
This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.
Basses C0 - F1
Low Toms F#1 - D#2
High Toms E2 - B2
Rim Clacks C3 - G3
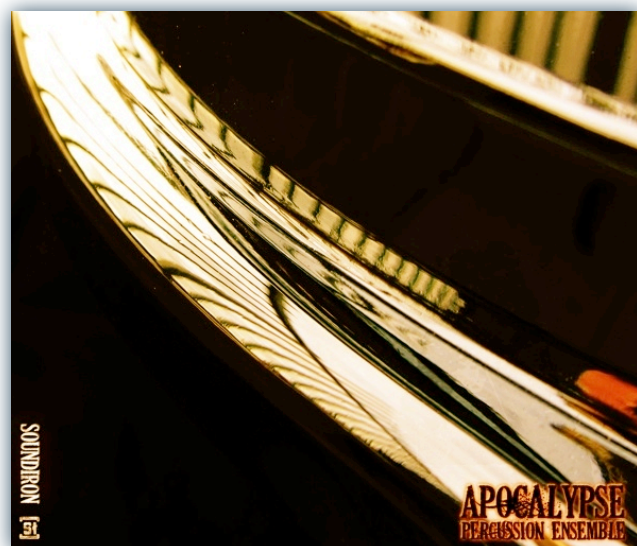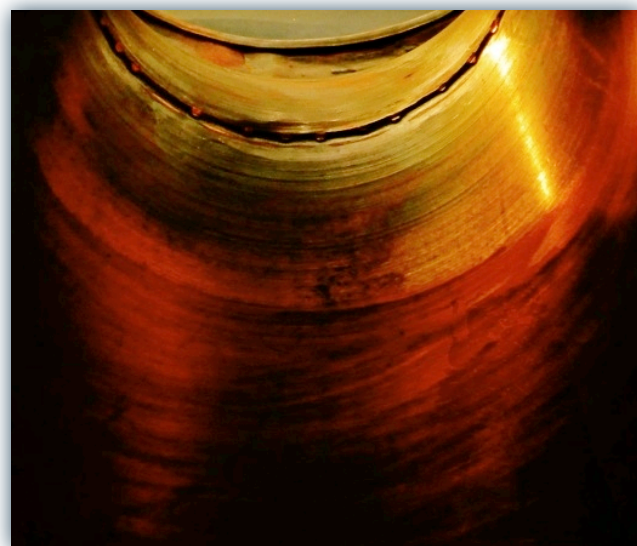
Apocalypse Ensemble Clacks Mixer
This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums.
Low C0 - G0
Lower-Mid G#0 - D#1
Upper-Mid E1 - B1
High C2 - A2

Apocalypse Ensemble Cymbals Mixer
Single-stroke articulations for all cymbals. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics for the sustaining roll and crescendo articulations.

Strikes:
Ride C-2 - F-2
Crash F#-2 - A-1
Hi-Hats A#-1 - G1
Ting Shag Finger Cymbals G#1 - G2
Gong G#2 - B2

Rolls:
Ride C#3
Ting Shag D3
Gong D#3 - F3
Crash G3 - B3
Single Shot Ensemble Strike FX C4 - G#7
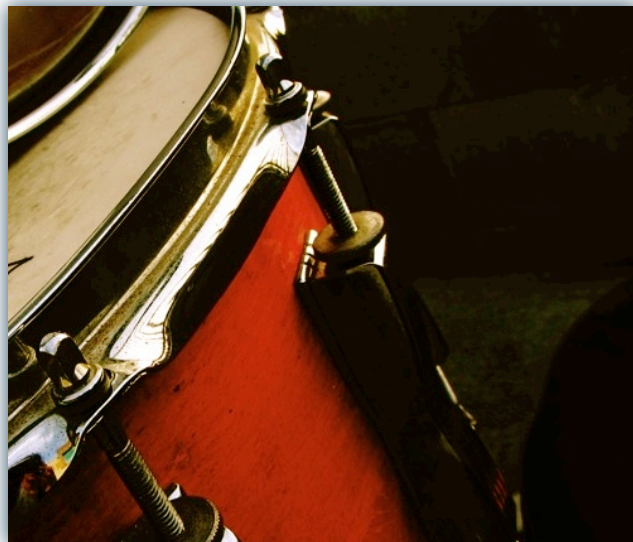
Apocalypse Ensemble Ethnic Drums Mixer
This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.
Dhols C0 - D#1
Frame Drums E1 - G1
Doumbeks G#1 - G2
Riqs & Dafs G#2 - D#3

