SLIDE Lap Steel

User's Guide

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Preface

Thank you for purchasing the **SLIDE Lap Steel** sample library! The library features around a gigabyte of 24-bit lap steel guitar samples, powered by KONTAKT's extensive scripting engine.

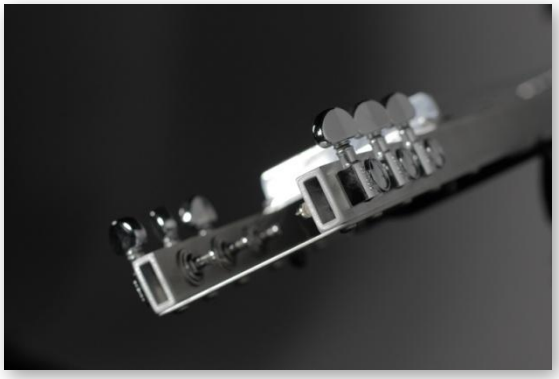
Achieving Realism

When you move a slide on the strings of a real lap steel guitar, there's a lot going on sonically. Many libraries only sample pre-recorded slide articulations, which offers instant realism for the sake of flexibility--specifically being limited to the slide intervals and speeds sampled. Rather than taking this route, we came up with an advanced slide system for **SLIDE Lap Steel** that gives you the real-time flexibility and playability of the pitch wheel as well as the realism by using Kontakt's scripting combined with specially-recorded samples.

SLIDE Lap Steel's slide system is complete with a string feedback resonance system to give you ultra-realistic and playable slides. The system ensures that the slides are timbre-accurate, and models the way that moving the slide or using vibrato re-excites the strings, prolonging their sustain. Speaking of the vibrato, it's not just a simple LFO--the exact vibrato curve is modeled after real slide vibrato. Of course, the speed and depth of the vibrato can be configured, as with the pitch bend range and many other factors.

What's Under the Hood?

SLIDE Lap Steel includes a slew of effects, including tremolo, chorus, reverb, delay, amp modeling, and much more. That way you have complete lap steel guitar tones readily available right out of the box. There is a preset system that lets you load factory presets as well as your own external preset files quickly and easily.



We sampled the lap steel guitar with an open E tuning, which is E1, B1, E2, G#2, B2, E3.

By emphasizing realism and playability, we want playing **SLIDE Lap Steel** to give you the same excitement and inspiration as playing a real lap steel guitar. We at Orange Tree Samples are proud of the results, and hope you enjoy this extensive lap steel guitar library!

Installation

Step 1: Extract the ZIP File

The first thing you need to do after downloading the ZIP file from your account on the Orange Tree Samples website is to extract **SLIDE Lap Steel**. Both Windows and macOS can natively extract ZIP files without requiring other software. The entire library is self-contained within this ZIP file, so you can always move the folder afterwards to relocate the library anywhere you like.

Step 2: Load in KONTAKT

Next, launch the KONTAKT plugin or standalone application. Then click the button with a disk icon in the top center of KONTAKT's interface, and click "Load...". Navigate to the "SLIDE Lap Steel" folder that was created during the extraction of the library, and open the NKI instrument.

After the instrument finishes loading, you're ready to play **SLIDE Lap Steel**!

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, although you'll always be able to re-download the library from your account on the Orange Tree Samples website if necessary.

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 create shortcuts to your libraries, sorted into any folder/subfolder arrangement you wish. The Quick Load panel 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), or by clicking on the "Quickload" option available in KONTAKT's panel menu (the icon of three small rectangles in the top center of the interface). To load an instrument from the Quick Load panel, simply double-click on the patch you wish to load, or drag it into KONTAKT's multi-rack.

Interface

Main Controls

The controls in **SLIDE Lap Steel** have been organized into different sections, which can be navigated through by using the main menu items on the left side of the controls. The controls in each section offer settings to configure the way **SLIDE Lap Steel** sounds and performs, from mapping preferences to its built-in effects system.

Tone Controls

Several basic effects are at the bottom of **SLIDE Lap Steel's** interface. This includes a three band EQ, tone control (which controls a global low-pass filter, like what you would find on a real lap steel guitar), and a master volume knob.

Preset Menu

The preset button, which is displayed as a disk icon, gives you several options for loading and saving presets. The options are as follows:

Factory presets - In factory preset mode, you can easily browse between the included factory presets using either the up/down arrow buttons or by clicking on the preset name for a full dropdown menu of all the presets.

Load preset - This option allows you to load an external tone preset.

