

Traveler Series - Romani Folk Fiddle

An Impact Soundworks Instrument
for Kontakt Player 7.6+
Instrument Version 1.0.0

Product Manual

WELCOME TO THE TRAVELER SERIES

Welcome to the Traveler Series, a collection of boutique sample libraries featuring traditional world instruments faithfully recorded *on location* from destinations around the globe. Traveler Series libraries focus on delivering a genuine purity that can only be captured where the instrument and musical style originated, preserving its true character and history. We seek out a region's most skilled and renowned performers; amazing folks with stories and bloodlines who live and breathe traditional provincial music. We leave with an education and appreciation for their culture and the role these beautiful instruments serve (as well as a tale or two of our own). We hope our Traveler Series adds an authentic native spirit to your music.

Romani folk fiddle playing is known the world over for its passion, romance and virtuosity and the music is synonymous with the campfire and the open road. The fiddlers tend to be highly skilled. Their playing swoops dramatically from the highest to the lowest positions, using cascades of arpeggios, chromatic runs, harmonics, pizzicato, exaggerated vibrato and extreme ornamentation.

For our **Romani Folk Fiddle** we traveled to Sofia, Bulgaria where we had the pleasure of working with renowned Bulgarian violinist Stoimen Peev. Stoimen is a member of the elite Sofia Soloists and Sofia Quartet ensembles as well as the Sofia Session Orchestra & Choir and has performed classical and traditional Bulgarian music all over the world. Our lively sessions were superbly directed by co-producer George Strezov and engineer Ivan Boshev at "The Bakery" studios, where coffee and laughter were plentiful. Blagodarya!









DOWNLOAD & INSTALLATION

We have an online installation guide for this instrument library here with images and the latest information: https://helpdesk.impactsoundworks.com/hc/3369906564/68/install-guide-kontakt-player-instrument?category_id=5

If anything goes wrong during the installation process, feel free to send us an email at support@impactsoundworks.com and we will help you as soon as we can!

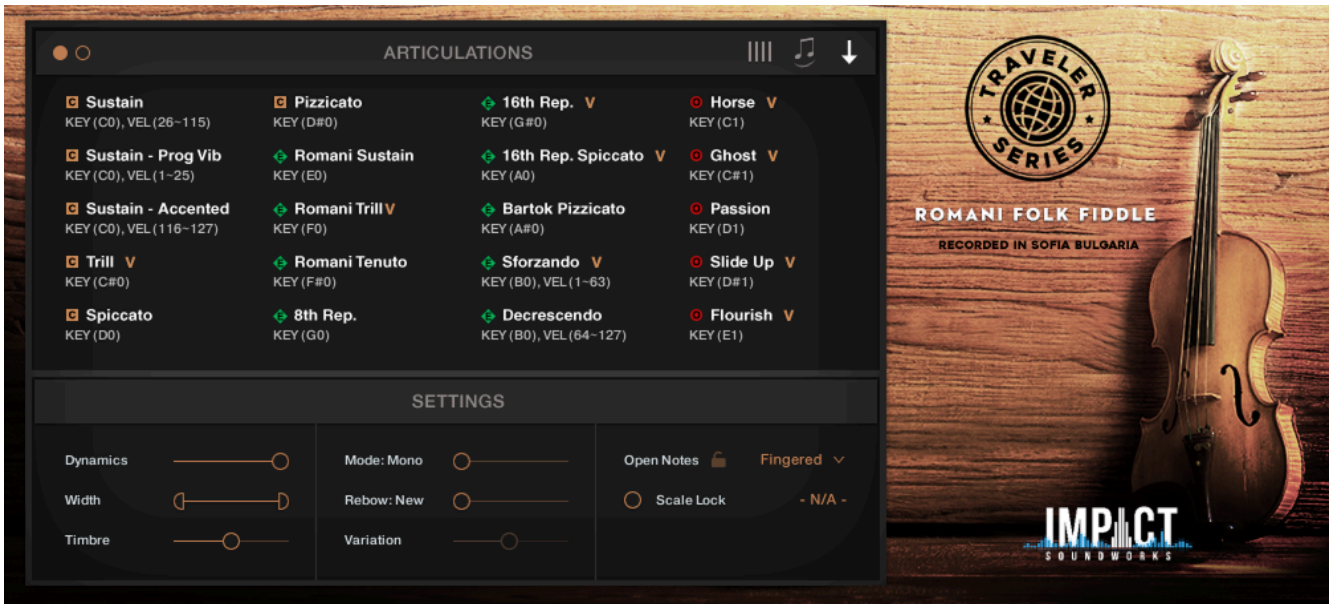
Let's begin with a little honesty. **Sampling a fiddle is hard!** Unlike most solo instruments and even classical violin, fiddle playing employs techniques that are difficult to recreate with samples. We take great pride in producing virtual instruments that are easy to use right out of the box, and we believe we've accomplished this with our Romani Folk Fiddle, but we also *strongly* recommend taking the time to program properly to get the very best from it. Use your MIDI controls, draw some automation in your DAW and embellish with the included traditional ornaments. If you take these measures, we're confident you'll achieve beautiful and realistic results!

