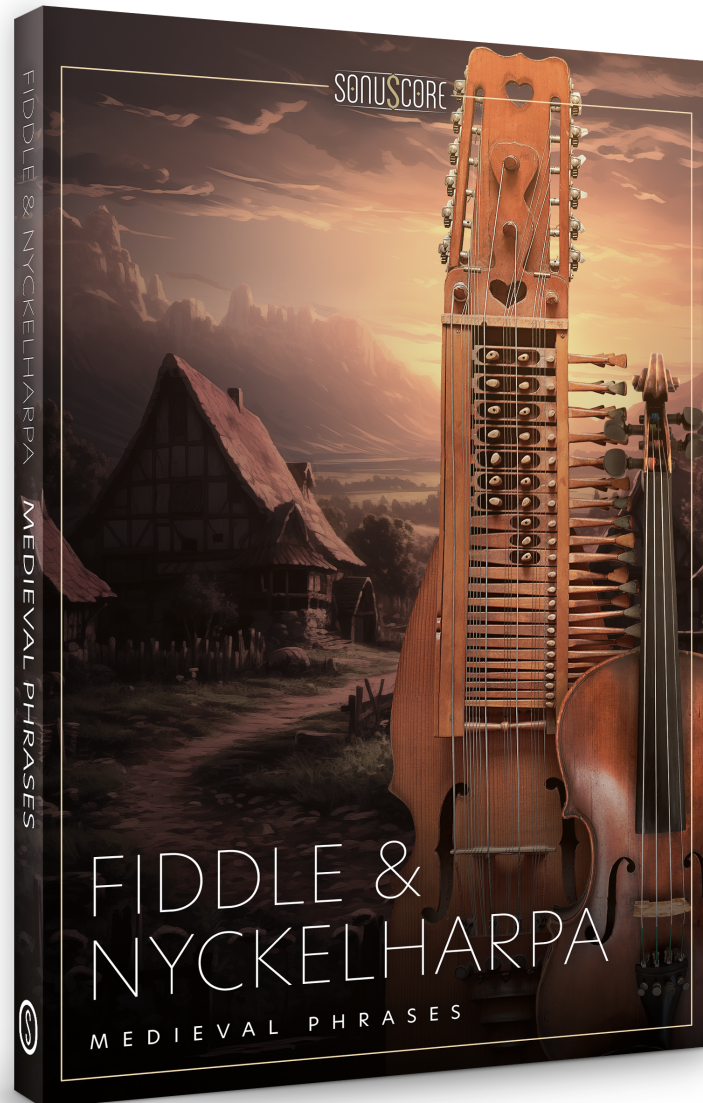


SONUSCORE



OWNER'S MANUAL



Document Version 1.0

Product Version 1.0

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SYSTEM REQUIREMENTS:

- For the latest system requirements, please visit www.sonuscore.com or your trusted dealer's website.

TABLE OF CONTENTS

1. INTRODUCTION.....	4
2. DOWNLOAD & INSTALLATION	4
3. MEDIEVAL PHRASES FIDDLE & NYCKELHARPA.....	5
3.1 THEME SELECTION BAR.....	6
3.2 PHRASE SYSTEM	6
3.3 KEYSWITCHES.....	7
3.4 PHRASE PROGRESS BAR.....	7
3.5 PAGE SELECTION	7
3.6 SYNC MODE & FREE MODE	8
3.7 FX PAGE	9
3.7.1 EQ.....	9
3.7.2 DELAY	10
3.7.3 REVERB.....	10
4. MEDIEVAL FIDDLE.....	11
4.1 DYNAMICS	11
4.2 REVERB	11
4.3 EQ	12
4.4 DELAY.....	12
4.5 KEYSWITCHES.....	13
5. MEDIEVAL NYCKELHARPA	14
5.1 DYNAMICS	14
5.2 REVERB	15
5.3 EQ	15
5.4 DELAY.....	16
5.5 KEYSWITCHES.....	16
6. CREDITS.....	17



1. INTRODUCTION

Welcome to SONUSCORE MEDIEVAL PHRASES FIDDLE & NYCKELHARPA. This Kontakt instrument enables you to integrate expressive Fiddle & Nyckelharpa phrases into your compositions.

