

V I T A L S E R I E S

M A L L E T S

Produced by Vir2 Instruments

Vir2 Instruments is an international team of sound designers, musicians, and programmers who specialize in creating the world's most advanced virtual instrument libraries. Vir2 is producing the instruments that shape the sound of modern music.

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MALLETS/ INTRODUCTION TO THE LIBRARY

Thank you for purchasing **Mallets**.

Vir2 Instruments is proud to present the first instrument in our Vital Series, Mallets. Mallets brings users a collection of highly detailed, mallet-based instruments, and places them all in an intuitive instrument for the Kontakt Player. Offering multiple mallet types for the Marimba, Xylophone, Glockenspiel, Tubular Bells, Glass Marimba, Song Bells, Vibraphone, and Crotales, Mallets is extremely versatile. Furthermore, each of the aforementioned instruments are available within one single instance of the instrument, allowing for the layering of each instrument for the exploration of endless tonal color. Offering up to 4 velocity layers and 5 round robins, Mallets is of superior value and a vital asset to any music creator.

MALLETS/ REQUIREMENTS AND INSTALLATION

SYSTEM REQUIREMENTS

For **Mac** users, Mallets requires OS 10.10 or greater, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

For **Windows** users, Mallets requires Windows 7, 8, or 10 (latest s.p.), 32bit or 64bit compatible, an Intel Core Duo 2.0GHz or higher, and minimum 4GB of RAM.

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

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

INSTALLING MALLETS IN KONTAKT

The installation of Mallets in KONTAKT consists of two separate steps: the installation of the KONTAKT engine, and the installation of the Mallets library.

In the “Mallets Installation Instructions” folder, you will see the installer for the KONTAKT 5 player. Once the Mallets library has been downloaded and extracted, you can move the Mallets library folder to any location on your hard drive, then run the KONTAKT 5 player installer.

The KONTAKT installer will install the KONTAKT Player engine, its standalone application, all of its plug-in versions, and the Service Center authorization program. We recommend the Easy Install, and that the install locations for each component are left at their default settings.

The Mallets library is approximately 2.5 GB in size, and can be installed on any available hard drive. For speed reasons, we recommend Mallets be installed on an external hard drive. We recommend installing on a 7200rpm drive or SSD drive for optimal performance.

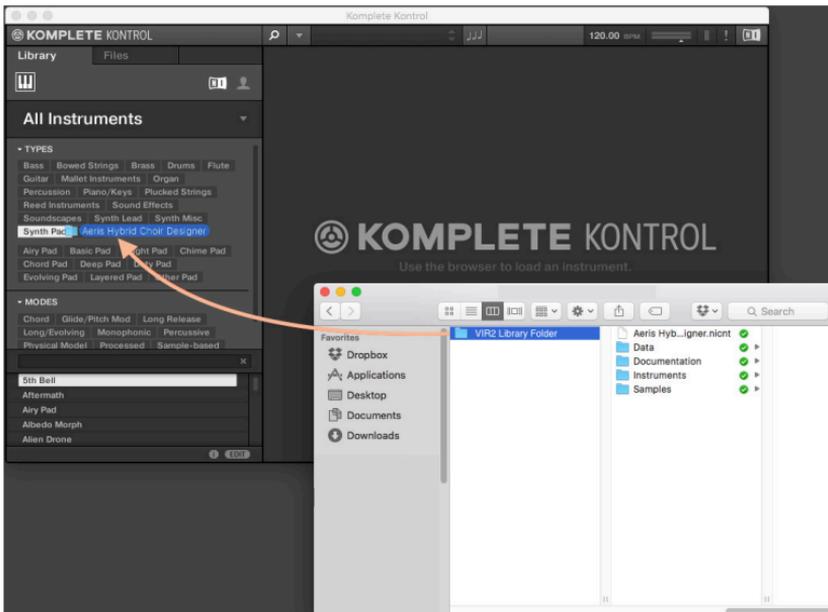
Once the KONTAKT 5 player is installed, launch the standalone application. Select the Libraries tab from the KONTAKT 5 Player's browser on the left side of the KONTAKT interface. Just below "Libraries," select "Add Library." A "Locate Folder" window will appear. Navigate to the Mallets Library folder, select it, then select "Choose". Mallets should now appear in KONTAKT's library browser.