INSTRUMENT

Traveler Series - Romani Folk Fiddle includes both a chromatically sampled primary patch (Romani Folk Fiddle.nki) and a low RAM version (Romani Folk Fiddle Lite.nki), which time-stretches a fraction of the samples to reduce the load on your system. Choose the one that works best for you. Both come with the same feature-packed, easy to use GUI that's divided into 2 primary panels. Let's take a quick tour. But first, a very handy tip:

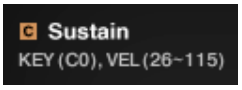
TIP *- We've added handy help text for every control in our main GUI. If you're unclear as to the function of a control, simply hover over it and the help text appears at the bottom of the Kontakt window. You can also hover over the keys in Kontakt's virtual keyboard to quickly identify the instrument/articulation.*



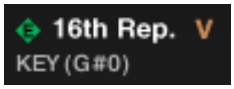


Articulations Panel

At the top of the GUI you'll find the Articulations panel. This serves as a simple visual list of all available articulations, as well as a legend for how each is currently mapped in **TACT** (see the TACT section of this manual for information on how to customize these settings).



Whenever an articulation is mapped to multiple triggering rules, you'll see both displayed, separated by a comma. In this example, Sustain is triggered by pressing the C0 Keyswitch AND playing at Velocities between 26 and 127.



When you see a "V" next to an articulation, this means there are multiple variations. Switch between them using the Variation slider (more on this later).

On the right side of the header you'll see 3 helpful icons:

Legato: This icon turns white whenever a legato transition is triggered.

Bow Direction: This arrow displays the current bow direction.

Force String: When a Force String keyswitch is pressed, this icon displays the currently forced string, from high to low (E-A-D-G).

Settings Panel

The Settings panel contains several useful controls for shaping the sound of the fiddle, as well as powerful features for adjusting its performance.

TIP *- We've created many of the controls in the Settings panel as horizontal sliders so they may be automated in your DAW. As with any knob, button or slider in Kontakt, you can MIDI-learn them to the CC of your choosing by (1) right-clicking, (2) choosing "Learn MIDI CC# Automation," and (3) wiggling/pressing the new control you'd like to assign it to.*

Dynamics: This slider controls the perceived dynamics of the fiddle using a combination of Volume and EQ/Filter. We've employed this method to eliminate unwanted phasing issues typically associated with crossfading between sampled dynamics, which can get especially nasty in solo instruments. The Dynamics slider is assigned to CC1 (modwheel) by default.

Width: This slider adjusts the degree of stereo width, from mono to full.

Timbre: This slider changes the overall timbre of the instrument from dark to bright using some clever, under-the-hood transposition techniques.

Mode: This slider selects one of fiddle's 4 primary performance modes:

- *Mode: Mono* forces the instrument to perform monophonically (only one note at a time), ideal for legato playing. This mode also supports **held-note retriggering**. Hold down one note while you press a second note & release it and you'll hear the first note again. Very useful for fast performance.

- *Mode: Poly* allows 2 notes at a time, which is as many as a fiddler can realistically play at once (Legato is inactive in this mode).

- *Mode: Smart* is a combination of Mono and Poly modes. The fiddle is monophonic but goes to polyphonic whenever 2 or more notes are performed within 50 ms of each other. Legato is active.

- *Mode: DS* adds a second note to the root note to create a Double Stop, a very common fiddle technique. In this mode, an orange cog appears that opens the **Double Stop Intervals** panel (described later in this section). **Scale Lock** (also described later) is also activated by default when you enter Double Stop Mode, although you may elect to turn it off.

We recommend fiddling around with these 4 modes to figure out when to use them in your music.

Rebow: This slider provides two options for when the fiddle changes bow direction during performance:

- *New* changes bow direction only when a new note is played, great for faster playing. After that, the sustain will loop infinitely.