2. DOWNLOAD & INSTALLATION

Once you have received the link via mail, you can directly download the zip-file from our web server. The installation process is very easy: choose or create any folder you like on your hard drive and completely unpack the zip-file in there. Bear in mind that the chosen path should not be too complicated as you need to browse to the respective folder every time you open the .nki-file with KONTAKT. To do so, launch KONTAKT, click on FILES and then LOAD. Browse to the specific folder where you have saved MEDIEVAL PHRASES FIDDLE & NYCKELHARPA, double-click on the .nki-file and you are good to go! Alternatively, you can just drag-and-drop the .nki-file into KONTAKT.

NOTE: This instrument requires the full version of **KONTAKT 6.7.1**. Also, MEDIEVAL PHRASES FIDDLE & NYCKELHARPA is NOT a "Powered by Kontakt"-library, so you cannot add it via the ADD LIBRARY-button on the side panel. Instead, you will have to load it manually through the File browser or save its path with the Quick-Load function..

3. MEDIEVAL PHRASES FIDDLE & NYCKELHARPA



On the main page, you can select a theme and access all the basic functions you need to get started.

3.1 THEME SELECTION BAR



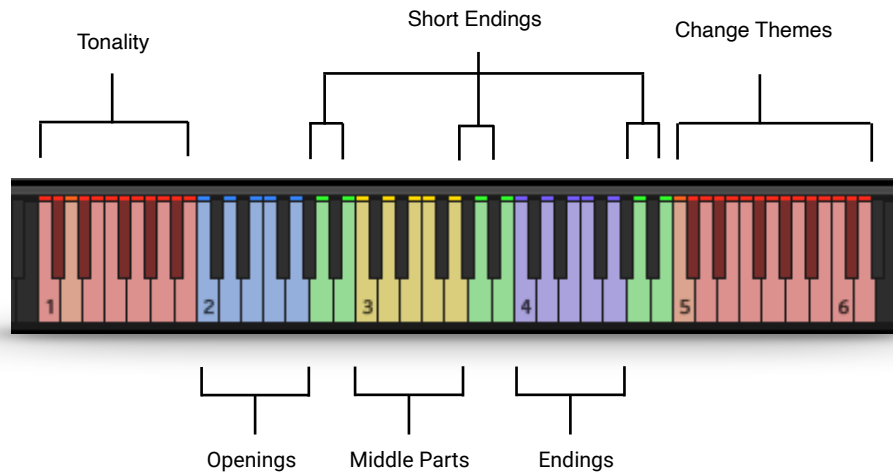
On the left side of the main page, are 8 Fiddle themes and 7 Nyckelharpa themes that you can choose from. When you choose one of the bonus themes marked with *, the root key range is changed to the available keys. Your theme selection is reflected on the keyboard in the octave above C5.

3.2 PHRASE SYSTEM

Each theme consists of five complete phrases. You can play the opening, middle and endings of each phrase and combine them freely to create new phrases.

As an addition, we created short endings that will take you back to the root at any time.

3.3 KEYSWITCHES



You can use the highlighted keys to play the phrases and combine them freely.

3.4 PHRASE PROGRESS BAR



The Phrase Progress Bar shows the waveform of the current phrase and the playback position the phrase is in.

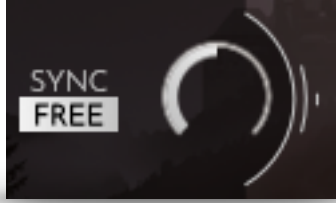
NOTE: You can drag the left start icon to adjust the playback start of the current phrase.

3.5 PAGE SELECTION



At the bottom of the main page, you can find the Main and FX page buttons. Use those to navigate between the two pages.

