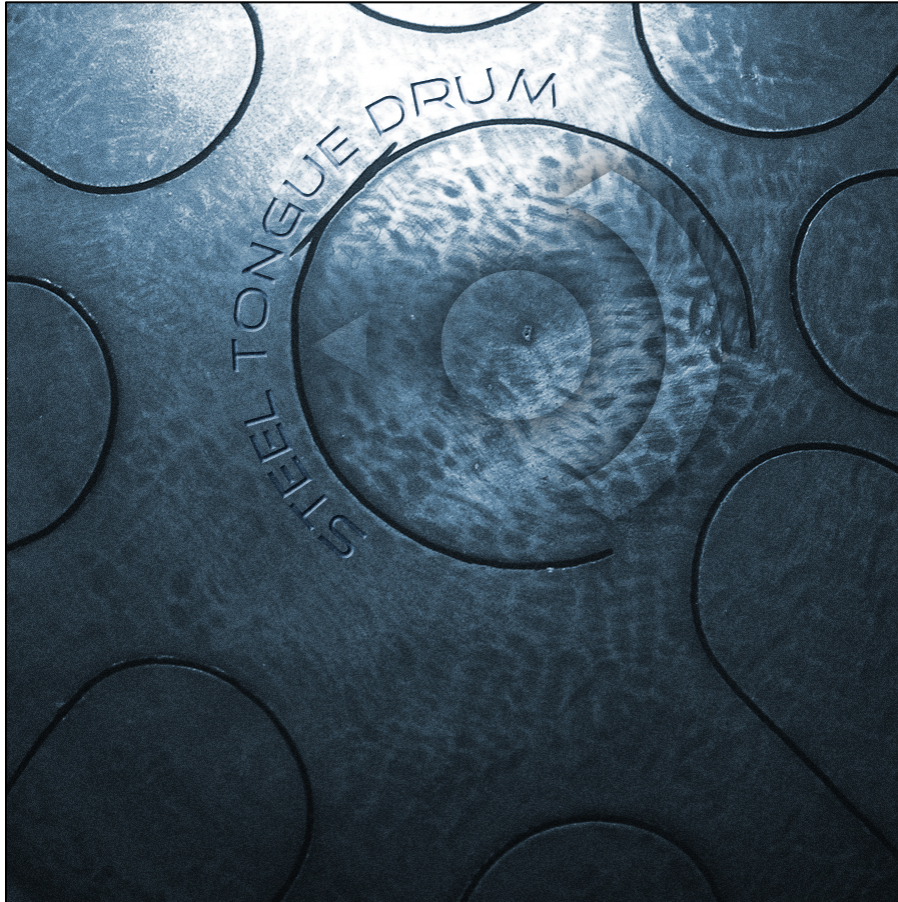


**Steel Tongue Drum  
for NI Kontakt & Logic EXS24**



The Steel Tongue Drum is made from an empty propane tank. It has a resonant and mysterious voice, suitable for cinematic and ambient music. We recorded finger and mallet performances on the drum face, as well as multiple percussive hits on its back and sides.

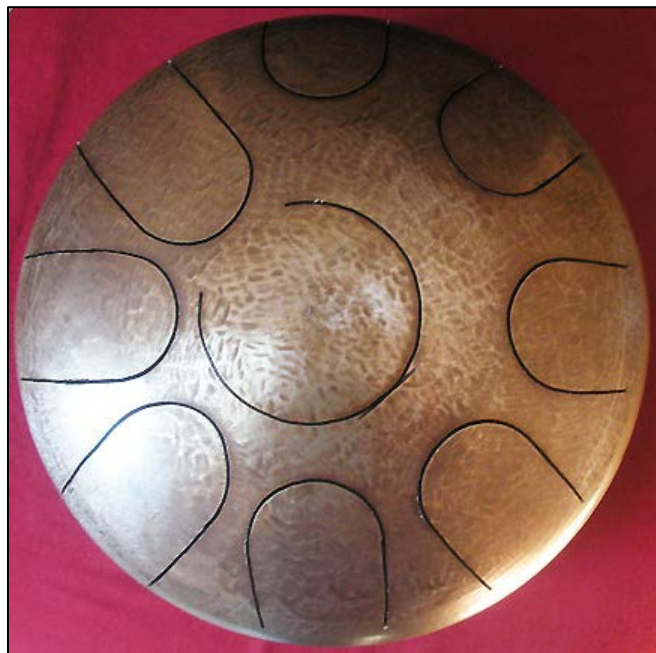
The Steel Tongue Drum features:

