

**Andes 25F  
for NI Kontakt & Logic EXS24**



The Andes 25F looks like a Melodion but it's really a high-pitched panpipe organ with a sound between a panpipe and an ocarina. Instead of reeds, this instrument has pipes. It's clear and sweet voice is great for contemporary acoustic music yet also suits medieval styles. Our scripted version for Kontakt 3+ offers ways to play and tweak the instrument beyond its natural limits.

The Andes 25F features:

- Individually sampled notes, key up and down noises, and release samples
- 4 round robins
- 400 stereo 24-bit WAV samples
- Playable range of C3 – C6 inclusive, extended from the natural range of F3 – F5
- 1 program for NI Kontakt 3+ with scripted performance controls and GUI
- 3 programs for NI Kontakt 2+
- 3 programs for EXS24

## Andes 25F for NI Kontakt 3,4 & 5

*The file in NI Kontakt 3, 4 & 5 format requires the full version of NI Kontakt and does not work fully with the free Kontakt player!*

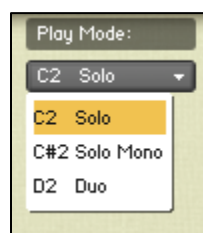
### Andes 25F Page



On the front page of the GUI, named “Andes 25F”, you can choose a play mode, adjust tuning and dynamics, and other key performance features. From left to right, the controls are:

### Play Mode

*Play Mode*: sets the current playing style. Three modes are available: **Solo**, **Solo Mono**, and **Duo**.



**Solo** mode is the natural behaviour of the Andes 25F, with full polyphony and four round robins.

**Solo Mono** mode enables monophonic legato for smooth transitions between notes and automatic retriggering of held notes for trills. It features four round robins. The result is curiously evocative of a blown recorder with mechanical keys like a clarinet.

In **Duo** mode, two round robins are played simultaneously for each note. Duo mode is described in detail overleaf.

In addition to using the menu, the play mode can be changed with the following keyswitches on your MIDI keyboard:

| Articulation | Keyswitch note |
|--------------|----------------|
| Solo         | C2             |
| Solo Mono    | C#2            |
| Duo          | D2             |

- ① The currently selected mode will be remembered after you save and reopen the Andes 25F instrument.

## Duo

When Duo mode is active, two round robins are played for each note. In other words, the note sounds, key noises, and release sounds are all doubled. By default, the original and doubled samples are at the same pitch and time. The controls in the Duo section enable you to adjust their pitch and timing for creative flam, chorus, and harmony effects.



*Coarse*: sets the transposition of the doubled samples in semitone steps, to a maximum of +/-1 octave.

*Fine*: sets the tuning of the doubled samples in cents.

*Mix*: blends the two sets of samples. When *Mix* is zero, the original and doubled samples are equal in volume. When *Mix* is at -12, you hear only the original samples. When *Mix* is at +12, you hear only the doubled samples.

*Offset*: sets the delay in milliseconds between the original and doubled samples, when a note is played.

- ① The controls in the Duo section take effect when Duo play mode is active. When either of the Solo modes are active, the Duo controls have no effect on the sound.

## Dynamics

*Attack*: sets the time in milliseconds for the sound of the instrument to reach full volume when a note is played.

*Decay*: sets the time in milliseconds for the sound of the instrument to die away to silence when a note is released.

*Release*: sets the volume in decibels of the release samples that sound when a note stops playing.

*Keys*: sets the volume in decibels of the key noise samples that sound when notes are played (key down) and released (key up).

*Velocity*: sets the relationship between how hard you strike the keys (MIDI velocity) and the volume of the sound. At 0%, the volume of the sound is unaffected by how hard you play. At 100%, the volume of the sound is strongly affected by how hard you play.

## Stereo + EQ Page



On the second page of the GUI, named “EQ”, you can shape the stereo image and tone of the sound. From left to right, the controls are:

### Stereo

*Width*: sets the stereo image of the instrument, from mono to 100% (natural stereo).

### EQ

*Lo Gain*: sets the volume of low frequencies, between +/-6 decibels.

*Mid Gain*: sets the volume of mid frequencies, between +/-6 decibels.

*Mid Freq*: sets the centre of the frequencies controlled by the *Mid Gain* dial.

*Hi Gain*: sets the volume of high frequencies, between +/-6 decibels.

- ① The Lo and Hi EQ frequencies have been pre-tweaked by Precisionsound to suit the instrument.

## Reverb + Delay Page



On the third page of the GUI, named “Reverb + Delay”, you can apply a delay effect and a high-quality convolution reverb. From left to right, the controls are:

### Reverb

*Level*: sets the volume in decibels of the convolution reverb effect.

*Type*: changes the impulse response of the convolution reverb. Seventeen impulse responses are available, ranging from short springs to churches and cathedrals. You can also disable the reverb by setting this menu to “Reverb off”.

### Delay

*Level*: sets the volume in decibels of the delay effect.

*Delay on/off*: enables or disables the delay effect.

*Time*: sets the gap in milliseconds between delay repetitions.

*Tone*: sets the high-frequency damping of the repetitions generated by the delay, where 0% provides no damping, and 100% provides full damping for a darker sound.

*Feedback*: sets the extent to which repetitions generated by the delay are fed back into the delay, to produce more repetitions. At 100%, the delay continues regenerating indefinitely.

*Spread*: sets the stereo image of the repetitions generated by the delay, where 0% is mono, and 100% is full stereo for a ping-pong delay effect.

## Credits



Recording: Daniel Näsström

Sound editing: Lars Westin

Kontakt scripting: Iain Morland <http://www.iainmorland.net>

GUI graphics: Lars Westin

This product includes impulses from the free Bricasti M7 library by Acousticas, used under license.

The Andes 25F manual was written by Iain Morland.



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