- *Length* automatically inserts bow direction changes when the fiddler naturally runs out of bow. This adds realism when performing lyrically with legato.

There's also a manual bow direction change keyswitch at **D#2**, so you can insert one whenever you like. Pressing and holding **E2** forces all down bows for a more aggressive sound. Just release it to go back to alternating direction.

Variation: For articulations that have multiple variations, this versatile slider allows you to select between them. For example, when a Trill is triggered, use the Variation slider to select between half tone and whole tone variations. When the current articulation has no variations, this slider is inactive (grayed out).

**TIP* - To switch between variations for the one of the "mid" ornaments (Horse and Ghost), press and hold its keyswitch. Or, of course, you can draw in your MIDI data instead.*

Open Notes: This menu allows you to select which Sustain samples are assigned to the fiddle's 4 open strings (G2, D3, A3, E4). There are 3 options:

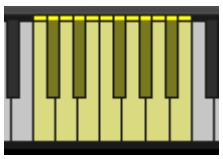
- *Fingered* triggers samples of the 7th finger position from the next lowest string. The pitch is identical to the open string, but the tone is a bit different.

- *Open Strings* are just that – we sampled these 4 strings in their open (not fingered) position.

- *Unison* triggers both the open string AND the fingered note samples described above to achieve a slight chorusing effect.

You can also keyswitch between these using **C2, C#2** and **D2**. The **Lock** icon locks your selection so you won't accidentally change it with the keyswitches.

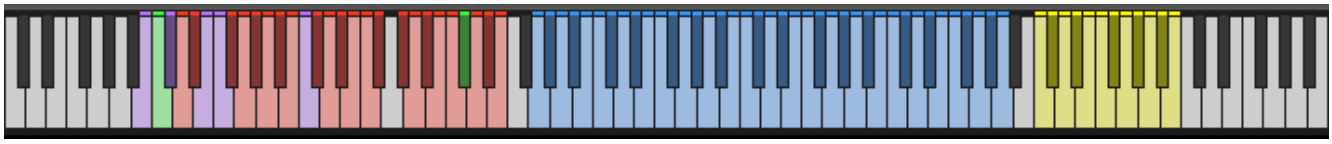
Scale Lock: The last control in the Settings panel is a very powerful script that automagically selects ornament and Double Stop intervals that comply with the scale and mode of your choosing. When Scale Lock is activated, use the yellow range to select a scale. Major is the default mode but minor can be selected by holding down a root note and then pressing the key one semitone above it. On the UI, the current scale & mode is displayed in orange and the Variation slider will display fewer options since many of those decisions are made for you.



Mapping

On the Kontakt keyboard, **blue** keys show the playable range of the current articulation. **Red** keys represent latching keyswitches, **yellow** keys represent non-latching keyswitches and **green** signals the current keyswitch selection. When an articulation is to be triggered mid-sustain or on release its keyswitch color is **purple**.

An octave of additional **yellow** keyswitches appears when Scale Lock is activated and serves to select the scale and mode.



Force String

Traveler Series - Romani Folk Fiddle is chromatically sampled, and its playable range switches strings automatically every 7th note (5th interval). However, since we recorded each string to the 15th note, we've made those additional samples available to you with the **Force String** feature. When you press and hold one of the 4 Force String keyswitches starting at G#1, a portion of the default playable range is replaced with notes recorded all on 1 specific string. On the Kontakt keyboard, those notes turn light blue. Release the keyswitch to return to the default mapping.



This feature is particularly useful for realistic fiddle playing, as it frequently makes full use of the entire fingerboard.

Double Stop Intervals Panel

As mentioned, when the Performance Slider is set to *DS Mode* two things happen. First, Scale Lock is engaged. Second, an orange cog appears that opens the **Double Stop Intervals** panel.



When you select a scale and mode in the yellow key range, the Double Stop Intervals panel is populated with a list of its 12 semitones (in white) and each note is assigned an appropriate interval (in orange). If you prefer a different interval just click it and select a new one from the list. Get creative here! You can save and load your setup as a Preset by clicking the disk icon or delete it by clicking the trach can. Click the orange **X** in the right of the header to return to the main Settings panel.