Apocalypse Ensemble Snares Mixer
This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.
Sticks C0 - F0
Brushes F#0 - F1
Snares Off F#1 - B1
Rim Clacks & Drumstick Clicks C2 - B2
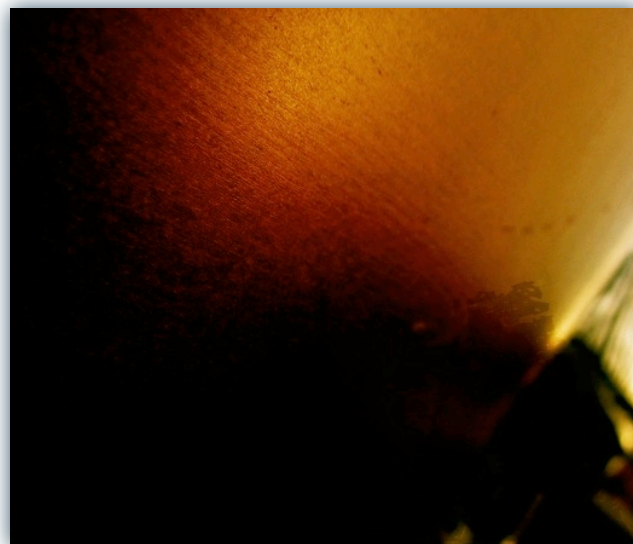
Apocalypse Solo Bass & Toms Mixer
This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics for the sustaining articulations starting at G2.
Bass Drums C0 - D#0
Floor Toms E0 - G0
Mid Toms G#0 - D#1
High Toms E1 - F2
Floor Tom rolls G2 - B2

Apocalypse Solo Ethnic Drums Mixer
This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.
Frame Drums C0 - B0
Bongos C1 - F1
Cajon F#1 - B1
Frame Head Rupture FX C2 - D3

Apocalypse Solo Snares Mixer
This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums. Use the Swell knob or Midi CC1 or CC72 to control roll dynamics for the sustaining articulations starting at D#3.

Strikes:
10x9" Deep Maple (Snare 1) C0 - A0
13x6" Black Beauty (Snare 5) A#0 - F1
10x8" Birch & 13" x 4" Piccolo (Snares 3 & 4) F#1 - F2
7x3" FX & 5x2" FX (Snares 2 & 6) F#2 - C#3

Rolls:
Dynamic Layer CC1 Cross-Fade Rolls D#3 - F3
Individual Rolls F#3 - A4
Short Crescendo FX A#4 - C#6
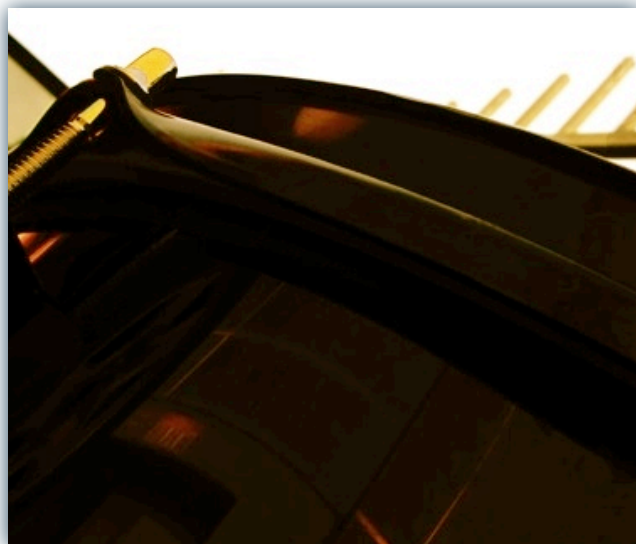
Tuned Dual-Layer
/Instruments/Master/Tuned Dual-Layer/...
(See Page 10)

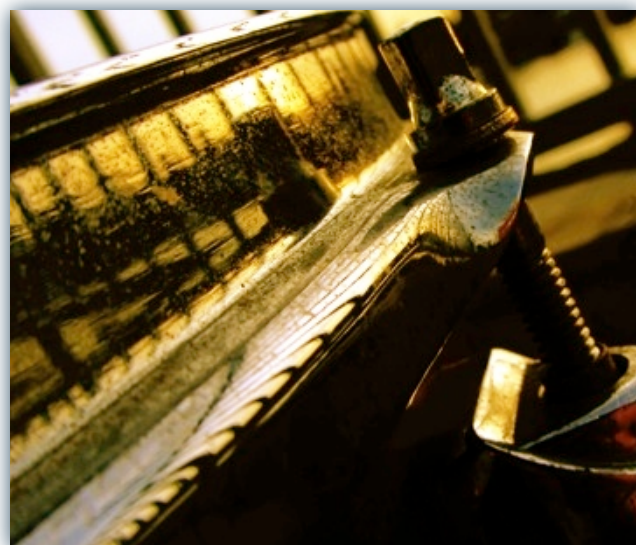**Apocalypse Ensemble Bass & Toms Tuned**
This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.

