

Symphonic Brass, Solo Brass 2

Brass Overview [Back to Top of Page](#)

The brass in KHSO Emerald were designed to be highly expressive with a great deal of attention paid to getting the most realistic sound available. The "human" qualities in these instruments is unrivaled in the sample library world. Many have already touted the sound as being "cinematic", "hollywood", "fanfare", "film score" and more. And still many others say that they were amazed at how many hours they just sat and played the sounds having fun with them. They claimed that by doing so, they were able to create new and exciting musical cues never before possible.

Programming [Back to Top of Page](#)

A massive amount of programming went into KHSO Emerald. The idea was to create great playability, (already a common praise by users) and to make the instruments' [keyswitch mappings](#) easy to use.

Many instruments use the "Round Robin" feature which greatly reduces the "machine gun" effect when playing rapid repeated notes. This way, you can achieve nice upbow/downbow cues, or great repeated notes in a phrase.

One of the most desired brass effects is the crescendo. Unique in brass crescendo is the very notable change in frequency as the volume increases. Though this happens in the strings and woodwinds, it is most distinct in the brass. Careful programming was created to get this as believable as can be found in sample libraries. This enables the user to "swell" up and down at any desired speed while creating that distinct frequency change.

LegatoLive [Back to Top of Page](#)

The Legato performance instruments recently produced by the creators of the best sound libraries in the industry have been an invaluable tool for authentic orchestral scoring.

Kirk Hunter and his team have taken the quality and expressiveness of these types of legato performance instruments to the next level.

Their technology, "LegatoLive" introduces a truly dynamic set of legato and performance instruments!

LegatoLive instruments are meticulously designed for quality and authenticity by composer Kirk Hunter, the author of the Emerald Symphonic Orchestral library which is recognized by many to possess the most character and expressiveness in the industry.

By intricately micro composing a virtual simulation of legato intervals in real time, LegatoLive delivers a lifelike sound. It intelligently renders fluent transitions between extensive performance variations of dynamics and playing alternations. Imagine having that "chunky" sound a clarinet gets when the player plays through a range of notes. That sound is so distinct that it has always been the litmus test of being able to tell a real player from a sampler. Now, with LegatoLive, this is very closely simulated! The sound of the instrument's body and the "puff" of air through the holes as the keys are opened and closed is captured with a good deal of realism.

Listen to a demo:

[Clarinet Solo without LegatoLive](#)

[Clarinet Solo with LegatoLive](#)

Listen to how it works for a french horn section:

[French Horns without LegatoLive](#)

[French Horns with LegatoLive](#)

For strings, in many instances, the modulation wheel smoothly alters the character of the LegatoLive instruments from a romantic to robust feel by creating section glides in addition to the transitional intervals.

LegatoLive uses very little CPU overhead, while significantly saving RAM and speeding up loading times. Most of the LegatoLive instruments have been creatively programmed so that you will not often have to run the instrument in "sampler" mode. We've made it possible to take advantage of LegatoLive in "DFD" mode so that you won't run out of

RAM as is usually the case in most other legato style scripted instruments.

With LegatoLive, the user can obtain beautiful and fluid note transitions, while playing in the "legato" style*, and yet still preserve a "staccato" style on the same instrument without having to change channels or instruments.

*At the current time, the "legato" playing style requires that the user play a note followed by a second note which slightly "overlaps" the first note. Luckily, once the second note is played, the first note is musically turned off, and a micro composed interval is inserted between the two notes. All this means is that whenever a note is played which even slightly overlaps a preceding note, the "legatoLive" script is invoked. Obviously, at the current time, the convention for legato scripting is fairly monophonic, rather than polyphonic.

Tips on LegatoLive [Back to Top of Page](#)

The "extend" knob:

Raising the value here will increase the legato overlap causing the transition to be more "wet". Lowering the value will cause the legato to be "tighter" and you'll be able to play more "staccato".

"AllowStaccato":

If you click this button (it turns orange if selected), LegatoLive will not engage if you play staccato notes. This means that if you play a note and release it before playing another note, LegatoLive will let you play the phrase without adding all the various elements that are programmed into LegatoLive. This way, even if you have long and fluid legato playing, you can at once, play staccato. This is great for being able to change musical styles quickly.

Playing repeated notes:

We have taken into consideration the fact that legato alone is not enough. Therefore, the Round Robin within Kontakt 2 is used in these instruments so you can have both an "Alternate" and Legato performance all in one instrument. In fact, if you de-select "AllowStaccato" and have a fairly long extend time (anything above .100) you'll get great connected repeated notes. In wind instruments, this sounds like smooth soft-tonguing where the player uses a continuous flow of air between the notes. In string instruments, it sounds like fluid downbow/upbow passages. Select "AllowStaccato" and you'll be able to get fast repeated and staccato notes if desired.

Transitional Intervals:

At this point in time, we have not yet implemented a user interface to control the levels of the transitional intervals that you hear. If you wish to control these, here are the steps to do this:

- 1) Open the instrument by clicking its "wrench".
- 2) Open the group editor.
- 3) You will notice one or more groups entitled "trans..." or "tras...". These groups are the intervals you hear between source and destination notes. Click on one or more of these groups. Make sure that you have only "checked" these groups at this time before you do anything else. (You should see a small check mark to the left of the group and NO check marks on any other groups.)
- 4) Scroll down to the Amplifier Module, and change the value of the Volume according to your taste.

