

soul samples.

instruments with soul

BANDURA

User Manual

Version 1.0.0 • macOS



A deeply sampled Ukrainian bandura for modern production.



Instrument Overview

Main interface and signal-shaping controls



OVERVIEW

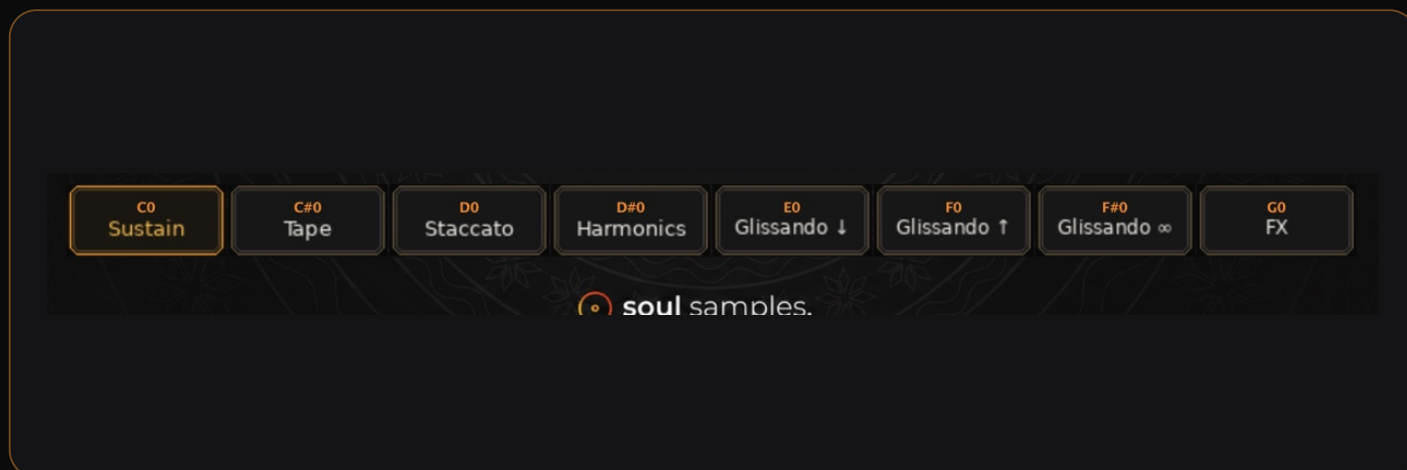
Bandura combines detailed multisampling with performance articulations, two microphone perspectives, envelope control, tone shaping, tempo-aware effects, convolution spaces and a preset system designed for fast musical use.

MAIN AREAS

- **BODY** - impulse-based tone shaping that changes the instrument's timbre and overall character.
- **ECHO** - delay with Wet, Time, Feedback, High Cut and tempo Sync.
- **PLACE** - convolution ambience captured in historic Kyiv locations.
- **SPACE** - a spacious delay/diffusion effect with Wet, Time, Size and tempo Sync.
- **CLOSE / ROOM** - independent microphone Volume and Wide (stereo width) controls.
- **ENVELOPE** - Attack, Decay, Sustain and Release.

Performance & Articulations

Playable controls, keyswitches and damping



ARTICULATIONS

- C0 - Sustain
- C#0 - Tape
- D0 - Staccato
- D#0 - Harmonics
- E0 - Glissando Down
- F0 - Glissando Up
- F#0 - Glissando Infinity
- G0 - FX
- A0 - Damp

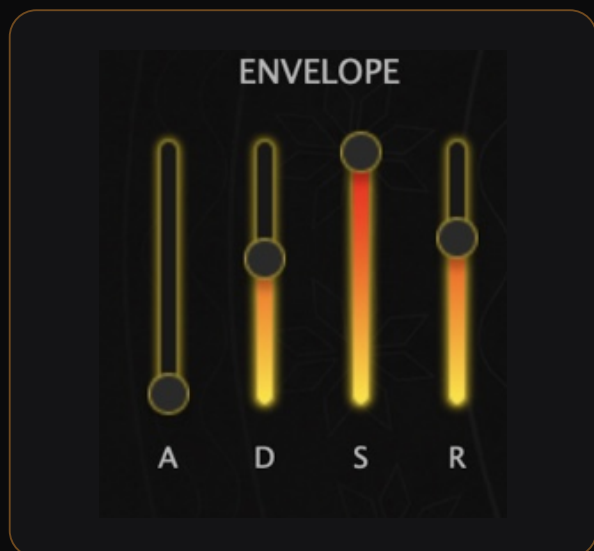
KEYBOARD

The colored keys at the left of the keyboard are articulation keyswitches. The orange key (A0) is DAMP: it imitates muting the bandura strings by hand for a shorter, damped response. One press damps every note that is currently sounding.

Use the articulation buttons in the interface or the corresponding MIDI keyswitches to change playing style during a performance.

