

# Marxophone

User's Guide



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## 1. Introduction

'**Marxophone**' is a sample library for Native Instruments Kontakt 4 and above based on a harpsichord. This library was first released in 2012 and it's offered as a free update for current customers.

The Marxophone is a **fretless zither** that has four sets of chord strings to be strummed with the left hand and two octaves of double melody strings, which are struck by metal hammers activated by the right hand. The hammers are mounted on spring steel and produce a mandolin-like sound from repeated bouncing on the strings, hence the name mandolin-guitar-zither sometimes applied to the Marxophone. The sound of the Marxophone is also reminiscent of the various types of hammered dulcimer in music traditions world-wide.

We sampled it in a dry studio using a stereo mic set up. Apart from the metal springs we also sampled it using fingers and a guitar pick. You can control the amount of each articulation right in the GUI.

Faithfully recreated the sound, playability and behaviour of the original instrument, controlling the release samples based on time. We can proudly say that there are no difference between playing this library and a real Marxophone.

1.5GB of disk space required.

Special note: this library is only available for the full version of Kontakt. Kontakt Player will run in demo mode and it will need to be restarted every 15 minutes.

## 2. Installation

This library is not "Powered by Kontakt", this means that:

- You need the full version of Kontakt 4.2.4 or above (Kontakt 5) to load it without restriction. Kontakt Player will run in demo mode and you'll have to restart it every 15 minutes of use.
- The "Add Library" function is not available.

For installing you have to take care of not moving any of the files or folders inside or outside the main one. When you want to move the library to any location in your hard drive you have to move the main folder with everything in it, otherwise Kontakt won't find the samples or resources.

You can load the library using one of these three methods:

1. Double click on the nki files.
2. Drag and drop the nki file right into the interface.
3. Use Kontakt's built in browser and either drag and drop or double click on it.

### 3. Old vs New

'Marxophone' was first released in May, 2012. It had a very basic GUI and script. In this update we have included these features:

- Got rid of the mono samples, we are just offering the stereo ones in order to save disk and RAM space.
- Denoised the samples perfectly so no crucial information is lost.
- Normalised the samples to 0dB and applied a velocity curve so the transition between velocity layers is much more natural and unnoticeable.
- Added a new GUI rendered in 3D that I think it's gorgeous and I hope that it makes your composing experience more comfortable.
- Added new script with new features that were not present in the previous version.
- Added the Rack Effects script that lets you control up to 12 DSP effects right on the instruments without the need of external effects, including 30 impulse responses.

### 4. The Interface



There are 3 sections. On the left one you'll find 4 knobs: High Pass, Low Pass, Width and Round Robin.

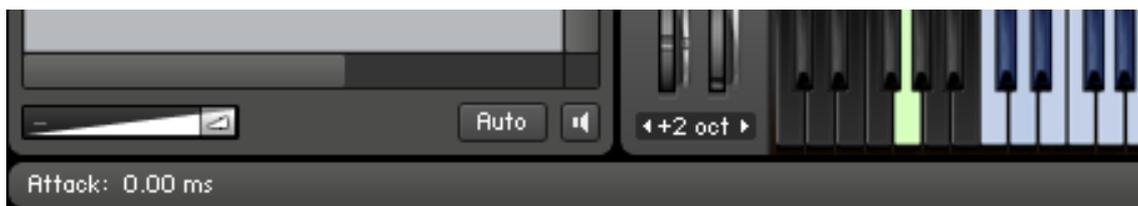
- **HighPass:** 4 pole high pass filter from 20hz to 20K.
- **LowPass:** 4 pole low pass filter from 20hz to 20K.
- **Width:** stereo imaging control going from -100 to +100. When set to the center the signal is mono. -100 means that the L/R is shifted to R/L. +100 is the original channel configuration.
- **Round Robin:** here you can select the number of repetitions of each note from 1 (no repetition) up to 4.

On the center you can see the 4 articulations: chords, springs, pick and fingers. Each one with a switch above to load/purge the related samples from RAM, and a volume fader to control... the volume.

On the right panel:

- **Release:** with this knob you set the gain of the release samples from -inf (no sound) to +6dB. The sweet spot and default value is set to 0dB.
- **S. Offset:** Since it was recorded in a pretty big studio and the decca / outrigger mics were placed at various meters from the harpsichord, the sound waves are delayed a couple of milliseconds. That's no problem when using the close position but using the outrigger may give you the sensation of having latency because there is no sound at the beginning of the samples. That's why we added this samples offset knob. You can offset the sample start position from 0ms (no offset) to 100ms.
- **V. Curve:** control how the library handles the incoming midi velocities. When set to 0 (center point) you get a linear velocity curve. When set to 100 you get a logarithmic curve and when set to -100 you get an exponential curve that will trigger more low velocity notes.
- **Dynamic Range:** this knob sets the difference in volume between the loudest and softest sample. It controls how much velocity affects volume. When set to 0% all samples will sound at the sample volume. When set to 100% the lowest velocity will result in no sound. I suggest that you place it at 70% - 85%.

If you want to know the exact value of the knob or slider you are tweaking, you can see it on the "console" messages bar. Only

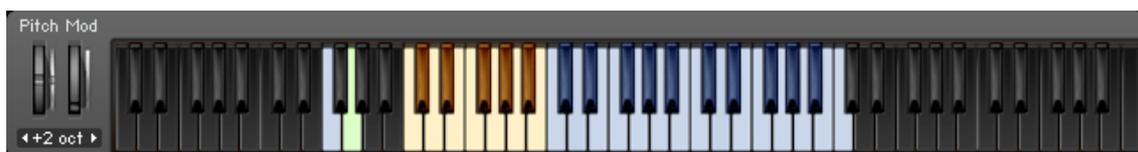




This library includes now this brand new script called **Rack Effects**. Find the full documentation inside the Documentation folder.

*\*Command+Click (Mac) or Control+Click (Windows) on any control resets the parameter to its original value.*

## 5. The mapping



*\*Click the keyboard icon on the top bar if you don't see Kontakt's keyboard.*

The **black** keys mean that there are no sounds or functionalities mapped to them.

**Yellow** keys are the chord keys. Low velocity plays the minor chord, high velocity plays the major chord. The split velocity is 64.

**Blue** keys are the main keys where the melody strings are mapped to.

The **F1 blue/red** key is a switch for the springs release samples. When this key is blue the noise is set to ON, and when this key is red it is set to OFF meaning that the noise release samples are muted.

The **G1 green** key is the round robin reset key. When you hit this key it will reset the round robin counter. Is a good practice to record always this key at the beginning of your track to make sure that every take will sound the same.

## 7. Final words and credits

Thank you for purchasing "Marxophone".

We'll be updating our catalogue prior to mid 2013 to include new scripts, GUIs and better overall sound.

Recording, editing, programming, script, design and GUI: Jesús Ginard.

Produced by Wavesfactory.

Feel free to get in contact with me for any bugs, new functionalities, ideas or simply to share some love.

Thank you very much for your support, have fun!

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