

LIGHTNING X3M



Stezen

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ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

We have been sampling since December 2012 when we started out with Storm Choir 1 and throughout that time we learned and incorporated a lot into our products. Our team is passionate about sample libraries because at the end we are the first customers of the products – we are composers and arrangers working around the world. Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers that breathe life into the tiny .wav samples that we later include into Kontakt.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT LIGHTNING X3M

LIGHTNING X3M is a product using the X3M engine, allowing the user to manipulate the sample material. This opens vast musical possibilities for the working composer.

The concept behind LIGHTNING X3M is not only to introduce different types of high frequency percussion, but also to create unique instrument combinations, similar to our previous percussion series, as well as some new sounds and effects.

Our main idea was to record a number of high frequency percussion instruments, suitable for all kinds of dynamic music and especially film/trailer. The library has multiple dynamic levels (from very soft *ppp* to blasting *ffff*) and has multiple round-robins (meaning that each instrument has unique samples that get changed every time you press a key).

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THE X3M ENGINE

The concept behind the X3M engine is quite simple – it is made of 12 zones that you assign different patches to. After making the template of your choosing, just plug in and play – nothing else needed!

When you load up **Lightning X3M**, you automatically load all samples held inside your “Samples” directory. However, the instruments are built in such a way that not only do you have a single patch with all types of percussion you might need - you also have a patch that is optimized and does not hurt your RAM!

How does it work?

When you open the patch, the main settings you need are displayed here:



You have 6 zones displayed on this page (you can use the arrow to change between pages) and you have several controls:

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument two times and then change the pitch of one of the zones. For instance – load up a solo instrument on zones 1 and 2, then decrease the pitch of zone 2 all the way to the left. And now you have an even thicker sound.

Transient controls – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!



When you click on the zone's name (ZONE 1, ZONE 2, etc...) you get a new page with the individual zone settings (*as displayed above*). You have a couple of main categories: Clocks & Ticks, Shakers, Ethnic Shakers, Buttons & Knobs, Synth Perc, Clicks & Clacks, Hats & Cymbals, Small Metals 1, Small Metals 2, Muted Percussion, Orchestral, Ethnic Metals, Synth Perc Dist and Misc.

How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12 above) and then navigate through the list of categories; choose a sample that works well for you and then click the "X" button at the top right corner of the detailed settings. There are two additional buttons at the bottom – DISCARD (reverts all changes that you have made to the default values) and CLEAR (removes all samples and settings from the zone).

All 12 zones are marked with different colors to allow for easier playability. Not only that – when you edit the zones, **the color of the edited zone will change to white**. We did this to avoid confusion and to give you a clear view of what you are currently editing.

There is also the Reset RR function available in the keyboard as a keyswitch located on A-1, marked in white.

The patches also have global microphone control.

By default you have all three microphones - “Close”, “Decca” and “Hall” , turned ON.

Apart from all these functionalities, which are standard for all Strezov Sampling X3M libraries, there is a new function included in the Lightning X3M – Select RR. This function allows you to deactivate any of the RRs for a particular instrument included in the library. That gives you the liberty to shape the sound per your taste and needs.

Last but not least, the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks of the mouse!

HELP – a built-in "help" file (as displayed above)

RESET RR – resets all Round-robins for the samples (this function is also available as a keyswitch, located on A-1)

INSTRUMENT PATCHES

In your “Instruments” directory you will find the following patches:

“Lightning_X3M_BLANK” - blank template of the engine, ready for you to play around with!

You also have some additional patches that you can load for specific instruments. They are to be found in the sub-folder called “Multi Patches”.

Here they are:

- Buttons & Knobs
- Clicks & Clacks 1
- Clicks & Clacks 2
- Clocks
- Ethnic Metals 1 (Chans)
- Ethnic Metals 2
- Ethnic Shakers 1
- Ethnic Shakers 2
- Hi-hats
- Misc 1
- Misc 2
- Mouse & Keyboards
- Muted Percussion 1
- Muted Percussion 2 (Cajons)
- Orchestral
- Rides
- Shakers 1
- Shakers 2
- Small Metals 1
- Small Metals 2
- Small Metals 3
- Synth Perc 1
- Synth Perc 2
- Synth Perc Dist 1
- Synth Perc Dist 2
- Typewriters

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Here is a detailed list of all samples included:

1. CLOCKS & TICKS

Medium Clock – 1 dyn x15 RR
Big Clock – 2 dyn x15 RR
Small Clock 1 – 1 dyn x15 RR
Small Clock Bell – 1 dyn x10 RR
Clock Winding 1 Single – 1 dyn x4 RR
Small Clock 2 – 1 dyn x15 RR
Small Clock 3 – 1 dyn x15 RR
Small Clock 4 – 1 dyn x15 RR
Clock Winding 1 – 1 dyn x4 RR
Clock Tick 1 – 1 dyn x15 RR
Clock Tick 2 – 1 dyn x15 RR
Clock Winding 2 – 1 dyn x4 RR
Clock Winding 2 Single – 1 dyn x10 RR
Metronome – 1 dyn x 15 RR
Metronome Bell – 1 dyn x5 RR

2. SHAKERS

Shaker 1 – 2 dyn x15 RR
Shaker 2 - 2 dyn x15 RR
Shaker 3 - 2 dyn x15 RR
Shaker 4 - 2 dyn x15 RR
Shaker 5 – 2 dyn x15 RR
Shaker 10 - 2 dyn x15 RR
Shaker 11 - 2 dyn x15 RR
Shaker 12 - 2 dyn x15 RR
Cabasa Hit – 1 dyn x15 RR
Cabasa Slide – 1 dyn x15 RR
Shekere Side Hit – 2 dyn x15 RR
Shekere Rod – 3 dyn x15 RR
Shekere Rod Scratch – 2 dyn x15 RR
Shekere 1 Slide – 2 dyn x15 RR
Shekere 1 Rod – 3 dyn x15 RR
Shekere 1 Rod Slide – 2 dyn x15 RR
Shekere 2 Down – 3 dyn x15 RR
Shekere 2 Up – 3 dyn x15 RR

3. ETHNIC SHAKERS

Maraca 1 – 1 dyn x15 RR
Maraca 1 (Brushed) – 2 dyn x15 RR
Maraca 2 – 2 dyn x15 RR
Maraca 3 – 2 dyn x15 RR
Maraca Rod - 2 dyn x15 RR
Ethnic Shaker 1 – 1 dyn x15 RR
Ethnic Shaker 2 – 2 dyn x15 RR
Ethnic Shaker 3 – 1 dyn x15 RR
Caxixi 1 – 2 dyn x15 RR
Caxixi 2 – 2 dyn x15 RR
Caxixi 3 – 2 dyn x15 RR
Caxixi 4 – 2 dyn x15 RR
Tang Tang High – 1 dyn x15 RR
Tang Tang Low – 1 dyn x15
Rainstick Hits – 2 dyn x15 RR
Rainstick Shake – 1 dyn x15 RR
Shaman Ring - 1 dyn x15 RR

4. BUTTONS & KNOBS

Accordeon Click 1 - 1 dyn x15 RR
Accordeon Click 2 – 1 dyn x15 RR
Accordeon Click 3 – 1 dyn x15 RR
Guitar Case Lock 1 - 1 dyn x15 RR
Guitar Case Lock 2 - 1 dyn x15 RR
Hurdy Gurdy Click 1 – 1 dyn x15 RR
Hurdy Gurdy Click 2 – 2 dyn x15 RR
Mouse Left Click – 1 dyn x15 RR
Mouse Right Click – 1 dyn x15 RR
Keyboard 1 – 1 dyn x15 RR

Keyboard 2 – 1 dyn x15 RR
Keyboard 3 – 1 dyn x15 RR
Old Keyboard 1 – 1 dyn x15 RR
Old Keyboard 2 – 1 dyn x15 RR
Old Keyboard 3 – 1 dyn x15 RR
Typewriter 1 – 1 dyn x15 RR
Typewriter 2 – 1 dyn x15 RR
Typewriter FX1 – 1 dyn x10 RR
Typewriter FX2 – 1 dyn x10 RR
Typewriter FX3 – 1 dyn x4 RR
Typewriter FX4 – 1 dyn x4 RR

5. SYNTH PERC

Chasing – 3 dyn x9RR
Blaster – 3 dyn x9RR
Sci-Fi Clock – 3 dyn x9RR
Mad Rax – 3 dyn x9RR
Worms – 3 dyn x9RR
Electricity – 3 dyn x9RR
Train – 3 dyn x9RR
Deaf Knocks – 3 dyn x9RR
Soft Gabber – 3 dyn x9RR
Electro Shaker – 3 dyn x9RR
Scratch This – 3 dyn x9RR
Underhand – 3 dyn x9RR
Soldiers – 3 dyn x9RR
Soldiers (Drive) – 3 dyn x9RR
Laser Nails – 3 dyn x9RR

