

Angelic Chimes



User's Guide

Table of Contents

Preface	4
Achieving Realism.....	4
What's Under the Hood?.....	4
Installation	5
Extracting the RAR Files.....	5
Loading in KONTAKT	5
KONTAKT Sample Library Organization.....	5
Mapping	7
A - Disable Tremolo Keyswitch	7
B - Enable Tremolo Keyswitch	7
C - Extended Playing Range	7
D - Standard Playing Range	7
Interface: Mix.....	8
Close, Mid, Far.....	8
Volume	8
Width.....	8
High / Mid / Low.....	8
Output	9
Mute	9
Solo	9
Interface: Play	10
Play Mode.....	10
Mallets - Mute Vel.....	10
Velocity - Low Vel	10
Velocity - High Vel	11
Velocity - Curve	11
Tremolo - Enable/Disable.....	11



Angelic Chimes

Tremolo - Speed	11
Tremolo - Depth	11
Tremolo - Sync.....	11
Interface: Setup.....	12
Mapping	12
Pedal - MIDI CC #.....	13
Perspective	13
Range.....	13
Tone.....	13
Envelope - Attack	13
Envelope - Decay	13
Envelope - Release	13
Automation	14
Built-in Automation System	14
License Agreement	15
Credits	16
Contact.....	17



Preface

Thank you for purchasing the **Angelic Chimes** sample library!

We developed **Angelic Chimes** in collaboration with Chris Poehler of Lujon Audio, who arranged and oversaw the entire sample recording as well as contributing his invaluable expertise to the production of the sample library itself. **Angelic Chimes** features 9.8 gigabytes of high-quality 24-bit samples (compressed down to 4.9 GB), powered by KONTAKT's extensive scripting engine.

The chimes recording session was engineered by Michael Aarvold at the WaterSound Productions studio in the heart of Studio City, California.

Achieving Realism

We always aim to recreate the playability of the real instrument as closely as possible. The chimes have an extremely long sustain, but we made sure to record the full decay of each strike. If you'd like to artificially reduce the decay time, we also included a control in **Angelic Chimes'** interface to adjust it.

Angelic Chimes includes 6 sets of chimes: bass, baritone, tenor, alto, soprano, and sopranino. We sampled each set separately, although their ranges partially overlap. While the default mapping option combines all the chimes into a single playable range, you can use the individual chimes mapping option to access each range separately.

What's Under the Hood?

The advanced scripting in **Angelic Chimes** adds a great amount of realism and playability. For example, during the recording mixdown process, we kept each mic signal separate in order to give you control over the blend of the various mic positions. This gives you a great amount of tonal flexibility.

We also included a special approach to handling the sustain pedal which prevents internal voice build-up and potential CPU overloads as a result. Essentially, it ensures that sustaining notes with the pedal doesn't keep the note running past when the actual sample ends. Many libraries overlook this when implementing sustain pedal handling, which is why we made note handling efficiency a priority.

We hope you enjoy **Angelic Chimes**!



Installation

Extracting the RAR Files

The first thing you need to do when installing **Angelic Chimes** is to extract the RAR files that you downloaded, which can be done using 7-Zip (Windows), or UnRarX (Mac). The main thing you need to bear in mind when extracting the RAR files is that all the files need to ultimately extract into the same "Angelic Chimes" folder.

Begin with extracting the "AngelicChimes-Engine.rar" file, which includes all the core files necessary to play **Angelic Chimes**, including the main patch to load in KONTAKT, documentation, and the preset files.

Next, extract the "AngelicChimes-Samples.part1.rar" file. You only need to extract this first part and none of the other parts, because the RAR extraction software will automatically draw the files from these other RARs in the process. In the event that the files get extracted into a different folder (with an alternate name, with a "1" at the end, for instance), just move the "Samples" subfolder back into the main "Angelic Chimes" folder.

After extracting the RAR files by following the above instructions, your installation is now complete!

Loading in KONTAKT

After launching KONTAKT in standalone or as a plugin in your DAW, click the "Files" dropdown at the top of KONTAKT's interface, and click "Load...". Navigate to the "Angelic Chimes" folder that was created during the extraction of the library, and open the "Angelic Chimes.nki" file.

TIP: If the patch doesn't load, displaying an error, please ensure that you have the very latest version of KONTAKT. Updating KONTAKT is a quick and easy process using the Native Instruments Service Center.

