



CRUISER

Soundiron's Cruiser is a vintage 49-key synthesizer built by the Italian electronics company Siel way back in 1981. Sold to the European markets as the Siel Cruise, this little slice of the '80s made it stateside as a rebranded Sequential Fugue. The Siel Cruise actually contains two different synthesizers: a monophonic and a polyphonic synth, each with their own presets and options. We've captured the neon early '80s feel by recording 16 different preset banks with infinite sustains and tight staccatos. But in order to make Michael Knight proud, we've also created 20 awesome sound-designed custom synth and special effect presets that accentuate the versatility of this instrument, from leads to pads

and rhythmic presets. With the Soundiron Cruiser users can double guitar leads to beef them up or put this wonderful synth at the forefront of the next big synthwave track.

We've packed the GUI with lots of great sound-shaping controls that give you the flexibility to warp the sound in many ways. You have control over Volume, Attack, Release, Transient Offset, Vibrato and Octave layering. The "Glide" control slider allows you to play legato and portamento leads. You'll also find an adaptable LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 lowpass, high-pass and FX filter, with assignable modulation control options, including velocity, modwheel, expression, after-touch, key position and step-sequencer table control. You can also use our customizable arpeggiator, with a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration.

The user interface controls are rounded out by our modular FX rack tab, with 18 different DSP effect modules that you can assign in any of 10 slots, in any order you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and more. The Reverb effect includes 119 of our own convolution reverb impulse response presets, for a huge variety of different rooms, halls, chambers, outdoor environments and creative special effect impulses to completely transform the sound and take this classic synth into strange new territory.

The Cruiser was recorded in a dry studio using a pair of Neumann TLM 103 large diaphragm microphones by John Valasis, a Greek-born composer, producer and sound designer.



John Valasis



John is a Greek-born composer, producer and sound designer. From his Athens-based studio, he delivers scoring, foley and sound design services for a great number of local and international clients. John's clientele includes prestigious brands such as Native Instruments, Ableton, Soundiron, Virgin, Amazon Prime Video, Vice Magazine and the BBC. As of 2014, John belongs to the roster of Ninja Tune's publishing house Just Isn't Music, alongside artists like Amon Tobin, Bonobo, Flying Lotus and The Cinematic Orchestra.

John's professional experience began in the 90s, emerging in his late teens as a composer and producer for popular music and gradually expanding his skill-set across a large variety of genres. With the abilities he acquired through his 20-year professional career, as well as his genuine love for soulful music, he has managed to craft a strong, musical identity which sound both personal and diverse. When not working on tight deadlines, John uses Poor-dream as a vehicle to freely express his emotions and influences without defining limits and by exploring sound and composition beyond the boundaries of conventional electronic music.

Website // www.johnvalasis.com

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Bring back the **Age of Hasselhoff** with this synthesizer straight from the early 1980s

- 1 main powerful open-format Kontakt .nki instrument
- 20 Custom Sound-Designed FX and Ambient presets
- Sustains and Staccatos samples
- 1,568 stereo samples
- 2.10 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive user interface controls, with LFO, filter, glide, and arpeggiator
- Full FX rack with convolution reverb with different rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of **Kontakt 5.5.2** or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack and “Add Library” import feature do not support this library. Windows 7 (or later) or OSX 10.9 (or later) is required.

CREDITS

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System Requirements

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.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments Kontakt 5.5.2 or later. **You cannot use this library in the free Kontakt Player.** Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. 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. **You must have at least Windows version 7 or later, or Apple OSX 10.9 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB 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.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, **Quick Load** or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before loading a new one. You cannot 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 additional activation or unlocking process.

Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to. The presets have default midi CC mapping assignments for most controls already set up for you, although you can change them in the AUTO browser window on the left side of Kontakt. See page 14 for the full list of default midi CC mapping assignments.

