

# APOCALYPSE PERCUSSION — MICRO —

SOUNDIRON

**NKS**<sup>™</sup>  
NATIVE  
KONTROL **NI**  
STANDARD

  
MADE FOR  
**KONTAKT**  
PLAYER

**Apocalypse Percussion Micro** is a compact starter edition of our acclaimed **Apocalypse Percussion Ensemble** library. This heavy cinematic ensemble percussion library features 7 different bass drum articulations, 4 Indian Dhol Drum articulations, 3 Turkish Doumbek articulations, 1 Irish Bodhrán (frame drum) articulation, 2 Riq & Daf drum articulations, 6 concert snare drum articulations and 5 rack tom articulations.

Each articulation was performed by an ensemble of 3 - 6 players in unison, for a massively epic sound. The 28 articulation sound sets included in **Apocalypse Percussion Micro** have from 4 to 12 dynamic velocity layers and 2 round robin variations for every velocity. We recorded in the same large hall that our **Olympus Symphonic Choir**, **Mercury Boy's Choir** and many other **Soundiron** libraries were captured. The hall gives it a bright and open sound with just the right touch of transparent

natural reverberation for a gloriously epic sound, but you can easily shorten the natural reverberation by turning down the Release knob.

Our custom scripted Kontakt user interface gives you flexible control features, like attack, release, transient start offset, dynamic swelling, pitch warping, and a robust Arpeggiator system that provides a full range of custom dynamic modes and step sequencer pattern creation options. There's also a complete DSP effects rack, including reverb with over a hundred life-like spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms and creative FX convolution impulse responses.

The library comes equipped with a powerfully simple ensemble bank preset, a fully customizable 8-socket kit building "Megamixer" preset and our unique dual-layer tuned percussion system preset that lets you play any articulation as a pitched instrument over the whole key range and combine any two articulations together, each with their own fully independent control parameters. Apocalypse Percussion Micro built for the free Kontakt Player 5.6.8 and later. Version 2.0 now also includes a new user interface and various other improvements, along with 15 brand new special custom FX presets to expand your creative options and make this library a powerful musical toolbox.

In the full Apocalypse Percussion Ensemble, you'll also find 3 mixable microphone positions, more velocity layer and 12 round-robin variations and more, a huge selection of cymbals, tons of individual solo drums and loads of powerful UI and performance features. Apocalypse Percussion Micro owners can upgrade to the full Apocalypse Percussion Ensemble at a discounted price any time they like, making this a great introduction to the world of APE.

# SOUNDIRON

# APOCALYPSE

# PERCUSSION

## MICRO

### Starter Edition of Our Apocalypse Percussion Ensemble

- 18 powerful Kontakt Player .nki instruments
- 386 Samples
- 283 MB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- Flexible and intuitive user interface controls
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.
- Configurable FX Rack with custom signal routing

**Note:** Native Instruments Kontakt Player or Kontakt (full version) required, version **5.6.8** or later.  
Windows 7 (or later) or OSX 10.10 (or later) is required. Komplete Kontrol required for NKS features. S-Series Keyboard required for Light-Guide features.



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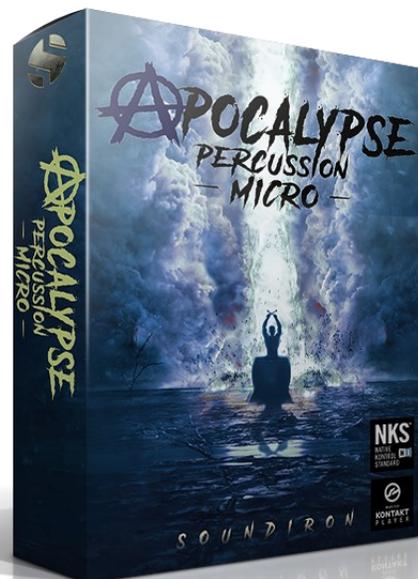
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APOCALYPSE PERCUSSION MICRO

SOUNDIRON



## System Requirements

This library requires Native Instruments **Kontakt or Kontakt Player version 5.6.8 or later**, or the full retail version of **Kontakt version 5.6.8 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.10 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have *at least* 3GB of system ram, a multi-core cpu and an 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

## Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Libraries window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

## Control Parameter Automation

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the “Learn MIDI CC# Automation” button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the “Auto” automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.