3.6 SYNC MODE & FREE MODE



In Free Mode, the phrases are not synced to the DAW. Choose this mode if you want the natural feel of the phrases as the musician intended them. The speed knob allows you to change the playback speed of the phrases to fit your track. It dials from a minimum of 50% up to 150% of the original speed.



In Sync Mode, the timing of the phrases automatically sync to the host tempo of your DAW. 1x means normal playback speed. 2x will double the playback speed.

When Sync Mode is activated, the original tempo of the phrase is shown in the upper right hand corner of the phrase progress bar. That way, you can easily determine if a phrase will work well at a specific tempo, as heavy time shifting can introduce unwanted artifacts.

3.7 FX PAGE



On the FX page, you can access the advanced functions of the EQ, DELAY and REVERB settings.

3.7.1 EQ



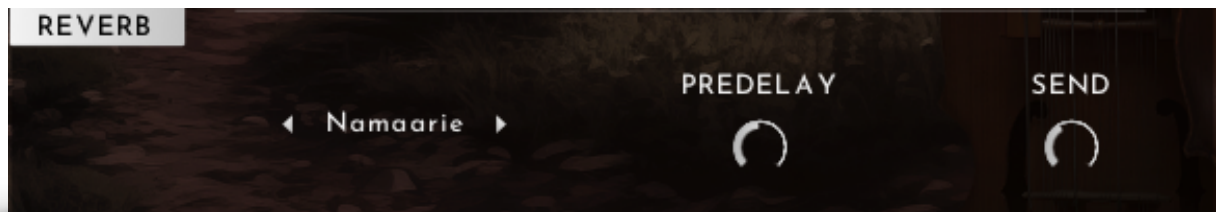
- EQ ON/OFF: Toggles the equalizer on and off.
- LOW: Adjusts the gain of the low frequency band of the equalizer.
- LOW/MID: Adjusts the gain of the low-mid frequency band of the equalizer.
- HIGH/MID: Adjusts the gain of the high-mid frequency band of the equalizer.
- HIGH: Adjusts the gain of the high frequency band of the equalizer.