Apocalypse Ensemble Clacks Tuned
This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums.

Apocalypse Ensemble Cymbal Rolls Tuned
Sustaining roll articulations for all cymbals, with release samples. The Midi Loops tab is not available in this preset.

Apocalypse Ensemble Cymbals Tuned
Single-stroke articulations for all cymbals.

Apocalypse Ensemble Ethnic Drums Tuned
This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.

Apocalypse Ensemble Snares Tuned
This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.

Apocalypse Solo Bass & Toms Tuned
This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms.

Apocalypse Solo Ethnic Drums Tuned

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

Apocalypse Solo Snares Tuned

This preset focuses on solo snare drum single stroke articulations for 6 different types of snare drums: 13" x 9 " deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare.

Apocalypse Solo Snare Rolls Tuned

This preset focuses on just the sustaining snare rolls for 3 snare drums - the 13" Black Beauty, 13" metal piccolo snare and 10" birch snare. The Midi Loops tab is not available in this preset.

Ambiences
/Instruments/Master/Tuned Dual-Layer/...
(See Page 10)

Apocalypse Ambiences

These are custom designed ambient textures, pads, soundscapes and drones that we created by manipulating the original library source material. They generally have a dark, foreboding feeling to them. Because they are carved from the same source as the acoustic drum recordings in this library, these creative soundscapes and pads will blend and mesh extremely well with the tone and timbre of the other instruments in the Apocalypse Percussion Ensemble.

This preset uses the same control interface as the Tuned Dual-Layer presets, with two independently adjustable and blendable layers. All of these sounds are sustaining and can be played just like a synthesizer or organ. Some are roughly tuned to an approximate note, while others are purely textural and atonally ambient. The mapping for each of them can span the whole key-range, from C-2 to G8, or you can customize the key-mapping to use any ranges you wish.

Each ambience is very unique and defies any sort of proper written description, so we'll just list their names here:

Ave Atque Vale	Premon
Blotter	Rotazor
Blown Airlock	Shibbering
Break All The Pipes	Slitheringaweight
Congravitational	Slivers
Depths	Somnobulism
Glowmaggot	Steeling Phat
Hydroreactor	Subarachnoid Space
Imperious Rex	Submariner
Into O	Tremoral
Morbidundum	Undertower
Nevering	
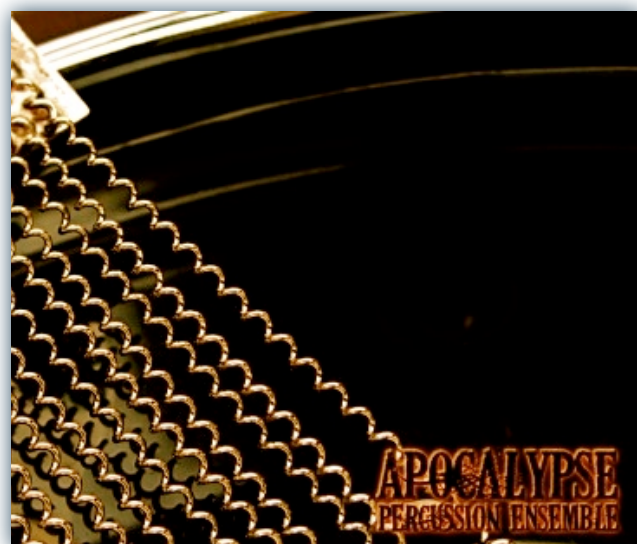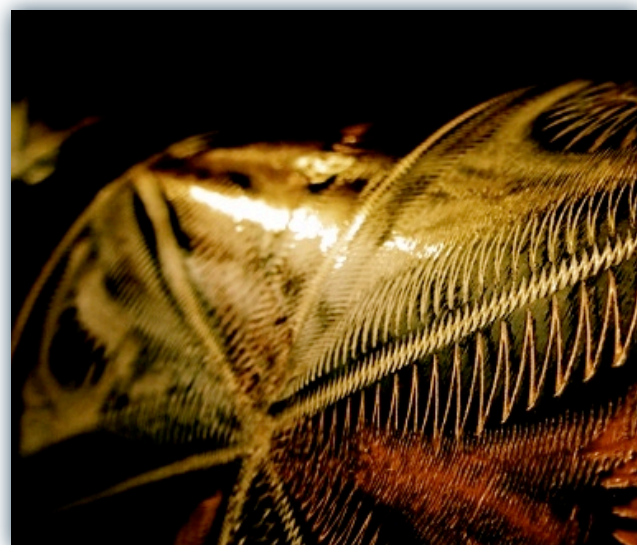
APOCALYPSE PERCUSSION ENSEMBLE