INSTALLING MALLETS IN COMPLETE KONTROL & MASCHINE

Note: This section is only for those who own COMPLETE KONTROL and/or MASCHINE. If you do not own COMPLETE KONTROL or MASCHINE please move on to the next section.

Because Mallets is a KONTAKT instrument with NKS support, you must manually add Mallets to your COMPLETE KONTROL/MASCHINE Library. During installation, please launch COMPLETE KONTROL/MASCHINE as a standalone application.

To add Mallets to your COMPLETE KONTROL/MASCHINE Library, simply drag the library folder onto the COMPLETE KONTROL or MASCHINE Browser. After dragging it to the Browser, Mallets will be available in the Library pane of the Browser under the User Library section. See following image.



AUTHORIZING

After you've completed installation, Mallets will be running in demo mode; it will only work for fifteen minutes at a time. To authorize it for KONTAKT, simply select the "Activate" button located in the top right corner of the Mallets library and follow KONTAKT's prompts.

For KOMPLETE KONTROL & MASCHINE users (and KONTAKT users), launch Service Center (found in the Applications folder on a Mac, or the Program Files folder on Windows) and follow its instructions. You will be prompted to enter your email address and password for your Native Instruments account, or will be given an option to create an account if you don't already have one. Once the Service Center is open, 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 authorize Mallets on up to two computers simultaneously.

Service Center will guide you through the process for either online (instant) activation, or offline activation if the computer on which you installed Mallets does not have direct access to the internet.

Once the Service Center shows that Mallets has been activated, you can restart KONTAKT, KOMPLETE KONTROL and/or MASCHINE to begin using the activated product.

UPDATING

After installation, please make sure that you are fully updated to the most recent versions of the three components that make up the Mallets package: the library (which contains all the patch information and programming), the engine (which is powered by KONTAKT, KOMPLETE KONTROL and/or MASCHINE), and the authorizer (Service Center). It is possible that any of these components may have a more recent version than what shipped in your physical or digital package, so you should check for updates to each of these three. You can do this by visiting the vir2.com website and checking the [Support area](#) as well as going to native-instruments.com and checking their Support area.

MALLETS/ USING KONTAKT

HOW TO ACCESS THE MALLETS LIBRARY FROM KONTAKT

Mallets ships as a KONTAKT-powered library, and Mallets is opened from within KONTAKT, which can be run either as a standalone application, or as a plug-in hosted by any major sequencer on either Macintosh or Windows platforms. All these versions are installed by the Easy Install option of the installer.

Users who don't own a sequencer, or would like to simply boot up and be able to play Mallets, can go to their Applications folder (Mac) or Program Files folder (Windows) to launch Native Instruments > KONTAKT 5.

Users who wish to use Mallets for sequencing or recording should use it in plug-in mode within a host sequencer. KONTAKT supports the VST, AudioUnit, and RTAS plug-in formats. Any host sequencer that supports these plug-in formats properly will be able to run KONTAKT. Instructions vary slightly from sequencer to sequencer, but the general procedure is to initiate KONTAKT as a virtual instrument plug-in, then load an Mallets instrument in KONTAKT, then route a MIDI track to KONTAKT so it can be triggered and recorded.

The following instructions will help standalone and plug-in users get working quickly with a basic track of Mallets.

