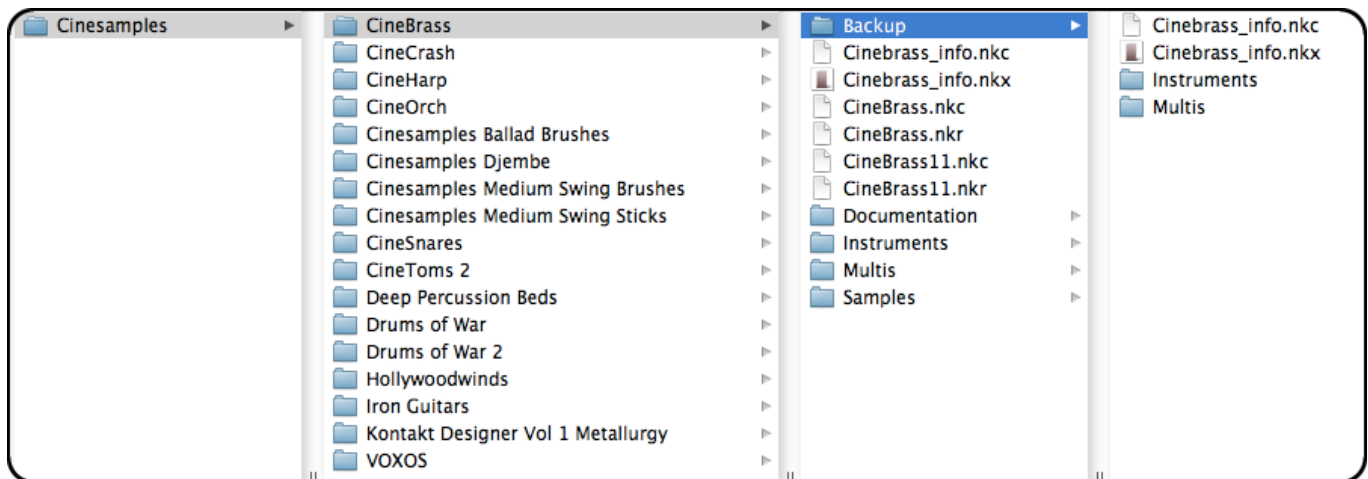
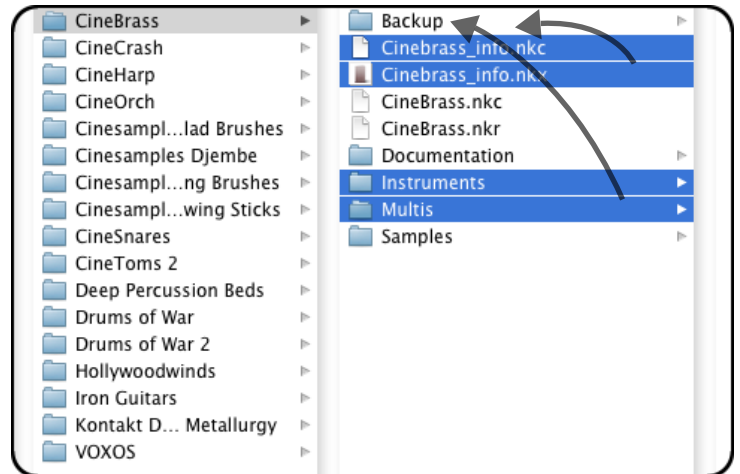


Installing Your Cinesamples Product - CineBrass 1.1 Update

First, go to your current CineBrass folder, and inside it, create a new folder called "Backup." Into this folder drag your old CineBrass_info files, your old Instruments folder, and your old Multis folder. **Warning:** Make sure Kontakt is not running when you do this. Next, in your Downloads folder, or in the location you have told your browser to send your downloads, you will find a 6.6 MB file named "CineBrass_Update.zip." Unzip it, and drag the contents of the unzipped folder into your CineBrass folder. Below is how it should look when you are done.



Open Kontakt, and load a CineBrass patch via the Libraries tab. You should not get a "missing samples" dialog - if you do, double check that you followed the above steps correctly. To make sure you have installed the update completely, click the arrow next to the Full Mix fader so the current version number is displayed. If it says 1.1, you are all set! Continue to the next page for an explanation of all the new features you get in CineBrass 1.1.



