

## **Emerald - Woodwinds Overview** [Back to Top of Page](#)

The woodwinds in KHSO Emerald were designed to be highly expressive with a great deal of attention paid to getting the most realistic sound available, and including popular woodwind runs and trills. The "human" qualities in these instruments is unrivaled in the sample library world. Many have already touted the sound as being "sweet", "hollywood", "playful", "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.

## **LegatoLive** [Back to Top of Page](#)

We are especially proud of the realism that LegatoLive has introduced into the woodwinds. Using LegatoLive makes the transitions between notes exceptionally musical!

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 instruments!

LegatoLive instruments are meticulously designed for quality and authenticity by composer Kirk Hunter, the author of the renowned 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:

[Clarinete Solo without LegatoLive](#)

[Clarinete 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 (All except flute and contra bassoon)** [Back to Top of Page](#)

- C0 - Delayed Vibrato Sustain, no LegatoLive.
- C#0 - Delayed Vibrato Sustain, LegatoLive.
- D0 - Vibrato Sustain, no LegatoLive.
- D#0 - Vibrato Sustain, LegatoLive.
- E0 - Staccato.
- F0 - Half Step Trill.
- F#0 - Whole Step Trill.
- G0 - Run Up.
- G#0 - Run Down.

## **Keyswitch Maps - LegatoLive (all flutes)** [Back to Top of Page](#)

- C0 - Sustain, no LegatoLive.
- C#0 - Sustain, LegatoLive.

E0 - Staccato.  
F0 - Half Step Trill.  
F#0 - Whole Step Trill.  
G0 - Run Up.  
G#0 - Run Down.

**Keyswitch Maps - LegatoLive (contra bassoon)** [Back to Top of Page](#)

C4 - Delayed Vibrato Sustain, no LegatoLive.  
C#4 - Delayed Vibrato Sustain, LegatoLive.  
D4 - Vibrato Sustain, no LegatoLive.  
D#4 - Vibrato Sustain, LegatoLive.  
E4 - Staccato.  
F4 - Half Step Trill.  
F#4 - Whole Step Trill.  
G4 - Run Up.  
G#4 - Run Down.

**Keyswitch Maps - Non LegatoLive Instruments:**

**Piccolo:** [Back to Top of Page](#)

C0 - Delayed Vibrato.  
C#0 - Delayed Vibrato, Round Robin.  
D0 - Staccato, Round Robin.  
D#0 - Vibrato.  
E0 - Vibrato, Round Robin.  
F0 - Half Step Trill, Round Robin.  
F#0 - Whole Step Trill.  
G0 - Sfortzando, Delayed Vibrato, Mod Wheel Swell.  
G#0 - Sfortzando, Vibrato, Mod Wheel Swell.  
A0 - 4th Run Up.  
A#0 - 4th Run Down.

**Flutes** [Back to Top of Page](#)

C0 - Sustain.  
C#0 - Sustain, Round Robin.  
D0 - Staccato Round Robin.  
D#0 - Short Staccato Round Robin.  
E0 - Half Step Trill.  
F0 - Whole Step Trill.  
F#0 - Sfortzando, Mod Wheel Swell.  
G0 - Run Up.  
G#0 - Run Down.

**Oboe** [Back to Top of Page](#)

C0 - Delayed Vibrato Sustain.

C#0 - Delayed Vibrato Sustain, Round Robin.  
D0 - Staccato Round Robin.  
D#0 - Vibrato.  
E0 - Vibrato Round Robin.  
F0 - Half Step Trill.  
F#0 - Whole Step Trill.  
G0 - Sfortzando Delayed Vibrato, Mod wheel swell.  
G#0 - Sfortzando Vibrato, Mod wheel swell.  
A0 - Run Up.  
A#0 - Run Down.

**English Horn** [Back to Top of Page](#)

C0 - Delayed Vibrato Sustain.  
C#0 - Delayed Vibrato Sustain, Round Robin.  
D0 - Staccato Round Robin.  
D#0 - Vibrato.  
E0 - Vibrato Round Robin.  
F0 - Legato.  
F#0 - Legato Round Robin.  
G0 - Half Step Trill.  
G#0 - Whole Step Trill.  
A0 - Sfortzando Delayed Vibrato, Mod wheel swell.  
A#0 - Sfortzando Vibrato, Mod wheel swell.

