Hammmered
Dulcimer

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SAMPLE LIBRARY

Hammered
Dulcimer

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Welcome

Congratulations on your purchase of Hammered Dulcimer!

Whether you are a folk music enthusiast or just want to incorporate a folkish sound into your music, this library will surely have you covered.
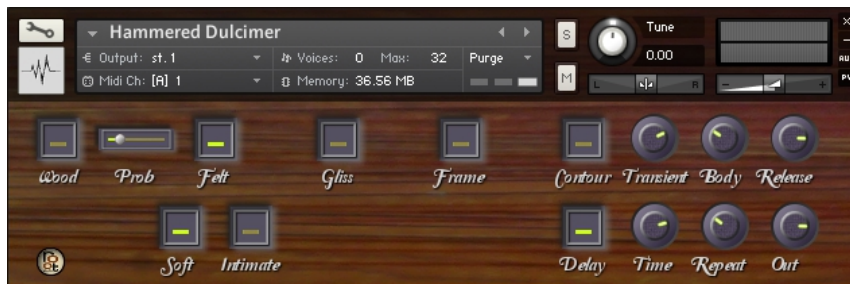
Please take a moment to read this guide. It offers a detailed look at the library contents and technical details.

We sincerely hope that our library will prove to be a great source of inspiration for your projects! If you have any questions, comments, or suggestions for future sample library projects, we'd like to hear from you. You can contact us at info@root-sounds.com.

Format and compatibility

The Hammered Dulcimer instruments come in three formats. To use the library, you need to own at least one of these products (or one that can read/import one of their file formats).

- .exs format for the EXS24™ (Apple Logic Pro, Garageband)*
- .nki format for Native Instruments Kontakt™, v3.0 or higher[1]
- .nki format with GUI for Native Instruments Kontakt, v5.1 or higher

Kontakt GUI, shown above, requires at least v5.1

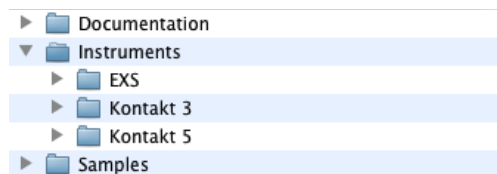*All trademarks and trade names belong to their respective owners.

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[1]All Kontakt instruments require a full version of Kontakt. The free Kontakt player will only play the sounds in demo mode for a limited period of time.

Installation

After you downloaded the archives, you need to unpack them first. Depending on your system, this may happen automatically after downloading. Otherwise, simply double click the archives. After unpacking, you may delete the packed archives. Better yet, store them on a backup drive, should you wish to install the library again at a later date.

After unpacking, the master library folder should look something like this:

If you do not require all supported instrument formats, you may delete the extra sampler instrument definitions to keep the instruments folder easier to manage; however, they are small files and do not use much disk space.

It is highly recommended that you use a separate hard disk for audio files in addition to your system drive. If you have only a single hard drive, like on a portable computer, then of course you can also use that. You may not be able to play back as many tracks and instruments smoothly, however.

Installing for Logic Pro Sampler and EXS24 mkII on Macintosh

Logic Pros Sampler, and its predecessor, the EXS24 mkII, expect instrument definition files in this specific location:

HD/Library/Application Support/Logic/Sampler Instruments

You may store your instruments in another place (like an additional hard drive), but then you must place an alias or shortcut of the <u>instruments folder only</u> in the above location by dragging it while holding down cmd-alt (cmd-option), otherwise the Sampler will not find it. **Caution**: Avoid dragging the entire library folder (or an alias) to this location, otherwise Logic will scan all the samples on startup as well, significantly increasing scanning time. The best thing to do is to create a folder named **Hammered Dulcimer** in the above location first, then cmd-option drag the instruments folders to this folder to create aliases or shortcuts. This will keep your hard disk organized and the drop down menu in the Sampler tidy and speed up scanning time when launching Logic. Avoid moving instruments and samples around inside the library folder, because this will break the link between them.

Installing for NI Kontakt (Macintosh and Windows)

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

If Kontakt keeps asking you to locate the samples, please see our online video tutorial on how to fix this at root-sounds.com.

For maximum compatibility, the Kontakt instruments come in two formats.

> - single instrument .nki files for backwards compatibility all the way back to Kontakt 3.0.
> - a GUI powered instrument requiring Kontakt 5.1 minimum.

