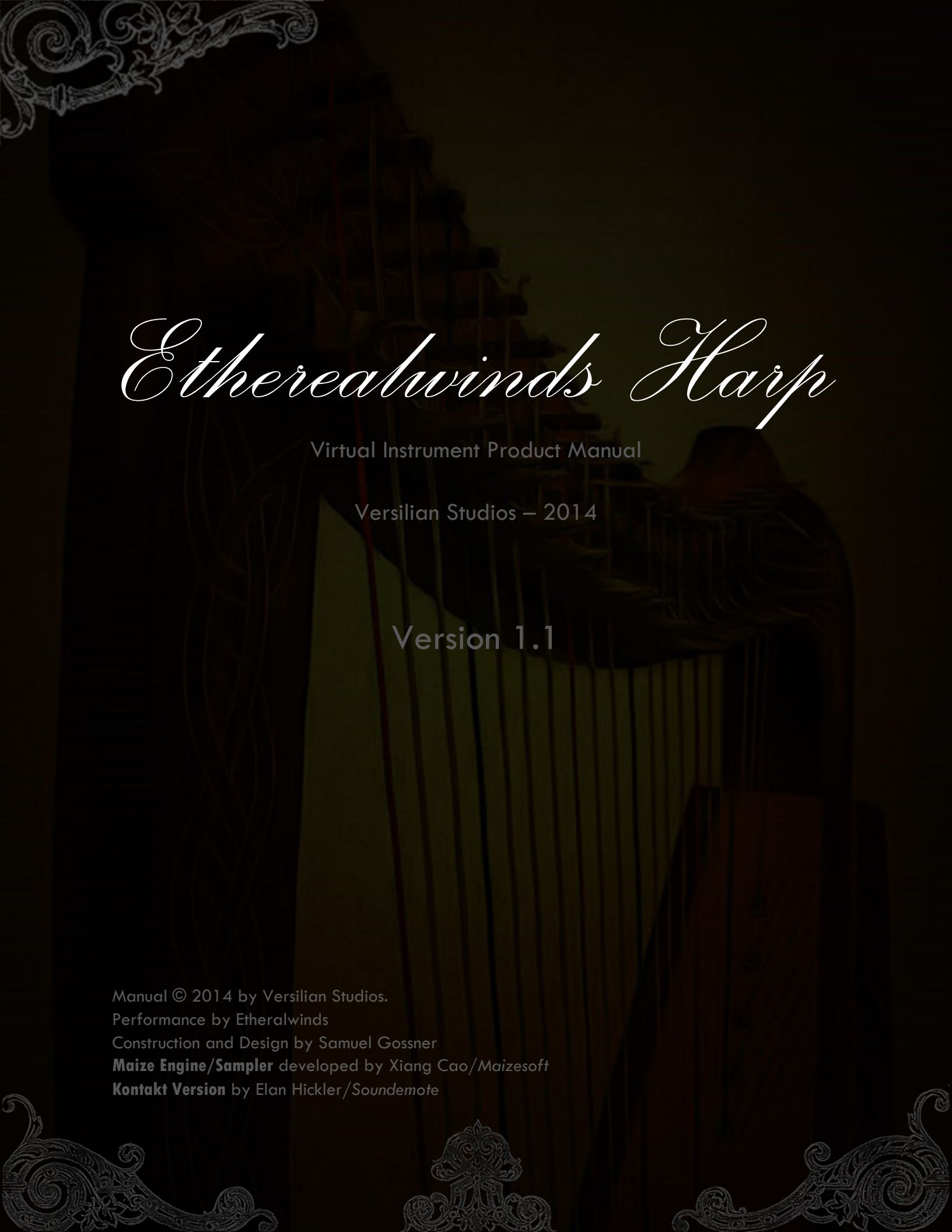


Etherealwinds Harp

Virtual Instrument Product Manual

Versilian Studios – 2014

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2cool4pedals.

Introduction

This is a sampling of a **diatonic folk harp** recorded by the Newgrounds musician Etherealwinds. Folk/lever harps differ from their big orchestral brothers by having a smaller range, and additionally by the functionality of their tuning system. On a pedal harp, the orchestral staple, levers at the base, activated by foot, control all the notes of the same variety (so if you change C to C#, all the C's are sharped). However, on lever harps, each note has an independent "sharping lever", which can raise that particular note by a half step. This system only allows a halfstep of motion, and each octave has to be sharpened if it is desired. In addition, the smaller body of the lever harp gives it a different overall tone than their big brothers.

This manual will walk you through the background, installation, and usage of this virtual instrument plugin.

Making Of . . .

To the members of Newgrounds.com, Etherealwinds (a.k.a. Jordi) is one of the most gifted and just plain cool musicians to leave his mark on our community of EDMers, Zans Himmers, and weirdoes (like me!). Not only is he a great vocalist, but he also plays a number of woodwinds and, coolest of all, harp (not to mention he's a real nice guy to talk to).