Keyswitch Maps - LegatoLive (Trumpets, Trombones and French Horns) [Back to Top of Page](#)

C0 - No legatoLive. You can play fully polyphonically. Raise the Mod Wheel to achieve a swell or portato.

C#0 - LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

D0 - No legatoLive, SFZ. Raise the Mod Wheel to achieve a swell or portato.

D#0 - LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

Keyswitch Maps - LegatoLive (Trombone Solo and French Horn Solo) [Back to Top of Page](#)

C0 - No vibrato. No legatoLive. You can play fully polyphonically. Raise the Mod Wheel to achieve a swell or portato.

C#0 - No vibrato. LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

D0 - No vibrato. No legatoLive, SFZ. Raise the Mod Wheel to achieve a swell or portato.

D#0 - No vibrato. LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

E0 - Vibrato. No legatoLive. You can play fully polyphonically. Raise the Mod Wheel to achieve a swell or portato.
F0 - Vibrato. LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.
F#0 - Vibrato. No legatoLive, SFZ. Raise the Mod Wheel to achieve a swell or portato.
G0 - Vibrato. LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

Keyswitch Maps - LegatoLive (Trumpet Solo) [Back to Top of Page](#)

C0 - No legatoLive. You can play fully polyphonically. Raise the Mod Wheel to achieve a swell or portato.
C#0 - LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.
D0 - No legatoLive, SFZ. Raise the Mod Wheel to achieve a swell or portato.
D#0 - LegatoLive invoked. Also, raise the Mod Wheel to achieve the same swell or portato.

Keyswitch Maps

Trumpets: [Back to Top of Page](#)

Trumpets-K
C0 - Marcato Sustain. ModWheel swell, velocity adds attack.
C#0 - Sfortzanda. ModWheel swell.
D0 - Staccato. ModWheel softens attack.
D#0 - Sustain. ModWheel swell, velocity adds attack.
E0 - Sustain p. ModWheel swell, velocity adds attack.
F0 - Sustain - ModWheel softens attack.
F#0 - Sustain. Velocity adds staccato.
G0 - Sustain. Velocity adds attack and staccato

Trumpets-K-rr (Uses the "Round Robin" Kontakt™ feature)
C0 - Marcato Sustain. ModWheel swell.
C#0 - Sfortzando. ModWheel swell.
D0 - Staccato. ModWheel softens attack.
D#0 - Sustain p. ModWheel swell.
E0 - Sustain. ModWheel softens attack.

TrumpetsMuted-K [Back to Top of Page](#)

C0 - Marcato Sustain. ModWheel swell.
C#0 - Sfortzanda. ModWheel swell.
D0 - Staccato. ModWheel softens attack.
D#0 - Sustain. ModWheel swell, velocity adds attack.
E0 - Sustain p. ModWheel swell, velocity adds attack.
F0 - Sustain. ModWheel softens attack.
F#0 - Sustain. Velocity adds staccato.
G0 - Sustain. Velocity adds attack and staccato

TrumpetsMuted-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marcato Sustain. ModWheel swell.
C#0 - Sfortzando. ModWheel swell.
D0 - Staccato. ModWheel softens attack.
D#0 - Sustain p. ModWheel swell.
E0 - Sustain. ModWheel softens attack.

Tp-K

C0 - Marcato Sustain. ModWheel softens attack.

C#0 - Staccato.

D0 - Sustain. ModWheel adds staccato.

D#0 - Sustain. Velocity adds staccato.

E0 - Sustain.

F0 - Rips.

Tp-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marcato Sustain. ModWheel softens attack.

C#0 - Staccato.

D0 - Sustain. ModWheel adds staccato.

D#0 - Sustain. Velocity adds staccato.

E0 - Sustain.

F0 - Rips.

French Horns [Back to Top of Page](#)

Fhs-K

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack

C#0 - Sus VelXF p-ff, Mod Wheel Softens Attack

D0 - Sfz, Sudden p. Mod Wheel Swell

D#0 - Sus p, Mod Wheel Swell

E0 - Sus VelXF p-ff, Mod Wheel Swell

F0 - Staccato only

F#0 - Sus VelSw p-ff, Mod Wheel Softens Attack

G0 - Marc Sus VelXf p-ff, Mod Wheel Swell

Fhs-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack

C#0 - Sus VelXF p-ff, Mod Wheel Softens Attack

D0 - Sfz, Sudden p. Mod Wheel Swell

D#0 - Sus p, Mod Wheel Swell

E0 - Staccato only

FhsMutedSound-K [Back to Top of Page](#)

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack

C#0 - Sus VelXF p-ff, Mod Wheel Softens Attack

D0 - Sfz, Sudden p. Mod Wheel Swell

D#0 - Sus p, Mod Wheel Swell

E0 - Sus VelXF p-ff, Mod Wheel Swell

F0 - Staccato only

F#0 - Sus VelSw p-ff, Mod Wheel Softens Attack

G0 - Marc Sus VelXf p-ff, Mod Wheel Swell

FhsMutedSound-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack

C#0 - Sus VelXF p-ff, Mod Wheel Softens Attack

D0 - Sfz, Sudden p, Mod Wheel Swell
D#0 - Sus p, Mod Wheel Swell
E0 - Staccato only

