Timpani

Virtual Instrument Product Manual

Versilian Studios – 2014

Version 1.2

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Introduction

The **Timpani** or **Kettle Drums** are a set of large, tuned, bowl-shaped drums used in orchestral and concert band music, often to support the bass line and emphasize transitions using rolls and other techniques. Our timpani are typical of what one might find in a high school or college band room or a local orchestra in condition and quality of construction, providing a realistic representation of the instrument. We sampled it extensively across five velocity layers and provided extensive multisampling to provide extra realism in performance. Extra emphasis was put on the mezzo-piano zone of the instrument, although it certainly does not lack in its more powerful end.

This manual will walk you through the installation and usage of this virtual instrument plugin.

Installation Instructions (Windows)

For new or revised VSTi including this product, there is a custom installer that will assist you with installing the product. Simply follow the instructions provided to you during installation process to extract the files to their destination.

Note: You will still need to manually set the file directory location when installing the VSTi plugin. If you do not know where to set your directory, set it to the default location of your preferred DAW.

NB FOR KONTAKT 4 USERS: Please copy the "pictures/timpani" folder inside "Resources" and place them at:

C:/program files/NativeInstruments/*KONTAKT 4 OR 5*/

…or wherever your Kontakt is installed.

Installation Instructions (Mac)

For Mac users, the installation process will require the manual placement of the Audio Unit or Kontakt instruments. Please follow the below instructions.

First, unzip the Timpani_Mac.zip file. Now select the Timpani_AU_v2.component file and press "cmd-c" or copy. In a finder window, browse to your OS hard drive (you can use the "Go" tab for this). In the hard drive, enter "Libraries", then "Audio", followed by "Plug-ins", and then finally "Components". Press "cmd-v" or paste to paste the .component file in the Components folder. A prompt will likely appear asking you to authorize this action. This is ordinary, as the library files are intentionally protected from accidental tampering. However, this is intentional. Enter required details and proceed.

The Audio Unit version will be copied into the Library. It may take a few minutes to finish copying and then to be recognized by the system. After that, it should be ready for use in any DAW or application which supports Audio Unit instruments.

(Mac Installation Instructions Cont'd.)

The Kontakt edition will run from virtually anywhere you place it, as long as you move the entire Timpani folder with the two folders and two .nki files around together. The .nki (Kontakt Instrument patches) refer to content in the two folders through a relative path, so if they are **<u>NOT</u>** kept together, the patches will cease to function correctly and will require you to relink the samples every time you load up the patch.

Locate a place where you want to keep the Kontakt edition, perhaps near other Kontakt patches. Copy and paste the Kontakt Timpani folder to that location. To load the patch, simply open an instance of Kontakt, either standalone or within a DAW, then drag the .nki that corresponds to your version of Kontakt into the main patch window in Kontakt (or use the supplied "Files" browser in Kontakt to locate the .nki files and double click the correct one). You're all set!

Uninstallation

Uninstalling the VS Timpani only requires that you delete all of the installed files that you placed or had placed during the automatic installer process. For Windows users, this means the .dll file and .instruments folder per 32-bit and 64-bit versions, as well as the Timpani Kontakt folder and its contents. For Mac users, this means the .component file in your library and the Timpani Kontakt folder and its contents.

Interface

There are two possible User Interfaces (UI's) for the Timpani that you will be dealing with; the Maize interface, used for VSTi and Audio Units, and the Kontakt interface, used for the Kontakt version. This section will discuss the two interfaces and their functionality.

Maize Interface

The Timpani 1.2 VSTi/AU interface features some technical and visual improvements over the 1.1 interface, including a new custom keyboard as well as more accurate knobs.

- **Volume:** The overall volume of the instrument. This corresponds to MIDI CC#7.
- **Pan:** The panning, left or right, of the overall instrument.
- **Reverb:** A basic reverb is available for use on the Timpani via the Maize engine. We recommend using your own favorite 3rd Party reverb plugin if you have one for best results.
- **Attack:** Controls the attack of the samples. Increasing this beyond half will remove the percussive quality of the timpani. As the

samples have no attack by default, pulling this below half will have no effect. Range of +/- 1 second is provided.

- **Decay:** The time between the end of the attack phase and the sustain phase's start. If sustain is not in the middle, the instrument will gain or lose volume during the duration of the decay. Range of +/- 1 second is provided.

- **Sustain:** The volume in decibels (dB) at which the instrument remains after the decay until the end of the sample (i.e. you let go of the note). If lower than half, the instrument will grow quieter until it reaches the sustain volume. If higher, it will grow louder until it reaches the sustain volume. A range of +/- 15 dB is provided.

- **Release:** Release is the length of the release of the notes of the Timpani. The samples are set to a release of 5 seconds, and this knob will modify that by +/- 1 second.

Kontakt Interface

The Kontakt interface for 1.2 has maintained the same style as the 1.1 interface until we have a chance to have it replaced. If you have previously used the Kontakt version, all the same controls still apply. An advantage of the Kontakt interface is that it allows you to map ANY control to use a MIDI CC, allowing more flexibility where you need it.