USING KONTAKT IN STANDALONE MODE

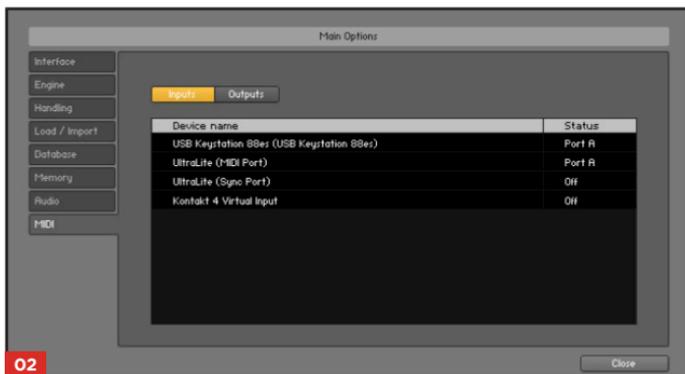
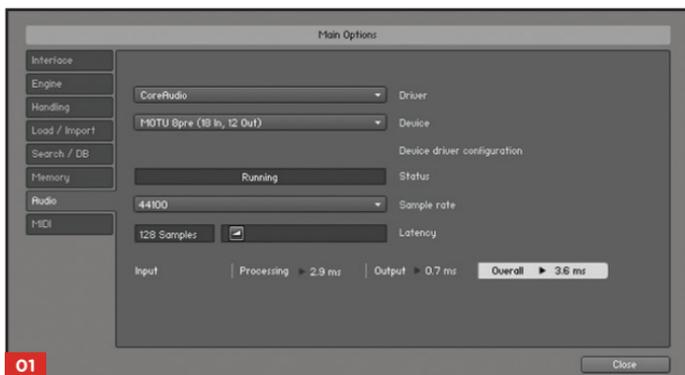
The standalone KONTAKT application can be found in the Applications > Native Instruments > KONTAKT 5 folder for Mac users, or Program Files > Native Instruments > KONTAKT 5 for Windows users.

After launching the KONTAKT application for the first time, you will be presented with a dialog box to set up your audio and MIDI settings. Settings will vary for each user according to the specific setup, but the important thing is to route the audio to a valid audio device, and to set the buffer reasonably low for good latency performance. We recommend 256 samples or less. The lower the latency slider, the less latency (the split

second between the physical playing of the note and the sound coming out of KONTAKT) there will be, but the harder the computer will have to work. Typical useful values range between 128 and 256, however very fast computers may be able to handle lower values, while very slow computers may need higher values. [01]

The MIDI page of the Options dialog box must be configured in order to let KONTAKT know which MIDI device(s) to respond to. KONTAKT will respond to up to four MIDI input ports (A, B, C, and D), so we recommend you switch one MIDI source on to Port A, as shown in the following image. [02]

Once you have completed KONTAKT setup, jump ahead to the **GETTING STARTED** section on **page 9**.



CHAPTER 03 CONTD**USING KONTAKT WITH YOUR D.A.W.****LOGIC PRO X**

Users of Apple's Logic can use KONTAKT 5 as an AudioUnit plug-in.

Create a Software Instrument track

From the instrument list (E-Piano selected as default), select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

GARAGEBAND

Users of Apple's GarageBand can use KONTAKT 5 as an AudioUnit plug-in.

Create a Software Instrument track

Select Smart Controls

Select Plug-Ins

From the instrument list, select AU Instruments / Native Instruments / KONTAKT 5

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

PRO TOOLS

Create an instrument track

From the Inserts list, select multichannel plug-in / instrument / KONTAKT 5 AAX (stereo)

The KONTAKT window will appear

CUBASE

Add an Instrument Track

From the Instrument list, select KONTAKT

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

ABLETON LIVE

Insert a MIDI track

From the Categories / Plug-ins list, drag and drop KONTAKT 5 onto your MIDI track

The KONTAKT window will appear, and a MIDI track will be created, transmitting to KONTAKT's MIDI channel A-1. When it is record-enabled, it will send any incoming MIDI played on your controller into KONTAKT.