FhSolo-K

C0 - Sustain, Mod Wheel Vibrato
C#0 - Sustain, no vibrato
D0 - Sustain, vibrato
D#0 - Staccato
E0 - Rips
F0 - Short Rips
F#0 - Sus VelSw p-ff, Mod Wheel Softens Attack
G0 - Marc Sus VelXf p-ff, Mod Wheel Swell

Trombones [Back to Top of Page](#)

Trombones-K

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack
C#0 - Staccato, Mod Wheel Softens Attack
D0 - Sustained, Mod Wheel Softens Attack
D#0 - Marc Sus, Mod Wheel Swell
E0 - Sfz, sudden p, Mod Wheel Swell
F0 - Sustained p, Mod Wheel Swell
F#0 - Sus Mod Wheel Swell

Trombones-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack
C#0 - Staccato, Mod Wheel Softens Attack
D0 - Sustained, Mod Wheel Softens Attack
D#0 - Marc Sus, Mod Wheel Swell

TrombonesMutedSound-K [Back to Top of Page](#)

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack
C#0 - Marcato Sustain, Mod Wheel Swell
D0 - Sforzando
D#0 - Sustain, Mod Wheel Softens Attack
E0 - Sustain, Mod Wheel Adds Staccato

TrombonesMutedSound-K

C0 - Marc Sustain p-ff, Mod Wheel Softens Attack
C#0 - Marcato Sustain, Mod Wheel Swell
D0 - Staccato
D#0 - Sustain, Mod Wheel Softens Attack
E0 - Sustain, Mod Wheel Adds Staccato
F0 - Sustain p, Mod Wheel swell

TromboneSolo-K

C0 - Marcato Sustain. ModWheel softens attack.
C#0 - Marcato Sustain, ModWheel Adds Vibrato.

D0 - Marcato Sustain Vibrato, ModWheel Softens Attack.
D#0 - Staccato, ModWheel Softens Attack.
E0 - Sustain, ModWheel Softens Attack.
F0 - Sustain, ModWheel Adds Staccato.
F#0 - Sustain, ModWheel Adds vibrato.
G0 - Sustain, Velocity Adds Attack and Staccato.
G#0 - Sustain, Velocity Adds Attack, ModWheel Adds Vibrato.
A0 - Sustain Vibrato, ModWheel Softens Attack.

TromboneSolo-K-rr (Uses the "Round Robin" Kontakt™ feature)

C0 - Marcato Sustain. ModWheel softens attack.
C#0 - Marcato Sustain vibrato. ModWheel softens Attack.
D0 - Staccato. Mod Wheel Softens Attack.
D#0 - Sustain.
E0 - Sustain Vibrato

Bass Trombones [Back to Top of Page](#)

2BsTrbs-K

C4 - Marcato Sustain. ModWheel softens attack.
C#4 - Sfortzando. ModWheel swell.
D4 - Staccato.
D#4 - Sustain p. ModWheel swell, velocity adds attack.
E4 - Sustain. ModWheel softens attack.
F4 - Sustain. Velocity adds staccato.

2BsTrbs-K-rr (Uses the "Round Robin" Kontakt™ feature)

C4 - Marcato Sustain. ModWheel softens attack.
C#4 - Sfortzando. ModWheel swell.
D4 - Staccato.
D#4 - Sustain p. ModWheel softens attack.

Tubas [Back to Top of Page](#)

2Tubas-K

C4 - Marcato Sustain. ModWheel softens attack.
C#4 - Sfortzando. ModWheel swell.
D4 - Staccato. ModWheel softens attack.
D#4 - Sustain p. ModWheel swell, velocity adds attack.
E4 - Sustain. ModWheel softens attack.
F4 - Sustain. Velocity adds staccato.
F#4 - Sustain. Velocity adds attack and staccato

2Tubas-K-rr (Uses the "Round Robin" Kontakt™ feature)

C4 - Marcato Sustain. ModWheel softens attack.
C#4 - Sfortzando. ModWheel swell.
D4 - Staccato. ModWheel softens attack.
D#4 - Sustain p. ModWheel swell, velocity adds attack.

E4 - Sustain. ModWheel softens attack.
F4 - Sustain. Velocity adds staccato.

TubaSolo-K [Back to Top of Page](#)

C4 - Staccato. ModWheel softens attack.
C#44 - Staccato. Velocity adds attack.
D4 - Sustain. ModWheel softens attack.
D#4 - Sustain. ModWheel adds vibrato. Velocity adds attack.
E4 - Sustain. Velocity adds attack.
F4 - Sustain vibrato. ModWheel softens attack.
F#4 - Sustain vibrato. Velocity attack.

TubaSolo-K-rr (Uses the "Round Robin" Kontakt™ feature)

C4 - Marcato Sustain. ModWheel softens attack.
C#4 - Sfortzando. ModWheel swell.
D4 - Staccato. ModWheel softens attack.
D#4 - Sustain p. ModWheel swell, velocity adds attack.
E4 - Sustain. ModWheel softens attack.
F4 - Sustain. Velocity adds staccato.

