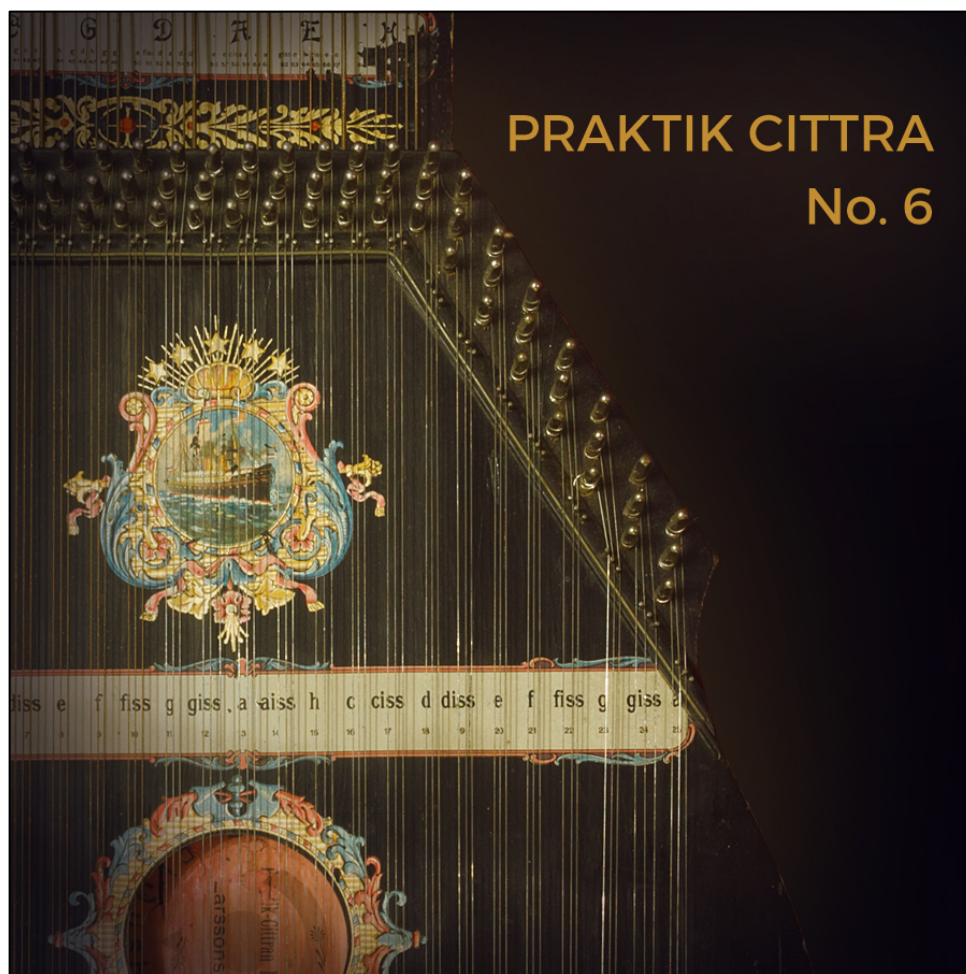**PRECISIONSOUND**

Praktik Cittra No. 6
for NI Kontakt 5.5.1+

The Praktik Cittra No.6 is a hundred-year-old experimental zither with triple strings and a resonant chord section. Its character is delicate with an airy bloom around each note, adding atmosphere and sweetness to folk, cinematic and world music styles. Our Kontakt script enables realistic musical patterns as well as layering for creative chorus and harmony effects.

The Praktik Cittra No.6 features:

- Single and triple string articulations
- Plucked, e-bowed, mallet and harmonic playing styles
- Atmospheric clusters, scrapes and hits
- Multiple round robins and velocity layers
- 764 stereo 24-bit WAV samples
- 1 program for NI Kontakt 5.5.1+ with scripted performance controls and GUI

Introduction

Welcome to the Precisionsound Praktik Cittra No.6, a rare zither. This sample library captures an experimental model made by Adolf Larsson, the inventor of the chord zither. It was made in the early 1900s.

The No.6 has a melody section with three strings for each note, like a santoor. It also has two soundboards on top of each other.

Underneath the melody section is a chord section similar to the more common models from Larsson's zither factory in Finspång, Sweden.

We have focused this library on the melody section, allowing the chord strings to act as a resonator underneath. The result is a huge and airy resonance around every note.