This instrument began from a conversation I had with him a while back when I was working on some renaissance-inspired music. I have a bit of a passing interest (you might call it an obsession) with harps, so when he mentioned he had one and could actually do more than just stare at it, this quickly evolved into me begging him to play it on a track I was working on. After that was through, the "wouldn't this be cool…" train led me to asking him to create a very light sampling of the instrument, the result of which you now have installed on your hard drive.

The instrument sampled was a 22-String Lever/Folk Floor harp, with some pretty Celtic-inspired designs on the body, making it a "small harp" by modern standards (concert harps have 47 strings), but that still doesn't waive the fact that it's a harp and thus awesome! Jordi only owns a single mic, so we had to deal with a mono recording (and quite a bit of noise), but with some light cleanup later, the recordings came out quite convincing. Add some reverb and this baby'll open up nicely!

Installation Instructions (Windows)

For new or revised VSTi including this product, there is a custom installer that will assist you with installing the product. Simply follow the instructions provided to you during installation process to extract the files to their destination. On first run, enter your serial number as requested for the VSTi.

Note: You will still need to manually set the file directory location when installing the VSTi plugin. If you do not know where to set your directory, set it to the default location of your preferred DAW.

Installation Instructions (Mac)

For Mac users, the installation process will require the manual placement of the Audio Unit or Kontakt instruments. Please follow the below instructions.

First, unzip the EtherealwindsHarp_Mac.zip file. Now select the EtherealwindsHarp_AU_v1.component file and press “cmd-c” or copy. In a finder window, browse to your OS hard drive (you can use the “Go” tab for this). In the hard drive, enter “Libraries”, then “Audio”, followed by “Plug-ins”, and then finally “Components”. Press “cmd-v” or paste to paste the .component file in the Components folder. A prompt will likely appear asking you to authorize this action. This is ordinary, as the library files are intentionally protected from accidental tampering. However, this is intentional. Enter required details and proceed.

The Audio Unit version will be copied into the Library. It may take a few minutes to finish copying and then to be recognized by the system. After that, it should be ready for use in any DAW or application which supports Audio Unit instruments. Enter serial number on first run as prompted.

(Mac Installation Instructions Cont'd.)

The Kontakt edition will run from virtually anywhere you place it, as long as you move the entire Etherealwinds Harp folder with the two folders and two .nki files around together. The .nki (Kontakt Instrument patches) refer to content in the two folders through a relative path, so if they are **NOT** kept together, the patches will cease to function correctly and will require you to relink the samples every time you load up the patch.

Locate a place where you want to keep the Kontakt edition, perhaps near other Kontakt patches. Copy and paste the Kontakt Etherealwinds Harp folder to that location. To load the patch, simply open an instance of Kontakt, either standalone or within a DAW, then drag the .nki that corresponds to your version of Kontakt into the main patch window in Kontakt (or use the supplied "Files" browser in Kontakt to locate the .nki files and double click the correct one). You're all set!

Uninstallation

Uninstalling the Etherealwinds Harp only requires that you delete all of the installed files that you placed or had placed during the automatic installer process. For Windows users, this means the .dll file and .instruments folder per 32-bit and 64-bit versions, as well as the Etherealwinds Harp Kontakt folder and its contents. For Mac users, this means the .component file in your library and the Etherealwinds Harp Kontakt folder and its contents.

Interface

There are two possible User Interfaces (UI's) for the Etherealwinds Harp that you will be dealing with; the Maize interface, used for VSTi and Audio Units, and the Kontakt interface, used for the Kontakt version. This section will discuss the two interfaces and their functionality.

Maize Interface



The Etherealwinds Harp VSTi/AU interface features some technical and visual improvements over older VS interfaces, including a new custom keyboard as well as more accurate knobs.

- **Volume:** The overall volume of the instrument. This corresponds to MIDI CC#7.
- **Pan:** The panning, left or right, of the overall instrument.
- **Reverb:** A basic reverb is available for use on the Etherealwinds Harp via the Maize engine. We recommend using your own favorite 3rd Party reverb plugin if you have one for best results.
- **Attack:** Controls the attack of the samples. Increasing this beyond half will remove the percussive quality of the Etherealwinds Harp. As the samples have no attack by default, pulling this below half will have no effect. Range of +/- 1 second is provided.

- **Decay:** The time between the end of the attack phase and the sustain phase's start. If sustain is not in the middle, the instrument will gain or lose volume during the duration of the decay. Range of +/- 1 second is provided.
- **Sustain:** The volume in decibels (dB) at which the instrument remains after the decay until the end of the sample (i.e. you let go of the note). If lower than half, the instrument will grow quieter until it reaches the sustain volume. If higher, it will grow louder until it reaches the sustain volume. A range of +/- 15 dB is provided.
- **Release:** Release is the length of the release of the notes of the Etherealwinds Harp. The samples are set to a release of 5 seconds, and this knob will modify that by +/- 1 second.



The resemblance to Harpo Marx is striking.

Kontakt Interface



An advantage of the Kontakt interface is that it allows you to map ANY control to use a MIDI CC, allowing more flexibility where you need it.

