



Thank you for purchasing **Duo - Steel Tongue**!

There's just something about steel tongue drums that makes you come back for more. We bought our first nearly four years ago and have acquired three more since. Their sound can be beautiful and haunting at the same time, and it's difficult to put one down once you begin playing.

Deciding which drums to sample wasn't too hard: sample all of them! Duo Steel Tongue is comprised of two of the drums from our growing collection.

The [1Tone](#) and [Garrahand](#) models are quite different from one another in size, weight, construction and musical scale. I believe this contrast makes for an interesting pairing – one that allows the composer to choose between two unique sounds while retaining the ability to combine them for unison and duet playing.

This document provides an overview of how to install the library, descriptions of patch types, controls available on the interface, a patch listing and the license agreement.

Please feel free to contact us at info@ninevoltaudio.com if you have any further questions or comments.

Sincerely,
Kyle Z – December 2010

Recordings by: Ryan Acree

Installing the library

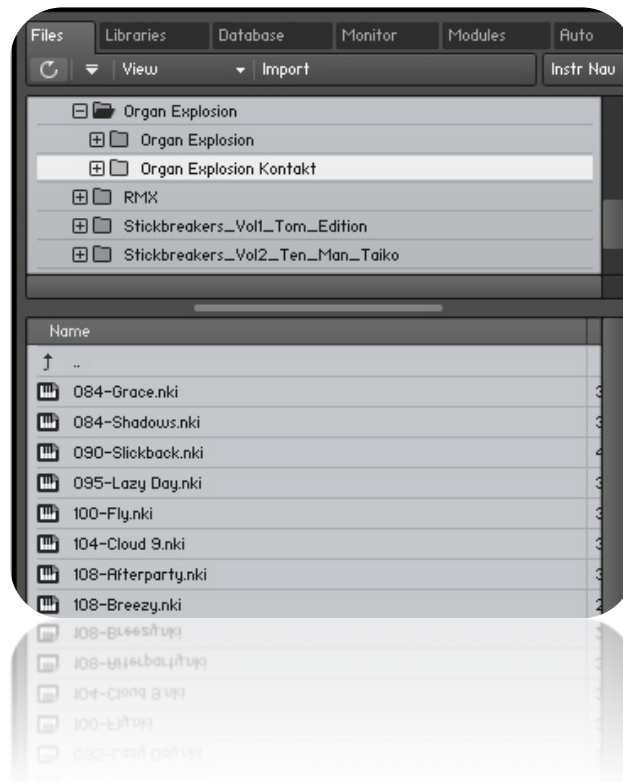
Duo - Steel Tongue is compressed in the .rar format, a format similar to .zip but allowing for better compression and smaller files for download. If you do not have a utility to open .rar files, you can download one through the following links:

PC: <http://www.win-rar.com/download.html>

Mac: <http://www.unrarx.com/>

Decompress the .rar and extract the **Duo - Steel Tongue** folder to a location you wish to store and use the library.

There is no formal installation process to begin using the patches in Kontakt. Simply use Kontakt's file browser tab to navigate to the appropriate folder and click on any of the files ending in ".nki" or ".nkm" to load a patch. Below is an example image from our **Organ Explosion** library.



Duo - Steel Tongue – requires a full version of Native Instruments' Kontakt 3.5.0.25 or higher. Kontakt Player will only allow 30 minutes of use.

NOTE: Kontakt's "add library" function does not operate with our Kontakt files. This functionality is reserved for libraries that license Native Instrument's *Kontakt Player* software. We do not do this since we figure that most of our customers already own Kontakt, making *Kontakt Player* redundant. This also helps us keep prices lower.

NOTE: The hierarchy and folder structure of **Duo - Steel Tongue** must be preserved. If you wish to relocate the samples, you must move the entire **Duo - Steel Tongue** directory.

Sound Categories

The 1Tone tongue drum is from Israel and is tuned to the “Hitzaz” scale (sometimes written as “Hijaz”) in the key of D. Due to its tuning and the natural sympathetic ringing of adjacent notes, the drum is not playable in a chromatic fashion, however, it can easily be pitched up or down to fit the key of your track.



The Garrahand originates from Argentina. Despite it having only seven tongues, each was individually tuned through the sampling process to make the drum playable in a chromatic fashion. Its full range has been presented in this Duo release. Despite the Garrahand having an internal contact microphone, we did not utilize it. The internal mic is best used for amplification during live performance.



Natural Patches: The first patch of each drum in Duo - Steel Tongue is labeled “Main”. These patches have the finger tips playing at low velocities and finger slaps at higher velocities. The 1Tone has additional thumb hits at the highest velocities. The automatic switching of articulation types mimics what most players would do as they play harder.

Patches are also available to change the articulation based on the modwheel's position, patches that automatically rotate between articulation types and patches with single articulation types (for example, if you want to use the 1Tone with finger slaps only, choose the patch "1Tone – Finger Slaps"). The 1Tone also features patches played with brushes.

A variety of "Duo" and "Unison" patches are also available allowing for the simulation of two people playing simultaneously.

Arpeggiation Patches: These patches and multis include 12 patterns per patch. Patterns 1-6 are duple meter (2/4, 4/4), patterns 7-10 triple meter (3/4, 6/8), and patterns 11 and 12 are 5/4 and 7/8, respectively.

