Elite
Orchestral Percussion

USER MANUAL
Welcome

Experience Vir2 Instruments’ Elite Orchestral Percussion, a premium 19GB library filled with an unparalleled variety of both traditional and unusual orchestral percussion. The collection features over 250 distinct orchestral percussion instruments across the full span of categories: bass drums, snaredrums, cymbals of every type, chimes, gongs, handbells, mallets, tambourines, timpani, triangles, wind chimes, wood blocks, accessories, FX, and ethnic and world instruments.

Elite Orchestral Percussion features a number of cutting-edge techniques to maximize and enhance the playability of the library, including a randomization engine which utilizes a variety of advanced techniques to maximize realism. A full performance view is available in all instruments, enabling instant triggering and programming of various common percussion articulations such as flams, 3-stroke ruffs, chokes, rolls, and realistic rhythmic pattern generators.

Elite Orchestral Percussion offers dozens of different room and reverb options via a custom set of convolution impulses implemented in EZRoom. EZRoom is a drop-down menu in the interface that, with one click, allows you to place the percussion in everything from the world’s greatest chapels and concert halls to caverns, chambers, and small rooms, all with minimal processor hit and no additional RAM usage. Unusual sonic spaces are also included for esoteric effects. EZRoom multiplies the different sonic options available to the discerning orchestral writer.
System Requirements

In order to use Elite Orchestral Percussion, you will need a computer meeting or surpassing these specifications:

Mac OS 10.4.x, G4 1.4GHz or higher, 512MB RAM

OR

Windows XP SP2, 1.4GHz or higher, 512MB RAM

AND

DVD drive, 20 GB of available hard drive space, and 1GB RAM for plug-in use

It's worth noting that these are minimum system requirements. To get the most out of Elite Orchestral Percussion, a faster processor will be beneficial, and more RAM (preferably 1.5GB or more) will give you much better results.
Installation

To install Elite Orchestral Percussion, simply insert the installation disc into your computer and run the Elite Orchestral Percussion installer.

The installer will install three separate components of the product: the library (which is approximately 19 GB in size, and can be placed anywhere on your system), the engine (Kontakt Player 2, which should be installed in either the Applications folder for Mac users, or the Program Files folder for PC users), and the authorizer (NI Service Center, which like the engine should also be installed in either the Applications folder for Mac users, or the Program Files folder for PC users).

When running the installer in its default mode, it will install not only the stand-alone application of the Kontakt Player 2 engine, but also all plug-in versions so that you can use Elite Orchestral Percussion within any major sequencer. If you do not plan to use the plug-in versions, or only need certain plug-in versions, you can use the Custom Install option in the installer. However, it is generally recommended to use the Easy Install option.

Updating

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the Elite Orchestral Percussion package: the library (which contains all the patch information and programming), the engine (which is powered by Kontakt Player 2), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than shipped in your physical package, so you should check for updates to each of these three.

You can do this by visiting the www.vir2.com web site and checking the Support area.
Registration

After you’ve installed Elite Orchestral Percussion, your computer will begin a 30-day demo period of the library. The library will work fully during the demo period. To permanently authorize your computer, you must register the software. Registration is handled by the Native Instruments Service Center application. If you are a Mac user, this will be located in your Applications folder. If you are a Windows user, this will be in Program Files.

Launch the Native Instruments Service Center. You will be prompted to enter your e-mail address and password that make up your Native Instruments account, or will be given an option to create an Native Instruments account if you don’t already have one.

Once inside the Native Instruments Service Center, it will give you a list of all the Native Instruments and NI-powered products on your hard drive and give you the option to activate them.

You are allowed to install and use Elite Orchestral Percussion on up to two computers simultaneously. You can manage your two authorizations on the Native Instruments web site.
Introduction

Let's dive into the organization and usage of Elite Orchestral Percussion.

There are 20 instrument categories which contain a total of more than 250 orchestral percussion patches:

- Accessories and FX
- Bass Drums
- Chimes
- Cymbals - China
- Cymbals - Crash
- Cymbals - Ride
- Cymbals - Suspended
- Ethnic and World
- Gongs
- Handbells
- Mallets - Glockenspiels
- Mallets - Marimbas
- Mallets - Vibraphones
- Mallets - Xylophones
- Snare Drums and Toms
- Tambourines
- Timpani
- Triangles
- Wind Chimes
- Wood Blocks

In addition there is a collection of multis available. Multis are combinations of instruments. Several factory multis have been built for you, combining various individual instruments into new larger ensembles, and you can also build and save your own.