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CRUISER USER INTERFACE

The Cruiser features 6 main front panel sliders as well as a Glide slider and drop-down menu for articulation selection. Clicking on the main Cruiser logo will open up the advanced control with the LFO, FILTER and ARP. See pages 7 and 8 for more information about the advanced controls.



1 - VOLUME

This knob controls the volume swell of the instrument.

2 - ATTACK

This knob controls the sharpness of attack.

3 - RELEASE

This knob controls the release fade-out time once a note has been released.

4 - OFFSET

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

5 - VIBRATO

This knob controls the amount of simulated vibrato.

6 - OCTAVE

This knob controls the Octave effect, gradually increasing the volume of a lower (-12 semitones) and a higher (+12 semitones) octave of the sound.

7 - BANK MENU

This menu selects the sound category. The arrow buttons on the sides allow you to skip to the previous or next preset in the menu.

8 - GLIDE

This slider controls the Glide effect. When set all the way left (0), the Glide effect is off and the instrument is polyphonic. When set to the right at all, the instrument becomes monophonic and will “glide” (portamento) between notes. The higher the slider is set, the longer the glide will take between notes.

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LFO & FILTER

The advanced controls can be accessed by clicking anywhere on the Cruiser logo. To close the advanced controls, click on the small down arrow ▼ at the bottom of the control window.



LFO

LFO SHAPE (“WAVEFORM”)

These buttons and menu select the LFO wave shape. You can choose between Sine, Square, Triangle, Sawtooth, Random and Off.

LFO MODULATION TARGET PARAMETER (“TARGET”)

This allows you to assign the LFO to one of several different parameter options: Volume, Bass, Treble, Pitch, Pan, Resonance, Frequency.

LFO RATE / RHYTHM (“RTHM” / “TIME”)

This controls the speed of the LFO.

LFO SYNC BUTTON

This locks the LFO to your DAW tempo or Kontakt's bpm setting.

LFO INTENSITY (“INTNS.”)

This controls the depth of the LFO oscillation.

LFO ATTACK (“FADE”)

This allows you to control how long the LFO takes to reach full depth.

FILTER

FILTER TYPE

Select from 13 different filter types with this menu.

FILTER SOURCE

Select from 12 different sources for the filter with this menu, or set it to none.

FILTER RESONANCE (“RESO.”)

This controls the amount of resonance applied to the filter.

FILTER FREQUENCY (“FREQ.”)

This sets the cut-off frequency for the filter in each source window.

INVERT

This button inverts the action of the filter modulation.

STEP GRAPH

Adjustable from 2 to 32 steps by either double clicking the number to the right and typing in a value or clicking on the number and dragging up or down. This step table is only active with the Target is set to either Graph Frequency or Graph Resonance (shown inactive).

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ARPEGGIATOR

The “ARP” section lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the radio button next to the ARP label.



DIRECTION

This menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the Direction menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the “Learn Midi CC# automation” pop-up button and move the midi controller that you wish to assign.

TIME

This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

MODE

This menu controls the Arpeggiator hold mode.

- **Normal** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.

ARP

This button turns the arpeggiator on and off.

VELOCITY GRAPH

This graph allows you to draw the velocities that you want each step in your arpeggio sequence to play at. To turn on the graph, press the radio button to the right of the graph. When this graph is turned off, the pattern will use the midi note velocity you play.

STEPS

This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

- **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.

SWING

This adds pre-beat or post-beat swing to the arpeggiated rhythm.

RAND.

This knob applies natural variability to the speed and velocity values.

DUR.

This allows notes to be shortened or extended without changing the overall timing.

SAVE

This “disk” icon button allows you to save your ARP settings.

LOAD

This “folder” icon allows you to load previously saved

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DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



EQ

Power Button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain - Use these sliders to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency - These knobs control the center frequency of the low, mid and high frequency EQ bands.



CHORUS

Power Button - Toggles the effect on and off.

Sync - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power Button - Toggles the effect on and off.