Instruments Sampled and Their Articulations (Subject to change) [Back to Top of Page](#)

Symphonic Brass: - 6 Trumpets - 4 French Horns - 4 Tenor Trombones - 3 Bass Trombones - 2 Tubas	Solo Brass: 1 Trumpet 1 French Horn 1 Trombone 1 Tuba
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Instrument Name Abbreviations [Back to Top of Page](#)

Abbreviation Name (Brass Sections)	Abbreviation Description (Brass Sections)
Tps	Trumpets
Fhs	French Horns
Tbs	Trombones
BTb	Bass Trombones
Tbas	Tubas

Abbreviation Name (Brass Sections Mute Sound)	Abbreviation Description (Brass Sections Mute Sound)
TpsMt	Trumpets
FhsMt	French Horns
TbsMt	Trombones

Abbreviation Name (Solo Brass)	Abbreviation Description (Solo Brass)
Tp	Trumpet
Fh	French Horn
Tb	Trombone

Articulation Abbreviations (Subject to change) [Back to Top of Page](#)

Abbreviation Name	Abbreviation Description
mrc	Marcato
sfz	Sfortzando
stc	Staccato
stcSht	Short Staccato
sus	Sustain

Instrument Control Abbreviations (How the various instruments are controlled) [Back to Top of Page](#)

Abbreviation Name	Abbreviation Description
all	Used in keyswitched LegatoLive instruments. This means that the included articulations are: no vibrato, vibrato and staccato.
K	Keyswitched
KLegatoLive	A keyswitched instrument that has both LegatoLive articulations, and normal articulations.
ModVolXfd	Raise the Mod Wheel to crossfade layers and increase the volume. Back to Top of Page
ModSoftMrc	Raise the Mod Wheel to soften the attack
ModStc	Raise the Mod Wheel to add a staccato layer
ModVib	Raise the Mod Wheel to crossfade in vibrato in real time. The more you raise the Mod Wheel, the lmore pronounced the vibrato will be.
Mrc	Marcato
NVib	No Vibrato (French Horn and Trombone solos)
Rip	Performances of glissandos
rr	Round Robin
VelMrc	Velocity adds a harder attack.
VelStc	Velocity adds a harder attack. Back to Top of Page
VelSw	Raise the Mod Wheel to increase (sharpen) the attack. Back to Top of Page
VelXF	Raise the Mod Wheel to add decay (release) time. This simulates a reverb.. Back to Top of Page
Vib	Vibrato Back to Top of Page
Vibs	The insrument contains both non-vibrato and vibrato articulations

Trumpets	Trombones	French Horns	Bass Trombones	Tubas
Tps_K-rr	Tbs_K-rr	Fhs_K_rr	BTb_K_rr	Tbas_K_rr
Tps_K	Tbs_K	Fhs_K	BTb_K	Tbas_K_Sus_Stc
Tps_KLegLive_all_modVolXfd-rr	Tbs_KLegLive_all_modVolXfd-rr	Fhs_KLegLive_all_modVolXfd-rr	BTb_mrc_VelXfd_Mod_stc_rr	Tbas_K
Tps_KLegLive_sus_modVolXfd-rr	rr	Fhs_KLegLive_sus_modVolXfd-rr	BTb_mrc_VelXfd_Mod_stc	Tbas_mrc_ModSoftMrc_rr
Tps_mrc_velSw_modVolXfd_VelMrc-rr	Tbs_KLegLive_sus_modVolXfd-rr	Fhs_mrc_VelXF_ModSoftMrc_rr	BTb_mrc_VelXfd_ModSoftMrc_rr	Tbas_mrc_ModSoftMrc
rr	rr	Fhs_mrc_VelXF_ModSoftMrc	BTb_mrc_VelXfd_ModSoftMrc	Tbas_sfz_p_ModVolXfd_rr
Tps_mrc_velSw_modVolXfd_VelMrc	Tbs_mrc_VelSw_ModSoftMrc-rr	Fhs_mrc_VelXF_ModVolXfd_rr	BTb_mrc_VelXfd_rr	Tbas_sfz_p_ModVolXfd
Tps_mrc_velSw_modVolXfd-rr	Tbs_mrc_VelSw_ModSoftMrc	Fhs_mrc_VelXF_ModVolXfd	BTb_mrc_VelXfd_Vel_stc_rr	Tbas_stc_ModSoftMrc_rr
Tps_mrc_velSw_modVolXfd	Tbs_mrc_VelSw_ModVolVib-rr	Fhs_sfz_VelSw_ModvolXfd_rr	BTb_mrc_VelXfd_Vel_stc	Tbas_stc_ModSoftMrc
Tps_mrc_velXfd_ModSoftMrc-rr	Tbs_mrc_VelSw_ModVolVib	Fhs_sfz_VelSw_ModvolXfd_stc_rr	BTb_mrc_VelXfd	Tbas_sus_ModSoftMrc_rr
Tps_sfz_velSw_modVolXfd-rr	Tbs_Sfz_VelSw_ModVolVib_stc-rr	Fhs_sfz_VelSw_ModvolXfd	BTb_sfz_p_ModVolXfd_rr	Tbas_sus_ModSoftMrc
Tps_sfz_velSw_modVolXfd	rr	Fhs_stc_VelXfd_rr	BTb_sfz_p_ModVolXfd	Tbas_sus_ModStc_rr
Tps_Stc_velSw_ModSoftMrc-rr	Tbs_Sfz_VelSw_ModVolVib-rr	Fhs_stc_VelXfd	BTb_stc_A_rr	Tbas_sus_ModStc
Tps_Stc_velSw_ModSoftMrc	Tbs_Sfz_VelSw_ModVolVib	Fhs_sus_p_ModVolXfd_rr	BTb_stc_A	Tbas_sus_p_ModVolXfd_VelMrc_rr
Tps_StcSht_VelSw-rr	Tbs_Stc_VelSw_ModSoftMrc-rr	Fhs_sus_p_ModVolXfd_velMrc_rr	BTb_stc_AB_rr	Tbas_sus_p_ModVolXfd_VelMrc
Tps_StcSht_VelSw	Tbs_Stc_VelSw_ModSoftMrc	Fhs_sus_p_ModVolXfd_velMrc	BTb_stc_AB	Tbas_sus_rr
Tps_sus_p_modVolXfd_VelMrc-rr	Tbs_Stc_VelSw_ModSoftMrc-rr	Fhs_sus_p_ModVolXfd	BTb_stc_B_rr	Tbas_sus_VelMrc_rr
Tps_sus_p_modVolXfd_VelMrc	Tbs_Stc_VelSw_ModSoftMrc	Fhs_Sus_VelstcXfd_ModvolXfd_rr	BTb_stc_B	Tbas_sus_VelMrc
Tps_sus_p_modVolXfd-rr	Tbs_sus_p_ModVolVib-rr	Fhs_sus_VelstcXfd_ModvolXfd	BTb_stcSh_A_rr	Tbas_sus_VelStc_rr
Tps_sus_p_modVolXfd	Tbs_sus_p_ModVolVib-Stc_rr	Fhs_sus_VelSw_ModSoftmrc_rr	BTb_stcSh_A	Tbas_sus_VelStc