# Library Activation

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN / OSX) from the Native Instruments website. You need Kontakt or Kontakt Player version 5.6.8 or later to use this library:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-5-player/>

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we sent you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it. Copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

4. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

5. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

6. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quickload or Database browser windows in Kontakt, or through the main File load/save menu.

7. Please allow any current preset to finish loading completely before loading a new one.

## Trouble-shooting

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt or Native Access from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Native Access.



# APE MICRO ALL PRESET



## SWELL - (CC 72)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

## ATTACK - (CC 74)

This knob controls the sharpness of attack. Lower values have more of a pluck sound.

## OFFSET - (CC91)

This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound. This can also be used to control the amount of "pluck."

## RELEASE - (CC93)

This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to ring out longer.

## PITCH

This controls the pitch shifting up or down from the natural root pitch of each sample. You can use this knob to transpose the pitch up or down by 24 semitones in half-step increments.

## VELOCITY

This controls the dynamic response of the instruments, adding or subtracting from the incoming midi velocity.

## HUMANIZE

This controls the dynamic variability of the instruments, adding intelligent and subtle randomization. This feature can be especially useful when combined with the Arpeggiator.

## ARP BUTTON

You'll find this pop-up window button in the lower left corner. All of the ARP window controls are explained on page 8.

## PERFORMANCE & FX RACK TABS

Click the FX Rack tab down at the very bottom of the screen to open the full DSP FX rack, with reverb, delay, phaser, flanger, amp and cab simulation, distortion and more. Clicking the **Performance** tab takes you back to this main page.



# APE MICRO MEGAMIXER PRESET

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles and combos, selecting just the articulations you want and using only the ram, sample load and key range needed. It's easy to set up and fine-tune and you can save and load your kits. The Megamixer has 8 instrument modules that you can load and customize. Within each module, you can freely choose from any of the instruments in the library and then select any of that instrument's articulations to load. Each of the 8 modules has its own volume, velocity attenuation, pan, pitch, room release, root key, key range and tuned/untuned button to switch between "tuned" chromatic and "untuned" mono-timbral modes. You can also globally adjust volume Swell, sample start Offset, and note Attack curve.



The Disk button in the top right area allows you to save your custom kit as an .nka preset file. The Folder button allows you to load .nka preset files. However, be aware that clicking this button also resets the currently loaded drum modules due to a functional limitation of Kontakt itself.

When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the full range for the Megamixer. The red keys show the assigned Range for the module being currently edited. The green key shows the assigned Root Key for the module being edited. The white keys are empty.

## MODULE WINDOWS

Click on the drum graphic window in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument and then choose the specific articulation you want using the Module Editor area.

### Edit Button

To edit the parameter settings for that module, click the EDIT button for that module. This will display the module's controls in the Module Editor area.

### Volume

This sets the volume for each module.

### Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

### Pan

This allows you to place the sound in each module in your stereo field.

### Pitch

This shifts the pitch of sound in each module up & down.

### Release

This sets the room release time for each module.

## Articulation Selection Menu

Click here to select one of the available articulations for the drum you have loaded in each module.

## Tuned/Untuned Button

When Tuned, this causes the notes for the module to be spread chromatically over its assigned key range, relative to the "Root Key" setting. Use this to create pitched tom notes or tuned percussion sounds. When Untuned, any note played within a module's assigned key range will play at the same pitch. This is ideal for fast live playing with multiple fingers.

## Root Key

This assigns the root key for the module when the module is in Tuned mode. Type in a value or press the SET button and play any key to assign a key as the Root.