KONTAKT Sample Library Organization

As your collection of KONTAKT libraries expands, it's important to keep them organized. For example, keep them all within a main "KONTAKT Sample Libraries" folder rather than scattered around your hard drive. Backing up the installation files for your sample libraries is also a good idea.

The next step in organizing your sample libraries is in KONTAKT itself. One of the benefits of storing your sample libraries all in the same place is that it makes finding them faster when manually loading them. For KONTAKT Player instruments, there's the library tab, which is also a

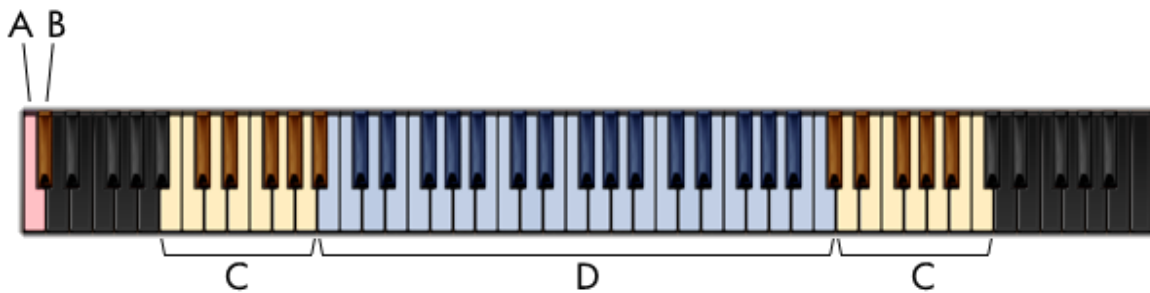


Angelic Chimes

useful shortcut to access instruments, but unfortunately is limited to only the libraries that license the KONTAKT Player. One of the best library organization methods that KONTAKT includes is the Quick Load menu. This allows you to sort shortcuts to your libraries in any folder/subfolder format you wish, and can be quickly accessed with a single right-click in any empty area of the multi-rack (the large portion of KONTAKT's interface that displays the loaded instruments).



Mapping



A - Disable Tremolo Keyswitch

Pressing this key disables the tremolo effect. Although you can also control the tremolo from **Angelic Chimes'** interface, this keyswitch lets you toggle the tremolo effect directly from your MIDI keyboard. It's also useful to have for toggling the tremolo effect within your sequence as well.

B - Enable Tremolo Keyswitch

This key enables the tremolo effect.

C - Extended Playing Range

When the range of the instrument is set to "extended", **Angelic Chimes** includes an octave of keys above and below the playing range to give you access to additional notes outside the naturally sampled ones.

D - Standard Playing Range

This area of the keyboard has the primary range of sampled notes.



Interface: Mix



Close, Mid, Far

This top row of buttons allows you to enable and disable the individual mic positions. Unlike simply muting mic position channels, disabling a mic position also unloads the samples from memory, saving you RAM. That way you can load only the samples for mic positions you wish to use in the mic mix.

Volume

The slider labeled "VOL" controls the overall volume of the mic signal. At the maximum value, "+0.0", the mic channel is at its full, as-recorded volume. The chimes samples were recorded so that when all three mic positions are at their full volumes, the full mix reaches a maximum peak of -6.0 dB as to completely avoid intersample clipping as well as leaving you headroom for playing multiple notes at once.

Width

This control adjusts the stereo width of the mic channel. At 0%, the channel is at mono, whereas 100% pans the stereo channels fully left and right. The downside to panning the stereo channels completely left and right is that it would overemphasize the natural panning of the pitch range, from the lowest to highest tines. These controls default to narrower values in order to give you a more natural stereo width. Note that the close mic channel is mono, which is why it doesn't have a width control.

High / Mid / Low

This boosts or attenuates the high, mid, or low frequencies in the mic signal. If you need more control over each mic signal's EQ, we highly recommend using the individual audio output options in order to use your own EQ plugins.



Output

The dropdown menu labeled "OUT" allows you to send the mic position signal out to a different audio output. In order to use multiple audio outputs, you'll need to use the multi-output version of the Kontakt plugin. This capability is especially useful for applying your own plugins to individual mic signals, giving you far greater control than the mixing options available in **Angelic Chimes'** own interface.

Mute

This mutes the mic position while still keeping the samples loaded. Using the mute option is useful for temporarily silencing a channel as a mixing aid. If you wish to turn off a mic position completely, you should use the enable/disable toggle button at the top of each mic position channel instead, since it unloads the unused samples to save memory.