ENSEMBLE DRUMS

Bass Drum Ensemble
Strike 1
Strike 2
Strike 3
Strike 4
Strike 5
Rim
Clack
Strike 1 Flam
Strike 2 Flam
Strike 3 Flam
Strike 4 Flam
Strike 5 Flam
Rim Flam
Clack Flam

Tom Ensemble
High Strike
Mid-High Strike
Mid Strike
Mid-Low Strike
Low Strike
High Strike Flam
Mid-High Strike Flam
Mid Strike Flam
Mid-Low Strike Flam
Low Strike Flam

Snare Ensemble
Stick Center Tight
Brush Center Tight
Stick Edge Tight
Snares Off Center Tight
Stick Rim Tight
Stick Center Flam
Brush Center Flam
Stick Edge Flam
Snares Off Center Flam
Stick Rim Flam

Dhol Ensemble
Bass Dagga Strike
High Tihli Strike
Side Dagga Clack
Rim Tihli Click
Bass Dagga Strike Flam
High Tihli Strike Flam
Side Dagga Clack Flam
Rim Tihli Click Flam

Frame Drum Ensemble (Bodhrans)
Strike Tight
Strike Flam

Riq & Daf Ensemble
Riq & Daf Strike Center
Riq & Daf Strike Edge
Riq & Daf Strike Center Flam
Riq & Daf Strike Edge Flam

Doumbek Ensemble
Head Strike 1
Head Strike 2
Metal Rim Click
Head Strike 1 Flam
Head Strike 2 Flam
Metal Rim Click Flam

Drum Stick Ensemble
Shoulder Click
Shank Clack
Shoulder Click Flam
Shank Clack Flam

Crash Cymbal Ensemble
Low Crashe Strikes
High Crashes Strikes
Dynamic Rolls
Short Crescendo FX
Long Crescendo FX
Giant Crash Strike On-Shots

SOLO DRUMS

Solo Bass Drum
Strike Front
Strike Back

Solo Floor Tom
Strike 1
Strike 2
Roll p w/release
Roll mf w/release
Roll f w/release
Roll ff w/release

Solo Mid Tom
Strike 1
Strike 2
Strike 3
Strike 4
Rim

Solo High Tom
Strike 1
Strike 2

Solo Roto Tom
Strike 1
Strike 2
Strike 3
Strike 4

Solo Frame Drums (Bodhran)
Frame Strike 1
Frame Strike 2
Frame Strike 3
Frame Strike 4
Frame Smash

Solo Bongos
Low Strike
High Strike

Solo Cajon (w/wires)
Low Strike
High Strike

Solo Snare 1 (Maple 13x9")
Center
Edge
Rim Shot
Sidestick
Snares Off

Solo Snare 2 (5x2" FX snare)
Snares On
Snares Off

Solo Snare 3 (10x8" birch)
61 Center
62 Edge
63 Rim
64 Wires Off

Solo Snare 4 (13x4" piccolo)
65 Center
66 Edge
67 Wires Off

Solo Snare 5 (14x6" Black Beauty)
68 Center
69 Wires Off

Solo Snare 6 (7x3" FX snare)
Snares On
Snares Off

CYMBALS

Ride 1 (Sticks)
Strikes
Choke
Roll p
Roll mp
Roll mf
Roll f
Roll ff
Crescendo FX

Ride 2 (Suspended w/ Mallets)
Strikes
Roll A pp
Roll A p
Roll A mp
Roll A mf
Roll A f
Roll A ff
Roll A Bell
Roll B pp

Roll B p
Roll B mp
Roll B mf
Roll B f
Roll B ff
Short/Fast Crescendo FX
Long/Slow Crescendo FX
Choked Crescendo FX

