



DARK INTERVALS

MANDOLIN TEXTURES-USER MANUAL

GENERAL INFORMATION

MANDOLIN TEXTURES

is an instrument created using the sound of acoustic mandolin only. On some patches, the source is heavily manipulated, so the sound is a lot different than you might expect.

This instrument does not represent sampled mandolin with all articulations.

This is an inspiring tool which is based on mandolin source, and is highly inspiring and musical.

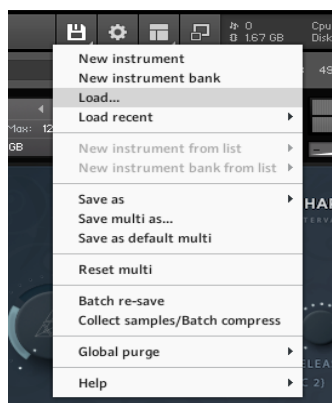
First two patches are standard muted mandolin sound, which we like a lot and find highly usable and naturally sounding.

Other patches are various textures, pads and ambient sounds, with audible mandolin swarm texture.

Mandolin is sampled with Royer SF 12 stereo microphone in combination with original Neve 1073 stereo pair of preamps
OR occasionally Millenia HV-3C.

GETTING STARTED

Mandolin Textures cannot be added as a library, so you must manually locate and load NKI file inside your product folder. (see picture below)



PRODUCT INFO, SYSTEM REQUIREMENTS

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• 15 nki files • 1 fully playable muted mandolin sound in 4 velocity layers and 3 roundrobins • 1 muted mandolin patch, sampled in 4 velocity layers and 3 roundrobins • 48000 khz, 24-bit quality • 670 MB unzipped size	• Any PC or Mac that can run FULL Kontakt 6.6.1 • Free Kontakt Player is not supported! • 4gb of RAM or more • 700 MB of disc space

INTERFACE (3 pages)

Interface is simple and straightforward with three pages easily accessible.

Page 1





1. Page selection buttons
2. Envelope adjustment (attack, decay, release)
3. Filter section with LPF and HPF and its dedicated cutoff and resonance knobs.
4. Central section with stereo spread and pan.
5. Reverb section with on-off button, adjustment knobs and reverb dropdown menu selector.

6. Delay section with on-off button, adjustment knobs and reverb dropdown menu selector. There is also a tempo sync feature for delay, which can be activated by pressing quarter note symbol (♩).

IMPORTANT :

When delay is set to tempo sync, and you have tempo change in your project, this will result in unpleasant clicking artifacts. This is also normal.

FOR MORE INFORMATION, VISIT : WWW.DARKINTERVALS.ORG