Legato & Portamento

The fiddle engine allows for flexible control of our two types of sampled true legato transitions. When you open TACT, you'll see entries for **Legato** and **Portamento**. By default, legato is performed any time MIDI notes overlap (press your sustain pedal to temporarily deactivate it), and the type of legato is mapped to velocity. This is a good example of an articulation with 2 Rules (pedal + velocity). Of course, any rule(s) can be adjusted to taste in TACT. Note that since legato and portamento transition samples would never be performed individually, they do not appear in the main Articulations panel.

**TIP* - Our favorite setup is to assign Portamento's Rule #1 to PEDAL (Up) and Rule #2 to Velocity (1-20). Then assign Legato's Rule #1 to PEDAL (Up) and Velocity (21-127). Now you can alternate between both types by simply playing overlapping MIDI notes and changing Velocity! Hit the keys softly to slide to the next note, or a little harder for normal fingered transitions.*

Unique Ornaments

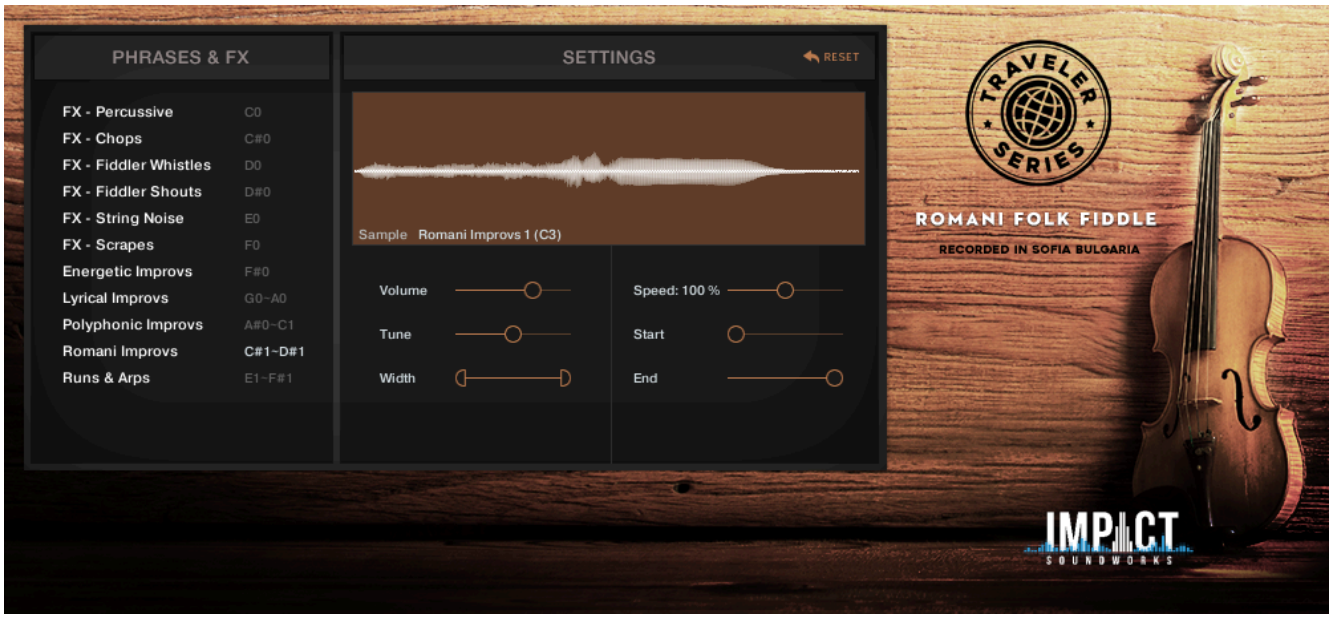
Our fiddle includes 10 traditional ornaments, some of which have multiple variations. These expressive embellishments are generally added to the beginning of a sustain in fiddling. 4 of them, however, have a slightly different implementation.

Horse, Ghost, & Passion: These 3 lively ornaments are performed in the middle of a note. Just hold down a sustain and press & release one of these keyswitches for authentic Romani folk fiddle embellishments. They can even be dropped onto another ornament for extra flare.

Crescendo Release: This ornament can be used to bring a sustained note to an abrupt stop with a passionate, short crescendo.

PHRASES & FX

Traveler Series - Romani Folk Fiddle includes a collection of 400 pre-recorded phrases and over 250 FX samples. Use these to add realism and for inspiration. Let's explore the Phrases & FX interface.



Phrases & FX Panel

The left panel displays the 11 categories of phrases and FX, along with their keyswitches. Note that some categories have multiple keyswitches, so there's more here than meets the eye! The currently active category keyswitch assignment is white and, when played, the speaker icon appears.