**Clarinets** [Back to Top of Page](#)

C0 - Sustain.  
C#0 - Sustain, Round Robin.  
D0 - Staccato.  
D#0 - Staccato Round Robin.  
E0 - Swell.  
F0 - Swell Round Robin.  
F#0 - Half Step Trill.  
G0 - Half Step Trill Round Robin.  
G#0 - Whole Step Trill.  
A0 - Whole Step Trill Round Robin.  
A#0 - Sfortzando, Mod wheel swell.  
B0 - Sfortzando, Mod wheel swell, Round Robin  
C1 - Run Up  
C#1 - Run Down

**Bassoon** [Back to Top of Page](#)

A-1 - Delayed Vibrato.  
A#-1 - Vibrato.

- B-1 - Sfortzando. ModWheel swell.
- C0 - Whole Step Trills.
- C#0 - Half Step Trills.
- D0 - 4th Runs Up.
- D#0 - 4th Runs Down.
- E0 - Octave Run Up.
- F0 - Octave Run Down.
- F#0 - Staccato, Round Robin.
- G0 - Delayed Vibrato, Round Robin.
- G#0 - Vibrato, Round Robin.

**Contra Bassoon** [Back to Top of Page](#)

- C4 - Delayed Vibrato.
- C#4 - Vibrato.
- D4 - Sfortzando. ModWheel swell.
- D#4 - Whole Step Trills.
- E4 - Half Step Trills.
- F4 - 4th Runs Up.
- F#4 - 4th Runs Down.
- G4 - Staccato Round Robin.
- G#4 - Legato.
- A4 - Half Step Trills sfz, Mod Wheel swell.
- A#4 - Whole Step Trills sfz, Mod Wheel swell.

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

<b>Woodwind Solos:</b> <ul style="list-style-type: none"><li>- Piccolo</li><li>- Flute</li><li>- Oboe</li><li>- English Horn</li><li>- Clarinet</li><li>- Bassoon</li><li>- Contra Bassoon</li></ul>	<b>Woodwind Duet Overdubs:</b> Flutes Clarinets
--	---

**Instrument Name Abbreviations** [Back to Top of Page](#)

Abbreviation Name (Solos)	Abbreviation Description (Solos)
Pcc	Piccolo
Fl	Flute
Ob	Oboe

Eh	English Horn
Clr	Clarinet
Bsn	Bassoon
Cbsn	Contra Bassoon

Abbreviation Name (Duet Overdubs)	Abbreviation Description
Fls	Flutes
Clrs	Clarinet

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

Abbreviation Name	Abbreviation Description
4thDn	A quick rup down to a target note, usually about a 4th.
4thUp	A quick rup up to a target note, usually about a 4th.
DelVib	Delayed Vibrato.
Htr	Half step trills.
Leg or Legato	Legato, but not a LegatoLive instrument.
Mj	Major
Mn	Minor
OctDn	A quick octave run down to a targete note.
OctUp	A quick octave run up to a targete note.
p, mp, mf, f	Dynamic Layers. Piano, mezzo piano, mezzo forte and forte.
Sfz	Sfortzando
Stc	Staccato
Sus	Sustained, usually describing clarinet long notes.
Swell	Clarinet swells.
Vib	Vibrato
Wtr	Whole Step Trills.

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 besides the "legato" articulations, there are also staccato and/or others.
K	<a href="#">Keyswitched</a>
KLegatoLive	A keyswitched instrument that has both LegatoLive articulations, and normal articulations.

Lite	An instrument with very few layers, or only one layer.
ModSwell	Raise the Mod Wheel to increase volume.
ModVol	Raise the Mod Wheel to increase volume.
Mrc	Marcato
NVib	No Vibrato
Rip	Performances of glissandos
rr	Round Robin
VelVol	Volume controlled by velocity.
Vib	Vibrato <a href="#">Back to Top of Page</a>
Vibs	The insrument contains both non-vibrato and vibrato articulations

[To Top of Page](#)
[Down to Instrument Lists](#)