Gain - This knob controls the amount of gain added.

Warm - This knob allows you to add tonal warmth

Rolloff - This knob controls the high frequency attenuation.



Volume - This knob controls the overall output level.

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DSP EFFECTS RACK (continued...)

JUMP

Power Button - Toggles the effect on and off.

Boost - This boosts the incoming signal strength.

Drive - This knob controls the amount of gain added.

Tone - This shapes tone brightness.



Low, Mid & High - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.

DISTORTION

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Damping - This shapes tone brightness.

Volume - This sets the overall output volume.



DELAY

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping - This knob controls high frequency roll-off



Pan - This knob controls the left-right ping pong effect.

Feedback - This knob controls delay loop feedback

Mix - This adjusts the wet/dry output mix.

REVERB

Power Button - Toggles the effect on and off.

Type menu - This menu selects the environment category.

Impulse Menu - This menu selects the impulse response.

Size - This knob controls the reflection decay time.



Lopass - This knob controls high frequency roll-off.

Hipass - This knob controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Bass, Mid & Treble - These knobs control the low, mid and high frequency gain

Volume - This sets the overall output volume.



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DSP EFFECTS RACK (continued...)

TRANSIENT MASTER

Power Button - Toggles the effect on and off.

Attack - This knob controls the amount of signal boost or cut for the note attack transient.

Sustain - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



Gain - This knob controls the amount of gain added to the output signal.

CABINET

Power Button - Toggles the effect on and off.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.



Treble & Bass - Use these knobs to adjust the level of the low and high EQ bands.

Output - This sets the overall output volume.

FILTER

Power Button - Toggles the effect on and off.

Type - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk - This controls the filter cutoff and/or peak frequency.



Resonance/Sharpness - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size - This controls signal pass-through level.

FLANGER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

COMPRESSOR

Power Button - Toggles the effect on and off.

Threshold - This adjusts the signal threshold needed before compression is applied.

Ratio - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

Attack - This controls the compressor attack speed once signal exceeds the threshold



Release - This knob controls the release speed once signal drops below the threshold.

Makeup - This adjusts the wet/dry output mix.

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DSP EFFECTS RACK (continued...)

APOCALYPSE MICRO FI

Power Button - Toggles the effect on and off.

Bits - This sets the amount of bit depth reduction.

Sample Rate - This sets the sample rate reduction.

Noise - This knob adds noise to the signal.



Noise - This knob adjusts tone brightness and apparent fidelity.

Output - This sets the overall output volume.

PHASER

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - Controls mod rate, in milliseconds or note divisions.

Feedback - This adjusts the amount of feedback.



Phase - This knob controls the phase.

Depth - This knob controls the depth of the sweep.

ROTATOR

Power Button - Toggles the effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.



Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain



Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the effect on and off.

Synch - This button synchronizes the rate to your BPM.

Rate - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

Phase - This knob controls the phase.



Depth - This knob controls the depth of the chorus sweep.

Mix - This adjusts the wet/dry output mix.

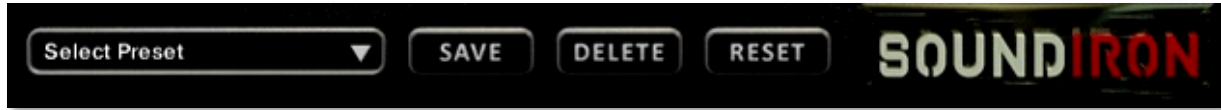
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DSP EFFECTS RACK (continued...)

SAVING & LOADING PRESETS



Select Preset - This menu lets you select from any of the factory presets or any presets you've created.

Save - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

Delete - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

Reset - This unloads all effects and resets the entire FX rack to its default state.

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SOFTWARE LICENSING AGREEMENT

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THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at team@support.soundiron.com!

Thanks from the whole Soundiron team!



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WWW.SOUNDIRON.COM

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