Tps_sus_VelSw_ModSoftMrc-rr	Tbs_sus_p_ModVolVib	Fhs_sus_VelSw_ModSoftmrc	BTb_stcSh_AB_rr	Tbas_sus_vib_ModSoftMrc_rr
Tps_sus_VelSw_ModSoftMrc	Tbs_Sus_VelSw_ModSoftMrc-rr	Fhs_sus_velXfd_ModSoftmrc_rr	BTb_stcSh_AB	Tbas_sus_vib_ModSoftMrc
Tps_sus_velSw_modVolXfd_velMrc-rr	Tbs_Sus_VelSw_ModSoftMrc	Fhs_sus_velXfd_ModSoftMrc	BTb_stcSh_B_rr	Tbas_sus_vib_VelMrc_rr
Tps_sus_velSw_modVolXfd_velMrc	Tbs_Sus_VelSw_ModStc-rr	Fhs_sus_velXfd_ModVolXfd_rr	BTb_stcSh_B	Tbas_sus_vib_VelMrc
Tps_sus_velSw_modVolXfd-rr	Tbs_Sus_VelSw_ModStc	Fhs_sus_velXfd_ModVolXfd_velMrc_rr	BTb_sus_VelXfd_ModSoftMrc_rr	Tbas_sus
Tps_sus_velSw_modVolXfd	Tbs_Sus_VelSw_ModVolVib-rr	Fhs_sus_velXfd_ModVolXfd_velMrc	BTb_sus_VelXfd_ModSoftMrc	Tbas_vib_ModSoftMrc_rr
Tps_sus_velXfd_ModSoftMrc-rr	Tbs_Sus_VelSw_ModVolVib	Fhs_sus_velXfd_ModVolXfd	BTb_sus_VelXfd_ModVolXfd_VelMrc_rr	Tbas_vib_ModSoftMrc
Tps_sus_VelXfd_ModSoftMrc			BTb_sus_VelXfd_ModVolXfd_VelMrc.	Tbas_vib_VelMrc_rr
Tps_sus_VelXfd_ModStc-rr			nk	Tbas_vib_VelMrc
Tps_sus_VelXfd_ModStc				
Tps_sus_VelXfd_mrc_ModSoftMrc				
Tps_sus_VelXfd_VelStc_velMrc-rr				
Tps_sus_VelXfd_VelStc_velMrc				
Tps_sus_VelXfd_VelStc-rr				
Tps_sus_VelXfd_VelStc				