Solo

This mutes all other mic positions, allowing you to preview the mic channel by itself. Similar to the mute button, this option is useful as a mixing aid.



Interface: Play



Play Mode

Angelic Chimes includes several play modes based on your workflow and MIDI controller. Here is an overview of each play mode:

Keyboard - This mode is designed specifically for keyboard players. The response is just like a piano in that each key can be released in order to mute the currently ringing chime. The sustain pedal also behaves like a damper pedal on a piano, allowing chimes to ring past releasing the MIDI notes.

Chimes - This mode recreates the playability of real chimes by letting the chimes ring past releasing keys on your MIDI keyboard.

Mallets - Mute Vel

One technique that players occasionally employ is softly pressing the mallet against a ringing tine to mute it. We've included this ability through playing very low velocity notes. This is optional, of course. You can adjust the threshold of the velocity required to mute the chime with this control. For example, setting the "mute vel" to "15" means that a ringing chime can be muted by pressing the same note with a velocity below 15. Of course, you can disable the mallet mutes by turning the knob all the way down.

Velocity - Low Vel

This adjusts the lowest velocity possible, limiting the velocity response, either allowing you to compensate for differences in your MIDI controller's action, or to simply bias the velocity towards lower dynamics.



Velocity - High Vel

This adjusts the highest velocity possible, limiting the velocity response, either allowing you to compensate for differences in your MIDI controller's action, or to simply bias the velocity towards higher dynamics. For example, if the highest velocity you can play on your MIDI keyboard ends up being around 120 rather than a full 127, you could set the high velocity control to 120 to essentially interpret a velocity of 120 as the full 127 (and scale everything in between).

Velocity - Curve

This sets the exact curve of the velocity response, from the default linear curve to controllable degrees of convex or concave exponential curves.

Tremolo - Enable/Disable

This enables or disables the tremolo effect on the chimes. You can also toggle this button using the keyswitches, mapped to C and C#, which respectively turn off and turn on the tremolo. The octave of these keyswitches depends on which mapping settings you're using. These two keyswitches provide a secondary method of controlling the tremolo state, but without requiring you to access **Angelic Chimes'** interface, making it more convenient during performances.

Tremolo - Speed

This adjusts the speed of the tremolo.

Tremolo - Depth

This adjusts the depth of the tremolo.

Tremolo - Sync

This option is subtle--when no notes are held, the position of the tremolo is reset, only starting when you begin playing. That way the notes you play begin with the tremolo at its strongest position.



Interface: Setup



Mapping

This dropdown includes settings for different mapping options you might want. It also unloads any unused chime ranges from memory, keeping the library's RAM usage as efficient as possible.

All - This combines the ranges of all 6 sets of chimes into a single playable range.

Individual - This separates each set of chime into a different range. Although the mapping becomes larger than accessible from an 88-key keyboard, it can be useful if you want to

Sopranino - This loads the sopranino set of chimes only. The range of these chimes is centered around middle C for easy access on your MIDI keyboard.

Soprano - This loads the soprano set of chimes only. The range of these chimes is centered around the middle C area.

Alto - This loads the alto set of chimes only. The range of these chimes is centered around the middle C area.

Tenor - This loads the tenor set of chimes only. The range of these chimes is centered around the middle C area.

Baritone - This loads the baritone set of chimes only. The range of these chimes is centered around the middle C area.

Bass - This loads the bass set of chimes only. The range of these chimes is centered around the middle C area.



Pedal - MIDI CC #

Sets the MIDI controller number of the sustain pedal. This is set to 64 by default, which is the MIDI standard for sustain pedals, though you can use this control to set the pedal to other controller numbers, such as the mod wheel or expression pedal instead. The pedal is only applicable when in the "keyboard" play mode, which lets you use the sustain pedal to hold notes past releasing keys.

Perspective

This swaps the left and right channels, allowing you to switch the perspective of the chimes between the player's perspective, wherein the lowest chimes would be oriented on the left and the highest chimes on the right, and the audience's perspective: lowest chimes on the right and highest chimes on the left.

Range

Extends the chimes' range from its natural range to add an additional octave of low and high notes. When enabling the extended range, Kontakt's keyboard graphics is updated to show these added octaves.

Tone

Switches between the as-recorded samples and other EQ settings to give you alternate chimes tones.