FL STUDIO 12

Select Plugin database / Installed / Generators / VST / KONTAKT 5

Select 'Open in new channel'

The KONTAKT window will appear

FL SONAR

In the synth tab, select the +

Select Insert Synth / VST2 / KONTAKT / KONTAKT 5

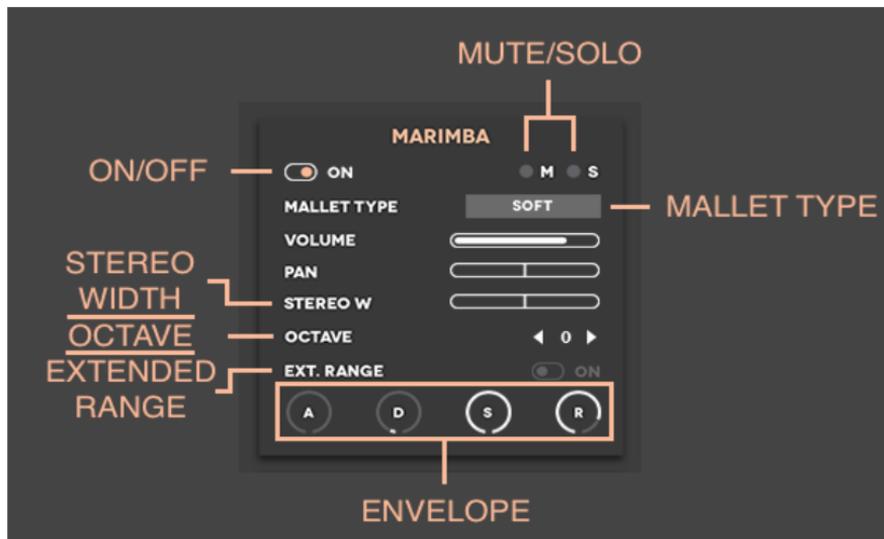
The channel will be created; to view the KONTAKT window, select it from the synth list at the left.

USING KONTAKT WITH ANOTHER HOST

There are too many host programs to cover here in detail, but any modern sequencer that properly supports the VST, AudioUnit, or RTAS standards should be able to use KONTAKT properly, and load Mallets within it. Consult the manual for your specific host to find out how to instantiate the KONTAKT virtual instrument.

MALLETS/ GETTING STARTED

MALLETS OVERVIEW



INSTRUMENT CONTROLS

ON/OFF - To engage an instrument, simply click the “ON” button so that the instrument turns from gray to white.

MUTE/SOLO - In addition to their usual functions to mute and solo each instrument, the solo button remaps the samples of the selected instrument to the front on the Kontakt keyboard if multiple groups are turned on and layered on top of one another.

MALLETS TYPE - Choose between various mallet types for each instrument such as hard, medium, soft, etc.

ENVELOPE - At the bottom of each instrument, adjust the Attack, Decay, Sustain, and Release.

EXTENDED RANGE - By engaging extended range, the instrument automatically remaps to extend from C0-C7, with the lowest note stretching to C0 and the highest note stretching to C7. Additionally, by using the Octave button, you can access notes as low as C-2 and G8.

OCTAVE - Adjust the position of the samples up and down the keyboard two octaves. This allows you to reposition an instrument either higher or lower on the keyboard.

STEREO WIDTH - At -100% the signal is mono, at 100% the stereo signal is increased to full left and right pan, and at 0% instruments have a stereo image of +35%.

INSTRUMENT TURNED ON VS INSTRUMENT TURNED OFF



GLOBAL FILTER

The Global Filter is a constant LowPass filter which affects all instruments at once.