Brass Sections Muted Sound
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Trumpets Muted Sound	Trombones Muted Sound	French Horns Muted Sound
TpsMt_Mrc_modSoftMrc-rr	TbsMt_K_rr	FhsMt_K-rr
TpsMt_mrc_modSoftMrc	TbsMt_K	FhsMt_K
TpsMt_mrc_sus_modVolXfd-rr	TbsMt_mrc_ModSoftAttk_rr	FhsMt_mrc_sus-VelXfd_ModSoftMrc-rr
TpsMt_mrc_sus_modVolXfd	TbsMt_mrc_ModSoftAttk	FhsMt_mrc_sus-VelXfd_ModSoftMrc
TpsMt_sfz_modVolXfd-rr	TbsMt_mrc_ModVolVib_rr	FhsMt_mrc-VelXFd-modVolXfd-rr
TpsMt_sfz_modVolXfd	TbsMt_mrc_ModVolVib	FhsMt_mrc-VelXFd-modVolXfd
TpsMt_Stc_ModSoftMrc-rr	TbsMt_Stc_ModSoftAttk_rr	FhsMt_Sfz-VelSw-modVolXfd-rr
TpsMt_stc_modSoftMrc	TbsMt_Stc_ModSoftAttk	FHsMt_Sfz-VelSw-modVolXfd
TpsMt_sus_modSoftMrc-rr	TbsMt_Sus_ModSoftAttk_rr	FhsMt_Stc-VelSw-rr
TpsMt_sus_modSoftMrc	TbsMt_Sus_ModSoftAttk	FhsMt_Stc-VelSw
TpsMt_Sus_ModStc_velMrc-rr	TbsMt_Sus_ModStc_rr	FhsMt_sus_VelSw-ModStc-rr
TpsMt_Sus_ModStc_velMrc	TbsMt_Sus_ModStc	FhsMt_sus_VelSw-ModStc
TpsMt_sus_ModStc-rr	TbsMt_Sus_p_ModVolVib_rr	FHsMt_Sus-p-modVolXfd-rr
TpsMt_sus_ModStc	TbsMt_Sus_p_ModVolVib	FHsMt_Sus-p-modVolXfd
TpsMt_sus_modVolXfd_VelAttk-rr	TbsMt_Sus_VelStc_rr	FHsMt_Sus-VelSw-modVolXfd-rr
TpsMt_sus_modVolXfd_VelAttk	TbsMt_Sus_VelStc	FHsMt_Sus-VelSw-modVolXfd
TpsMt_Sus_modVolXfd_velMrc-rr		FHsMute_sus-VelSw-ModSoftMrc-rr
TpsMt_Sus_modVolXfd_velMrc		FHsMute_sus-VelSw-ModSoftMrc
TpsMt_sus_modVolXfd-rr		
TpsMt_sus_modVolXfd		
TpsMt_sus_p_modVolXfd_VelAttk-rr		
TpsMt_sus_p_modVolXfd_VelAttk		
TpsMt_Sus_p_modVolXfd_velMrc-rr		
TpsMt_Sus_p_modVolXfd_velMrc		
TpsMt_sus_p_modVolXfd-rr		
TpsMt_sus_p_modVolXfd		
TpsMt_Sus_VelStc_velMrc-rr		
TpsMt_Sus_VelStc_velMrc		
TpsMt_Sus_VelStc-rr		

TpsMt_Sus_VelStc		
TpsMt-K-rr		
TpsMt-K		

Brass Solos [Back to Top of Page](#)