User Interface Controls

EFFECTS



Velocity Selection Box & “Vel > Vol” knob – Controls the velocity curve and velocity to amp modulation. Use these to adjust the patch to your playing style (how hard/soft you like to play) and MIDI keyboard velocity.

Impulse Response Selection Box and Convolution Dry/Wet knob – Allows for the loading of our custom reverb IR files (i.e. Cathedral, Club, Hall, Studio, etc...). The knob controls the amount of signal gets sent to the reverb.

Width – Controls the stereo width of a patch. Turning all the way to the left (counter clockwise) makes the signal mono. Turning past 0% artificially increases the stereo width.

Delay – Controls the amount of signal that gets sent to the delay.

Saturation – Controls the amount of saturation. Turning past 0% adds saturation.

Lo Cut – Connected to a 1-pole HiPass filter, turning the knob clockwise results in low frequencies progressively being cut.

Hi Cut – Connected to a 1-pole LoPass filter, turning the knob clockwise results in high frequencies progressively being cut.

Spread & Detune – Many patches with the word “Duet” or “Unison” in them feature patches with two additional knobs. At 127 the “Spread” knob pans one sample set hard left and the other hard right. “Detune” slightly raises the pitch of one sample set and slightly lowers the pitch of the other.



AHDSR – EQ – REMAP



Attack, Hold, Decay, Sustain & Release – Envelope to control the amplitude of sample playback.

Remap – Adjusts the mapping of the samples up or down the MIDI keyboard by the amount specified by the user. In the Duo library, this knob is most helpful when you want to move the mapping up or down an octave (+/- 12). The Remap knob does not affect the pitch of the playback – only the location from which the samples are triggered.

Low, Mid & High EQ – Controls the gain of a 3-band equalizer. The frequency settings and Q have been pre-voiced for the material; however, pressing the wrench icon on the upper left side of the patch interface can access these settings.

Chord – Controls auto harmonization with a variety of interval settings.

Key – Restricts sample playback and intervals to a specified key. Settings are not in affect until a scale has been selected with the **Scale** knob.

HUMANIZER



Timing – Adds random delay (0-100 ms)

Velocity – Adds or subtracts random velocity (-64 to 64)

Tuning – Detunes each note randomly in the range from -1 semitone to +1 semitone

Volume – Changes the volume of each note randomly from -6db to +6db

ARPEGGGIATOR



Preset - Arpeggiator patches and multis include 12 patterns per patch. Patterns 1-6 are duple meter (2/4, 4/4), patterns 7-10 triple meter (3/4, 6/8), and patterns 11 and 12 are 5/4 and 7/8, respectively.

Mode - Turns the arpeggiator off and on (with various “on” settings).

Input Quantize – Allows arp patterns to be triggered in time and in sync with the host/sequencer. A wide variety of note values are available to choose from.

Pressing the “I” info button on the top control bar and hovering over any of the controls (as shown below) can access descriptions of further controls (appear at the bottom).



Patch Listing

A01 1Tone - Main - Tips to Slaps.nki
A02 1Tone - Main - Tips to Slaps to Thumbs.nki
A03 1Tone - Main - Reinforced.nki
A04 1Tone - Main - Unison 01.nki
A05 1Tone - Main - Unison 02.nki
A06 1Tone - Modwheel Articulation.nki
A07 1Tone - Rotating Articulation.nki
A08 1Tone - Brushes.nki
A09 1Tone - Brushes Lite.nki
A10 1Tone - Brushes Unison.nki
A11 1Tone - Finger Slaps.nki
A12 1Tone - Finger Tips.nki
A13 1Tone - Thumbs.nki
A14 Garrahand - Main - Tips to Slaps.nki
A15 Garrahand - Main - Unison.nki
A16 Garrahand - Main - Reinforced.nki
A17 Garrahand - Main - 1Tone Tuning.nki
A18 Garrahand - Modwheel Articulation.nki
A19 Garrahand - Alternating Articulation.nki
A20 Garrahand - Finger Slaps.nki
A21 Garrahand - Finger Slaps Lite.nki
A22 Garrahand - Finger Tips.nki
A23 Garrahand - Finger Tips Lite.nki
B01 Arp - 1Tone - Main.nki
B02 Arp - 1Tone - Main - Reinforced.nki
B03 Arp - 1Tone - Main - Unison 01.nki
B04 Arp - 1Tone - Main - Unison 02.nki
B05 Arp - 1Tone - Modwheel Articulation.nki
B06 Arp - 1Tone - Finger Slaps.nki
B07 Arp - 1Tone - Rotating Articulation.nki
B08 Arp - 1Tone - Brushes.nki
B09 Arp - 1Tone - Brushes Unison.nki
B10 Arp - 1Tone - Finger Slaps.nki
B11 Arp - 1Tone - Finger Tips.nki
B12 Arp - 1Tone - Thumbs.nki
B13 Arp - Garrahand - Main.nki
B14 Arp - Garrahand - Main - Unison.nki
B15 Arp - Garrahand - Main - Reinforced.nki
B16 Arp - Garrahand - Main - 1Tone Tuning.nki
B17 Arp - Garrahand - Modwheel Articulation.nki
B18 Arp - Garrahand - Alternating Articulation.nki
B19 Arp - Garrahand - Finger Slaps.nki
B20 Arp - Garrahand - Finger Tips.nki
B21 Arp - Duet.nkm

License Agreement

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