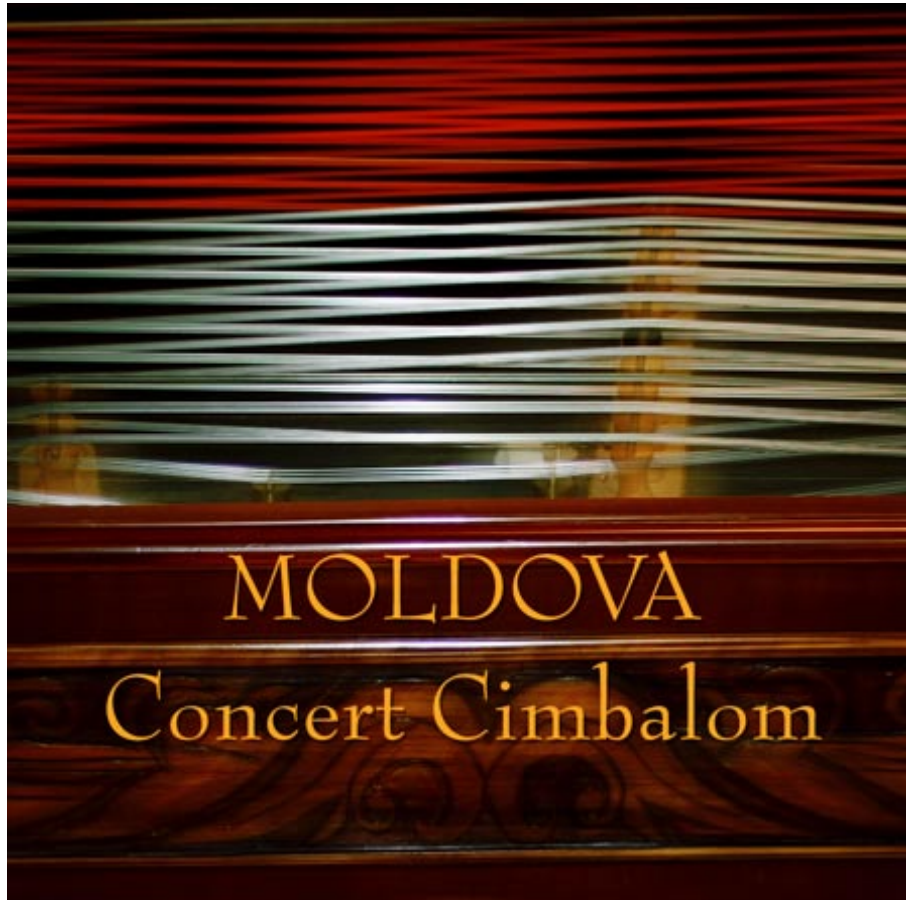


**Moldova Concert Cimbalom
for NI Kontakt, HALion & EXS24**



Thank you for purchasing the Moldova Concert Cimbalom SampleSet.

This concert Cimbalom was made in Republic of Moldova in 1990. The range of the instrument is: B1 - F#6 – (American designation) but has been mapped as B0 – F#5 to smoother support 5 octave keyboards mostly used by DAW based musicians.

There was three pair of mallets used at the recording.

- Soft mallets - made in Hungary.
- Middle/Medium mallets – made in Moldova.
- Hard mallets – made in Romania.



The recording was made in the "Usachevsky" studio at the University of Utah, and the instrument was played by Igor Iachimciuc, who is known as one of the best Cimbalom players/composers in Moldova.



All notes in the instruments whole range have been recorded in 3 velocity layers for all 3 mallet types, in both sustained and damped versions. We also recorded Harmonics (sustained) and the Moldova Cimbalom played with nails (Pizzicato), both sustained and damped and to round it off, a huge selection of clusters and effects has been recorded. Two microphones for stereo representation have been utilized (AKG 414) and the recording was made on a Pro Tools system.

