

**Dan Moi: Vietnamese Jaw Harps  
for NI Kontakt, Logic EXS24 & SoundFont**



The Dan Moi, or “instrument of the lips”, is a jaw harp from the mountains of Vietnam. It has a warm and lively character that is at home in world, fusion, and folk music styles.

Our Dan Moi library features:

- 6 brass Dan Moi jaw harps
- Detailed sampling of vowels and overtones
- 564 mono 24-bit WAV samples
- 1 program for NI Kontakt 3+ with scripted performance controls and GUI
- 7 programs for NI Kontakt 2+
- 6 programs for EXS24
- 6 SoundFonts

## Introduction

The Dan Moi is an aerophone that is part of the large jaw harp family. It is traditionally played by the Hmong (Mèo) people from the mountainous regions of Vietnam, China, Laos, and Thailand.

Dan Moi is the Vietnamese name of this traditional musical instrument, which translates to “instrument of the lips”.

In contrast to other types of jaw harp, the Dan Moi should not be pressed against the player’s teeth to produce its full and warm sound.

Our Dan Moi library contains six instrument sizes, from low to high, made of brass. Each Dan Moi is tuned to a different base note, from which we created a range of vowels and overtones by varying the mouth resonance during performance.

The number of samples recorded varies between harps. All are mapped from note C-1 upwards. The Dan Moi in C is mapped to F#5, those in D and G# are mapped to B6, the one in A is mapped to C7, and finally those in D# and G are mapped to C#7.

Our Dan Moi instrument for Kontakt 3+ includes controls for tuning and dynamics as well as a special filter that mimics mouth shapes for additional vowel tones.

We hope you enjoy playing the Dan Moi!

The Precisionsound Team

## Dan Moi 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!**

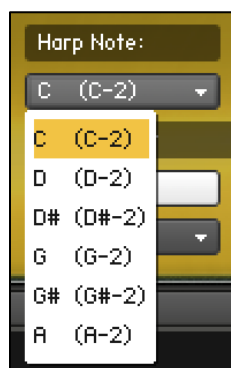
### Dan Moi Page



On the front page of the GUI, named “Dan Moi”, you adjust tuning, dynamics and a special filter. From left to right, the controls are:

#### Tuning

**Harp Note:** selects a Dan Moi harp to play, by the base note to which the harp is tuned.



Six harps are available: C, D, D#, G, G#, and A.

This menu can also be controlled with keyswitches on your MIDI keyboard:

Keyswitch	Harp Key
C-2	C
D-2	D
D#-2	D#
G-2	G
G#-2	G#
A-2	A

The currently selected harp will be remembered after you save and reopen the instrument.

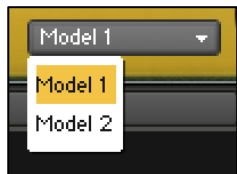
**Coarse:** sets the pitch of played notes in semitone steps, to +/- 1 octave.

**Fine:** sets the pitch of played notes in cents, to +/-60 cents.

## Mouth Filter

The mouth filter emulates vowels for a variety of realistic tones.

*Filter on/off*: enables or disables the mouth filter.



*Model menu*: switches between two mouth models for the filter.

*Vowel*: sets the mouth shape mimicked by the filter.

*Reso*: sets the amount by which filter frequencies are boosted for a sharper sound.

- ① The mouth filter *Vowel* is also controllable by turning the modulation wheel on your MIDI keyboard (MIDI CC1).

## Dynamics



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

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

*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.

## FX Page



On the second page of the GUI, named “FX”, you can adjust stereo, and apply delay and reverb effects. From left to right, the controls are:

### Stereo

*Width*: sets the width of the stereo image from mono (natural) to three types of enhanced stereo.

### Reverb

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

*Type menu*: 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.

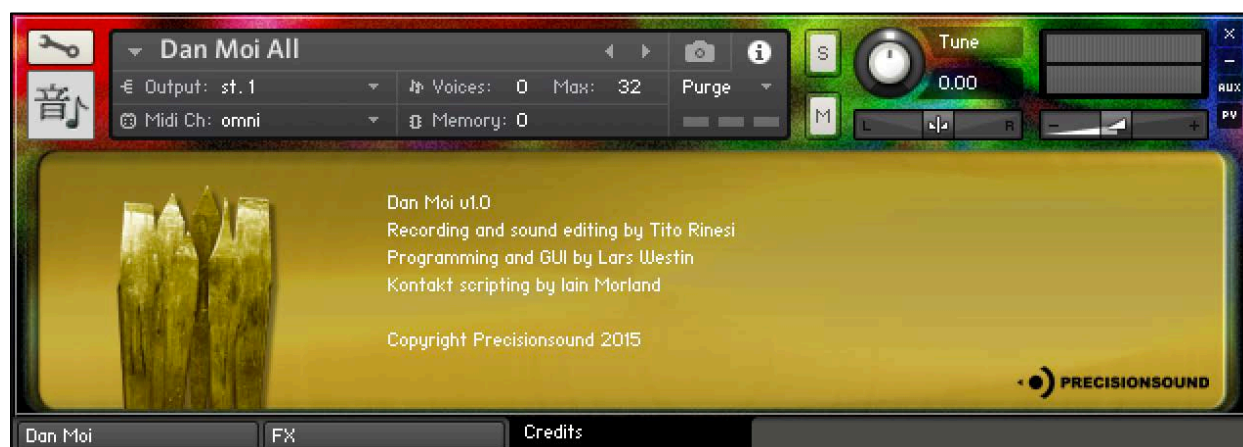
*Time*: sets the gap in milliseconds between delay repetitions.

*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 and sound editing: Tito Rinesi

Programming and GUI graphics: Lars Westin

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

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

The manual was written by Iain Morland.

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