## Range

This assigns the playable key range for a module. Modules can have overlapping or shared key ranges. The lower range boundary setting is on the left. The upper range boundary setting is on the right. To change each setting, you can type in a new value or simply press the SET button to the side and play any key to assign that as the new value for that boundary.

## ARP

This button opens the Arpeggiator (see page 8).



## TUNED DUAL-LAYER PRESET

The Tuned Dual Layer selector preset brings together all of the available articulations for each instrument set into a chromatically playable dual-layered instrument bank. The interface is designed to allow you to focus on a single articulation (or a pair of them) at a time and spread the sound chromatically like a classic sampler or synth instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids.

Each of the two layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The ARP pop-up panel can generate dynamic arpeggiation and drum roll simulation (See Page 6) . The Keys pop-up panel allows you to set the playable keyboard ranges and instrument selection key-switches for each layer.



### Articulation Select Menus

This drop-down menu selects the individual articulation that you would like to load into each layer module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the “SELECT” label above the menu, then click on the “Assign Midi CC” pop-up that appears and move any midi CC assigned to the same channel as the instrument.

**Note:** To turn off and bypass one of the two layer modules, simply select **Off** in the layer’s drop-down menu.

### Swell - (CC72 & 73)

This knob controls the volume swell of the instrument. For sustaining rolls and bowing, this controls dynamic layer intensity morphing as well.

### Attack - (CC 74 & 75)

This controls the sharpness of attack.

### Offset - (CC91 & 92)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more pad-like sounds.

### Release - (CC93 & 94)

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

### Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

### Pan

This allows you to pan each module separately.

### Velocity

This attenuates the incoming midi note velocity up and down.

### ARP

This button in the lower left corner opens the Arpeggiator pop-up window (see page 8).

### KEYS

This button in the lower left corner opens the Key-mapping and key-switch settings window (see page 7).

## TUNED DUAL-LAYER KEYS POP-UP MENU

The Keys Pop-Up window contains all of the key-range key-switch mapping settings. You can assign overlapping or independent key-ranges for each of the two layer modules, shift the root note for either module to any key you wish and turn on/off the Selector keyswitches or move the key-switch blocks around on the keyboard. To display Kontakt's Keyboard window, click on the keyboard icon button at the top of Kontakt's main program window.



### RANGE 1 & RANGE 2

These controls set the active key range for the first layer (left side). Each range is fully independent and can overlap the other. The **dark blue** range shows the current playable note range for layer module 1. The **light blue** range shows the current playable note range for layer module 2.

If Layers 1 and 2 overlap, then that section of the keyboard will be colored in **yellow**. If either layer's Selector menu is set to - **Off** -, then the key-range for that layer will not be displayed on the Keyboard.

The root note for each module is set by the **Pitch** knobs for that layer. The current roots for both layers are shown as single inverted black/white keys.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

### KEYSWITCH 1 & 2

You can use the Layer 1 key-switches to change the current sound loaded into Module 1 selection menu. The key-switches are arranged to match the Selector menu ordering. The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches. The Kontakt keyboard view displays a **green** keyrange for the Layer 2 selector key-switches.

Use the red On buttons to turn the key-switches on or off for each layer. When the key-switches for either layer are turned off, the key-switches for that layer are no longer displayed on the keyboard.

To change the location of the keyswitches for each layer, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time. Each layer's keyswitches are moved as a unified block of notes. If the keyswitches overlap any of the assigned playable note range, the keyswitches override and mute those overlapping keys.



## “ARP” ARPEGGIATOR POP-UP WINDOW

The “ARP” pop-up panel in all of this library’s presets will allow you to create, save and load your own rhythmic step sequences and simulate complex single-stroke roll patterns, supporting both cross-key and autonomous single-key (“Easy Roll”) modes.



### MODE

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities “As Played”.

### HIT AND HIT % KNOBS

Hits sets the number of repeats of each note **BEFORE** moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

### REPEAT SETTING

This sets the direction of the up or down repeats.

