

NITRON

**A PRODUCT BY TUNEBEAST
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MANUAL

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Preface

Thank you very much for buying Nitron. Nitron's sound library took five years to develop. For a long time only intended for private use, I eventually decided to make the sound library available to every musician and sound enthusiast. Nitron comes with KONTAKT-Player by Native Instruments, which is well known for its award-winning sample architecture, as well as its endless modulation possibilities and effects. Therefore it is the ideal basis for this high-quality sound library.

Nitron is not to be compared to other sample libraries that are in fact preset machines used only for very limited editing. Nitron is a true synthesizer based on samples. If you own the full version of NI KONTAKT4, you can modulate sounds and make layers, which allows you to produce an unlimited number of sounds for almost every genre. Even the KONTAKT Player version that comes with Nitron enables the user to modify sounds generously.

I wish you a lot of fun in experimenting with the sounds, and especially with composing and producing with Nitron.

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Development Team

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GUI MASTER

Poly Mode
Mono Mode
Legato Mode

Samplestart:
 With **Samplestart** the position of the starting-point in a sample can be changed. In general you will find **Random** next to it (varies the starting-point in the sample) or **Keytouch** (uses keystroke strength to affect the starting-point of the sample).

Keytouch (Volume):
 Sets the sensitivity of the volume to the keystroke strength

Fine:
 Determines the adjustment of the refined pitch in 1/128 steps of a half tone

Glide:
 Makes the pitch of a note glide to the next

Transpose:
 Transpose the pitch in three half-tone steps. 24 +/-

Chords:
 There are 12 different tone combination presets to use

Volume - envelope:
A= Attacktime
D= Decaytime
S= Sustain
R= Release

Unison:
 With **Spread** the wide spread effect is produced. **Detune** makes the pitch of the two signals generated from Unison slightly vary. This leads to a denser sound.

In all patches the **Modwheel** has been assigned to Vibrato, an additional high-pass filter, or the patch filter.

The **Pitchbend** allows for a range of +/- 2 or +/- 12 in all patches.

GUI FILTER

Filter:

The following are the different choices of filters to choose from: **Lowpass 1 Pole**, **Lowpass 4 Pole**, **Highpass 4 Pole** and Button 4 either offer a **Bandpass filter**, **Vowel** or **Phaser**. **Keytouch** affects the cutoff of the filter - the higher it is set, the more sensitive the intensity responds to the keystroke. **Key** also affects the cutoff of the filter, but not by keystroke as the Keytouch does, rather by pitch. The **ADSR envelope** modulates the course of the cutoff.

Saturation:

Saturation of the incoming signals. Increasing the setting leads to distortion of the sound.

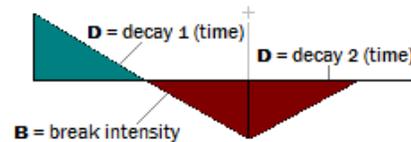


FX:

The effects stored additionally can be turned on and off. Depending on the patch, the effects can be delay, chorus and/or flanger. When the FX button is off, the patch does not use effects.

DBD:

The DBD envelope controls the pitch. Here, the pitch effects are produced during the course of the sound. **Decay 1 (D1)**: The time it takes the envelope after activation to rise or sink from zero to the level of the checkpoint. **Break (B)**: The level of the checkpoint. If the value is negative, the value of the envelope first falls then rises again, if it is positive the opposite happens. **Decay 2 (D2)**: The time it takes the envelope after reaching the checkpoint to go back to zero or to rise.



Library

The Library consists of a high-quality selection of multi samples and waveforms. They originate from some of the best-known and most interesting hardware and software synthesizers and were added to the library after editing and recording.

All of the samples are in 48 kHz / 16 Bit. Depending on the desired sound the sample length can vary from a few milliseconds to 15 seconds. You will not notice this, however, because they were looped with the utmost care.

The sounds patches were divided into the following categories:

Category	Number	Patches	(Singles/Multis)
ARPEGGIOS	11	-	/ 11
BASS	148	123	/ 25
BELL	33	12	/ 21
CHOIR	10	-	/ 10
CHORD	37	22	/ 15
ELECTRO	53	40	/ 13
FX	18	7	/ 11
KEYS	52	39	/ 13
LEAD	221	165	/ 56
LEAD ELECTRO	112	71	/ 41
LEAD ELECTRO FM	43	43	/ -
LEAD ELECTRO MONO	32	32	/ -
PAD	33	12	/ 21
PLUCK	74	23	/ 51
SEQUENCER	90	90	/ -
TEKKNO STACK	73	36	/ 37

