Cherry Electric Bass

User's Guide

Table of Contents

Preface 3
Installation 4
Extracting the RAR Files 4
Loading in KONTAKT 4
KONTAKT Sample Library Organization 5
Performance 6
Resonance 6
Legato 6
Release 6
Wheel 6
Mapping 7
Articulation 7
Conditional Mapping 7
Additional Notes 8
Repeat Keys 8
Included Effects 8
Vibrato 8
Manual Keyswitches 8
License Agreement 9
Credits 10
Contact 11

Preface

Thank you for purchasing **Cherry Electric Bass**! We've combined the most common bass playing techniques--fingered, muted fingered, picked, muted picked, and slapped articulations--into a detailed, easy-to-use solution for virtual bass.

We sampled the five-string bass all the way down to its low B string, giving you plenty of room in the low notes. The bass was sampled directly from its output jack (DI), giving you the freedom of applying your own EQ, compressor, and other effects. Even completely dry, the bass has a full, deep tone, and easily fits right into any mix.

Cherry Electric Bass has over 2.5 GB of samples (compressed via Kontakt's lossless NCW compression to 1.4 GB), powered by extensive scripting to maximize these samples, not only making the sample library ultra-realistic, but very playable and easy to sequence with.

We hope you enjoy **Cherry Electric Bass**!

Installation

Extracting the RAR Files

The first thing you need to do when installing **Cherry Electric Bass** is to extract the RAR files that you downloaded, which can be done using 7-Zip (Windows), or UnRarX (Mac).

The library is split into several RAR files. There's one for the engine files, which includes all the core files necessary to play **Cherry Electric Bass**, including the main patch to load in KONTAKT, documentation, demo songs, and so forth. The others are the samples, which are split across several RAR files as a multi-part archive.

To install **Cherry Electric Bass**, begin by extracting the "Cherry-Engine.rar" file.

Next, extract the "Cherry-Samples.part1.rar" file. Because of the way multi-part RAR archives work, you only need to extract this first part. The rest of the RAR files will be automatically extracted in the process, so you don't need to extract each samples RAR file individually.

In the event that the samples get extracted into a folder other than the main "Cherry Electric Bass" folder where the engine files are, just move the "Samples" subfolder back into this main folder.

The purpose for separating the engine files from the samples is so that if the library is updated, you only need to download the new engine files rather than having to download the entire library again.

After extracting the library 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 "Cherry Electric Bass" folder that was created during the extraction of the library, and open the "Cherry Electric Bass.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 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).

Performance

Resonance

This toggles the sympathetic resonance modeling. While the resonance feature increases the sample library's CPU usage, it adds realism to the bass tone. However, whether you need a cleaner tone, particularly due to using lots of compression or distortion, or simply want to decrease the CPU usage, the sympathetic resonance modeling can be disabled.

Legato

This sets the maximum range of legato. That way notes will automatically trigger as legato from nearby notes within the set interval. The legato control can be automated for easily switching between different legato settings as needed.

Release

This adjusts the overall volume of the release samples. At 0%, the release samples are entirely inaudible, while at 100% the release samples are at the normal volumes as originally-recorded.

Wheel

This switches the pitch wheel's functionality between a traditional pitch bend and slides. This control can be automated in order to dynamically switch between either mode. When in the slide mode, you can use the pitch wheel to easily slide between notes from two semitones below the played note to two semitones above. By starting with the pitch wheel all the way down, you can slide four semitones upward--a useful trick to maximize the slide distance.

Mapping

On the right side of the interface are a series of dropdown menus and other settings which allow you to load and unload the included articulations and map them to velocity layers, keyswitches, and continuous controllers.

Articulation

Using this dropdown menu, you can select between the included articulations. The power button in the right corner of the dropdown menu allows you to load or unload the articulation from memory. That way the library will never consume more RAM than it needs. Once an articulation is selected, you can choose a condition needed to trigger the articulation.

Conditional Mapping

This dropdown allows you to select a condition that needs to be met in order to select the articulation. For example, you can assign the articulation to a specific velocity range, or to a custom non-latching keyswitch.

The value editors that appear below the condition dropdown allow you to set distinct ranges for velocities or continuous controllers, or set the MIDI note for a keyswitch. You can also double-click on the values to type them in using your computer keyboard.

Additional Notes

Repeat Keys

Directly below the main playing range, there are two duplicate "repeat last note" keys located at A0 and A#0. These allow you to easily play fast, repetitive bass lines. Most importantly when playing from a MIDI keyboard, this allows you to repeat notes without having to first release the key--that way the notes can be connected without gaps, as with real bass playing.

Included Effects

We've included many extra bass effects with **Cherry Electric Bass** that allow you to use extended techniques and other devices that add realism to your bass parts. Above the main playing range is a wide variety of natural harmonics, arranged by each of the five strings, and the series of the harmonic nodes from lowest to highest. Below the playing range you'll find string slaps, muted notes, and fret noises. If you need slide effects, those can be accessed using the "Slide" articulation among the main playing articulations.

Vibrato

The mod wheel (CC #1) controls the amount of vibrato on all currently-playing notes. Just as you would expect with a real bass, the vibrato will not affect the harmonics or other effects.

Manual Keyswitches

The two lowest keyswitches (C#-1 and D-1) allow you to manually select between downstroke/upstroke pick directions when using a picking articulation, and slap/pop when using the slapping articulation. This overrides **Cherry Electric Bass**'s automatic sub-articulation selection and allows you to choose exactly which sub-articulation to play. These keyswitches are non-latching, so the engine reverts to the automatic selection mode when you release the keyswitch.

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

Beta testing:
Jani Kaataja, Bob Bergen, Richard Penrose, Geert Bevin, Blake Robinson, Andrzej Warzocha, Kevin Rolstad, David Reinstein, Perry D'Armond, Frederic Moueza, Frederic Moueza, Robert Chang, Mike Patti

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: support@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, Cherry Electric Bass are trademarks property of Orange Tree Samples.

Native Instruments, KONTAKT, 7-Zip, UnRarX
are trademarks property of their respective owners.

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