Save preset - This menu option lets you save your current setup's settings into an external NKA file. That way you can conveniently access your tone in other projects or share the tone setup with other users.

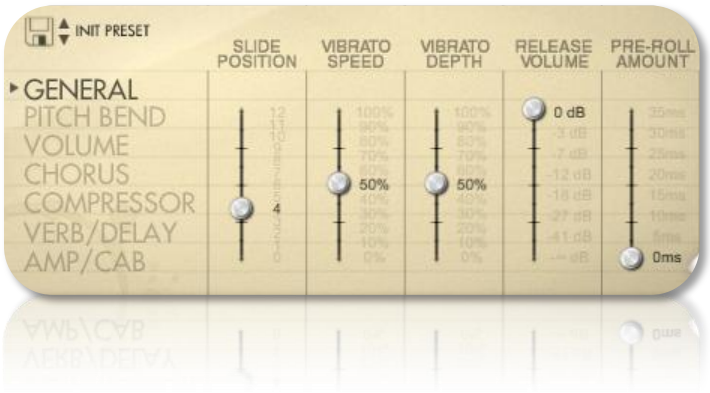
Factory Presets

SLIDE Lap Steel includes a variety of different style presets. You can quickly navigate through the available factory tones using the up/down arrow buttons. You can also jump directly to any preset by clicking on the factory preset name itself, which brings up a dropdown menu showing all the factory presets.

External Presets

The primary purpose of external NKA preset files is to allow you to easily store your favorite tones and mappings, and share these preset files. Using external presets rather than entire Kontakt NKI presets ensures that your presets are compatible with future versions of **SLIDE Lap Steel**, as well as allowing you to switch presets without having to reload the entire sample library.

Interface: General



Slide Position

Sets the general position of the slides on the strings. This affects which strings get used. For example, when set to a low value, the string selection favors higher strings toward the open strings. When set to a high number, it simulates the string selection when playing higher up on the neck of the lap steel guitar. Generally the tone of the higher positions on the neck are warmer, while the low positions sound bright and have more sustain.

Vibrato Speed

This control adjusts the speed of the vibrato. The vibrato isn't a plain sine-wave LFO, but uses a custom vibrato curve modeled after real lap steel guitar vibrato.

Vibrato Depth

This control adjusts the depth of the vibrato.

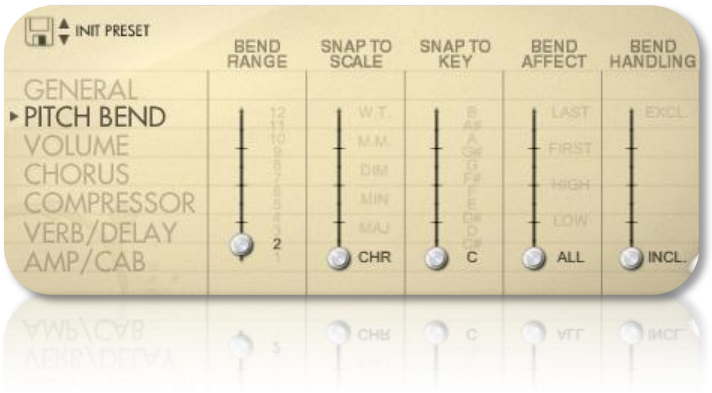
Release Volume

This adjusts the overall volume of the release samples. When using compression or distortion, which would amplify the release samples, this control is useful to turn down any extraneous release noises.

Pre-roll Amount

Adjusts the amount of pre-roll of the samples. That's the length of audio that occurs directly before the lap steel guitar notes are picked. This amount of time can add valuable realism to the sound of the instrument, because it contains pick scrape noise and other subtleties.

Interface: Pitch Bend



Bend Range

Sets the number of steps for the bend range. The exact interval of these steps is dependent on which scale you have the pitch bend set to.

Snap to Scale

Alters the bend range in order to land on a scale tone. This way you can simulate how slide guitar players angle the slide in order to bend notes within diatonic scale tones. That way you can play multiple notes at the same time and bend each of them while still keeping the notes within the set scale.

Snap to Key

Sets the key, or root note, for the scale.

Bend Affect

The bend affect control allows you to choose which notes are affected by the pitch wheel. That way you can play several notes and selectively bend notes or hold others stationary. Bear in mind that this control works closely alongside the "Bend Handling" control, which specifies whether the affected note is used to include or exclude the pitch bend.

ALL - With the bend mode on "ALL", the pitch wheel controls all held notes.

LOW - The "low" mode sets the bend target to the lowest note held. Whether or not this note is included or excluded from getting controlled by the pitch wheel depends on whether you have the bend handling control set to "include" or "exclude".

