Wavelore Slide Whistle

Version 2.0
Kontakt 2+

Welcome!

This help file contains an overview of the Wavelore Slide Whistle virtual instrument for Kontakt 2 and above. Reading it carefully and familiarizing yourself with the interface and parameters offered will allow you the most control possible when using this highly versatile and flexible instrument.

Enjoy!

1) Quick Start

The most basic premise of how this instrument works is “portamento”, which, in synthesis, is when you cause one note to “slide” or “bend” into another by holding the first note while playing the next. If you try doing that on this instrument, you'll notice that the notes slide. In addition to this fact, you may also notice that the same happens when you release a note while any other is held. This manner of programming allows for easy performance of trills and various types of runs. The specifics of the behavior of slides on this instrument are governed by a number of interface controls. If you study these controls, you'll get an idea of how to set up the instrument to your taste.

When you load the Wavelore Slide Whistle into Kontakt, you will see the following interface:

This page gives you immediate access to all the main parameters you may wish to alter for your own purposes. For detailed info on all the controls, please see the next section on editing the instrument. For now, the curious my get a lot from knowing that the controls have all been labeled and organized for intuitive navigation and use, so this document may only be necessary if you find something in the interface to be less-than-clear.

Here are the factory settings for MIDI controllers used (these are re-assignable – again, see the next section for details):

CC#1 (Mod-Wheel): Vibrato and Flutter-tongue activation.

CC#11 (Expression Pedal): Volume/Tone control. CC#11 controls a filter cutoff frequency for the purpose of emulating a real wind player's dynamics.

CC#5 (Portamento Speed): Allows control of the speed of slides; By default, velocity also controls speed ona smaller scale, where CC#5 actually controls the range of time over which velocity will determine speed. In short, with CC#5 at a value of zero, velocity will allow a range of slow to medium-speed slides, where increasing CC#5's value will progressively slow this range.

Other aspects of the interface can control elements like vibrato speed and depth, absolute slide speed ranges, randomization of vibrato parameters, release trigger volume, formant correction, and more.

2) Editing the Instrument's Setup

This section provides detailed information on each of the controls in the instruments interface. Please read it carefully if you are unsure of any of the functions of these controls.

Concept:

In the screen-shot above, the various knobs and buttons allow you to configure the expressive behavior of the instrument in order to tailor the playablility of the whistle to your taste and style. Controls provided include parameters related to portamento speed, formant correction, vibrato speed/depth/randomization, and release sample volume.

Controls:

1) *Volume Control:* This control is does not control volume itself; Rather it assigns a MIDI continuous controller which, when changed, will change the volume and tone of the instrument to emulate the dynamics of a wind player. By default, it is assigned to CC#11(Expression). To re-assign it (for example, to use the modwheel for expression control) either set it to the desired MIDI CC#, or set it to 128 (“Learn Mode”) and move the desired knob or slider on your control surface. Once you've moved your controller, either play a note or click “OK”, and the new assignment is accepted.

2) *X-Fades on/Off:* A special control for “formant correction”, a feature that fades out old notes while fading in new notes during slides. Formant correction allows more believable slides by masking the “chipmunk effect”, so that phrases which slide over larger intervals still use the correct sample for the notes played, as opposed to “stretching” the original note over large distances, which creates an unnatural sound.

3) *Slide Speed Control:* Assigns a MIDI CC# to access the range of slide speeds defined in item #5. The default value is CC#5 (portamento speed), and can be re-assigned as in item #1, above. By default, slide speed is also affected by velocity. See item #'s 4 through 6, below.

4) *Slide Speed Control Source Menu*: Contains four options: “Controller”, “Velocity, “Velocity+Scale”, and “CC+Velocity”:

- Controller: When this option is selected, slide speed is determined based on The value off CC#5, or whichever MIDI CC# is assigned in item #3, above. The assigned CC# interpolates between the minimum and maximum speeds set in item #5, below.

- Velocity: When this option is selected, slide speed is determined based on how hard the target note is played. Velocity interpolates between the minimum and maximum speeds set in item #5, below.

- Velocity+Scale: When this option is selected, slide speed is determined based on how hard the target note is

played, offset by the current value of item #6, below.

- CC+Velocity: When this option is selected, slide speed is determined based on how hard the target note is played, offset by the current value of the CC# assigned in item #3, above. CC#5 (or other) will determine the overall range of speeds accessible with velocity, where exact velocity will select a speed within that range.

5) *Minimum and Maximum Slide Speeds:* Sets the range of slide speeds accessible. Combined with item #'s 3, 4, and 6, this control affords a wide range of speeds and methods of accessing them.

6) *Velocity->Speed*: This percentage value sets how much of the overall speed range is accessible via velocity; At 100%, velocity can allow you to “reach” either extreme of speed regardless of CC value, where at minimum, velocity is ignored, rendering the control of speed available from the assigned CC# only.

7) *Vibrato Depth*: Sets the depth of vibrato in cents (hundredths of a semitone).

8) *Vibrato Depth Randomization*: Allows each cycle of vibrato to be automatically varied in width by a percentage, thereby creating a more “human” vibrato, free of mechanical sounding repetitions of the pitch cycle.

9) *Filter On/Off:* Activates a low-pass filter which follows the pitch of vibrato, creating an enhanced sense of changing air pressure for a more realistic vibrato.

10) *Vibrato Speed*: Sets the speed of vibrato in Hertz (cycles per second).

11) *Vibrato Depth Randomization*: Allows each cycle of vibrato to be automatically varied in speed by a percentage, thereby creating a more “human” vibrato, free of mechanical sounding repetitions of the cycle.

12) *Release Sample Volume*: Master volume for release samples.

13) *Show About*: Displays a window containing credits and copyright information.

2.1) Saving Your Changes

If you've gotten this far in the manual, you're probably familiar with all the controls available for this instrument and how to use them, and you've probably discovered some tricks you like (We sure hope you have!). Once you've made changes that you like, you need to save the instrument in order to recall them! Saving the instrument is best done under a new filename (so you keep the factory settings, just in case), and is done from the “files” menu at the top of Kontakt's interface. Choose “Save As...”, type a new filename, and make sure you select “patch only” from the save mode option at the bottom of the save dialog – if you choose patch + samples, Kontakt will write a redundant set of identical samples to a new samples folder, doubling the size of the library.

Once you've saved the instrument, all your changes will be instantly recall-able!

3) Where to Get More Help

At Wavelore, we consider it our duty to ensure that you have the best possible experience with our products and support.

If you're having trouble, e-mail us and we'll help you!! We're at:

support@wavelore.com

There is also a support forum hosted at our website where you can discuss any issues, technical or otherwise:

http://www.wavelore.com/forum/index.php

Appendix A: Credits

The following people played important roles in the creation of this software instrument:

The recordings for this library were created at Artist Development Recording Studio, St. John's, NL, Canada.

Steven Miller - Audio engineering, quality assurance.

Mark Belbin - Performance, audio editing, instrument design, documentation.

Luke Merdsoy, Mertz Creative Communications Inc. - Wavelore logos and visual concept. http://www.mertz.ca

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