Envelope - Attack

Adds an artificial amount of attack time to the samples, allowing you to fade in the notes.

Envelope - Decay

Adds an amount of decay to the samples. Because the chimes have a very long decay time, it can be useful to artificially shorten their sustain.

Envelope - Release

Lengthens the release time of the samples. Because the short articulation does not have releases, this only affects the sustain articulation.



Automation

Built-in Automation System

Angelic Chimes has the ability to integrate with KONTAKT's powerful automation system, which means that you can assign a MIDI continuous controller to directly affect a control, whether used for real-time playing or for sequencing. Most of the controls in **Angelic Chimes** 's interface can be automated. This is achieved by two methods. Firstly, you can right-click on any automatable knob and use the MIDI learn option to assign the MIDI CC #. The second method is to manually drag a MIDI CC # from the listing of CCs in KONTAKT's automation section on KONTAKT's left sidebar onto one of the knobs on **Angelic Chimes**' interface. This is accessed in the "Auto", then "Midi Automation" tab.

TIP: You can also set the automation ranges for MIDI CCs in KONTAKT's MIDI automation tab. This is helpful if you want to limit the range of controllers.



License Agreement

Orange Tree Samples produced all of these sounds and retains all rights to these sounds.

You may use the samples included for commercial or non-commercial music productions. You do not need to credit Orange Tree Samples.

This license to use the sounds granted to the original purchaser of the sounds and is not transferable without the consent of Orange Tree Samples.

You may not create any other sample-based product that uses sounds from Orange Tree Samples. This includes making other sample libraries that use Orange Tree Samples sounds as source material.

You may not copy, edit, distribute or sell the original soundsets without the written permission of Orange Tree Samples.

The software is provided to the user "as is". Orange Tree Samples makes no warranties, either express or implied, with respect to the software and associated materials provided to the user, including but not limited to any warranty of fitness for a particular purpose. Orange Tree Samples does not warrant that the functions contained in the software will meet your requirements, or that the operation of the software will be uninterrupted or error-free, or that defects in the software will be corrected.

Orange Tree Samples does not warrant or make any representations regarding the use or the results of the use of the software or any documentation provided therewith in terms of their correctness, accuracy, reliability, or otherwise. No information or advice given by Orange Tree Samples shall create a warranty or in any way increase the scope of this warranty.

Orange Tree Samples is not liable for any claims or damages whatsoever, including property damage, personal injury, intellectual property infringement, loss of profits, or interruption of business, or for any special, consequential or incidental damages, however caused.



Credits

Production, scripting, graphics:

Greg Schlaepfer

Production, consultation:

Chris Poehler (Lujon Audio)

Cover artwork:

Alicia Taylor

Engineering, mixing:

Michael Aarvold

Sample processing:

Elan Hickler (Soundemote)

Beta testing:

James Michael Wolk, David Reinstein, Richard Penrose, Geert Bevin, Perry D'Armond, Blake Robinson, Frederic Moueza, Jani Kaataja, Bob Bergen, Bill Thompson, Alejandro Tiscornia, Jonathan Timpe, Patrick Fitzsimons, Andrew Silagy, Charlotte Partt, Joshua Cohen, Doug LeBow, Jason Castle, Tony Ostinato, Ben Horwood, Dave Francis, Kobi Rivlin, Keith Levenson, Aaron Fultz, Leandro Gardini, Jordan Gagne

Special thanks to:

Oriana Schlaepfer, Peter DeLegge



Contact

We'd love to hear from you! If you have any questions, comments, or suggestions for the improvement of our products, please don't hesitate to contact us. For the latest updates on what's going on at Orange Tree Samples, you can subscribe to our newsletter from the Orange Tree Samples website, and visit us on Facebook.

Email: admin@orangetreesamples.com

Website: orangetreesamples.com

Social:

orangetreesamples.com/facebook

orangetreesamples.com/googleplus

orangetreesamples.com/twitter

Thank you once again for supporting Orange Tree Samples! It is our sincere pleasure to provide you with high-quality, affordable sample libraries.

Orange Tree Samples, Angelic Chimes are trademarks property of Orange Tree Samples.

*Native Instruments, KONTAKT, 7-Zip, UnRarX, WaterSound Productions,
Lujon Audio, are trademarks property of their respective owners.*

© 2008-2015 Orange Tree Samples. All Rights Reserved.