HIGH - The "high" mode sets the bend target to the highest note held.

FIRST - The "first" mode sets the bend target to the earliest note held.

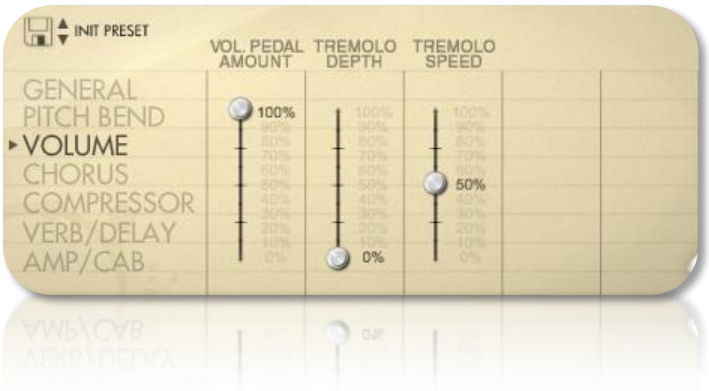
LAST - The "last" mode sets the bend target to the latest note held.

Bend Handling

The bend handling control lets you determine whether the affected note is either included or excluded from pitch bends. That way you can either include only a single note, based on the criteria using the "bend affect" setting, or exclude only a single note while keeping the rest of the notes available to bend using the pitch wheel.

TIP: Automating the bend affect and handling controls will give you additional flexibility with ***SLIDE Lap Steel's*** *polyphonic bend capabilities.*

Interface: Volume



Vol. Pedal Amount

Controls the volume pedal level in order to create swells and fades.

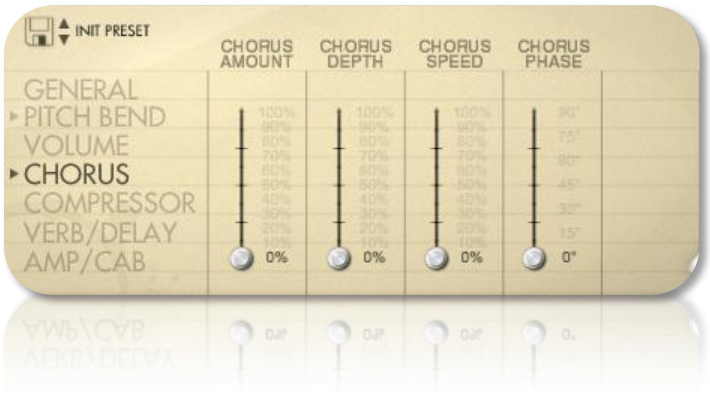
Tremolo Depth

Adjusts the depth of the tremolo effect.

Tremolo Speed

Sets the speed of the tremolo.

Interface: Chorus



Chorus Amount

Adjusts the level of the chorus effect, from completely a dry signal to completely wet.

Chorus Depth

Sets the depth of the chorus effect.

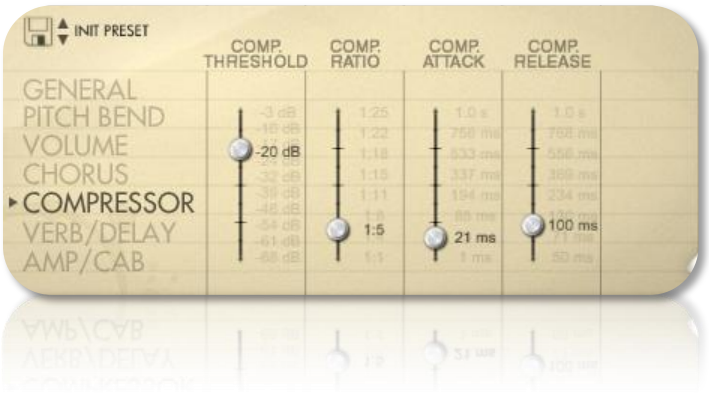
Chorus Speed

Sets the chorus speed.

Chorus Phase

Sets the phase of the chorus, which can give you a more stereo effect from the chorus when set at higher degrees of phase offset.

Interface: Compressor



Comp. Threshold

Sets the compressor threshold. When the audio signal is louder than this threshold, the compressor's ratio will apply to reduce the volume of the signal.

Comp. Ratio

Sets the ratio of the compressor. At 1:1, the compressor is disabled. The higher the compressor's ratio, the more audio above the compressor's threshold volume is reduced in volume.