**Instrument List - Piccolo, Flute, Oboe**
[Back to Top of Page](#)

Piccolo	Flute	Oboe
Pcc_KLegLive_all_f_velVol_modVol-rr	Fl_KLegLive_all_f_velVol_modVol-rr	Ob_KLegLive_all_f_velVol_modVol-rr
Pcc_KLegLive_all_p_velVol_modVol-rr	Fl_KLegLive_all_mf_velVol_modVol-rr	Ob_KLegLive_all_p_velVol_modVol-rr
Pcc_KLegLive_all_p-f...ol_modVol_lite-rr	Fl_KLegLive_all_p_velVol_modVol-rr	Ob_KLegLive_all_p-f_velVol_modVol-rr
Pcc_KLegLive_all_p-f_velVol_modVol-rr	Fl_KLegLive_all_p-f_velVol_modVol_lite-rr	Ob_KLegLive_delVib_f_velVol_modVol-rr
Pcc_KLegLive_delVib_f_velVol_modVol-rr	Fl_KLegLive_all_p-f_velVol_modVol-rr	Ob_KLegLive_delVib_p_velVol_modVol-rr
Pcc_KLegLive_delVib_p_velVol_modVol-rr	Fl_KLegLive_sus_f_velVol_modVol-rr	Ob_KLegLive_delVib...velVol_modVol-rr
Pcc_KLegLive_delVib....velVol_modVol-rr	Fl_KLegLive_sus_mf_velVol_modVol-rr	Ob_KLegLive_vib_f_velVol_modVol-rr
Pcc_KLegLive_vib_f_velVol_modVol-rr	Fl_KLegLive_sus_p_velVol_modVol-rr	Ob_KLegLive_vib_p_velVol_modVol-rr
Pcc_KLegLive_vib_p_velVol_modVol-rr	Fl_KLegLive_sus_p-f_velVol_modVol-rr	Ob_KLegLive_vib_p-f_velVol_modVol-rr
Pcc_KLegLive_vib_p-f_velVol_modVol-rr	FL_HalfStepTrill_sfz_ModSwell-rr	Ob_KLegLive_vibs_f_velVol_modVol-rr
Pcc_KLegLive_vibs_f_velVol_modVol-rr	FL_HalfStepTrill_sfz_ModSwell	Ob_KLegLive_vibs_p_velVol_modVol-rr
Pcc_KLegLive_vibs_p_velVol_modVol-rr	FL_HalfStepTrill-rr	Ob_KLegLive_vibs_p-f_velVol_modVol-rr
Pcc_KLegLive_vibs_p-f_velVol_modVol-rr	FL_HalfStepTrill	Ob_4thDnVib-rr
Pcc_4thDown-rr	Fl_K_Lite	Ob_4thDnVib
Pcc_4thDown	Fl_K	Ob_4thUpVib-rr
Pcc_4thUp-rr	FL_RipDownSusFst-rr	Ob_4thUpVib
Pcc_4thUp	FL_RipDownSusFst	Ob_DelVib_3
Pcc_delVib_sfz_ModSwell_p-rr	FL_RipDownSusOct-rr	Ob_DelVib_sfz_ModSwell-rr
Pcc_delVib_sfz_ModSwell-rr	FL_RipDownSusOct	Ob_DelVib_sfz_ModSwell
Pcc_delVib_sfz_ModSwell	FL_RipUpFstSus-rr	Ob_DelVib-Lite_rr
Pcc_delVib-rr	Fl_RipUpFstSus	Ob_DelVib-rr
Pcc_delVib	FL_RipUpOct	Ob_DelVib
Pcc_HalfStepTrill_sfz_ModSwell-rr	FL_RipUpSusOct	Ob_Htr_sfz_ModSwell-rr
Pcc_HalfStepTrill_sfz_ModSwell	FL_Stc8Layers-rr	Ob_Htr_sfz_ModSwell
Pcc_HalfStepTrill-rr	FL_Stc8Layers	Ob_Htr-rr