- Finger and mallet chromatic articulations
- Percussive side and rear drum hits
- 4 round robins and 4 velocity layers
- 461 stereo 24-bit WAV samples
- 1 program for NI Kontakt 3+ with scripted performance controls and GUI
- 1 program for NI Kontakt 2+
- 1 program for EXS24

## Introduction

The Steel Tongue Drum is a Hank Drum, made from an empty propane tank. The tank is flipped over, the base cut away, and seven to ten tongues are cut radically into the bottom of the tank, forming the top of the instrument.

The Hank Drum was designed by Dennis Havlena, an American who has been creating and inventing musical and hybrid instruments for over forty years.



Inspired by the physical properties of the Tambiro and the tone layout of the Hang Drum, Havlena created a drum with a circular cross-pattern layout from an empty twenty-pound propane tank. The name Hank Drum comes from combining 'Hang' and 'tank'.

Hank Drums are often tuned to pentatonic scales but can be tuned to the diatonic scale, the chromatic scale, or any set of notes the maker chooses. They are played with fingers or mallets.

Our Steel Tongue Drum has nine tongues and covers the range C1 to C5, which we mapped as C3 to C7. We stretched some notes for complete playability over the range.

We recorded tonal hits using both fingers and mallets, as well as non-tonal hits from the rear and side of the instrument. Each note has four velocity layers and four round robins.

We hope you enjoy playing the Steel Tongue Drum!

The Precisionsound Team

## Steel Tongue Drum 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!*

### Steel Tongue Drum Page



On the front page of the GUI, named “Steel Tongue Drum”, you can choose an articulation, adjust dynamics, and control stereo width. From left to right, the controls are:

#### Articulation



**Articulation:** sets the current playing style for the **tonal** range (C3 – C7 inclusive).

Two articulations are available, affecting the way in which the Steel Tongue Drum is struck: Fingers and Mallets.

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

Keyswitch	Articulation
C1	Fingers
C#1	Mallets

The currently selected articulation will be remembered after you save and reopen the Steel Tongue Drum instrument.

- ① In addition to the tonal range (C3 – C7), you can play the **non-tonal** rear and side of the steel tongue drum on keys G#1 – D#2 (rear) and E2 – B2 (side).

## 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.

## Stereo

*Width*: sets the stereo image of the sound, from mono to natural stereo.

## Tremolo + Arp Page



On the Tremolo + Arp page, you can generate chromatic note patterns with human variations for a realistic performance.

- ① This page affects only chromatic notes within the C3 – C7 range. Non-tonal side and rear hits between G#1 – B2 are unaffected by the Tremolo + Arp page.

### Mode

**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.

**Tremolo + Arp Menu:** activates 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.

This menu can also be controlled by the following MIDI keyswitches:

Keyswitch	Mode
D1	Off
D#1	Tremolo
E1	Arpeggio Up
F1	Arpeggio Down
F#1	Arpeggio Up and Down
G1	Arpeggio Down and Up

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

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

In “accel” mode, raising the modwheel increases the rate at which notes are generated. In “decel” mode, raising the modwheel decreases the rate at which notes are generated.

## 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.

ⓘ If the *Tremolo + Arp Menu* is Off, the Humanize dials have no effect.

## EQ Page



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

### 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.

### Pitch bend control

In addition to the EQ, the Steel Tongue Drum features a high-pass filter. The MIDI pitch bend wheel is assigned to the high-pass filter frequency.

Raise the pitch bend wheel on your MIDI keyboard to roll off the low frequencies of the drum.

## Reverb + Delay Page



On the fourth 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 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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