CineBrass v1.1 Update - New Features

Articulation Release Control

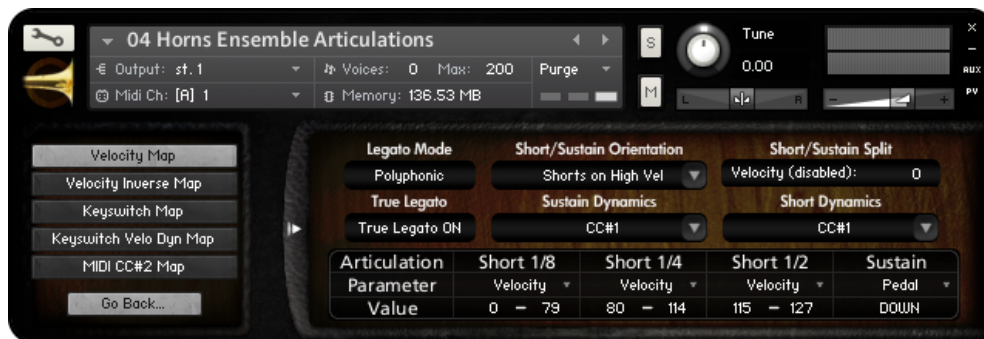
In the original release of CineBrass, when triggering the half and quarter note samples they would often overlap on playback if you triggered another sample too soon. Now, if you release the key of your midi controller before the sample is finished, it will be cut short in a natural-sounding way, allowing you to play more expressive passages and giving you a much broader selection of phrasing possibilities.

Double/Triple Tonguing

On the articulations patches, we have added a feature that will allow you to easily play quick, short repetitions. For double-tonguing, hold down the low C# keyswitch, displayed on the Kontakt keyboard in red, while playing eighth note samples. A second round robin will be triggered on the release of the key, allowing you to play quick passages without having to program them, or break your controller by hammering on the keys. For triple-tonguing, hold down the D# keyswitch. This script will calculate the time between attack and release, and play a third note equally spaced after the release. Give it a try!

Legato samples in the Articulations Patches

In our effort to help composers lower their number of tracks and speed up workflow overall, we have added the ability to trigger legato samples in the Articulations patches. In the Custom Map section, you will see the option to turn True Legato on or off, as well as make the instrument monophonic or polyphonic. Both of these options have been switched to buttons as opposed to drop-down menus, so you can assign either button to a midi controller. By default, you can switch between monophonic and polyphonic mode using the low A and A# keyswitches.



Layering Shorts on Sustains

In sustain mode on the Articulations patches, you can now create a strong attack by playing with a high velocity. This layers a half note short on top of the attack of the note, which is great for forte-pianos and sforzandos.

Drastically Improved True Legato

In the original release, the legato intervals had natural reverb tails on them that would accumulate and bleed into each other when playing fast passages, causing general muddiness. This has been remedied, and you can now use the True Legato patches to play fast legato passages that sound incredibly realistic.

Solo Horn Patch

The mod wheel will now provide dynamic control to the solo horn patch.

Enjoy this free update and keep making music!

CINESAMPLES FAQ

TECHNICAL QUESTIONS:

Can I add the library to the Kontakt library browser window?

Only for CineBrass, Hollywoodwinds and VOXOS. Those are licensed for the free NI Kontakt Player. Just click the “add library” button and select the folder. All other libraries, you have to load manually via the “files” tab.

I am having an error extracting the remaining parts of the RAR archives?

Our libraries are often shipped in multiple bits called “RAR” files. This is to aid in the download process. Once the library is downloaded, you just extract “Part 1” and the remaining parts will be automatically extracted. YOU DO NOT NEED TO EXTRACT THE REMAINING PARTS. THIS WILL CREATE DUPLICATE FOLDERS AND CAUSE CONFUSION. The excellent Mac software we used to compress the archive is “RarMachine” (<http://www.candyware.net/RarMachine.html>) it is only \$8 and comes with a trial demo (enough to extract the library). A good alternative for PC users is WinZip. Often an error message presented by the native rar extractor will be solved by these two excellent softwares.

Kontakt keeps asking me where to find the audio files, what do I do?

Kontakt keeps track of the specific locations where your kontakt patches and linked audio files for these patches are located. If you move these files, say, while re-organizing your hard drive, Kontakt may present you an error message asking to “Please Locate the Audio Files”. You can manually browse for the files by folder and then save the patch, which will solve this issue. If you move the complete sample library folder, with internal hierarchy preserved, you will not receive this message (unless you have customized the patches). For any products with installers the location information will be entered into the patches at the time of installation (following a prompt from the installer application allowing you to customize the location).

Are your libraries compatible with Kontakt 4?

Yes, all of our libraries have been tested up to the latest version of Kontakt 4.

What is your user agreement?

[READ IT HERE](#)