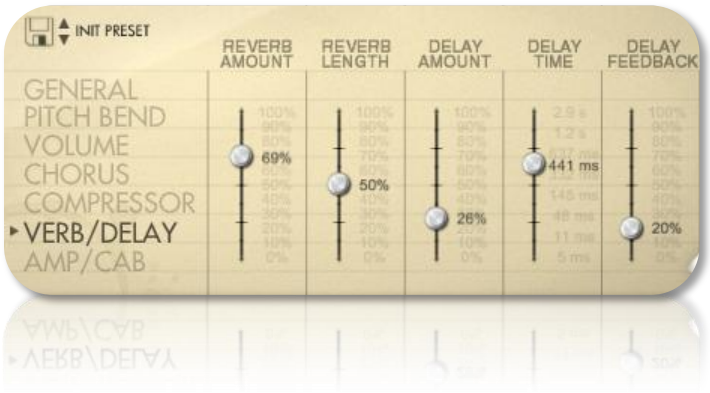
Comp. Attack

Sets the compressor attack time. This is the amount of time it takes for the compressor to take effect.

Comp. Release

Sets the compressor release time. This is essentially the cool-down time for the compressor after the signal is outside the compressor's threshold.

Interface: Verb/Delay



Reverb Amount

Controls the volume of the reverb effect.

Reverb Length

Sets the length of the reverb.

Delay Amount

Sets the volume of the delay effect.

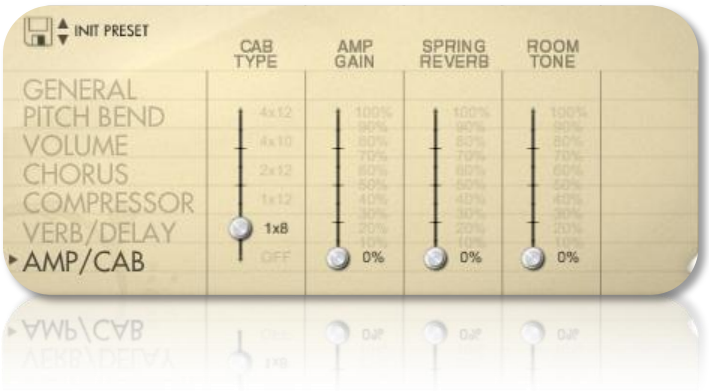
Delay Time

Controls the time between each delay echo.

Delay Feedback

Sets the delay's feedback, which essentially controls how many echos the delay effect has, and the rate that they decay. The volume of the delay is automatically adjusted to compensated for the feedback level.

Interface: Amp/Cab



Cab Type

Selects from a variety of stereo-mic'd guitar cabinet types. The cabinets are named according to how many speaker cones they have, and the diameter of these cones. For example, the 4x10 cabinet has four 10" speakers, and the 1x8 cab type is a single 8" speaker.

Amp Gain

Sets the gain, and consequently the amount of distortion of the amp. This control is handy if you need to add a little crunch to the lap steel tone.

Spring Reverb

Controls the amount of spring reverb.

Room Tone

Lets you add in the natural amount of room tone to the overall signal of the lap steel guitar.

Mapping

Default MIDI CCs

SLIDE Lap Steel uses MIDI CC #1, which is the mod wheel, to control the amount of vibrato. This is the MIDI standard for vibrato, and cannot be altered. You can change the vibrato's depth and speed using the appropriate controls in **SLIDE Lap Steel's** interface.

By default MIDI CC #11 (expression) is automated to control the volume pedal, because that's the CC #'s usual function according to General MIDI specifications. However, this automation can always be removed or changed to a different CC #. For more information about MIDI automation, refer to the next section in this manual.

Keyswitches

There are two non-latching keyswitches mapped to C1 and C#1, to manually control the pick direction. While holding these keyswitches, the pick direction is limited to downstrokes or upstrokes respectively. If you release the keyswitch, it reverts to automatically cycling between down and upstroke articulations.

For power users, we've also included an octave of keys, from C-1 to B-1 that let you override the conditional pitch bend system to only allow certain pitches to be affected by the pitch wheel. That way you can target very specific notes to bend while keeping others sustained. You

can also hold multiple notes within this special keyrange in order to select multiple pitches to bend. For example, holding an F and an A within this octave will only allow all F and A pitches to be affected by the pitch wheel--all other notes will remain unaffected.

Again, this is a very specialized feature for power users, so you would only need to use it in cases where the normal pitch bend conditions aren't able to get you the desired result.

Automation

Built-in Automation System

SLIDE Lap Steel 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 **SLIDE Lap Steel'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 Steel Strings' 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.

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