Crashes
Crash Strikes (17")
Crash Rolls (17")
Crash Crescendo FX (17")
China Strikes (19")
Hybrid-Crash Strikes (16")
Small Crash (14")

Splashes
Trash Splash (6")
Rippled Splash (7")
Small Splash (8")
Large Splash (10")

Hi-Hats
Closed Bell (Fully-Clamped)
Closed Tight
Closed
Semi Closed
Semi Open
Open
Wide Open
Foot-Pedal Full Down
Foot-Pedal Full Up
Foot-Pedal Closed

Ting Shag (Finger Cymbals)
Strike Open Ring
Back
Stike Choke
Clap
Cup
Fast Scrapes
Rhythmic Scraping Rolls

Gong (38")
Mallet Strike
Choked Strikes
Short/Fast Crescendo FX
Long/Slow Crescendo FX
Short/Fast Choked Crescendo FX
Long/Slow Choked Crescendo FX
Roll A pp
Roll A mp
Roll A f
Roll B pp
Roll B mp
Roll B f
Roll B ff
Roll C mf
Roll C fff
Choked Roll p
Choked Roll mf
Choked Roll f

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THANK YOU.

Thanks for purchasing the Soundiron Apocalypse Percussion Ensemble for Native Instruments Kontakt. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

cheers!

Mike, Gregg and Chris
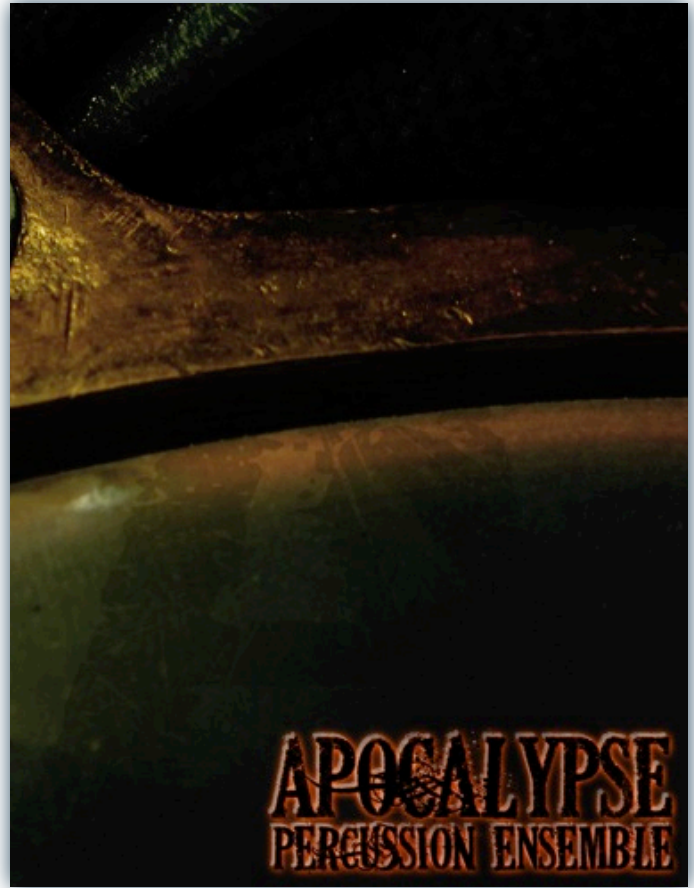
Versions 2.0 Release Notes:
- Added the Far mic position to over 60 articulations.
- Added a variety of Gong articulations.
- Added a variety of Hi-Hat articulations in a range of pedal positions.
- Added a variety of suspended Ride Cymbal articulations.
- Added a variety of Ting Shag articulations in a range of open and mute positions (Tibetan Finger Cymbals).
- Added a variety of Ensemble Snare flam articulations.
- Fully re-mixed and re-mastered all Ensemble Snare articulations.
- Added a variety of Midi drum loops.
- Added flexible Midi Groove loading and playback system.
- Added mic mixing options to all presets (output re-routing feature only in master presets).
- Added sub-group release controls to main Ensemble All Preset.
- Expanded the features of the Megamixer system
- Expanded the features of the Uberpeggiator / ARP meta-arpeggiator system
- Added full Effects Rack panel.
- Added various custom keymapping features to all presets.
- Redesigned all GUI artwork and instrument layout.
- Optimized and streamlined preset types, folder structure, zone mapping, group structure, loading and overall performance.

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