3.7.2 DELAY



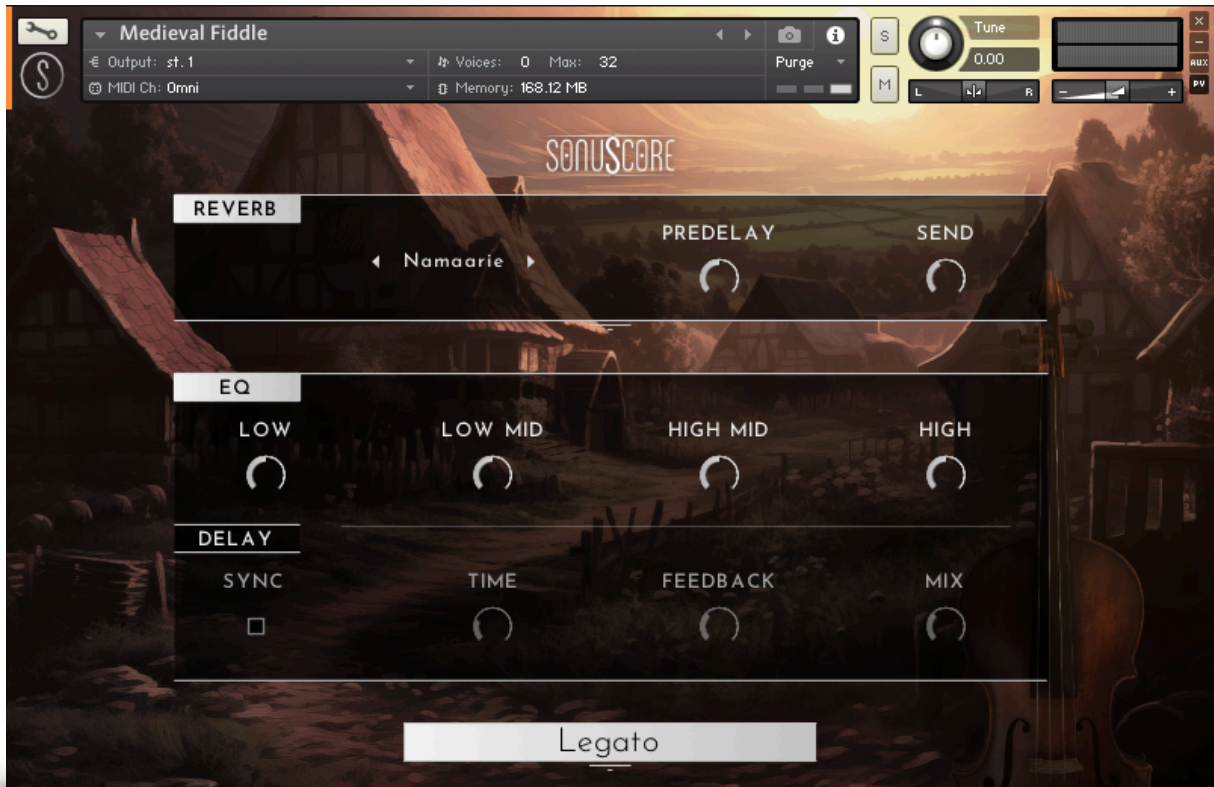
- DELAY ON/OFF:** Toggles the delay on and off.
- SYNC:** Sync to host tempo on/off.
- TIME:** If SYNC is turned off, you can select the delay time in ms. If SYNC is turned on, you can select the delay time in note values.
- FEEDBACK:** Adjusts the FEEDBACK amount of the DELAY effect. Basically, this parameter controls how many times a note will be audible via the DELAY.
- MIX:** Adjusts the MIX level of the DELAY effect.

3.7.3 REVERB



- REVERB ON/OFF:** Toggles the reverb on and off.
- IR MENU:** Offers seven different impulse responses.
- PREDELAY:** Adjusts the PREDELAY of the REVERB effect in ms. This parameter is helpful for simulating distance.
- MIX:** Adjusts the mix level of the REVERB.

4. MEDIEVAL FIDDLE



When opening the „Medieval Fiddle“ instrument, you have all the controls you need right there.

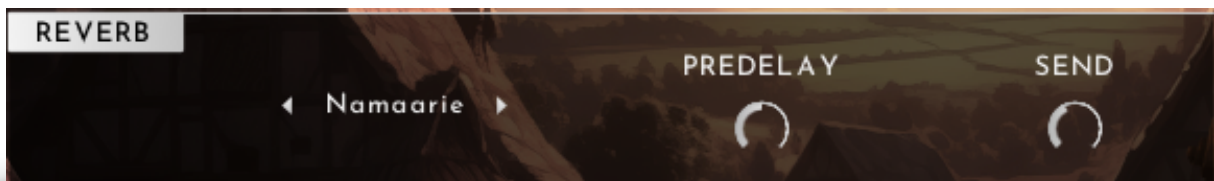
4.1 DYNAMICS

CC1 (mod wheel): Controls the dynamic of the sustained articulations.

The note velocity controls the dynamics of all other articulations.

CC11 (expression): Controls the volume for all articulations.

4.2 REVERB



REVERB ON/OFF: Toggles the REVERB on and off.

IR MENU: Offers seven different impulse responses.

PREDELAY: Adjusts the PREDELAY setting for the REVERB.