This is a truly unique instrument with a character suitable for any music that needs some sweet and airy plucked strings.

We hope you enjoy playing the Praktik Cittra No.6!

The Precisionsound Team

The Praktik Cittra No.6 requires the full version of Kontakt 5.5.1+, and will not work with the free Kontakt Player, or with earlier versions of Kontakt. If you are running an earlier version of Kontakt, please update it through the Native Instruments Service Center before loading the Praktik Cittra No.6.

If you use Vienna Ensemble Pro to host Kontakt, please select *Preferences > Plugins > Rescan All* in Vienna Ensemble Pro after updating Kontakt through the Native Instruments Service Center.

Praktik Cittra No.6 Page

The first page of the interface gives you access to key controls over the articulation and performance.

Articulations

The buttons select the articulation that you hear when playing the Praktik Cittra No.6. Seven articulations are available:

- **Single String**: one string plucked for each note.
- **Ensemble Strings**: three strings plucked for each note.
- **Single + Ensemble**: a special layered mode, described below.
- **Mallets**: strings played by a mallet.
- **Bowed**: strings triggered by an e-bow.
- **Harmonics**: strings plucked to accentuate overtones.
- **Sound Effects**: clusters, scrapes and hits.

The playable range for all articulations is C2 – C6 inclusive.

The articulation buttons can also be controlled by the following keyswitches on your MIDI keyboard. These are coloured red in Kontakt's on-screen keyboard.

Articulation	Keyswitch note
Single String	C1
Ensemble Strings	D1
Single + Ensemble	E1
Mallets	F1
Bowed	G1
Harmonics	A1
Sound Effects	B1

ⓘ The selected articulation will be remembered after you save and reopen the instrument.

The brightness of all articulations is controllable by the modwheel (MIDI CC1). Raising the modwheel dampens the instrument sound, by lowering the cutoff frequency of a built-in filter.

Envelope

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.

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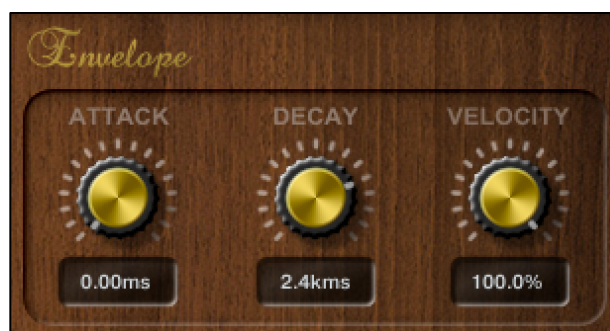
At 0%, the volume of the sound is unaffected by how hard you play. At 100%, the volume of the sound is strongly affected by how hard you play.

ⓘ The Sound Effects articulation is not affected by the *Attack* or *Decay* dials.

Single + Ensemble Panel

When the Single + Ensemble articulation is active, two samples are triggered simultaneously for each note – a single plucked string, and an ensemble of three plucked strings. By default, they are at the same pitch and time. The controls in the Single + Ensemble panel enable you to adjust the pitch and time of one sample in relation to the other.

Coarse: sets the transposition of the ensemble strings in semitone steps, to a maximum of +/-1 octave.

Fine: sets the tuning of the ensemble strings in cents.

Offset: sets the delay in milliseconds between striking the single string, and striking the ensemble strings, when a note is played.

Balance: blends the single and ensemble strings. When Balance is zero, the single and ensemble strings are equal in volume. When Balance is at -12, you hear only the single string. When Balance is at +12, you hear only the ensemble strings.

ⓘ The controls in the Single + Ensemble panel are enabled only when the Single + Ensemble articulation is selected.

Tremolo Arp Page

The second page of the interface enables you to generate note patterns with human variations for a realistic performance.

Tremolo + Arp Modes

The buttons activate either tremolo or an arpeggio pattern. Tremolo mode is monophonic, requiring only one note to be held. Arpeggio mode is polyphonic, requiring at least two notes to be held.

When the Off button is selected, the instrument triggers notes exactly as you play them, and does not generate a pattern or change the notes that you play.

ⓘ   The tremolo/arp is automatically bypassed for the Bowed and Sound Effects articulations.

The mode buttons can also be controlled by the following MIDI keyswitches, coloured blue in Kontakt's on-screen keyboard:

Mode	Keyswitch note
Off	C0
Tremolo	C#0
Arpeggio Up	D0
Arpeggio Down	D#0
Arpeggio Up and Down	E0
Arpeggio Down and Up	F0

Additionally, the mode is controllable by the Sustain Pedal (MIDI CC64), which when pressed activates the most recently used tremolo/arp mode.