### RHYTHM KNOB

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

### PITCH KNOB

Sets the pitch up or down in quartertone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in realtime allows extreme stair-step effects and creative groove, tuning and beat alterations.

### NOTE ORDER MENU

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing “As Played” will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

### SWING

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

### DURATION

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

### KEY SELECTOR KNOB

Binds the **scale** to a specific root note.

### SCALE KNOB

Use this knob to select different scales that the arp sequence can lock to.

### CONSTRAIN/FREE BUTTON

Limits and adjusts any new note to the currently selected scale and key.

### VELOCITY GRAPH

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

### RESET

This button resets all steps in the graph to a default value of 0 (blank).

### STEPS

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

### VELOCITY GRAPH ON/OFF

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you’ve drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

### SAVE

This “disk” icon button allows you to save your Arp panel settings.

### LOAD

This “folder” icon allows you to load previously saved Arp panel settings.



# DSP EFFECTS RACK

The FX Rack tab gives you direct access to most of Kontakt's built-in effects. This panel is accessible in all presets by clicking on the FX Rack tab at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. To change the effect loaded into any specific rack module, click on the down arrow menu in its top left corner.



## EQ

**Power Button** - Toggles the effect on and off.

**Low, Mid and Hi Frequency Gain** - Use these sliders to adjust the level of the low, mid and high EQ bands.

**Low, Mid and Hi Frequency** - These knobs control the center frequency of the low, mid and high frequency EQ bands.



## CHORUS

**Power Button** - Toggles the effect on and off.

**Sync** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

**Phase** - This knob controls the phase.



**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.

## TAPE SATURATOR

**Power Button** - Toggles the effect on and off.

**Gain** - This knob controls the amount of gain added.

**Warm** - This knob allows you to add tonal warmth

**Rolloff** - This knob controls the high frequency attenuation.



**Volume** - This knob controls the overall output level.



## DSP EFFECTS RACK (continued...)

### JUMP

**Power Button** - Toggles the effect on and off.

**Boost** - This boosts the incoming signal strength.

**Drive** - This knob controls the amount of gain added.

**Tone** - This shapes tone brightness.



**Low, Mid & High** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.

### DISTORTION

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Damping** - This shapes tone brightness.

**Volume** - This sets the overall output volume.



### DELAY

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls the echo rate. In synch mode, it changes time signature by note divisions.

**Damping** - This knob controls high frequency roll-off



**Pan** - This knob controls the left-right ping pong effect.

**Feedback** - This knob controls delay loop feedback

**Mix** - This adjusts the wet/dry output mix.

### REVERB

**Power Button** - Toggles the effect on and off.

**Type menu** - This menu selects the environment category.

**Impulse Menu** - This menu selects the impulse response.

**Size** - This knob controls the reflection decay time.



**Lopass** - This knob controls high frequency roll-off.

**Hipass** - This knob controls low frequency cut-off

**Mix** - This adjusts the wet/dry output mix.

### AMP

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Bass, Mid & Treble** - These knobs control the low, mid and high frequency gain

**Volume** - This sets the overall output volume.



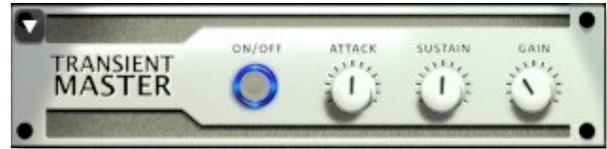
## DSP EFFECTS RACK (continued...)

### TRANSIENT MASTER

**Power Button** - Toggles the effect on and off.

**Attack** - This knob controls the amount of signal boost or cut for the note attack transient.

**Sustain** - This knob controls the sustain volume following a transient, shaping the fullness of the sound.



**Gain** - This knob controls the amount of gain added to the output signal.

### CABINET

**Power Button** - Toggles the effect on and off.

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.