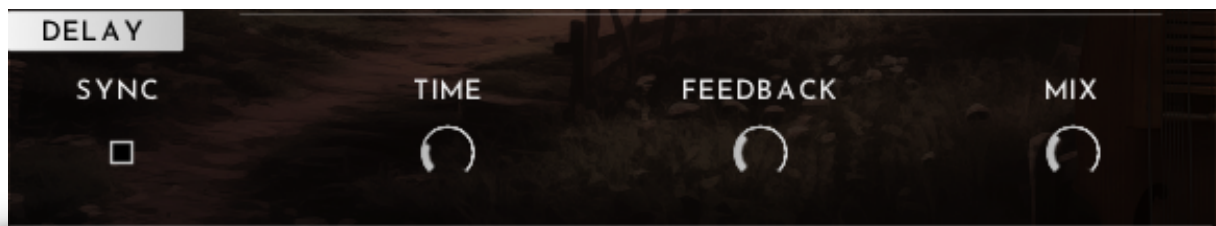
SEND: Adjusts the send level of the REVERB

4.3 EQ



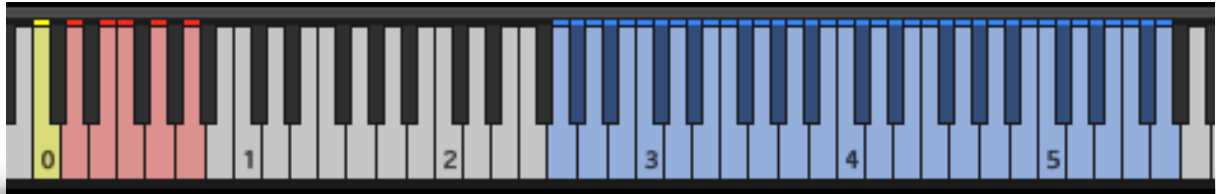
- EQ ON/OFF: Toggles the equalizer on and off.
- LOW: Adjusts the gain of the low frequency band of the equalizer.
- LOW/MID: Adjusts the gain of the low-mid frequency band of the equalizer.
- HIGH/MID: Adjusts the gain of the high-mid frequency band of the equalizer.
- HIGH: Adjusts the gain of the high frequency band of the equalizer.

4.4 DELAY



- DELAY ON/OFF: Toggles the delay on and off.
- SYNC: Sync to host tempo on/off.
- TIME: If SYNC is turned off, you can select the delay time in ms. If SYNC is turned on, you can select the delay time in note values.
- FEEDBACK: Adjusts the FEEDBACK amount of the DELAY effect. Basically, this parameter controls how many times a note will be audible via the DELAY.
- MIX: Adjusts the MIX level of the DELAY effect.

4.5 KEYSWITCHES



The playable instrument range is from D1 to G4.

Fiddle Articulations:

C0 - Sustain

D0 - Staccato

E0 - Pizzicato

F0 - Trill short - always press two notes:

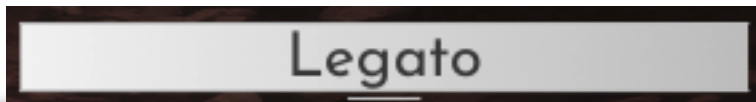
- half tone interval = half tone trill
- whole tone interval = whole tone trill

G0 - Trill long - always press two notes:

- half tone interval = half tone trill
- whole tone interval = whole tone trill

A0 - Turn

The current Articulation is always displayed at the bottom.



5. MEDIEVAL NYCKELHARPA



When opening the „Medieval Nyckelharpa“ instrument, you have all the controls you need right there.

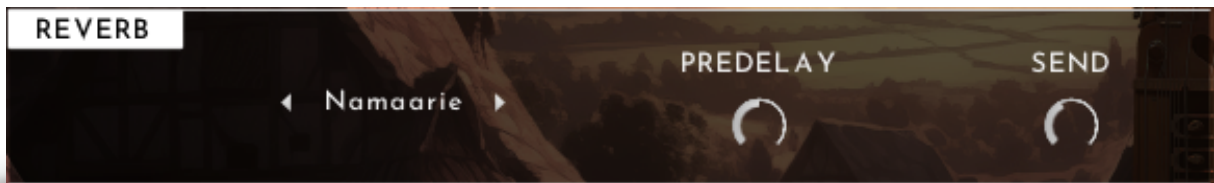
5.1 DYNAMICS

CC1 (mod wheel): Controls the dynamic of the sustained articulations.