Settings Panel

The Settings panel contains controls for adjusting the sound and performance of the last played sample. When you make a change to any control in this panel, the **Reset** button in the top right becomes active (turns orange). Clicking it resets everything to default.

Waveform Display: This shows the visual waveform for the last played sample, as well as its name and key assignment. Anything within the brown background range will play (more on that later).

Volume: This slider adjusts the volume of the current sample.

Tune: This slider adjusts the tuning of the current sample up to 12 semitones higher or lower.

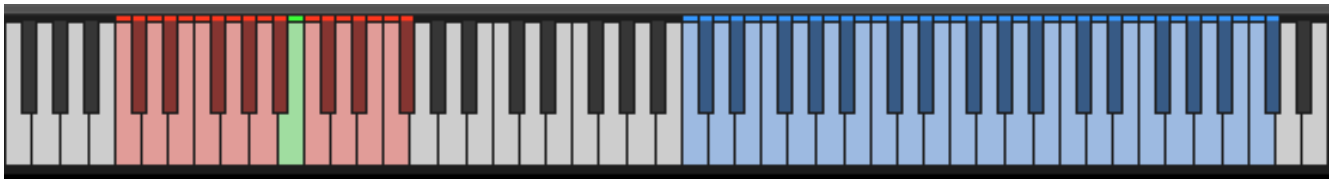
Width: This slider adjusts the degree of stereo width, from mono to full.

Speed: This slider adjusts the speed of phrases without affecting their pitch.

Start & End: These sliders allow you to change the start and end points of the current sample, changing its length. These come in handy when you want to use only a certain portion of a phrase. When these sliders are moved, the brown background in the waveform display shows the part of the sample that will be audible.

Mapping

Like the main fiddle .nki, **red** keys represent keyswitches, the **green** key signaling the current selection and **blue** keys are the playable range. The number of playable keys varies by category.



Drag & Drop .wavs

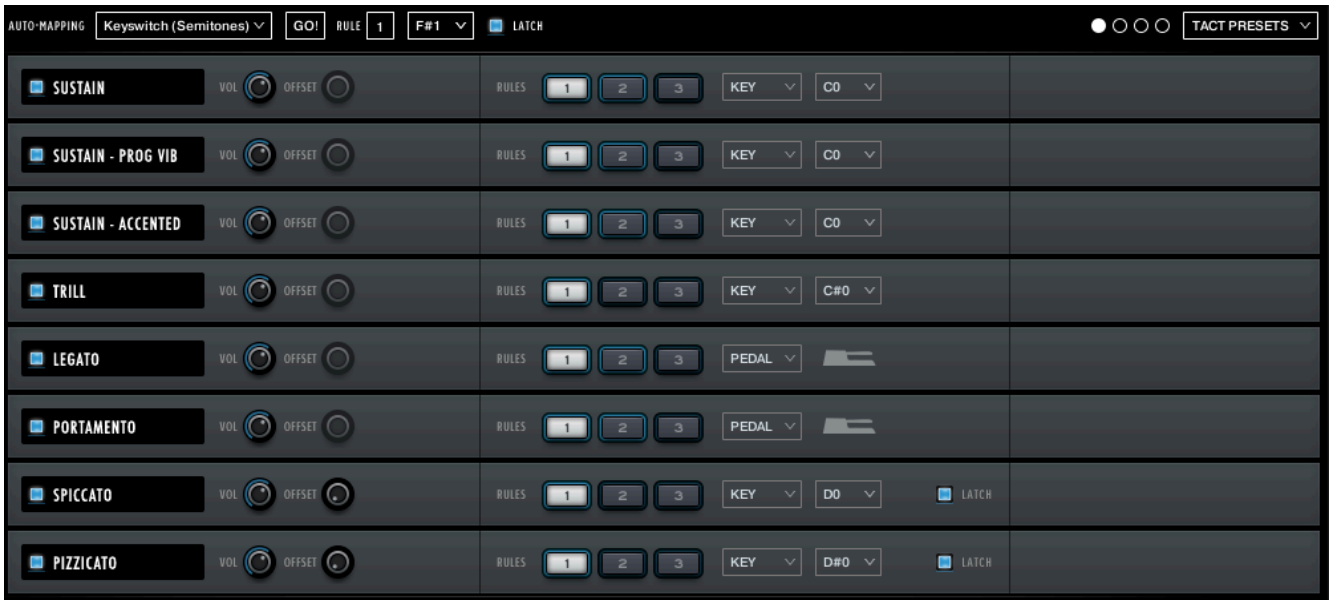
As an added convenience all the Phrases & FX samples are included as uncompressed 24-bit .wavs so you can drag & drop them right into your DAW.

