

# CHRONICLES

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BRASS & WOOD

MANUAL

## INTRODUCTION

Welcome to our Chronicles Series. The key focus of this product line is musical storytelling. We want to take you on a journey to another place or world through motion and texture. Collaborating with world-class musicians in a beautiful scoring stage we have been able to secure an exceptional level of realism that is often difficult to achieve through standard sampling methods. By capturing multiple looped-based and textural performances across the instrument's practical range you can create emotional and lively passages. We feel truly passionate about this series and know it will add an extra level of musicality and liveliness to your composition.

## **INSTALLATION**

All Chronicles instruments work with both the latest full and player version of Kontakt.

To download you will need to enter your serial number into Native Instruments 'Native Access' application. Please follow the steps provided by the application. Once downloaded you will be able to access the instrument via Kontakt's library tab menu.

## INTERFACE FEATURES

### Home

### VR Stage

By dragging the icon(s) around the virtual stage you can change the instrument's position in the room. Please note that this process uses actual recorded microphone positions not artificial reverb. For example, if you move the icon to the front of the stage the VR algorithm will favour the close and overhead microphones. If you move it to the back of the stage it will favour the room and far microphones.

### Instrument Icons (bellow the VR stage)

By clicking on an instrument icon you can easily mute/unmute all loaded articulations of a given instrument. This is handy if you load a snapshot preset with multiple instruments but later decide that you only want to hear a certain concoction of instruments.

### Reverb

Convolution reverb control. This is separate to the VR stage and is useful in adding additional length to the sound.



## INTERFACE FEATURES

### Home

### Noise

Adds real room noise. Handy for adding a bit of grit to the sound.

### Dynamics

Increase or Decrease the dynamic sensitivity of the instrument.



## INTERFACE FEATURES

### Advanced

#### Velocity Curve

By clicking on the curve and moving the mouse up or down you can adjust the curve shape to suit your keyboard playing style.

#### Dynamic Range

Increase or Decrease the dynamic sensitivity of the instrument.

#### Attack/Release

A global setting to adjust the instrument attack and release.

#### Divisi Limiter

This knob works directly with the Divisi settings. It allows you to reduce all voices by an equal amount. If your computer is experiencing playback issues please try moving this knob to reduce the global voices.



## INTERFACE FEATURES

### Advanced

### Divisi Settings

By turning on Divisi mode you have the ability to limit voice count. Owing to this instrument using time machine pro based loops it can be quite heavy on your computer resources.

One helpful way to reduce the computer from being overwhelmed is by limiting the minimum and maximum voices.

For example, if all instruments are set to 1 (min) and 15 (max) this means all instruments will play at the same time up to the maximum of 15 notes.

Another example is, if one instrument is set to 4 (min) and 15 (max) and the other to 1 (min) and 15 (max) the first instrument will only playback once the 4th note is pressed whereas the other instrument will playback from note 1.



## INTERFACE FEATURES

### Builder

In this page you can load and set up individual articulations. To load an articulation for a given instrument please click on the plus sign within the instrument column. After that a popup menu will appear that allows you to audition and select the articulation you wish to load.



### Cog Icon

Press this icon if you wish to reset all velocity values or clear all articulations.

### Stairs Icon

Press this icon if you wish to chromatically set all instruments articulations to a different key switch starting from whatever the first articulation is set to. For example, if the first articulation is set to C1, then all following articulations will be C#1, D1, D#1, etc...

### Stack Icon

Press this icon if you wish for all articulations to be assigned to the same key switch as the first loaded articulation.

## INTERFACE FEATURES

### Articulation Settings

For each articulation you can assign it to a key switch and adjust its velocity spread. This is handy if you wish to stack multiple articulations on top of each other and have them play during different velocity ranges.

By clicking on a loaded articulation, 3 controls will appear plus the keyboard will change, to show the given articulations key range. To see the instruments global articulation range of all loaded articulations you must click outside the articulation box.



### Volume

Control of the Individual articulations volume.

### Pan

Control of the Individual articulations pan position.

### Pitch

Control of the Individual articulations pitch. This allows fine pitch adjustments.

## INTERFACE FEATURES

### Builder Popup Page

With this page you can very simply select and audition the articulations you wish to load. You can use the categories to view different articulations.

When you click on an articulation it will play back a small audio reference to hear what it sounds like. If you wish to turn off this feature please click on the speaker icon.

Once you have found the articulation you like just click and drag it to the box below. You are able to load a maximum of six articulations.

When finished click on the tick icon to confirm your choice. If you decide not to load anything you can just click on the x icon to the top right position of the page.





## NKS Support:

All Chronicles instruments are NKS compatible. Please refer to your NKS hardware manual for more information.

For more information please check out our website:

[www.evolutionseries.com](http://www.evolutionseries.com)

Or for technical support enquiries please email us at:

[info@evolutionseries.com](mailto:info@evolutionseries.com)

