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1. Loading Your Instrument

Please note this sample library requires a full retail version of Kontakt 5.1 or higher, and will only work for 15 minutes in the Kontakt Free Player. Please upgrade Kontakt to the latest version before installing the library.

Once you have downloaded the separate .rar files, ensure that they are all in the same folder and then unrar the first file 'part1.rar' using WinRar for Windows or StuffIt Expander for Mac. The pack folder will then be extracted and you can save this anywhere on your computer.

Please keep the internal folder structure of the sample pack the same and don't remove or rename any of the audio files or folders. This will make loading the patches as smooth as possible.

The pack consists of two separate Kontakt instruments, Ronroco Loops and Ronroco Multisamples. The instruments can be loaded via Kontakt's built in browser by navigating to the Sampler Instruments folder and double clicking a .nki file.

2. Mixer Controls

The ronroco was recorded using five microphones and both included Kontakt instruments feature a mixer section allowing for control over volume and pan of each of the channels. The channels labelled Mono, Sr L, St R, Rm L, and Rm R refer to microphones mono, stereo left, stereo right, room left and room right respectively. Volume is controlled using the faders and the corresponding dial controls pan.



3. Loops

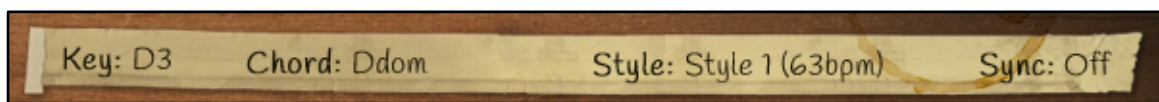
The Ronroco Loops instrument features tempo synced loops played in six different styles and a wide range of chords. The instrument has two mapping modes, the default 'mapped chords' mode and 'keyswitch' mode. Mapped chord mode has all available chords for a playing style layed out across the keyboard. The root notes for each chord are displayed when playing and also visible on the keyboard diagram.



In keyswitch mode the chords are mapped to there root key. The playable keys for the currently selected playing style are highlighted in blue on Kontakt's virtual keyboard.



Each of the playable keys can have a variety of chords assigned to it with the available chords matching the root note of the key. The playing style and chord selection is displayed via a set of labels at the bottom of the instrument interface.



The parameters are changed via menus accessed when clicking on a label.



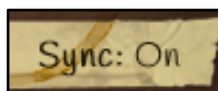
To change the assigned chord for a playable key it can be selected via the key menu.



The key is also selected when played via the keyboard. The assigned chord for the currently selected key can be changed via the chord menu. The playable key D3 for example has the assignable chords D dominant, D Major 6 and D Major 7 when playing style 1 is selected.



The tempo of each playing style is indicated in the style label. The instrument can also be tempo synced via the Sync toggle switch. This enables the loops of any playing style to synchronise to the host's current tempo setting.



The assigned chord for a selected playable key can also be changed via a group of key switches. When a playable key is pressed and held the available key switches for that key are highlighted in blue from C2 upwards. The number of keyswitches highlighted corresponds to the number of available chords for the selected playable key. Keyswitch C2 for example corresponds to the first

chord within the chord menu and keyswitch C#2 corresponds to second chord. The currently selected chord is highlighted in yellow and pressing a keyswitch changes the assigned chord and retrigger the playing note.

Here playable key D3 is selected and playing and the 3 available keyswitched are highlighted in blue. The first chord in the chord menu, Ddom, is assigned to the playable key and this selection is reflected by keyswitch one being highlighted in yellow.



With the playable key D3 still held and keyswitch three being played the chord selection is changed to chord three, DMaj7, and the loop is retriggered. The newly selected chord is shown in the chord menu and keyswitch three is highlighted yellow.



4. Multisamples

Along with the mixer control section found in the loops instrument, the multisamples instrument simply has the playable notes mapped from B1 to A#3. The playable notes are highlighted in blue on Kontakt's virtual keyboard.



6. Effects

Both the loops instrument and the multisamples instrument feature a separate effects tab accessed by clicking on the FX button at the bottom of the interface.



The effects rack features a reverb unit and a delay unit. Each unit is toggled on or off using the power switch on the right hand side.



The effect parameters are controlled via dials and the parameter values are displayed on the unit's LCD screen. The parameters can also be changed by clicking and dragging on the value within displayed on the LCD.



The reverb unit features controls for impulse response type, amount, predelay and size. The delay unit features controls for amount, delay, feedback, damping and width.

We hope you enjoy this machine, if you have any feedback, or need any help with any of the features, drop us a line at info@samplephonics.com and we'll be happy to help.

Cheers!