Total Number of Patches 1040

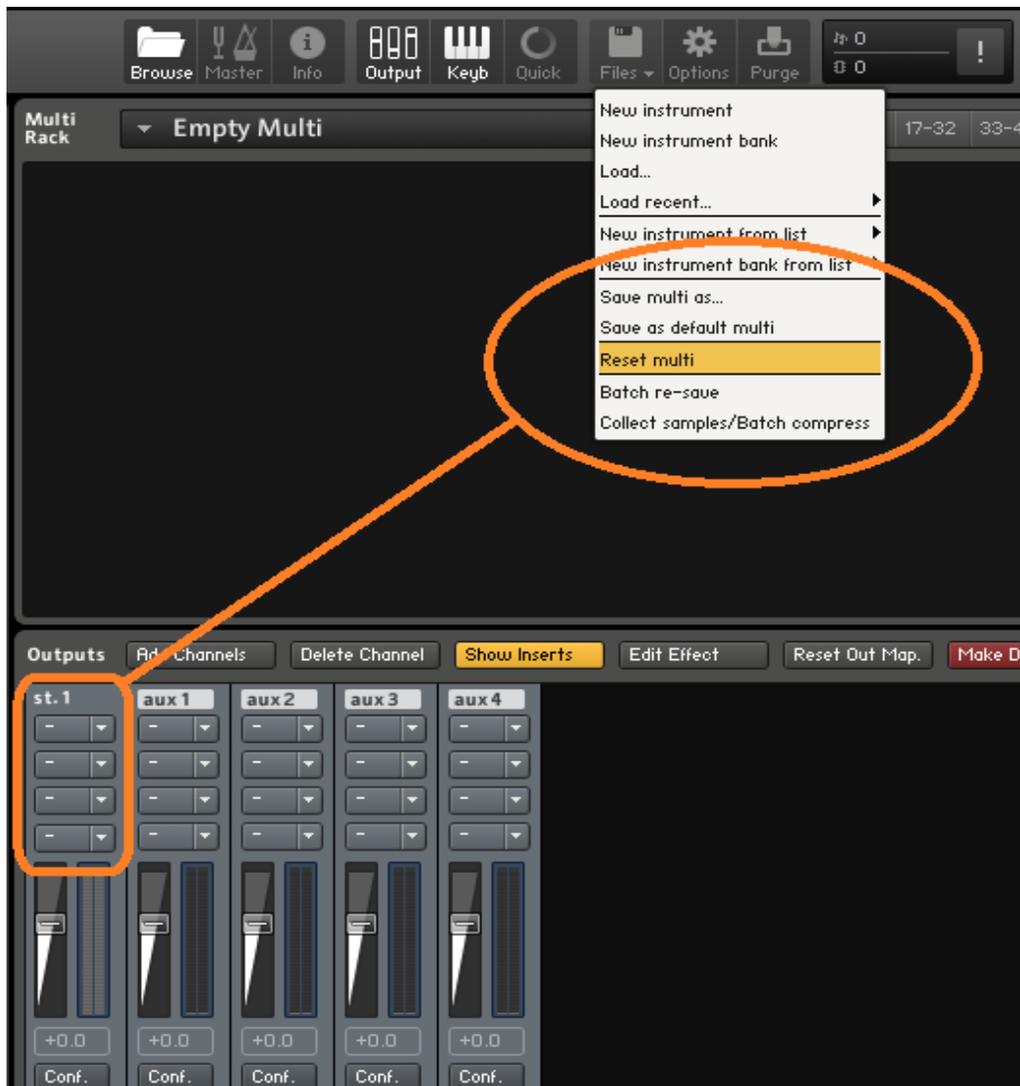
Nitron Sample Library in KONTAKT full version

The Nitron sample library can also be used with the full version of the KONTAKT sampler, the advantage being that in comparison to most sample libraries, Nitron offers the full editing options of KONTAKT. Thus, the user has all options to edit the sounds without limitations.

It is also possible to copy samples that were mapped in the Nitron-Instrument and to insert and use them in a different Kontakt-Instrument. However, in this case it is advisable to use the multi-sample package as a whole or when copying to always select all samples to move since a few samples had to be adjusted in pitch and volume. This is also the reason why it is not possible to open individual samples in the browser.

Turn off the effects when changing from MULTIS to SINGLE-Patches

The attached effects in the MULTI-Instruments are stored under the output section as opposed to the SINGLE-Instruments that are stored in the instruments itself. Unfortunately the consequence of this is when you change from the MULTI-Instruments to the SINGLE-Instruments the effects remain stored under the output section. The effects must be manually deleted. Undesired effects are most easily removed with "Reset Multi."



Installation / Support

Information concerning the installment of Nitron can be found in the enclosed manual for the KONTAKT player.

For registration and activation support of KONTAKT PLAYER products please contact Native Instruments.

For support please first consult the player manual, or go to the website www.tunebeast.com to see the newest information regarding bugs or missing information that pertains to this product. I was working hard to provide all the information about the product in this manual. News and updates will be published on my website. Questions about something that is well described in the manual (e.g. installation) will be ignored.

The sound library was tested many times before publication and has been de-bugged against errors in the samples. If there is a clear error in the program please notify me at: support@tunebeast.com

Info on updates to the product or other products will be published on www.tunebeast.com. You can also subscribe to the newsletter on this website.

Copyright

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