Pcc_HalfStepTrill	FL_StcShort8Layers-rr	Ob_Htr
Pcc_K_lite	FL_StcShort8Layers	Ob_K
Pcc_K	FL_Sus8Layers_sfz_ModSwell-rr	Ob_OctDnVib-rr
Pcc_OctaveDnMajor-rr	FL_Sus8Layers_sfz_ModSwell	Ob_OctDnVib
Pcc_OctaveDnMajor	FL_Sus8Layers-rr	Ob_OctUpMjVib-rr
Pcc_OctaveDnMinor-rr	FL_Sus8Layers	Ob_OctUpMjVib
Pcc_OctaveDnMinor	FL_WholeStepTrill_sfz_ModSwell-rr	Ob_OctUpMnVib-rr
Pcc_OctaveUpMajor-rr	FL_WholeStepTrill_sfz_ModSwell	Ob_OctUpMnVib
Pcc_OctaveUpMajor	FL_WholeStepTrill-rr	Ob_Staccato_Lite-rr
Pcc_OctaveUpMinor-rr	FL_WholeStepTrill	Ob_Staccato-rr
Pcc_OctaveUpMinor		Ob_Staccato
Pcc_Staccato_(8Layers)-rr		Ob_Vib_3
Pcc_Staccato_(8Layers)		Ob_Vib_sfz_ModSwell-rr
Pcc_Vibrato_sfz_ModSwell-rr		Ob_Vib_sfz_ModSwell
Pcc_Vibrato_sfz_ModSwell		Ob_Vib-rr
Pcc_Vibrato-rr		Ob_Vib
Pcc_Vibrato		Ob_Wtr_sfz_ModSwell-rr
Pcc_WholeStepTrill_sfz_ModSwell-rr		Ob_Wtr_sfz_ModSwell
Pcc_WholeStepTrill_sfz_ModSwell		Ob_Wtr-rr
Pcc_WholeStepTrill-rr		Ob_Wtr
Pcc_WholeStepTrill		

**English Horn, Clarinet, Bassoon, Contra Bassoon**
[Back to Top of Page](#)

English Horn	Clarinet	Bassoon	Contra Bassoon
Eh_KLegLive_all_f_velVol_modVol-rr	Clr_KLegLive_all_f_velVol_modVol-rr	Bsn_KLegLive_all_f_velVol_modVol-rr	Cbsn_KLegLive_all_f_velVol_modVol-rr
Eh_KLegLive_all_p_velVol_modVol-rr	Clr_KLegLive_all_p_velVol_modVol-rr	Bsn_KLegLive_all_p_velVol_modVol-rr	Cbsn_KLegLive_all_p_velVol_modVol-rr
Eh_KLegLive_all_p-f...ol_modVol_lite-rr	Clr_KLegLive_all_p-f_velVol_modVol-rr	Bsn_KLegLive_all_p-f...ol_modVol_lite-rr	Cbsn_KLegLive_all_p...ol_modVol_lite-rr
Eh_KLegLive_all_p-f_velVol_modVol-rr	Clr_KLegLive_sus_f_velVol_modVol-rr	Bsn_KLegLive_all_p-f_velVol_modVol-rr	Cbsn_KLegLive_all_p-f_velVol_modVol-rr
Eh_KLegLive_delVib_velVol_modVol-rr	Clr_KLegLive_sus_p_velVol_modVol-rr	Bsn_KLegLive_delVib_f_velVol_modVol-rr	Cbsn_KLegLive_delVi...velVol_modVol-rr
Eh_KLegLive_vib_f_velVol_modVol-rr	Clr_KLegLive_sus_p-f_velVol_modVol-rr	Bsn_KLegLive_delVib_p_velVol_modVol-rr	Cbsn_KLegLive_delVi...velVol_modVol-rr
Eh_KLegLive_vib_p_velVol_modVol-rr	Clr_KLegLive_susAnd...velVol_modVol-rr	Bsn_KLegLive_delVib...velVol_modVol-rr	Cbsn_KLegLive_vib_f_velVol_modVol-rr
Eh_KLegLive_vib_p-f_velVol_modVol-rr	Clr_KLegLive_susAnd...velVol_modVol-rr	Bsn_KLegLive_vib_f_velVol_modVol-rr	Cbsn_KLegLive_vib_p_velVol_modVol-rr
Eh_KLegLive_vibs_f_velVol_modVol-rr	Clr_KLegLive_susAnd...velVol_modVol-rr	Bsn_KLegLive_vib_p_velVol_modVol-rr	Cbsn_KLegLive_vib_p-f_velVol_modVol-rr
Eh_KLegLive_vibs_p_velVol_modVol-rr	Clr_KLegLive_susAnd...velVol_modVol-rr	Bsn_KLegLive_vib_p-f_velVol_modVol-rr	Cbsn_KLegLive_vibs_f_velVol_modVol-rr
Eh_KLegLive_vibs_p-f_velVol_modVol-rr	Clr_KLegLive_susAnd...velVol_modVol-rr	Bsn_KLegLive_vibs_f_velVol_modVol-rr	Cbsn_KLegLive_vibs_p_velVol_modVol-rr
Eh_4thDn	Clr_KLegLive_Swell_velVol_modVol-rr	Bsn_KLegLive_vibs_p_velVol_modVol-rr	Cbsn_KLegLive_vibs...velVol_modVol-rr
Eh_4thUp-rr	Clr_4thDn-rr	Bsn_KLegLive_vibs_p-f_velVol_modVol-rr	CBSn_4thRunDown
Eh_4thUp	Clr_4thDn	Bsn_KLegLive_vibs_p-f_velVol_modVol-rr	CBSn_4thRunUp
Eh_DelVib_2	Clr_4thUp-rr	Bassoon-K	CBSn_DelayedVibrato-rr
Eh_DelVib_sfz_ModSwell-rr	Clr_4thUp	Bsn_4thRunUp	CBSn_DelayedVibrato
Eh_DelVib_sfz_ModSwell	Clr_HalfStepTr_sfz_ModSwell-rr	Bsn_DelVib_Sfz_ModSwell-rr	CBSn_DelVibrato_sfz_ModSwell-rr
Eh_DelVib-rr	Clr_HalfStepTr_sfz_ModSwell	Bsn_DelVib_Sfz_ModSwell	CBSn_DelVibrato_sfz_ModSwell



