VITAL SERIES

STICKS

INSTRUMENT MANUAL

vir2
INSTRUMENTS

CONTENTS

WELCOME

Vir2 Instruments is proud to present the second installment of the Vital Series, Vital Series: Sticks!

Sticks combines a unique collection of different stick styles played on various "found" objects. You will find many interesting combinations including a steel brush played on a cardboard box, a timpani mallet played on an old wooden drawer, and a bamboo cajon stick played on an 8-foot long piece of sheet metal. In total, we've recorded 80 different unique and incredibly useable combinations of sticks and objects to fill a large variety of different musical styles and settings. Whether you are a film composer or a songwriter, Sticks will be a valuable resource you will use time and time again.

Sticks contains four playback "engines" allowing you to play up to four unique patterns and sounds from just one Kontakt patch. Each engine allows you to select the sound you want to use and either perform your rhythm part manually or use the built-in sequencer to trigger up to 10 unique sequenced performances per engine. The sequencer allows you to control not only the velocity but also the pitch and pan of each step for a completely unique take on these instruments. Every instrument was recorded dry and in stereo for maximum flexibility when it comes to your mix.

We hope you enjoy Vital Series: Sticks!

REQUIREMENTS & INSTALLATION

SYSTEM REQUIREMENTS

Kontakt Player 5.7.1 or higher.

Mac Users:

- OS 10.11 or higher

- Intel Core Duo 2.3GHz or higher

- Minimum 4GB of RAM

Windows Users:

- Windows 7, 8, or 10 (latest s.p.)

- 32bit or 64bit compatible

- Intel Core Duo 2.3GHz or higher

- Minimum 4GB of RAM

Vir2 strongly recommends more than 8 GB of RAM and an 88-key controller in order to use this library to its fullest potential.

The library requires approximately 2.5 GB of available disk space once installed.

INSTALLING THE LIBRARY IN KONTAKT

The installation of this library in KONTAKT consists of two separate steps:

     1) The installation of the KONTAKT engine

     2) The installation of the library

Please find the KONTAKT Player engine installers, and all Vital Series: Sticks library installation/authorization instructions in the separate "Installation Instructions" download.

ENGINES

01 ACTIVATE - This switch activates and deactivates the engine.

02 KEYRANGE - The key range that controls the engine is displayed at the top of each engine. For example, Engine 1 is controlled by C1-B1 and Engine 2 is controlled by C2-B2.

03 MONITORING - Mute and Solo buttons.

04 AUDIO ROUTING - Route the engine audio to a specific audio output.

05 MENU - Browse, preview, and load any of the included sounds to each of the four engines individually. Use the arrows on the left and right of the menu to quickly move through the available sounds.

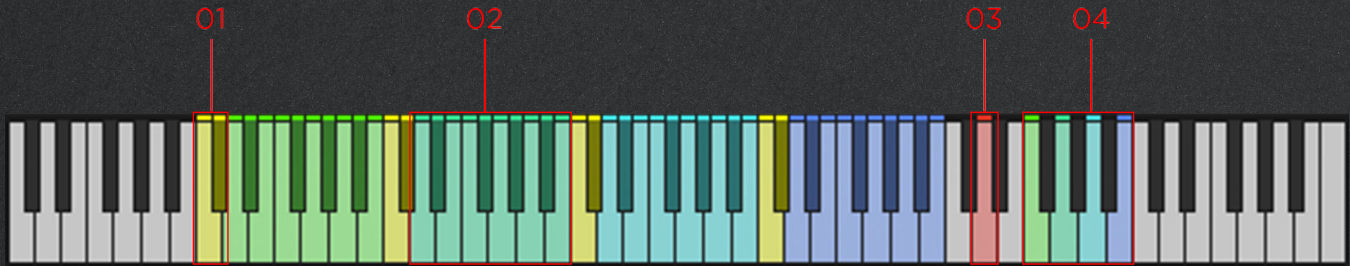**06 ELEMENT EDIT** - Adjust Volume, Pan, Tuning, or set Attack and Release times of a sound.

07 STEPS - Adjust the amount of steps in the sequencer (2-32) and the rate at which they play back (1/4-1/32t).

08 SCENES - Each engine has ten banks of preset patterns called "Scenes". Each scene triggers a unique set of Velocity, Pan and Pitch settings that can be adjusted in the sequencer steps. The Scenes are triggered by their corresponding keys. For Engine 1, the Scene keys are laid out from D1-B1.

09 SEQUENCER EDIT - Select which parameter the sequencer will display (Velocity, Pan, or Pitch). Use the Copy, Paste, and Reset buttons to easily copy all set parameters from one engine or Scene to another.

10 SEQUENCER - Customize your Velocity, Pan, and Pitch patterns.

KEYBOARD

01 ONE-SHOT KEYS - The two yellow keys in each section trigger a one-shot sample of the currently loaded element.

02 SEQUENCE KEYS - This range of keys trigger the playback of the corresponding scene sequences.

03 PLAY ALL - This key triggers all four engines at once.

04 SOLO KEYS - These keys activate the "solo" mode of the engines

EFFECTS

01 INPUT Q - Activate and select the input Q timing in this dropdown menu.

02 ACTIVATE EFFECT - Clicking on this button activates the effect.

03 SELECT EFFECT - Clicking the name of an effect will select the effect for editing and display the effect parameters below.

04 GLOBAL SWING - This knob adds swing to the sequence timing.

05 EFFECT EDIT - Adjust specific effect parameters here.

*NOTE - All Effects are global, and affect all four engines at a time.

ADDITIONAL INFORMATION

TECH SUPPORT

We at Vir2 stand behind our products and are committed to helping you get the most out of using them. Please Contact Tech Support for support regarding the instrument.

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