All instruments in Elite Orchestral Percussion share the same basic layout:

Under the instrument name are a variety of control options: audio output, MIDI channel selector, polyphony settings, a memory meter to let you know how much memory the instrument is taking up, and a purge menu and indicator. Each of these functions are discussed in more detail in the Kontakt Player 2 manual.
To the right of the instrument name are two arrow buttons which allow you to scroll to adjacent instruments within the same folder. Use these to quickly audition instruments.

M and S buttons allow you to mute and solo the instrument, respectively.

Tune, pan, and volume controls are available in all instruments. Pan is the horizontal control on the left which defaults to the center position; volume is the horizontal control on the right which can be swept from minimum to maximum. Control-clicking (PC) or command-clicking (Mac) on either control resets the slider to its default setting.

Below the instrument panel is the custom engine built into each instrument in Elite Orchestral Percussion, which will be discussed below.

**Keyboard Mapping**

The mapping of instruments has been standardized as much as possible to avoid the need to consult a manual for each patch. However, there is also a significant amount of variation due to the different ways in which each instrument can be played. Some instruments have only one or two available articulations, while other instruments have many. Following is the broad concept that governs how all Elite Orchestral Percussion instruments have been mapped.

**PITCHED INSTRUMENTS**

Any instrument which is pitched, such as mallet instruments or timpani, appear on the keyboard exactly where they sound. Any performance features, such as left/right hand variations, are built into the instrument already.

**UNPITCHED INSTRUMENTS**

Unpitched instruments are organized into zones of varying sizes. A zone may cover 3, 6, or 12 keys on the keyboard, depending upon how many articulations for a given instrument need to fit on the keyboard. The first zone always begins on C1, then subsequent zones may be found 3, 6, or 12 keys above. In other words, zones always start on a C, E flat, F sharp, or A.
If there is only one articulation, it will be mapped into the first zone, and the zone will be 12 keys (i.e. C1 to B1).

If there are anywhere from 2 to 4 articulations, then each articulation will occupy one octave each (C1 to B1, C2 to B2, C3 to B3, and C4 to D4).

If there are 5-8 articulations then the first articulation is mapped to the first 6-key zone (C1 to F1), the second articulation is mapped to the next 6-key zone (F#1 to B1), and so on, going up the keyboard.

If there are 9-16 articulations, then the same pattern is followed but with 3-key zones, in other words C1 to D1, Eb1 to F1, F#1 to G#1, and A1 to B1.

Any instrument designated "Menu" is organized so that each key triggers a different sample. For example, the Slide Whistle Menu patch features dozens of different samples of a slide whistle mapped across the keyboard, one sample per key.

There is great variety in this library, and the above system is meant to accommodate as many playing techniques as possible while maintaining simplicity and intuitiveness. It also allows for easy integration with pad controllers, discussed in the next section.

**MIDI Pad Controllers**

Most instruments in Elite Orchestral Percussion can be played effectively from a properly prepared pad controller, such as an Akai MPD24 (shown below) or Korg padKontrol. Playing the library from a pad controller allows a new degree of realism not possible from a traditional MIDI keyboard.

The optimal pad controller for Elite Orchestral Percussion would feature 16 pads arranged in a 4x4 configuration (though the library can be adapted for use by other MIDI pad controllers too).
Taking into account the keyboard mapping scheme detailed above, it is most helpful if the pads control C, E flat, F sharp, and A, from octaves 1-4. Here is a suggested trigger layout for a 4x4 pad controller:

Since pad controllers allow you to play the instruments much more authentically than a traditional MIDI keyboard, pad controller users may find little need to be able to access the triggers (discussed in the next section). If you use a pad controller but would like to utilize the triggers, you will need to either substitute some pads’ MIDI assignments to the triggers, or use other knobs, sliders, or controllers on your pad controller to do so. If you want to use some of the 16 pads, we recommend you use the highest ones (C4, Eb4, F#4, and A4) as these are used least often in the library. Triggers are discussed in detail in the next section.