Eh_DelVib	Clr_HalfStepTr-rr	Bsn_DelVib-rr	CBSn_HalfStepTr_sfz_ModSwell-rr
Eh_HalfStepTrill_sfz_ModSwell-rr	Clr_HalfStepTr	Bsn_DelVib	CBSn_HalfStepTr_sfz_ModSwell
Eh_HalfStepTrill_sfz_ModSwell	Clr_K	Bsn_HalfStepTr_sfz_ModSwell-rr	CBSn_HalfStepTrills_sfz_ModSwell-rr
Eh_HalfStepTrill-rr	Clr_Legato-rr	Bsn_HalfStepTr_sfz_ModSwell	CBSn_HalfStepTrills_sfz_ModSwell
Eh_HalfStepTrill	Clr_Legato	Bsn_HalfStepTrills-rr	CBSn_HalfStepTrills-rr
Eh_K	Clr_OctDn-rr	Bsn_HalfStepTrills	Cbsn_HalfStepTrills
Eh_OctDnMajor	Clr_OctDn	Bsn_Legato-rr	CBSn_K
Eh_OctDnMinor	Clr_OctUp-rr	Bsn_Legato	CBSn_Legato-rr
Eh_OctUpMajor	Clr_OctUp	Bsn_OctaveRunDown	CBSn_Legato
Eh_OctUpMinor	Clr_Stc-rr	Bsn_OctaveRunUp	CBSn_NoVib_sfz_ModSwell-rr
Eh_Staccato-rr	Clr_Stc-rr2	Bsn_Staccato_(8Layers)-rr	CBSn_NoVib_sfz_ModSwell
Eh_Staccato	Clr_Stc	Bsn_Staccato_(8Layers)	CBSn_NoVibrato-rr
Eh_Vib_sfz_ModSwell-rr	Clr_Sus_3	Bsn_Vib_Sfz_ModSwell-rr	CBSn_NoVibrato
Eh_Vib_sfz_ModSwell	Clr_Sus_sfz_ModSwell-rr	Bsn_Vib_Sfz_ModSwell	CBSn_Staccato_(8Layers)-rr
Eh_Vib-rr	Clr_Sus_sfz_ModSwell	Bsn_Vibrato_3	CBSn_Staccato_(8Layers)
Eh_Vib	Clr_Sus-rr	Bsn_Vibrato-rr	CBSn_Vib_sfz_ModSwell-rr
Eh_VibLegato-rr	Clr_Sus	Bsn_Vibrato	CBSn_Vib_sfz_ModSwell
Eh_VibLegato	Clr_Swell_2	Bsn_WholeStepTr_sfz_ModSwell-rr	CBSn_Vibrato-rr
Eh_WholeStepTrill_sfz_ModSwell-rr	Clr_Swell-rr	Bsn_WholeStepTr_sfz_ModSwell	CBSn_Vibrato
Eh_WholeStepTrill_sfz_ModSwell	Clr_Swell	Bsn_WholeStepTrills-rr	CBSn_WholeStepTr_sfz_ModSwell-rr
Eh_WholeStepTrill-rr	Clr_WHoleStepTR_sfz_ModSwell-rr	Bsn_WholeStepTrills	Cbsn_WholeStepTr_sfz_ModSwell
Eh_WholeStepTrill	Clr_WHoleStepTR_sfz_ModSwell		CBSn_WholeStepTrills-rr
	Clr_WHoleStepTR-rr		CBSn_WholeStepTrills
	Clr_WHoleStepTR		

