



DARK INTERVALS

UDU-USER MANUAL

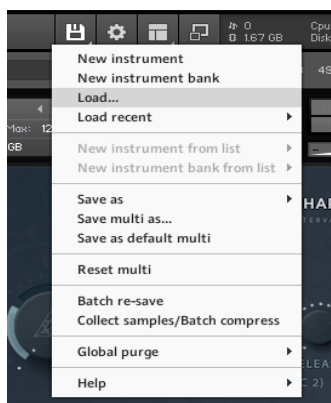
GENERAL INFORMATION

UDU is a percussion instrument which originates from Igbo region in Nigeria. It is played by hand and has many different articulations that can be produced. Here we covered the most important and most commonly used ones.

Udu that we sampled is mid sized one, classical shape (not tambuata or other variation!).

GETTING STARTED

UDU cannot be added as a library, so you must manually locate and load NKI file inside your product folder. (see picture below) After you successfully load your instrument, you will see the interface (see picture below)



PRODUCT INFO, SYSTEM REQUIREMENTS

PRODUCT INFO	SYSTEM REQUIREMENTS
• 35 Mb unzipped • 48000 khz, 24-bit quality • 1 NKI file • 5 dynamic layers • 3 round robins	• Any PC or Mac that can run Kontakt 6.6.1 • Full Kontakt 6.3.2 or higher • Free Kontakt Player is not supported! • 4gb of RAM or more

INTERFACE (3 pages)

Interface is simple and straightforward with three pages easily accessible.





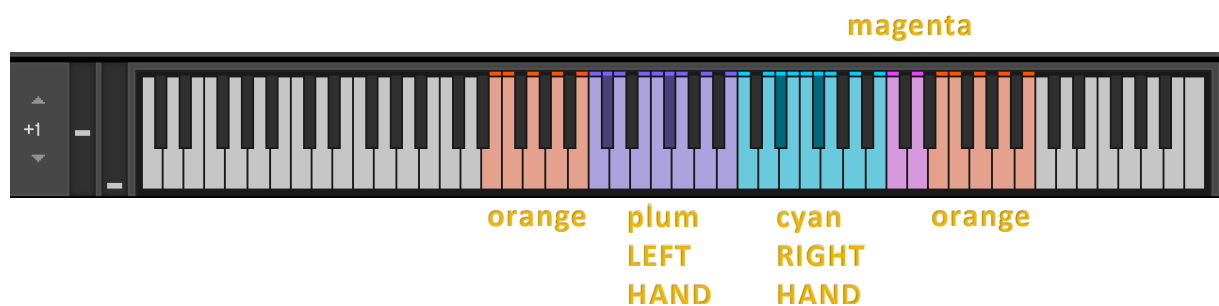
1. Page selection buttons
2. Envelope adjustment (attack, decay, release)
3. Compressor section with on-off button and adjustment knobs
4. Central section with stereo spread and pan.
5. Reverb section with on-off button, adjustment knobs and reverb dropdown menu selector.
6. Delay section with on-off 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.

KEYBOARD LAYOUT



Plum and cyan region represent left and right hand. They are sampled that way to emulate real situation.

ARTICULATIONS BY COLOR

PLUM -(PLAYED BY LEFT HAND)

C-SIDE HOLE (NO RELEASE)
C#-SIDE HOLE (RELEASE ONLY)
D-SIDE HOLE (FAST RELEASE)
E-SIDE HOLE (LONGER RELEASE)
F-FINGER STROKE
F#-HAND SLAP
G-KNOCK
A-HAND BRUSH DOWN
B-HAND BRUSH UP

CYAN-(PLAYED BY RIGHT HAND)

C-UP HOLE (NO RELEASE)
D- UP HOLE (FAST RELEASE)
D#-UP HOLE (SIDE HIT)
E-UP HOLE (SLOW RELEASE)
F-FINGER STROKE
F#-HAND SLAP
G-KNOCK
A-HAND BRUSH DOWN
B-HAND BRUSH UP

PLUM AND CYAN keys represent the same strokes but different hands.
Except C# and D#!!

MAGENTA

C-DOUBLE STROKE
D-TRIPLE STROKE

ORAGNE LEFT (FINGER STROKE)

Dynamic layers 1-5 separated over 5 keys, from E to B with
Alternate hands : L-R-L-R-L

ORAGNE RIGHT (HAND SLAP)

Dynamic layers 1-5 separated over 5 keys, from E to B with
Alternate hands : L-R-L-R-L

ORANGE ZONES MAKE FAST RUNS MORE PLAYABLE AND CAN BE COMBINED WITH
SAME ARTICULATIONS ON CYAN AND PLUM ZONES (WHICH ARE KEYS F AND F#).

FOR MORE INFORMATION, VISIT : WWW.DARKINTERVALS.ORG