TACT

Traveler Series - Romani Folk Fiddle features a very powerful piece of technology called **TACT (Total Articulation Control Technology)**. TACT provides an interface for mapping and customizing articulations and includes a powerful Automap function to quickly create an entire mapping setup without laboriously editing each articulation individually. **Romani Folk Fiddle** ships with a few alternative mapping presets, but if you'd like to tweak them to taste or create your own custom performance setup, TACT provides the opportunity to do so.

Overview

To access TACT, simply click the labeled script tab at the bottom of the instrument. The interface shows 8 articulations at a time. For instruments with more than that, the dots in the upper right of the UI allow you to switch pages, with white denoting the page you're currently editing.



Articulations can be toggled by clicking the **blue LED** next to the articulation name. When disabled, all samples for that articulation are unloaded from memory and its name is dimmed in the Articulations panel.

Volume controls playback volume. The **Offset** knob sets a sample playback offset in milliseconds (ms) and is only active for applicable articulations. Generally, increasing Offset will make that articulation feel more responsive to keyboard playing, or possibly snappier, at the cost of truncating the attack/transient portion.

Vel Scale is only relevant if the articulation is mapped to a limited velocity range (for example, 10 to 70). It controls the degree to which velocity affects playback volume (low velocity means softer playback; high velocity means louder playback). For example, if an articulation has a velocity range of 10 to 70, then even at its maximum velocity level (70), volume will only scale it to about 55% of maximum volume. With Vel Scale enabled, then in the above example the minimum velocity (10) will be scaled to nearly 0% of max volume, while the maximum velocity (70) will scale to 100%.

Articulation Mapping & Rules

The **three numbered buttons** in each articulation row access its **mapping rules**. Clicking a button turns it white, signifying that Rule's parameters are displaying to the right. Here you can enable a Rule by selecting any mapping method from the first dropdown menu. A blue ring appears around the button, letting you know that a Rule has been assigned to it. You can disable a Rule by once again pressing its numbered Rule button and then setting the first dropdown back to **"-N/A-**." The blue ring disappears.



There are **six mapping methods** available:

- **KEY**: Keyswitch. Triggers the articulation if the chosen keyswitch note is held. **LATCH**, when enabled, means the chosen keyswitch does not need to be held, only pressed once.
- **VEL**: Velocity-based. Triggers the articulation if the input velocity is within the selected range.
- **CC**: Controlled by MIDI CC. Triggers the articulation if the chosen MIDI CC (# box) is within the selected range.
- **BEND**: Controlled by MIDI pitch bend (technically not a CC). Triggers the articulation if the pitch bend controller is within the specified range. Note that pitch bend can be negative as "0" is the middle value; the max possible range is -8192 to 8192.
- **RANGE**: Controlled by key range. Triggers the articulation if the input MIDI note is within the specified range. This is not the same as keyswitching!
- **PEDAL**: Controlled by the sustain pedal (CC64). Triggers the articulation if the pedal is down, or if it is up.

Each articulation can have up to three simultaneous Rules, but only one of each mapping method (i.e. you cannot use multiple VEL rules for the same articulation.) When an articulation has more than one Rule, this means it's triggered only when *both* conditions are met. For example, you could set up 8th Note Repetitions to be triggered when you press keyswitch C1 *and* play at a Velocity of 1-64. You could then assign 16th Note Repetitions to trigger at C1 and Velocity 65-127, making it easy to play both articulations without the need for 2 keyswitches.

When more than one articulation shares the same rule, its row turns **from gray to red,** signifying a conflict.

Whenever you make a change to an articulation's triggering Rules in TACT it is automatically updated and displayed in the Articulations panel on the main Traveler Fiddle Engine page, for quick reference.

NOTE: Some articulations follow special rules unique to an individual library. For example, Release articulations only trigger when a note is lifted (MIDI note off). Other articulations may trigger before another articulation.

ANOTHER NOTE: Some articulations listed in TACT are not displayed in the Articulations panel of the Traveler Fiddle Engine page because they aren't performed by themselves. For example, you can transition between multiple articulations using Legato but wouldn't want to perform Legato transition samples on their own. Therefor Legato appears in TACT but not in the Articulations panel.