**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.



**Treble & Bass** - Use these knobs to adjust the level of the low and high EQ bands.

**Output** - This sets the overall output volume.

### FILTER

**Power Button** - Toggles the effect on and off.

**Type** - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

**Cutoff/Talk** - This controls the filter cutoff and/or peak frequency.



**Resonance/Sharpness** - This controls the amount of resonance added at the cutoff or peak node.

**Gain/Size** - This controls signal pass-through level.

### FLANGER

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### COMPRESSOR

**Power Button** - Toggles the effect on and off.

**Threshold** - This adjusts the signal threshold needed before compression is applied.

**Ratio** - This controls the ratio of gain added or removed based on the incoming signal level above the threshold.

**Attack** - This controls the compressor attack speed once signal exceeds the threshold



**Release** - This knob controls the release speed once signal drops below the threshold.

**Makeup** - This adjusts the wet/dry output mix.



## DSP EFFECTS RACK (continued...)

### APOCALYPSE MICRO FI

**Power Button** - Toggles the effect on and off.

**Bits** - This sets the amount of bit depth reduction.

**Sample Rate** - This sets the sample rate reduction.

**Noise** - This knob adds noise to the signal.



**Noise** - This knob adjusts tone brightness and apparent fidelity.

**Output** - This sets the overall output volume.

### PHASER

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - Controls mod rate, in milliseconds or note divisions.

**Feedback** - This adjusts the amount of feedback.



**Phase** - This knob controls the phase.

**Depth** - This knob controls the depth of the sweep.

### ROTATOR

**Power Button** - Toggles the effect on and off.

**Speed** - This button toggles between fast & slow speaker cabinet rotation speeds.

**Size** - Use this knob to adjust the simulated size of the speaker cabinet.



**Air** - Use this knob to adjust the simulated distance between the speaker and the microphone.

**Output** - This sets the overall output volume.

### SKREAMER

**Power Button** - Toggles the effect on and off.

**Drive** - This knob controls the amount of gain added.

**Tone** - This sets the overall signal tone.

**Bass & Bright** - These control low & high frequency gain



**Clean** - This sets the amount of clean signal pass-through.

**Output** - This sets the overall output volume.

### STEREO MODEL

**Power Button** - Toggles the effect on and off.

**Synch** - This button synchronizes the rate to your BPM.

**Rate** - This controls modulation rate. In synch mode, it changes the time signature by common note divisions.

**Phase** - This knob controls the phase.

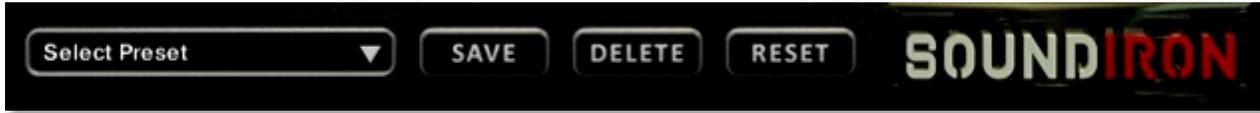


**Depth** - This knob controls the depth of the chorus sweep.

**Mix** - This adjusts the wet/dry output mix.



## SAVING & LOADING PRESETS



**Select Preset** - This menu lets you select from any of the factory presets or any presets you've created.

**Save** - Once you've customized your FX chain, you can save it for later use in this rack by pressing the Save button.

**Delete** - Use this button to delete the currently selected custom preset. Factory presets can't be deleted.

**Reset** - This unloads all effects and resets the entire FX rack to its default state.

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# THANK YOU!

Soundiron is a virtual instrument and sound library developer founded in 2011. The studio is based in the San Francisco Bay area, owned and operated by a dedicated team of sound artists and programmers. We are driven every day to capture all of the sonic flavors this world has to offer and bring them to you as truly playable and inspiring musical tools. Each library is crafted to deliver profound realism, complete flexibility, exquisite detail and unrivaled acoustic quality. If you enjoy this creation, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at [team@support.soundiron.com](mailto:team@support.soundiron.com)!

Thanks from the whole Soundiron team!

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### Scripting, Programming and Instrument Design

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