About the instruments

The Hammered Dulcimer library contains samples from an instrument with the standard 2 1/2 octave range of G2 - D5. We extended this playable range to four octaves, ranging from C2 - C6. Since there are no samples available to cover the extra notes, they are generated by stretching the outer notes. You should be aware of this, if you intend to composer parts that are going to be played by a real hammered dulcimer. If your dulcimer part stays digital, go ahead and use the extra range. The 'Intimate' preset (see below) is stretched even further, ranging from C1 - C6.

Felt

These presets were played with felt mallets, giving a standard tone that is commonly used. The preset contains four velocity switches and three round robin groups, helping to avoid the typical 'machine gun' sound associated with sampling.

The felt mode contains two additional variations:

Soft	This preset uses only the softer velocity layers, also with three round robin groups. It gives you a mellower sound while still preserving the general characteristic of the instrument.
Intimate	Only the softest velocity layer is used. Because the attack is not so pronounced in this preset, it is perfect for pads and shimmers. Stretched from C1 to C6.

Wood

This is what happens when you flip the felt mallet around and play with the 'illegal' side. Most street musicians love this sound,

because it cuts through the noise much better than the softer felt or leather side. The same goes for your mix, but be aware, because of the prominent attack the instruments may appear to have less sustain.

Gliss

Glissandi have a unique character on the Dulcimer because of the way the strings are laid out. They spell out a whole tone scale which is, of course, entirely different from a glissando played on a piano keyboard. There are two whole tone scales available with the pitches of the chromatic scale and both of these are available with the Dulcimer, on the left and right sides of the instrument, respectively. All glissandi have two round robin variations. The way they are laid out in the preset are as follows:

C2	gliss up on the lower third of the left side
D2	gliss up on the middle third of the left side
E2	gliss up on the upper third of the left side
F2	gliss up on the lower half of the left side
G2	gliss up on the upper half of the left side
A2	gliss up across the entire range of the left side
C3 - A3	similar to the above, but gliss down
C4 - A4/C5 - A5	similar to the above two octaves, but on the right side of the instrument

Frame

Hitting the frame is a nuisance to most players, yet, it is quite difficult to avoid these mishits altogether, especially during fast passages. As a bonus, we have included a full chromatic set of mishits that you can add at will. The Kontakt version even includes a probability setting for missing the notes!

Kontakt effects

Note: this section only applies if you are using the Kontakt 5.1 GUI version of the library.

In addition to calling up the presets as described above, the Kontakt GUI version contains a few extras.

Prob   This control changes the probability of how often a note will hit the frame of the instrument instead of the strings. We believe this adds some realism if used conservatively, but if you don't want to hit the virtual frame, drag the slider all the way down. This setting only works in standard felt and wood modes. For the other presets, this control has no effect. Remember that you can also play on the frame exclusively by selecting the frame preset - this is equivalent to dragging the slider all the way up.

Contour

Switching on 'Contour' enables the following three controls. If you are a purist, leave this switch off.

Transient   The attack portion of the hammered dulcimer, while defining the instrument, can sometimes be a little too harsh in a mix. This control lets you soften the attack a bit without resorting to a fade-in effect.

Body	The lets you bring out more of the tonal part of the instrument following the percussive attack. It works especially well with the standard felt and wood modes.
Release	Real dulcimer players are often battling the very long decay time of the strings. If your harmonic rhythm is fast, say you are changing chords more than once per measure, chances are the dulcimer part starts sound a little messy. While still idiomatic for the instrument, we think there is something to be gained by being able to shorten the release time.

Delay

Switching on 'Delay' enables the following three controls:

Time	The delay time snaps to 16th values based on the tempo of your host sequencer.
Repeat	The repeat or feedback setting controls the number of echoes.
Out	Changes the output level of the delay from 0 to equal volume of the dry signal.

License agreement

Usage of the samples in the library ("the sounds") is subject to this license agreement. By using the sounds, you agree to all the terms and conditions of this agreement.

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Use of the sounds in multimedia or games is limited to use within original musical compositions ("derivative work").

You may:

– use the sounds in the context of musical works without paying any additional license fees ("license free").

– store a copy of the sounds on another medium (DVD, hard disk, flash drive etc.) for the sole purpose of a backup copy.

You may not:

– copy, give away, trade, lend, rent, redistribute or resell the sounds to another party.

– post the sounds to another person or group of persons over the Internet, or place them in a network that is accessed by multiple users.

– create another sample library that includes our sounds, whether in modified or unmodified form.

Credits

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