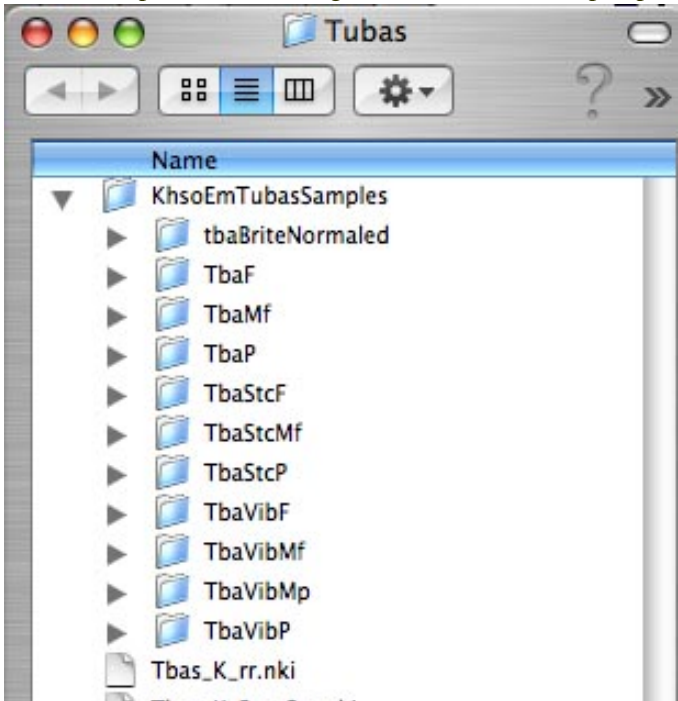
**Duet Overdubs**    [Back to Top of Page](#)