**Triggers**

In every instrument in the Elite Orchestral Percussion Library, the MIDI keys below C1 have been reserved for special trigger functions. Listed going downwards from B0, here are the available triggers:

- B0: Choke
- A#0: Roll (64th notes)
- A0: Roll (32nd notes)
- G#0: 3-Stroke Roll (64th notes)
- G0: 3-Stroke Roll (32nd notes)
- F#0: 3-Stroke Roll (16th notes)
- F0: Flam
- E0: User Pattern 1
- D#0: User Pattern 2
- D0: User Pattern 3

and continuing down the keyboard, with 25 user patterns available in all.
Each of these triggers are generated by the powerful script and can be edited to taste (see next section). When a trigger is played, its description is listed in the interface.

It should be noted that some instruments in the library already feature some of these articulations, for example, most snare drums in the library have live sampled flamms in them already. However, the effect of a live sampled flam compared to the trigger-generated one can be quite different. Some instruments achieve superior effects by using the trigger functions, while others are better live-sampled. As a library-wide implementation, we have made all trigger functions available for users to explore across all instruments, regardless of whether live sampled versions of the same articulations are already available. Some very interesting effects can be generated using the triggers.

To use the triggers, the performer can either hold down the silent trigger note then play the zone they want, or vice versa. The engine will work either way. The performer can play patterns by holding down a zone and then playing a trigger key as many times as they want. The engine responds dynamically to either style of playing, and also is sensitive to velocity. For example, if the performer holds down a zone containing a simple snare hit, then plays the flam trigger key (F0) multiple times with varying velocities, the result is flams that vary in volume.

Editing Triggers

All triggers can be edited via the Edit Trigger pages. To enter this mode, click the Edit Trigger button in the upper left corner of the interface. This takes you to the Edit page:
On the left side are 4 scroll and paging buttons. These enable you to step through all the available triggers, since only five are visible at once. The interface defaults to showing you the five that are at the top of the trigger range (G0 to B0). Click Scroll Down to move one trigger down, or click Page Down to move five triggers down.

**BO TRIGGER**

B0 is a special trigger that is used for choking. Because many sounds in Elite Orchestral Percussion ring out, you may sometimes want to use B0 to choke a particular sample upon request. This trigger is handled in a different way than the other triggers. Its only editable parameters are the Hold and Release values, in milliseconds. You can alter these values if you’d like the choke to occur faster or slower.

All other triggers, including rolls, 3-stroke rolls, flams, and patterns, are edited using another Edit screen. Click on the Edit button next to any trigger to access the Edit Pattern page:

![Edit Pattern Screen]

**EDIT PATTERN**

The Edit Pattern page features three graphs, allowing manipulation of velocity, smoothing, and pitch.

**VELOCITY GRAPH**

The Velocity graph allows you to customize a 16-step pattern dictating how loud each hit will be. The pattern shown in the graphic above will yield a rhythmic pattern. The first pulldown menu under the Velocity graph specifies what note value each bar should get. Values are available ranging from 64th notes to quarter notes. Triplet values are also available, and are designated with a T. When a triplet value is selected, only the first 12 steps will play.

The second pulldown menu allows the performer to decide whether the pattern should loop (as a roll or a pattern should) or whether it should be a single one-shot (as a flam or a three stroke roll should be). Input quantization is also available in this menu. When input quantization is enabled, all incoming notes are quantized to the same value as is chosen in the note value pulldown menu (immediately to the left).
SMOOTH GRAPH
The Smooth graph functions as a legato mode for percussion. Raising the bar on any step smoothes and crossfades the adjoining notes into one another so that there is less attack to the hits. Each step can be smoothed independently, and the overall effectiveness of smoothing can be adjusted from 0 to 10.

PITCH GRAPH
The Pitch graph is the third component of the Edit Pattern page. This function is optional, and can be activated or deactivated via its button immediately under the graph. Pitch can be used for both drastic and subtle purposes. The Semitone function in the lower right corner allows you to specify the range of the pitch variation, from a minimum of 0 (which is effectively bypassed) to a maximum of 12 semitones, or half-steps. Small semitone ranges, such as 0.1 or 0.2 can be used for realistic roll and pattern programming, as they will introduce tiny pitch variations that are barely audible, but enough to make a pattern feel more human. Large semitone ranges can be used for synthetic pattern creations that go beyond what the original sampled instrument is capable of.