6. CLICKS & CLACKS

Wooden Cup – 4 dyn x15 RR
Plastic Bowl 1 – 4 dyn x15 RR
Wooden Forks – 4 dyn x15 RR
Plastic Bowl 2 – 4 dyn x15 RR
Castacup – 4 dyn x15 RR
Wooden Sticks – 4 dyn x15 RR
Clacks – 4 dyn x15 RR
Wooden Snap – 4 dyn x15 RR
Gypsy Snap – 4 dyn x15 RR
Pensils – 4 dyn x15 RR
Knock Knock – 4 dyn x15 RR
Woodpecker – 4 dyn x15 RR
Tiny Giants – 4 dyn x15 RR
Glass Bottle – 4 dyn x15 RR
Roofchase – 4 dyn x15 RR
Brushed Chain – 4 dyn x15 RR
Wood Drops – 4 dyn x15 RR
Kitchen Claves 1 – 4 dyn x15 RR
Kitchen Claves 2 – 4 dyn x15 RR
Rush Sticks – 4 dyn x15 RR
Plastic Tears – 4 dyn x15 RR
The Snap – 4 dyn x15 RR
Hand Made Clock – 4 dyn x15 RR

7. HATS & CYMBALS

Hi-hat Brush Closed - 3 dyn x15RR
Hi-hat Foot - 1 dyn x15RR
Hi-hat Brush Opened - 3 dyn x15RR
Hi-hat Rod Closed - 3 dyn x15RR
Hi-hat Rod Opened - 3 dyn x15RR
Ride Bell Broomstick – 3 dyn x15 RR
Ride Bell Rod - 2 dyn x15 RR
Ride Muted Brush - 3 dyn x15 RR
Ride Scratches Long - 2 dyn x15 RR

Ride Scratches Short - 2 dyn x15 RR
Sizzle Ride - 3 dyn x15 RR
Sizzle Ride Bell - 3 dyn x15 RR
Sizzle Ride Muted - 3 dyn x15 RR

8. SMALL METALS 1

Finger Cymbal 1 - 2 dyn x6 RR
Finger Cymbal 2 - 2 dyn x6 RR
Finger Cymbal 3 - 2 dyn x6 RR
Mini Gong 1 - 2 dyn x6 RR
Mini Gong 2 - 2 dyn x6 RR
Mini Gong 3 - 2 dyn x6 RR
Small Anvil - 4 dyn x15 RR
Small Metal Box - 1 dyn x15 RR
Medium Metal Box - 1 dyn x15 RR
Muted Metal - 4 dyn x15 RR
Metal Shaker - 1 dyn x15 RR
Flexatone - 1 dyn x15 RR
Singing Bowl Hit - 4 dyn x15 RR
Mug Metal Brush - 2 dyn x15 RR
Mug Rod - 2 dyn x15 RR

9. SMALL METALS 2

Mug Side Hit - 2 dyn x15 RR
Pan Brush - 2 dyn x15 RR
Pan Rod - 2 dyn x15 RR
Keychain - 1 dyn x15 RR
Metal Cup 1 - 4 dyn x15 RR
Coin - 4 dyn x15 RR
Metal Cup 2 - 4 dyn x15 RR
Keys in a Box - 4 dyn x15 RR
Metal Plate - 4 dyn x15 RR
Platform Bell - 4 dyn x15 RR
Heavy Tambourine - 4 dyn x15 RR
The Can - 4 dyn x15 RR
Metal Drops - 4 dyn x15 RR
Glass Nails - 4 dyn x15 RR
The Butler - 4 dyn x15 RR