Tremolo + Arp Settings

Accelerate/Decelerate: sets the effect of the modwheel (MIDI CC1) on the tremolo and arpeggio.

When set to accelerate, raising the modwheel increases the rate at which notes are generated. When set to decelerate, raising the modwheel decreases the rate at which notes are generated.
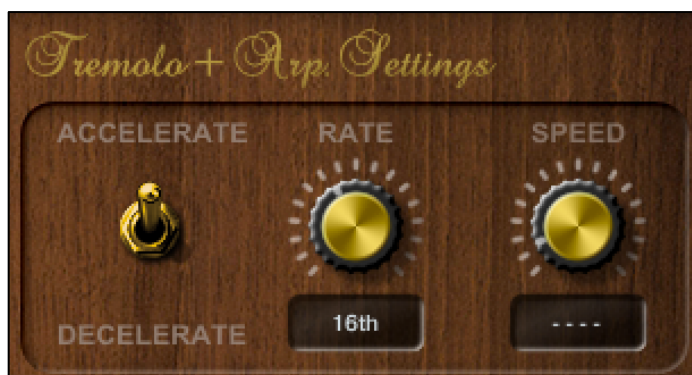
This switch is also controllable by MIDI keyswitches F#0 (accelerate) and G0 (decelerate), coloured blue in Kontakt's on-screen keyboard.

ⓘ Modwheel control of tremolo and arpeggio speed is additional to modwheel control of brightness, described above in the section on articulations.

Rate: sets the time interval between generated notes, synced to the host tempo from 1/64 to 1/4. When *Rate* is turned fully clockwise, the *Speed* dial becomes active, and the time interval between notes can be set freely.

Speed: sets the time interval between generated notes, from 50 to 1500 milliseconds, independent of the host tempo.
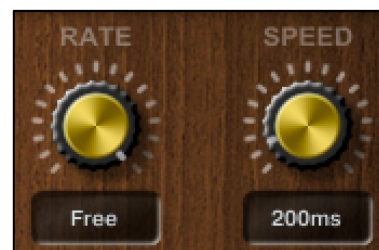
*Speed* is active only when Rate is fully clockwise.

Humanize

Timing: sets the amount of random variation in the time interval between generated notes.

Velocity: sets the amount of random variation in the velocity and volume of generated notes.

Tuning: sets the amount of random variation in the tuning of generated notes. When using the Single + Ensemble articulation, this variation adds to the tuning set by the *Coarse* and *Fine* dials on the first page of the GUI.

When tremolo/arp is off, the Humanize dials have no effect.
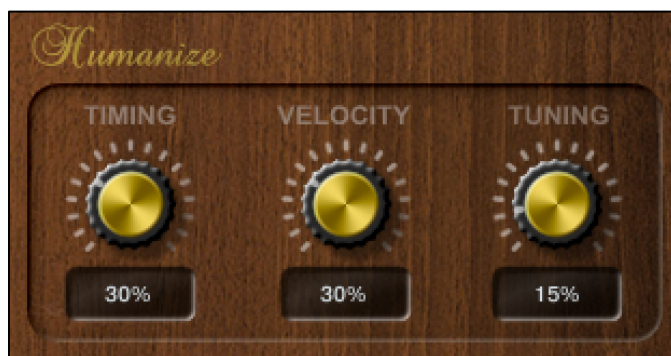
FX Page

The third page of the interface gives you access to four effects for sound shaping.

Equalizer

Lo Gain: sets the volume of low frequencies, between +/-10 decibels.

Mid Gain: sets the volume of mid frequencies, between +/-10 decibels.

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

Hi Gain: sets the volume of high frequencies, between +/-10 decibels.

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

Stereo

Width: sets the stereo image of the instrument. At 0%, you hear the instrument's natural sound, recorded in stereo.

Turning the dial counter-clockwise towards -100% narrows the stereo image, until the sound is mono at -100%.

Turning the dial clockwise towards +100% stretches the stereo image for an extra-wide effect.

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.

Time: sets the gap in milliseconds between delay repetitions.

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.

On/off: enables or disables the delay effect.

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.

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: Fredrik Wictorsson

Sound editing: Melissa Pons

Sound editing and GUI design: 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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