The graph is drawn to allow the selection of pitches both above and below the original pitch.

Use the Back button in the upper right corner to return to the previous page.

Humanize
Humanize is an engine that introduces slight pitch, timing, and volume randomization to all incoming notes. Each of the three dimensions can be turned on or off, but are enabled by default to enhance the realism of the library.

Each dimension offers two knobs that control its effectiveness. The Prob. knob controls probability, the percentage chance that each note will be randomized. If set to 100%, then every note played by the instrument will be randomized by that dimension. If set to 0%, then no notes will be randomized by that dimension, and that dimension will be effectively bypassed. The Range knob dictates the maximum range of possible randomization by that dimension. Pitch can be randomized up to 1 octave, timing can be randomized by up to 10ms, and volume can be randomized by up to 6dB.
EZRoom

EZRoom is a sophisticated impulse response library that has been integrated into Elite Orchestral Percussion. Convolution allows each instrument to be placed instantly into any of the 56 supplied rooms, which range from large concert halls and chambers to small rooms, practice rooms, classrooms, and also unusual sound effect rooms.

EZRoom is off by default in all instruments in the library. To activate EZRoom, simply pull down its menu and select any one of the impulses. When an impulse is active, a Dry and Wet knob appears to the right, allowing you to control how much of the dry (unaffected) and wet (convolution impulse) signal should be mixed together.

To switch EZRoom off, choose Off from the EZRoom menu. Off is at the top of the list of impulses.

Equalizer

Elite Orchestral Percussion includes a full 3-band equalizer with frequency, gain, and bandwidth controls. To access the equalizer, click on Edit Equalizer in the upper right hand corner of the interface.

All three bands of the equalizer default to flat (0dB change). Each band can be controlled independently by sweeping the frequency and making a gain change. Use the Bandwidth knob to dictate how wide or narrow the apex of the gain change should be. Large values will result in a smoother EQ, while small values enable you to ring out tighter frequencies.
Velocity Curve

Elite Orchestral Percussion features an adjustable velocity curve, to give the performer the ability to tailor the dynamic response of the instrument. This setting defaults to linear, but can be adjusted in three degrees of extremity in both directions, to allow for louder or softer playing.

![Velocity Curve]

Instrument List

<table>
<thead>
<tr>
<th>ACCESSORIES AND FX</th>
<th>BRASS DRUMS</th>
<th>CHIMES</th>
<th>CYMBALS - CHINA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anvils</td>
<td>Adams Mahogany 15x36</td>
<td>Adams Rawhide</td>
<td>Sabian China 15in</td>
</tr>
<tr>
<td>Bell Tree</td>
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<td>Cathedral Chimes</td>
<td>Zildjian China 19in</td>
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<td>Bicycle Horns</td>
<td>Bicycle Horns Chromatic</td>
<td>Musser Rawhide</td>
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<td>Body Percussion</td>
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<td>Musser Soft</td>
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<td>Car Keys (Menu)</td>
<td></td>
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<td>Cowbell 1</td>
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<td>Cowbell 2</td>
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<tr>
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<td>Cowbell 3</td>
<td></td>
<td></td>
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<tr>
<td>Thunder Sheet (Menu)</td>
<td>Cowbell 4</td>
<td></td>
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<td>Cowbell 5</td>
<td></td>
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<td>Cowbells (All Hits)</td>
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<td>Crotaleles</td>
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<tr>
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<td>Earth Plate</td>
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<td>Egg Shaker (Menu)</td>
<td></td>
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</tr>
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<td>Egg Shaker Loop Slow</td>
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<td>Finger Cymbals</td>
<td></td>
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<td>Flexatone Water</td>
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<td>Jingle Bells Small</td>
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<td>Jingle Bells Small Chromatic</td>
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<td>Mission Bells</td>
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<td>Piano Knocks</td>
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</tr>
</tbody>
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### CYMBALS - CRASH
- Zildjian 16in Custom
- Zildjian 18in Constantinople 1
- Zildjian 18in Viennese
- Zildjian 20in Germanic
- Zildjian 16in French
- Zildjian 18in Constantinople 2
- Zildjian 19in Constantinople
- Zildjian 22in Germanic
- Zildjian 17in Constantinople