Special Controls

Depending on the instrument, extra controls may be displayed in an articulation row. For example, our fiddle's ornaments have **Speed** knobs so you can adjust their length to better suit your music.

Automapping

Automap works by selecting multiple articulations (by single-clicking their names, activating a blue highlight), selecting a scheme from the first dropdown menu, such as "CC Split", configuring any parameters associated with that scheme (such as for CC Split, which CC# for it to work on), setting the Rule # to apply the new mapping on, and the "GO!" button to executes the automap.

Holding control/command while selecting multiple articulations will select or deselect them all.

When automap is executed by pressing GO!, the previous mappings will be preserved in memory. If the user wishes to undo the change, they can access the preset menu and hit "Undo Automap". Note that this will only work 1 time, as there is only 1 level of history.

When a new mapping is applied to an articulation via Automap, the associated rule is automatically turned on in every selected articulation. If an articulation already contained a rule with the relevant trigger type, that pre-existing rule will be cleared out first.

For all mapping schemes, especially splits, they are done in order of selection, not visually ascending or descending order. For instance, if velocity split mapping was engaged on articulations ABCD that are selected in order CDBA, then articulation C will have the lowest velocity range, D will have the next lowest, and so on. Here is the list of currently implemented schemes:

- **Keyswitch (Semitones):** Will map selected articulations starting at the specified keyswitch, ascending by semi tones (1 half-step).
- **Keyswitch (Wholetones):** Will map selected articulations starting at the specified keyswitch, ascending by whole tones (2 half-steps).
- **Velocity Split:** Will map selected articulations to ascending velocity trigger ranges that are even divisions of 1 to 127. For example, on articulations AB will map A to 1-64 and B to 65-127.
- **CC Split:** Will map selected articulations on the specified CC# to ascending ranges that are even divisions of 1 to 127. For example, on articulations AB will map A to 1-64 and B to 65-127.

In addition to the spanning schemes listed above, TACT also features "shared" schemes that apply the same rule to selected articulations:

- **Shared Keyswitch**: Will map selected articulations to the specified keyswitch.
- **Shared Velocity Range**: Will map selected articulations to the specified velocity range.
- **Shared CC Range**: Will map selected articulations to the specified value range on the specified CC#.

- **Shared Key Range**: Will map selected articulations to the specified key range.
- **Pedal State**: Will map selected articulations to the specified pedal position.
- **Clear Rule**: Will "delete" whatever mapping exists in the selected articulations on the chosen rule (set them to [None]).

A combination of spanning schemes and shared schemes is the key to getting the most out of TACT. For example, in a string library, a user could set all short articulations to a "shared keyswitch" rule, and then have their second rule be a "CC Split Range". This way, they can switch to a general "shorts" keyswitch, and use their mod wheel to select the specific one.

FX RACK

Traveler Series - Romani Folk Fiddle includes a modular 8-slot FX Rack, featuring a large variety of useful EQ's, reverbs, delays, modulation FX, amps & cabinets, etc. Let's take a tour of the interface:



FX Chain Panel



The large black panel at the top contains a row of **8 FX slots**. Think of this like a guitar pedal board. Click the **dropdown menu** on any slot to load an effect. The **blue button** to the left of the effect name toggles it between active (on) and bypassed (off). When you load FX into multiple slots you'll notice **left and right arrows** above their graphics. Use these to move that effect left or right across the board, re-arranging the FX chain.

Effect Edit Panel

When you load an effect into a slot or click on its graphic it highlights, and the bottom panel populates with controls to edit its parameters. All the individual FX, their controls and features, are described in detail in the Kontakt manual. The **Slot Presets** menu on the left allows you to save your current settings, load a previously saved preset you created, or reset the effect to default.



The **dice icon** randomizes all the currently selected effect's parameters for creative inspiration. Note that it does not randomize Output or Wet/Dry knobs.

Lastly, in the top right of the interface there's a **Rack Presets** menu where you can save the *entire rack's* current settings, load a previously saved rack you created, or reset the rack to default (empty).