- **Reverb:** A convolution reverb instance featuring a sample from a concert hall is controlled using the Reverb parameters. The Amount knob will control how much of the reverb sound will be added to the mix. The Pre-Delay knob will add a delay between the start of the dry sound and the start of the reverb effect, letting the dry sound make a stronger impact. Increasing this can also increase the size of the space. Lastly, length controls how long the reverb is.
- **EQ:** Three EQ controls are supplied to fine-tune the timbre of the Etherealwinds Harp. “Freq” adjusts what frequency, in Hertz (Hz), is the center of the “Mids” EQ knob’s effect, and Amount adjusts how much, in decibels (dB), each range is adjusted. Experimentation is recommended. For advanced users, click the wrench in the top right corner for additional functionality.
- **Envelope:** Adjust the ADR like with the Maize version. The ranges on these knobs are significantly greater versus the Maize version.

- **Stereo Width:** The stereo width knob will adjust how wide the stereo field of the instrument is. Turn up for more width or down to get a mono signal.



The instrument depicted above has no relevance to this product.

We just thought it looked too cool to not put it in here.

Troubleshooting

Below are some possible issues and steps you can take to try to resolve them. If you cannot fix the issue following these steps, need additional assistance, or your issue is not below, feel free to send us an e-mail at contact@versilstudios.net or use our support page here. We will reply as soon as possible to your request and help you through the fix. Follow each step below sequentially for best results.

Issue: My Host/DAW is not finding the plugin.

1. Make sure the plugin was the right version (64-bit/32-bit/Audio Unit/Kontakt).
    a. If you use ProTools, note that it does not natively support any form of plugin we develop aside from indirectly supporting Kontakt plugins. Please use the Kontakt version.
    b. Cubase for Mac users among others may need to use a Mac VSTi. If you are a Cubase user who uses a Mac, please contact us and we will build and send a version over to you.
2. Ensure that the place where you put the plugin is a place where your host looks for plugins.
    a. If you use a program that has separate areas for effects and instruments, make sure it is in the right place.
3. Try scanning for the plugin in the host or manually adding it if such a function exists.
4. Try using another host to see if it can find the plugin.
    a. If another host can use it, ensure that your host uses the format of plugin.

Issue: I am getting a “Cannot find any instruments.” Error. [WINDOWS]

1. The installer is designed to keep this error from happening. If you manually moved or copied the files after the installer placed them, consider two paths of recourse:
    a. Reinstall the files by running the installer again. This time, make sure you install them to the final path you desire. The installer will make sure the relationships between the files are preserved.
    b. Locate the location of the plugin with Windows Explorer. Ensure that there is a TubBells_v1.1_[type].dll file, and a folder labeled TubBells_v1.1_[type].instruments, inside of which is a file called TubBells_v1.1_[type].mse. [type] is either x64, or x86.

Issue: The knobs aren’t turning as I move my controller knobs in the VSTi/Audio Unit version!

Unfortunately this is an issue with the engine itself. We’ve already requested this functionality be added.

Issue: I don’t hear anything!

1. Make sure your speakers are on and your system’s sound is functioning (try playing a song in Media Player/iTunes).
2. Make sure your host has access to your sound system (try using another plugin or the ‘test’ function in your hosts’ settings).
3. Make sure the gain is up a bit.
4. Note that most instruments don’t cover the entire keyboard so you may not hear any sounds if you press certain keys. Try to find the range of the instrument by moving up and down the keyboard.

Issue: Getting a time limit warning in Kontakt.

Due to the way the world works, we can only release products for the FULL version of Kontakt. Kontakt Player will only let you use the Etherealwinds Harp for a limited duration before needing to be restarted.

Issue: These samples suck!

Sorry. We didn't promise you $1,000 worth of samples recorded on state-of-the-art microphones in state-of-the-art facilities. We are common musicians with an interest in interesting instruments and we want to share that with the world.

Issue: I am getting audio glitches/issues with samples (VST/AU only).

Please make a recording of the glitches/issues and check your CPU and Hard Drive disk usage if possible, as well as general information on your setup (RAM, OS, etc.). Send us an e-mail or use the contact us page and send this information to us. If you can figure out how to reliably replicate the issue, it'll help. Your information will be anonymously passed on to the developer of the Maize Sampler and that will hopefully help solve the bug.

Issue: I wish I could own a harp…

Try robbing a bank. Results may vary. Actually, please don't try that! One thing is for sure: you'll never get the thing out the door of the music store without the owner noticing!

Conclusion

I would like to personally thank you for purchasing and installing one of our plugins. We try to create things that are useful and at the same time enjoyable to play and use.

Developing plugins is something that is both an extremely demanding and extremely rewarding experience at the same time, much like pursuing a career in music. Through creating this instrument I've been able to write our story and I hope the end result will help you tell your own story.

Though it may sound cheesy, every time I see (or rather, hear) someone using one of my creations, it is like hearing someone cover an old standard in a new and refreshing way. There's just about nothing more humbling than submitting your pet project to the world and hearing the world submit their pet projects back!

If you have any questions, comments, want to let us know about your musical work that used our plugins, or even just want to chat, feel free to drop me a line at contact@versilstudios.net.

Keep compos(ed/ing)!



Sam Gossner, Head Honcho at Versilian Studios