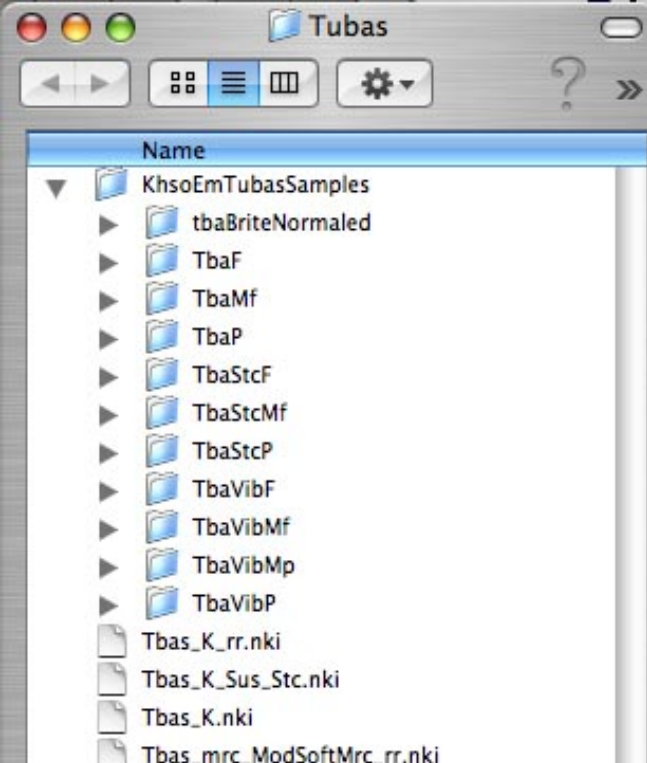
Trumpet Solo	Trombone Solo	French Horn Solo
Tp_K-rr	Tb_K_rr	Fh_K_rr
Tp_K	Tb_K	Fh_K
Tp_KLegLive_all_sus_f_modVol-rr	Tb_KLegLive_all_f_modVol-rr	Fh_KLegLive_all_f_modVol-rr
Tp_KLegLive_all_sus_mf_modVol-rr	Tb_KLegLive_all_mf_modVol-rr	Fh_KLegLive_all_mf_modVol-rr
Tp_KLegLive_all_sus_modVol-rr	Tb_KLegLive_all_modVol-rr	Fh_KLegLive_all_modVol-rr
Tp_KLegLive_all_sus_mp_modVol-rr	Tb_KLegLive_all_mp_modVol-rr	Fh_KLegLive_all_mp_modVol-rr
Tp_KLegLive_all_sus_p_modVol-rr	Tb_KLegLive_all_NVib_f_modVol-rr	Fh_KLegLive_all_NVib_f_modVol-rr
Tp_KLegLive_sus_f_modVol-rr	Tb_KLegLive_all_NVib_mf_modVol-rr	Fh_KLegLive_all_NVib_mf_modVol-rr
Tp_KLegLive_sus_mf_modVol-rr	Tb_KLegLive_all_NVib_modVol-rr	Fh_KLegLive_all_NVib_modVol-rr
Tp_KLegLive_sus_modVol-rr	Tb_KLegLive_all_NVib_mp_modVol-rr	Fh_KLegLive_all_NVib_mp_modVol-rr
Tp_KLegLive_sus_mp_modVol-rr	Tb_KLegLive_all_NVib_p_modVol-rr	Fh_KLegLive_all_NVib_p_modVol-rr
Tp_KLegLive_sus_p_modVol-rr	Tb_KLegLive_all_p_modVol-rr	Fh_KLegLive_all_p_modVol-rr
Tp_mrc_ModSoftMrc-rr	Tb_KLegLive_all_vib_f_modVol-rr	Fh_KLegLive_all_Vib_f_modVol-rr
Tp_mrc_ModSoftMrc	Tb_KLegLive_all_vib_mf_modVol-rr	Fh_KLegLive_all_Vib_mf_modVol-rr
Tp_mrc_velMrc-rr	Tb_KLegLive_all_vib_modVol-rr	Fh_KLegLive_all_Vib_modVol-p_rr
Tp_mrc_velMrc	Tb_KLegLive_all_vib_mp_modVol-rr	Fh_KLegLive_all_Vib_modVol-rr
Tp_mrc-rr	Tb_KLegLive_all_vib_p_modVol-rr	Fh_KLegLive_all_Vib_mp_modVol-rr
Tp_mrc	Tb_KLegLive_NVib_f_modVol-rr	Fh_KLegLive_NVib_f_modVol-rr
Tp_rips	Tb_KLegLive_NVib_mf_modVol-rr	Fh_KLegLive_NVib_mf_modVol-rr
Tp_stc-rr	Tb_KLegLive_NVib_modVol-rr	Fh_KLegLive_NVib_modVol-rr
Tp_stc	Tb_KLegLive_NVib_mp_modVol-rr	Fh_KLegLive_NVib_mp_modVol-rr
Tp_stcSh-rr	Tb_KLegLive_NVib_p_modVol-rr	Fh_KLegLive_NVib_p_modVol-rr
Tp_stcSh	Tb_KLegLive_vib_f_modVol-rr	Fh_KLegLive_Vib_f_modVol-rr
Tp_sus_modStc-rr	Tb_KLegLive_vib_mf_modVol-rr	Fh_KLegLive_Vib_mf_modVol-rr
Tp_sus_modStc	Tb_KLegLive_vib_modVol-rr	Fh_KLegLive_Vib_modVol-rr
Tp_sus_velStc-rr	Tb_KLegLive_vib_mp_modVol-rr	Fh_KLegLive_Vib_mp_modVol-rr
Tp_sus_velStc	Tb_KLegLive_vib_p_modVol-rr	Fh_KLegLive_Vib_p_modVol-rr
Tp_sus-rr	Tb_KLegLive_vibs_f_modVol-rr	Fh_KLegLive_vibs_f_modVol-rr
Tp_sus	Tb_KLegLive_vibs_mf_modVol-rr	Fh_KLegLive_vibs_mf_modVol-rr
	Tb_KLegLive_vibs_modVol-rr	Fh_KLegLive_vibs_modVol-rr
	Tb_KLegLive_vibs_mp_modVol-rr	Fh_KLegLive_vibs_mp_modVol-rr
	Tb_KLegLive_vibs_p_modVol-rr	Fh_KLegLive_vibs_p_modVol-rr
	Tb_Stc_ModSoftMrc_rr	Fh_mrc_
	Tb_Stc_ModSoftMrc	Fh_mrc_modVib_
	Tb_sus_ModSoftMrc_rr	Fh_mrc_modVib_rr
	Tb_sus_ModSoftMrc	Fh_mrc_rr
	Tb_sus_ModStc_rr	Fh_mrc_Vib_rr
	Tb_sus_ModStc	Fh_mrc_Vib
	Tb_sus_ModVib_rr	Fh_OctRipUp
	Tb_sus_ModVib	Fh_OctRipUpSus
	Tb_sus_VelMrc_velStc_rr	Fh_RipUpSus
	Tb_sus_VelMrc_velStc	Fh_stc_