All samples were recorded at 24 bits, and 44.1 Sample Rate. The SampleSet contains 1208 24bit stereo WAV samples mapped in 21 programs each for HALion 1.11 – and above, and Kontakt 1.2 – and above.

HALion, Kontakt 1 & 2 and EXS24 Program list with descriptions

- **MC FX** Effects program with percussive hits clusters etc.
- **MC Hard Full Opt** Long and damped notes played with hard mallets. You switch between the long notes and damped notes via sustain pedal CC 64. Optimized with aprox. 50% of the samples included in 3 velocity layers.
- **MC Hard Full** Long and damped notes played with hard mallets. You switch between the long notes and damped notes via sustain pedal CC 64. All notes in 3 velocity layers.
- **MC Hard Lng Opt** Long notes played with hard mallets. Optimized with aprox. 50% of the samples included in 3 velocity layers.
- **MC Hard Lng** Long notes played with hard mallets. All notes in 3 velocity layers.
- **MC Hard Sht Opt** Damped notes played with hard mallets. Optimized with aprox. 50% of the samples included in 3 velocity layers.
- **MC Hard Sht** Damped notes played with hard mallets. All notes in 3 velocity layers.

Moldova Concert Cimbalom for NI Kontakt 3 & 4

This file in NI Kontakt 3 and 4 format requires the full version of NI Kontakt 3 or 4 and does not work fully with the free Kontakt player!



Envelope + Tone page.

Articulation: Pulldown menu with the available articulations. The name of the selected articulation and note for keyswitch is visible. The articulations and keyswitches are as follows:

F-1 = Hrd Mallet, F#-1 = Hrd Damp, G-1 = Med Mallet, G#-1 = Med Damp, A-1 = Sft Mallet, A#-1 = Sft Damped, B-1 = Pick, C0 = Pick Damp, C#0 = Harmonics, D0 FX.

Velocity: The amount of velocity sensitivity from 0 to 100%.

Envelope: Attack & Decay control knobs.

EQ: Lo, Mid & Hi frequency amount control knobs.



Reverb + Delay page.

Reverb: IR Reverb FX with 6 presets "Small Room", "Large Room", "Medium Hall", "Large Hall", "Church", "Cathedral" and level control knob.

Delay: delay effect with **Level** control knob and **on/off** button. Other knobs control the **Time** of delay, **Feedback** of the delay signal, **Tone** (filter frequency character of the delay), and **Spread** (stereo width of delay signal, where 0%=mono)



Tremolo + Arp page.

Tremolo + arp control:

Rate knob with different host tempo synced speeds from 1/4 to 1/64 and a Free mode that activates the **Speed** knob (on the right), so you can dial in a free tempo not dependent on the host.

The **Tremolo + arp** menu lets you activate either tremolo, or an arpeggio pattern. It can also be controlled by keyswitch, where D#0 =Off, E0=Tremolo, F0= Up, F#0= Down, G0=Up and Down, G#0=Down and Up. Note that arpeggio sounds the same as tremolo when only one note is held; to take effect, the arpeggio requires at least two held notes.

Tremolo + arp On/Off is also controllable by **Sustain Pedal** (CC64), which when pressed will activate the most recently used tremolo/arp mode.

Accelerate/Decelerate mode button, also controllable by keyswitch A0 (accelerate) and A#0 (decelerate). The Accelerate/Decelerate effect determines the effect of the modwheel (CC1) on the tremolo and arpeggio. Therefore, it only works if the Tremolo + arp is on.

Tremolo + arp humanize:

Timing, Velocity & Tuning control knobs for a dead tight (0%) to more human randomization (100%) of these characteristics of the Tremolo and Arpeggio. If Tremolo + arp is off, these knobs have no effect.

Recording by Igor Iachimciuc

Editing & programming by Lars Westin

KSP Scripting by Iain Morland <http://sound.iainmorland.net>

GUI Graphics by Lars Westin

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