10. MUTED PERCUSSION

Darbuka Brush - 3 dyn x15 RR
Shime-daiko Brush - 3 dyn x15 RR
Shime-daiko Rod - 3 dyn x15 RR
Frame Drum Brush - 3 dyn x15 RR
Djembe Broomstick - 3 dyn x15 RR
Djembe Brush - 3 dyn x15 RR
Cajon Rod 1 - 4 dyn x15 RR
Cajon Rod (Center) - 4 dyn x15 RR
Cajon Broomstick - 4 dyn x15 RR
Cajon Brush - 4 dyn x15 RR
Cajon Rod 2 - 4 dyn x15 RR
Cajon Lap Rod 1 - 4 dyn x15 RR
Cajon Lap Rod 2 - 4 dyn x15 RR
Cajon Lap Rod 3 - 4 dyn x15 RR
Cajon Lap Rod 4 - 4 dyn x15 RR
Ultra Muted Cajon - 4 dyn x15 RR
Udu Brush Scratch - 2 dyn x15 RR
Udu Rod - 3 dyn x15 RR
Canned Darbuka - 4 dyn x15 RR
Guiro Brush - 2 dyn x15 RR
Guiro Rod - 2 dyn x15 RR
Cajon Lap Brush Scratch - 2 dyn x15 RR
Darbuka Scratch - 3 dyn x15 RR
Brush Hits - 1 dyn x15 RR
Rod Hits - 1 dyn x15 RR
Stick Hits - 2 dyn x15 RR

11. ORCHESTRAL

Claves - 3 dyn x15 RR
Castanets - 2 dyn x15 RR
Castanets Rod - 2 dyn x15 RR
Tambourine 1 - 2 dyn x15 RR
Tambourine 2 - 2 dyn x15 RR
Tambourine 2 Rod - 2 dyn x15 RR
Tambourine 3 - 2 dyn x15 RR
Tambourine 4 - 2 dyn x15 RR
Tambourine 5 - 2 dyn x15 RR
Tambourine 6 - 2 dyn x15 RR
Triangle 1 - 2 dyn x15 RR
Triangle 2 - 2 dyn x15 RR
Triangle 3 - 2 dyn x15 RR

12. ETHNIC METALS

Chan Big Brush - 2 dyn x15 RR
Chan Big Rod - 2 dyn x15 RR
Chan Middle 1 Brush - 2 dyn x15 RR
Chan Middle 1 Rod - 2 dyn x15 RR
Chan Middle 2 Brush - 2 dyn x15 RR
Chan Middle 2 Rod - 2 dyn x15 RR
Chan Small Brush - 2 dyn x15 RR
Chan Small Rod - 2 dyn x15 RR
Chan Extra Small Rod - 2 dyn x15 RR
Dulcimer Scratches - 2 dyn x15 RR
Fly Drum 1 Brush - 2 dyn x15 RR
Fly Drum 2 Brush - 2 dyn x15 RR
Fly Drum 3 Brush - 2 dyn x15 RR
Fly Drum 4 Brush - 2 dyn x15 RR

13. SYNTH PERC DIST

Clock in a Dream - 3 dyn x9RR
Slap - 3 dyn x9RR
Steroid Clock - 3 dyn x9RR
Punch - 3 dyn x9RR
Implosion - 3 dyn x9RR
Cyber Spank - 3 dyn x9RR
Loud Neighbours - 3 dyn x9RR
Kick - 3 dyn x9RR
Agressive Kick - 3 dyn x9RR
Snake - 3 dyn x9RR
Lighter - 3 dyn x9RR
Shy Kick - 3 dyn x9RR
Pistol - 3 dyn x9RR
Shotgun - 3 dyn x9RR
MegaBlaster - 3 dyn x9RR

14. MISC

Guitar Brush Back - 2 dyn x15RR
Guitar Brush Front - 2 dyn x15RR
Guitar Brush Side - 2 dyn x15RR
Pan flute Rod Hit - 1 dyn x15RR
Pan flute Rod Slide - 1 dyn x15 RR
Guitar Body Nails - 2 dyn x15 RR
Guitar Body Brush - 2 dyn x15 RR
Bended Cup - 4 dyn x15 RR
Village Mug - 4 dyn x15 RR
Wooden Block - 4 dyn x15 RR
Ping Pong - 4 dyn x15 RR
Wooden Box - 4 dyn x15 RR
Wooden Spoon - 4 dyn x15 RR
Nail - 4 dyn x15 RR
Pseudo Marimba - 4 dyn x15 RR
Bowl Pizz - 4 dyn x15 RR
Chinese Drop - 4 dyn x15 RR
Unbreakable Vase - 4 dyn x15 RR

INSTALLATION / SYSTEM REQUIREMENTS

Native Instruments Kontakt 5.0+ FULL version required
approx. 11GB Hard drive space (~5GB for the zip and ~6 GB for the unzipped folder)
Internet access

Download the .zip archive, “unzip” and load into your Kontakt Instrument.

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