Persian Santur

The Persian Santur is a trapezoid shaped instrument with 72 strings and a 3 octave range.
Similar types of instrument could be found all over the world; "Santoor" in India, "Yang qin" in China,
"Hammered Dulcimer" in England and "Hackbräde" in Sweden. They are all slightly different in the
amount of strings and the timbre but with similar constructions.

We have sampled the Persian Santur with 2 types of mallets in 3 velocities, "Santur 1" (hard mallets)
and "Santur 2" (soft mallets). You also get a huge set of different glisses, fx both tonal and percussive
divided into 6 programs. The complete Persian Santur contains 241 24bit Stereo WAV samples;

 7 programs for SoundFont (16bit)
 8 programs for HALion 1.2->
 11 programs for Kontakt 1.5 ->
 2 Special Kontakt 2.1 programs with tremolo scripts.
1 full program with KSP script and GUI for Kontakt 3 and 4.
1 full program for Digidesign Structure.

Persian Santur for NI Kontakt 3 & 4

The files in NI Kontakt 3 and 4 format require the full version of NI Kontakt 3 or 4 and do not work fully with the free Kontakt player!

Articulation:

Pulldown menu with the available articulations, the name of the selected articulation are visible.

Articulations could also be selected by keyswitch.

Santur 1 = C1

Santur 2 = C#1

Round Robin = D1 (Round Robin between Santur 1 and 2)

Clusters = D#1

Plectrum Gliss = E1

KeyRoll Gliss = F1

 Sticks Gliss = F#1

 Hits = G1

Tremolo control:

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

Tremolo On/Off button could also be controlled by keyswitch G#1, A1 and Sustain Pedal (CC64)

Accelerate/Decelerate mode button could also be switched by keyswitch A#1 and B1.

The Accelerate/Decelerate effect is controlled by modwheel (CC1) and only works if the
 Tremolo is On.

Tremolo Humanize:

Timing, Velocity and Tuning knobs where 0% is no effect and 100% is maximal effect.

Tweak these knobs to get more or less perfection in the tremolos.

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

GUI Graphics by Lars Westin

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