### CYMBALS - RIDE
- Zildjian 18in Custom Flat Top
- Zildjian 21in Bell
- Zildjian 22in Constantinople Rods
- Zildjian 20in Constantinople Light
- Zildjian 21in Special
- Zildjian 22in Constantinople Mallets
- Zildjian 20in Light
- Zildjian 22in Constantinople Rods
- Zildjian 22in Constantinople

### CYMBALS - SUSPENDED
- Armand 19in Sizzle
- Sabian 18in Ozone
- Sabian 18in Prototype Brush
- Sabian 18in Prototype
- Sabian 18in
- Wuhan 12in
- Wuhan 16in
- Wuhan 18in
- Zildjian 14in Constantine
- Zildjian 15in Constantine
- Zildjian 16in Constantine
- Zildjian 17in Constantine
- Zildjian 17in Custom
- Zildjian 17in Old
- Zildjian 18in
- Zildjian 18in Constantine
- Zildjian 18in Old
- Zildjian 19in Constantine
- Zildjian 19in Constantine
- Zildjian 19in Custom

### ETHNIC AND WORLD
- Agogos
- Almglocken
- Almglocken Rolls
- Ankglung Full
- Bongos
- Cabasa
- Cabasa Tiny
- Castanets Ebony
- Castanets Epstein Hall
- Castanets Rosewood
- Claves Grenadilla Hall
- Coconut Shells
- Congas
- Djembe
- Kalimba
- Log Drum x4
- Maracas Large
- Maracas Small
- Quinto
- Samba Whistle
- Sambago
- Talking Drum
- Thai Singing Bowls
- Timbales

### GONGS
- Di Hu Yi Gong 14
- Nipple Gong 10
- Nipple Gong 15
- Nipple Gong 22
- Opera Gong 8
- Opera Gong 10
- Opera Gong 14
- Paiste Distant Hall 36
- Paiste Gong 14
- Saw Gong
- Wind Distant Hall 30
- Wuhan Gong 26
- Zildjian Gong 12

### HANDBELLS
- Handbells
- Handbells Staccato
- Handbells Waved

### MALLETS - GLOCKENSPIELS
- Fall Creek ENS760R
- Fall Creek ENS760R FX
- Fall Creek IP901
- Fall Creek IP901 FX
- Fall Creek OR45
- Fall Creek OR45 FX
- Fall Creek Pau Rosa
- Fall Creek VMax Red
- Fall Creek VMax Red FX

### MALLETS - MARIMBAS
- Boom Whacker
- Chordal Rolls Augmented
- Chordal Rolls Diminished
- Finger Nails
- Fingers
- IP100 Rolls
- IP100 Short
- IP100 Sus
- LS20 Cres Roll
- LS20 Dec Roll
- LS20 Major Roll
- LS20 Octave Rolls
- LS20 Sus
- Noises
- NZ Major and Minor Rolls
- Rattan Handle Hits
- VMax Hard Short
- VMax Hard Sus
- VMax Med Rolls
- VMax Med Short
- VMax Med Sus
- Zeltsmen Graduated

### MALLETS - VIBRAPHONES
- Vibes Bowed
- Vibes FX
- Vibes MC56L (Mute-Sus)
- Vibes MC56L (Mute-Sus)
- Vibes MC58N (Mute-Sus)
- Vibes NR13 (Mute-Sus)
- Vibes PCWhite (Mute-Sus)
Tech Support

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the Support area of the www.vir2.com website if you encounter any difficulties in using the product. You may also e-mail support@vir2.com.
Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Service Center. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your installation disc.

**Using Elite Orchestrial Percussion in Kontakt 2**

Elite Orchestrial Percussion ships with the Kontakt Player 2 software as its playback engine. Advanced users may also open Elite Orchestrial Percussion in the full version of Kontakt 2 to access deeper editing features, or to use Elite Orchestral Percussion alongside libraries in other formats. Visit the Native Instruments web site for special offers to upgrade from Kontakt Player 2 to the full version of Kontakt 2.

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**Credits**

Produced by Vir2 Instruments

**Sound Design and Programming:** David Das, Steven Bolar, Chris Peck, and Donnie Christian

**Script:** Benjamin Stelzer

**Artwork:** Michael Hogan

Special thanks to the beta test team, who provided invaluable input to the product.