- **Volume:** You may specify the overall volume of the instrument here or on the volume slider to the top-right.

- **Reverb:** A convolution reverb instance featuring a sample from a concert hall is controlled using the Reverb parameters. The Reverb knob will control how much of the reverb sound will be added to the mix. The Pre-Delay knob will add a delay between the start of the dry sound and the start of the reverb effect, letting the dry sound make a stronger impact. Increasing this can also increase the size of the space. Lastly, length controls how long the reverb is.

- **Pan:** Controls the pan, left or right, of the samples. You may also specify this with the L/R panning slider to the top right.

- **EQ 1, 2, and 3:** Three EQ controls are supplied to fine-tune the timbre of the Timpani. Pitch adjusts what frequency, in Hertz (Hz), is the center of the EQ knob's effect, and Amount adjusts how much, in decibels (dB), that particular frequency range is adjusted. Experimentation is recommended.

- **Envelope:** Adjust the ADSR like with the Maize version. Note that there is a mistake and it was labeled ASDR originally. The ranges on these knobs are significantly greater. We recommend leaving these alone for now, as they have been optimized for the instrument.

Troubleshooting

Below are some possible issues and steps you can take to try to resolve them. If you cannot fix the issue following these steps, need additional assistance, or your issue is not below, feel free to send us an e-mail at contact@versilstudios.net or use our support page here. We will reply as soon as possible to your request and help you through the fix. Follow each step below sequentially for best results.

Issue: My Host/DAW is not finding the plugin.

1. Make sure the plugin was the right version (64-bit/32-bit/Audio Unit/Kontakt).
    a. If you use ProTools, note that it does not natively support any form of plugin we develop aside from indirectly supporting Kontakt plugins.
    b. Cubase for Mac users among others may need to use a Mac VSTi. If you are a Cubase user who uses a Mac, please contact us and we will build and send a version over to you.
2. Ensure that the place where you put the plugin is a place where your host looks for plugins.
    a. If you use a program that has separate areas for effects and instruments, make sure it is in the right place.
3. Try scanning for the plugin in the host or manually adding it if such a function exists.
4. Try using another host to see if it can find the plugin.
    a. If another host can use it, ensure that your host uses the format of plugin.

Issue: I am getting a "Cannot find any instruments." Error.

1. Make sure you copied the .instruments folder into your directory. It must be in the same directory as the .dll file.
2. Make sure the .instruments folder is the same version as the .dll file (64/32-bit).
3. Check to make sure there is an .mse file inside the .instruments folder and that it is the same version as the .dll file.

Issue: The knobs aren't turning as I move my controller knobs in the VSTi/Audio Unit version!

Unfortunately this is an issue with the engine itself. We've already requested this functionality be added.

Issue: I don't hear anything!

1. Make sure your speakers are on and your system's sound is functioning (try playing a song in Media Player/iTunes).
2. Make sure your host has access to your sound system (try using another plugin or the 'test' function in your hosts' settings).
3. Make sure the gain is up a bit.
4. Note that most instruments don't cover the entire keyboard so you may not hear any sounds if you press certain keys. Try to find the range of the instrument by moving up and down the keyboard.

Issue: Getting a time limit warning in Kontakt.

Due to the way the world works, we can only release products for the FULL version of Kontakt. Kontakt Player will only let you use the Timpani for a limited duration before needing to be restarted.

Issue: These samples suck!

Sorry. We didn't promise you $1,000 worth of samples recorded on state-of-the-art microphones in state-of-the-art facilities. We are common musicians with an interest in interesting instruments and we want to share that with the world.

Issue: I am getting audio glitches/issues with samples (VST/AU only).

Please make a recording of the glitches/issues and check your CPU and Hard Drive disk usage if possible, as well as general information on your setup (RAM, OS, etc.). Send us an e-mail or use the contact us page and send this information to us. If you can figure out how to reliably replicate the issue, it'll help. Your information will be anonymously passed on to the developer of the Maize Sampler and that will hopefully help solve the bug.

Issue: Suffering from existential self-doubt.

Try thenicestplaceontheinter.net or writing music.

Conclusion

I would like to personally thank you for purchasing and installing one of our plugins. We try to create things that are useful and at the same time enjoyable to play and use.

Developing plugins is something that is both an extremely demanding and extremely rewarding experience at the same time, much like pursuing a career in music. Through creating this instrument I've been able to write our story and I hope the end result will help you tell your own story.

Though it may sound cheesy, every time I see (or rather, hear) someone using one of my creations, it is like hearing someone cover an old standard in a new and refreshing way. There's just about nothing more humbling than submitting your pet project to the world and hearing the world submit their pet projects back!

If you have any questions, comments, want to let us know about your musical work that used our plugins, or even just want to chat, feel free to drop me a line at contact@versilstudios.net.

Keep compos(ed/ing)!

Sam Gossner, Versilian Studios