LIST OF ARTICULATIONS

CORE TECHNIQUES (C)	DESCRIPTION
Sustain	Long note with consistent vibrato
Sustain – Prog Vib	Long note with a blossoming vibrato
Sustain – Accented	Long note with sharp attack and consistent vibrato
Legato	Fluid, fingered transitions between notes
Portamento	Portamento (slide) transitions between notes
Trill (minor, major)	Fast, repeating alternation between 2 notes
Spiccato	Very short bowed note with a sharp attack
Pizzicato	Plucked note
EXTENDED TECHNIQUES (E)	
Romani Sustain	Long note with evolving harmonics
Romani Trill (minor, major)	Long note with evolving harmonics and fast, repeating alternation between 2 notes
Romani Tenuto	Short note with evolving harmonics
8th Rep.	8th notes repeated and looped (original tempo 110 BPM)
16th Rep. (normal, 2x)	16th notes repeated and looped (original tempo 110 BPM)
16th Rep. Spiccato (normal, 2x)	Spiccato 16th notes repeated and looped (original tempo 110 BPM)
Bartok Pizzicato	Technique where the string is pulled away from the fingerboard and snapped back
Sforzando (2 lengths)	Sharp accent followed by a crescendo
Decrescendo	Begins loud and gradually becomes softer, to silence.
ORNAMENTS (O)	
Horse (2 variations)	Traditional ornament during a note
Ghost (up & down)	Traditional ornament during a note
Passion	Traditional ornament during a note
Slide Up (minor, major, long)	Standard ornament to begin of a note
Flourish (2 variations)	Traditional ornament to begin of a note
Czardas	Traditional ornament to begin of a note
Pull Off	Standard ornament to begin of a note
Hammer On	Standard ornament to begin of a note
Triplet	Traditional ornament to begin of a note
Crescendo Release	Alternative embellishment to end a note
PHRASES & FX	
FX – Percussive	Hand percussion
FX – Chops	Percussive atonal bow technique traditionally used to keep rhythm
FX – Fiddler Whistles	Enthusiastic whistles
FX – Fiddler Shouts	Enthusiastic shouts
FX – String Noise	Subtle fingerboard movements
FX – Scrapes	Atonal bowed scrapes
Energetic Improvs	Traditional phrase performances
Lyrical Improvs	Traditional phrase performances
Polyphonic Improvs	Traditional phrase performances
Romani Improvs	Traditional phrase performances
Runs & Arpeggios	Traditional phrase performances

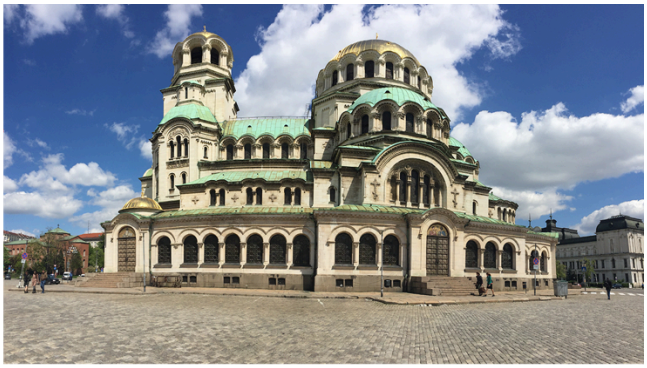
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Performed by: Stoimen Peev at Pekernata ("The Bakery") Studio in Sofia, Bulgaria
Session Producers: George Strezov & Dickie Chapin
Engineer: Ivan Boshev

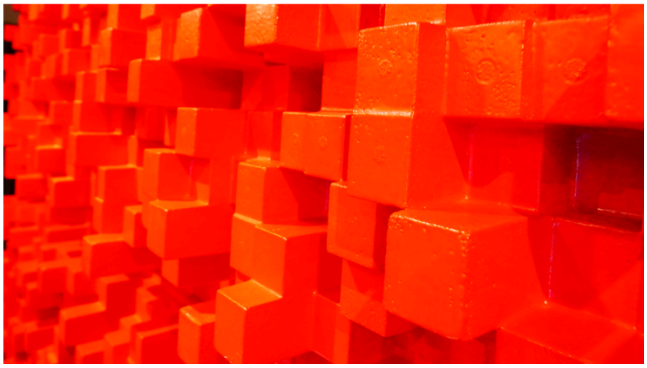
Thanks: In addition to everyone above who worked so hard to create this library we'd also like to give extra special thanks to Jodi & Phoebe & Lola Chapin, Dess Georgieva and the entire staff at FourForMusic.

If you have any questions or comments about **Traveler Series - Romani Folk Fiddle** email our customer support directly at support@impactsoundworks.com.









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The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase
This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the institution and not any one user.

In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users.

However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee MAY NOT use the product in the production of any other sample library or virtual instrument products.

The licensee MAY NOT sell individual sounds from a product in any context.

For clarity: The licensee MAY use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale, and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.

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