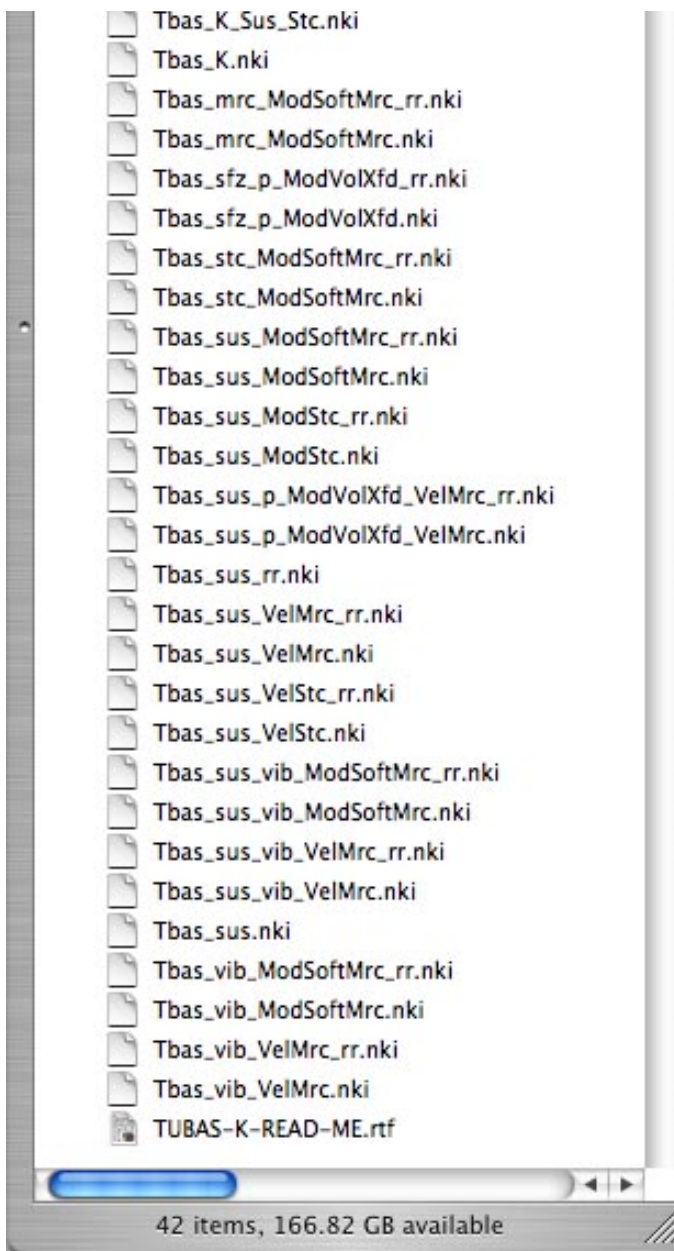
Flutes	Clarinets
Fls_KLegLive_all_f_velVol_modVol-rr	Clrs_KLegLive_all_f_velVol_modVol-rr
Fls_KLegLive_all_mf_velVol_modVol-rr	Clrs_KLegLive_all_p_velVol_modVol-rr
Fls_KLegLive_all_mp_velVol_modVol-rr	Clrs_KLegLive_all_p-f_velVol_modVol-rr
Fls_KLegLive_all_p_velVol_modVol-rr	Clrs_KLegLive_sus_f_velVol_modVol-rr
Fls_KLegLive_all_p-f_velVol_modVol-rr	Clrs_KLegLive_sus_p_velVol_modVol-rr
Fls_KLegLive_sus_f_velVol_modVol-rr	Clrs_KLegLive_sus_p-f_velVol_modVol-rr
Fls_KLegLive_sus_mf_velVol_modVol-rr	Clrs_KLegLive_susAn...velVol_modVol-rr
Fls_KLegLive_sus_mp_velVol_modVol-rr	Clrs_KLegLive_susAn...velVol_modVol-rr
Fls_KLegLive_sus_p_velVol_modVol-rr	Clrs_KLegLive_susAn...velVol_modVol-rr
Fls_KLegLive_sus_p-f_velVol_modVol-rr	Clrs_KLegLive_swell_velVol_modVol-rr
Fls_HalfStepTrill-rr	Clrs_4thDn-rr
Fls_HalfStepTrill	Clrs_4thDn
Fls_K_Lite	Clrs_4thUp-rr
Fls_K	Clrs_4thUp
Fls_RipDownOct	Clrs_HalfTrill_sfz_ModSwell-rr
Fls_RipDownOctnki	Clrs_HalfTrill_sfz_ModSwell
Fls_RipDownOctnki	Clrs_HalfTrill-rr
Fls_RipDownSusFst-rr	Clrs_HalfTrill
Fls_RipDownSusFst	Clrs_K

Fls_RipDownSusOct	Clrs_Legato-rr
Fls_RipUpOct	Clrs_Legato
Fls_RipUpSusFst	Clrs_OctDn-rr
Fls_RipUpSusOct	Clrs_OctDn
Fls_StcShort8Layers-rr	Clrs_OctUp-rr
Fls_StcShort8Layers	Clrs_OctUp
Fls_Sus sfz ModSwell	Clrs_Staccato-rr
Fls_Sus8Layers-rr	Clrs_Staccato
Fls_Sus8Layers	Clrs_StacShort-rr
Fls_WholeStepTrills-rr	Clrs_StacShort
Fls_WholeStepTrills	Clrs_Sus_sfz_ModSwell-rr
	Clrs_Sus_sfz_ModSwell
	Clrs_Sus-rr
	Clrs_Sus
	Clrs_Swell-rr
	Clrs_Swell
	Clrs_WholeTrill_sfz_ModSwell-rr
	Clrs_WholeTrill-rr
	Clrs_WholeTrill

**Browsing**    [Back to Top of Page](#)

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...





[Back to Top of Page](#)

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.