The note velocity controls the dynamics of all other articulations.

CC11 (expression): Controls the volume for all articulations.

5.2 REVERB



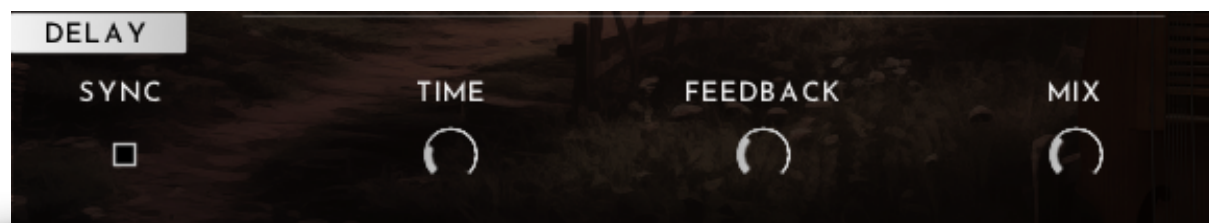
- REVERB ON/OFF: Toggles the reverb on and off.
 IR MENU: Offers seven different impulse responses.
 PREDELAY: Adjusts the PREDELAY setting for the REVERB.
 SEND: Adjusts the send level of the REVERB.

5.3 EQ



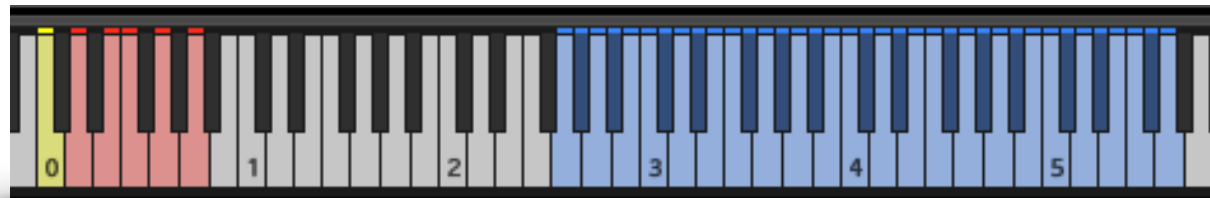
- EQ ON/OFF: Toggles the equalizer on and off.
 LOW: Adjusts the gain of the low frequency band of the equalizer.
 LOW/MID: Adjusts the gain of the low-mid frequency band of the equalizer.
 HIGH/MID: Adjusts the gain of the high-mid frequency band of the equalizer.
 HIGH: Adjusts the gain of the high frequency band of the equalizer.

5.4 DELAY



- DELAY ON/OFF:** Toggles the delay on and off.
- SYNC:** Sync to host tempo on/off.
- TIME:** If SYNC is turned off, you can select the delay time in ms. If SYNC is turned on, you can select the delay time in note values.
- FEEDBACK:** Adjusts the FEEDBACK amount of the DELAY effect. Basically, this parameter controls how many times a note will be audible via the DELAY.
- MIX:** Adjusts the MIX level of the DELAY effect.

5.5 KEYSWITCHES

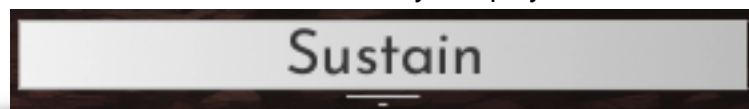


The playable instrument range is from G0 to E4.

Nyckelharpa Articulations:

- C0 - Legato
- D0 - Sustain
- E0 - Staccato
- F0 - Trill - always press two notes:
 - half tone interval = half tone trill
 - whole tone interval = whole tone trill
- G0 - Turn

The current Articulation is always displayed at the bottom.



6. CREDITS

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