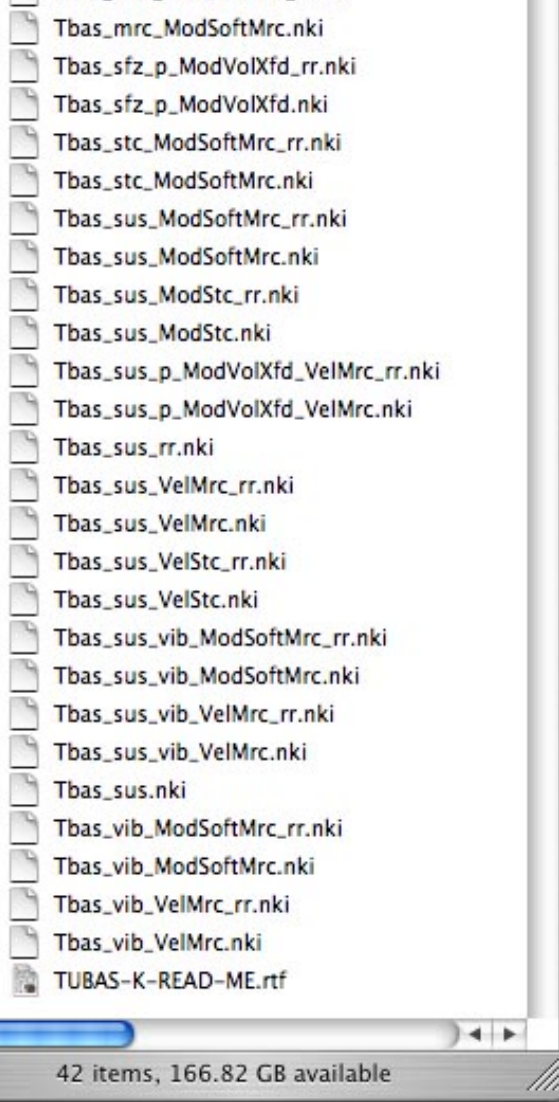
Tb_sus_VelStc_ModVib_rr
Tb_sus_VelStc_ModVib
Tb_sus_vib_ModSoftMrc_rr
Tb_sus_vib_ModSoftMrc
Tb_sus_vib_ModStc_rr
Tb_sus_vib_ModStc
Tb_sus_vib_VelMrcAndStc_rr
Tb_sus_vib_VelMrcAndStc
Trb_mrc_ModSoftMrc_rr
Trb_mrc_ModSoftMrc
Trb_mrc_ModVib_rr
Trb_mrc_ModVib
Trb_mrc_vib_ModSoftMrc_rr
Trb_mrc_vib_ModSoftMrc
Trb_OctRipUp
Trb_OctRipUpSus

Fh_stc_rr
Fh_sus_modStc_rr
Fh_sus_modStc
Fh_sus_modVib_
Fh_sus_modVib_rr
Fh_Sus_rr
Fh_sus_VelStc_modvib_rr
Fh_sus_VelStc_modVib_
Fh_sus_VelStc_modVib_rr
Fh_sus_VelStc_rr
Fh_sus_VelStc-modvib_
Fh_sus_VelStc
Fh_sus_vib_modStc_rr
Fh_sus_vib_modStc
Fh_sus_vib_VelStc_rr
Fh_sus_vib_VelStc
Fh_Sus
Fh_SusVib_rr
Fh_SusVib

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IMPORTANT!: Please do NOT change the names of any of the sample folders, or the sample names. Also, do not move any of the instruments (files) without also moving their relative sample folder(s) along with them. For example, please look at the screen shot below which shows the Tubas section instruments along with its samples...





- Tbas_mrc_ModSoftMrc.nki
- Tbas_sfz_p_ModVolXfd_rr.nki
- Tbas_sfz_p_ModVolXfd.nki
- Tbas_stc_ModSoftMrc_rr.nki
- Tbas_stc_ModSoftMrc.nki
- Tbas_sus_ModSoftMrc_rr.nki
- Tbas_sus_ModSoftMrc.nki
- Tbas_sus_ModStc_rr.nki
- Tbas_sus_ModStc.nki
- Tbas_sus_p_ModVolXfd_VelMrc_rr.nki
- Tbas_sus_p_ModVolXfd_VelMrc.nki
- Tbas_sus_rr.nki
- Tbas_sus_VelMrc_rr.nki
- Tbas_sus_VelMrc.nki
- Tbas_sus_VelStc_rr.nki
- Tbas_sus_VelStc.nki
- Tbas_sus_vib_ModSoftMrc_rr.nki
- Tbas_sus_vib_ModSoftMrc.nki
- Tbas_sus_vib_VelMrc_rr.nki
- Tbas_sus_vib_VelMrc.nki
- Tbas_sus.nki
- Tbas_vib_ModSoftMrc_rr.nki
- Tbas_vib_ModSoftMrc.nki
- Tbas_vib_VelMrc_rr.nki
- Tbas_vib_VelMrc.nki
- TUBAS-K-READ-ME.rtf

42 items, 166.82 GB available

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You will notice that this "Tubas" folder contains files (the instruments that Kontakt 2 opens) and all of the folders that in turn, contain the samples that are needed for all of the instruments files. While you may move this "Tubas" folder anywhere you like, you may NOT separate the relationship between these files and the sample folders.