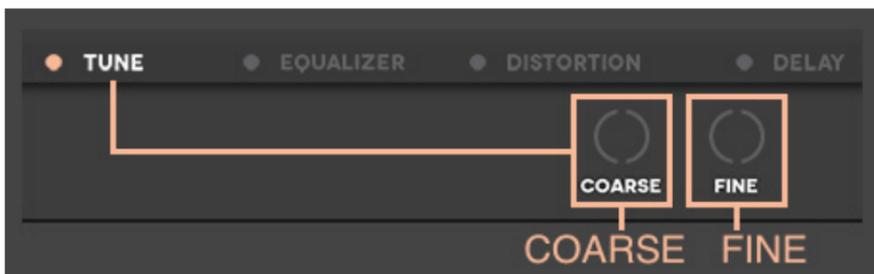
CUTOFF - Control the high frequency cutoff of global instrument.

RESONANCE - Increase or decrease the resonance of selected Cutoff frequencies.

To Ensure the global filter is disengaged, make sure the Cutoff knob is at 19.9k Hz (positioned fully to the right) and RES is at 0.0%,(fully to the left).

*NOTE: When LowPass is selected on the LFO, the Cutoff and RES of the Global Filter affect the filtering of the LowPass LFO selected.

TUNE

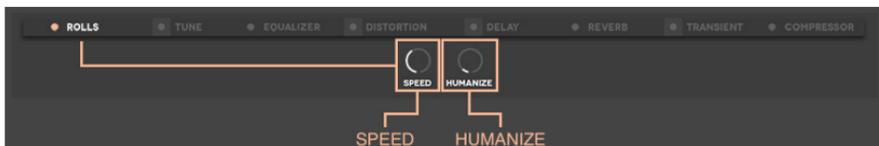


COARSE - The coarse tune knob moves the pitch up and down by half steps.

FINE - The fine tune knob moves the pitch up and down by cents.

ROLLS

The “ROLLS” creator allows you to generate and customize your very own mallet rolls. Triggering one note will simulate two hands striking that single note while triggering up to two notes will simulate the back and forth striking of mallets with two hands on the respective notes.



SPEED - Control the rate of the rolls. Speed ranges from 1/4 beats to 1/32T beats.

HUMANIZE - Simultaneously affects sync and velocity of each hit. Ranging from perfect velocity and sync at 0% to random velocity and sync at 100%.

VELOCITY CONTROL - The velocity of the rolls is controlled by the modulation wheel. Lowest velocity layers are triggered when mod wheel is positioned fully down. As user pushes mod wheel up the velocities triggered increase to where highest velocity is triggered when mod wheel is positioned fully up.

CHAPTER 04 CONT'D

LFO CONTROLS



ON/OFF - Turn ON and OFF each LFO Type by clicking the power button to the left of the modulation type.

LFO TYPE - Choose between volume, pan, lowpass, and pitch.

SYNC - By engaging the “SYNC” button, the frequency knob changes from free tempo to sync with the host tempo.

PULSE WIDTH - Pulse width can only be applied to the square wave form and will remain greyed out until “Square” is selected.

WAVEFORMS - Choose between four different sound waves including sine, triangle, saw, and square.

AMOUNT - Control the presence of the LFO within your mix.

EFFECTS

Further craft your sound with the effects page which features seven different built-in effects including Tune, Equalizer, Distortion, Delay, Reverb, Transient Master, and Compressor.



ON/OFF - To engage an effect, simply click on the power button immediately to the left of the effect so that it turns from  To .

SELECTED EFFECT - Selecting a specific effect will reveal that particular effect’s controls in the panel immediately below the row of effects.

MALLETS/ TECH SUPPORT, ETC.

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 web site 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 product copy.

THE FULL VERSION OF KONTAKT 5

Mallets ships with Kontakt 5 running in library mode, meaning it is fully able to play back the Mallets library and access the parameters detailed in this manual.

Registered owners of Mallets are eligible for a special cross-grade discount to the full version of Kontakt 5, which enables users to create their own libraries, import libraries in non-Kontakt formats, and access numerous deep editing features.

Visit www.nativeinstruments.com for details on the Kontakt cross-grade.

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