Envelope & Octave

Shape note response and register



ADSR ENVELOPE

Attack controls how quickly a note reaches full level. Decay sets the transition from the initial peak to the Sustain level. Sustain defines the held level, and Release controls how long the sound fades after the note ends.

OCTAVE

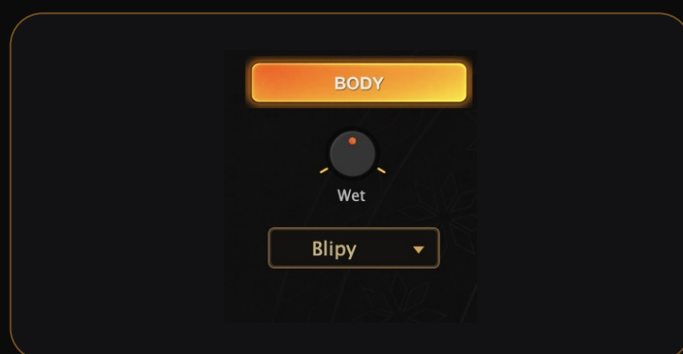
The Octave control transposes the playable instrument by one octave. Use -1 for a lower register, 0 for the original register, and +1 for a higher register.

BODY

Impulse-based tone shaping

WHAT IT DOES

BODY uses impulse responses to reshape the timbre of the instrument and change its sonic character. Increase Wet to blend the selected BODY response with the instrument.



BODY IMPULSE RESPONSES

- | | | | |
|-----------|-----------|-----------|-----------|
| 01 | Blipy | 07 | Nerv |
| 02 | Crunch | 08 | Rainstick |
| 03 | Electro | 09 | Red |
| 04 | Ghost | 10 | Slap |
| 05 | Illegible | 11 | Virus |
| 06 | Mayerk | | |

Each response has a distinct spectral and resonant character.
Treat BODY as a creative timbre section rather than a conventional reverb.

ECHO

Delay, feedback and tempo synchronization



CONTROLS

- Wet - sets the processed delay level.
- Time - delay time. With Sync off, Time is displayed in milliseconds.
- Feedback - controls the amount of delayed signal returned into the delay network.
- High Cut - reduces high-frequency content in the delayed signal.
- Sync - synchronizes delay timing to the host tempo and changes Time to musical divisions.

PLACE

Convolution spaces recorded in Kyiv



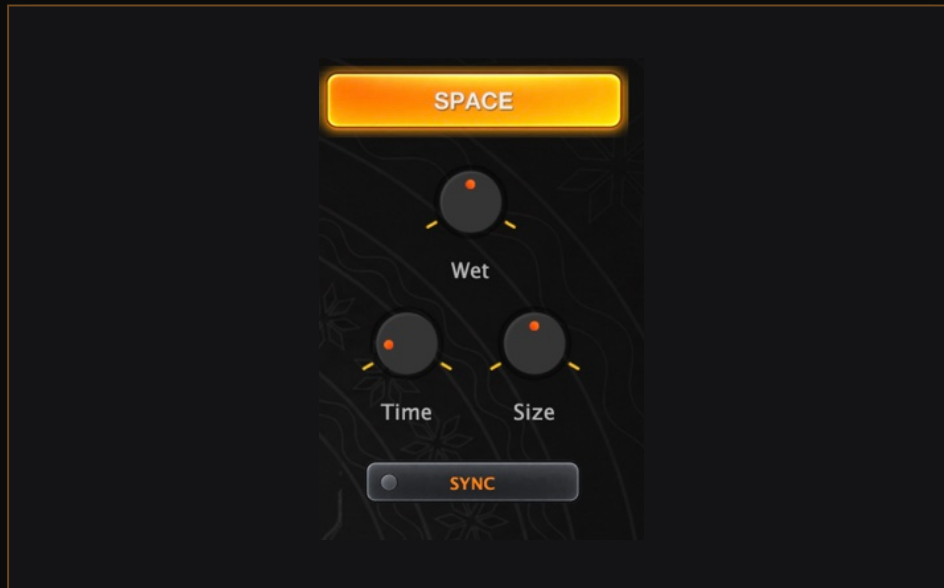
10 CAPTURED LOCATIONS

- | | |
|---|---|
| 01 Saint Cyril's Monastery | 06 Saint Andrew's Church |
| 02 Saint Sophia Cathedral | 07 Center for Artistic and Technical Creativity "Pechersk" |
| 03 National Academy of Music | 08 Dormition Cathedral of the Kyivan Caves Monastery |
| 04 Co-Cathedral of Saint Alexander | 09 Recording House of Radio Ukraine |
| 05 Dovzhenko Film Studios | 10 Outside Records Echo Chamber |

The PLACE impulse responses were carefully recorded with an AKG C414 in historic Kyiv spaces. Use Size, Pre Delay and Wet to place the bandura in the selected acoustic environment. Reverse reverses the convolution response for creative textures.

SPACE

Delay, diffusion and a dense spatial tail



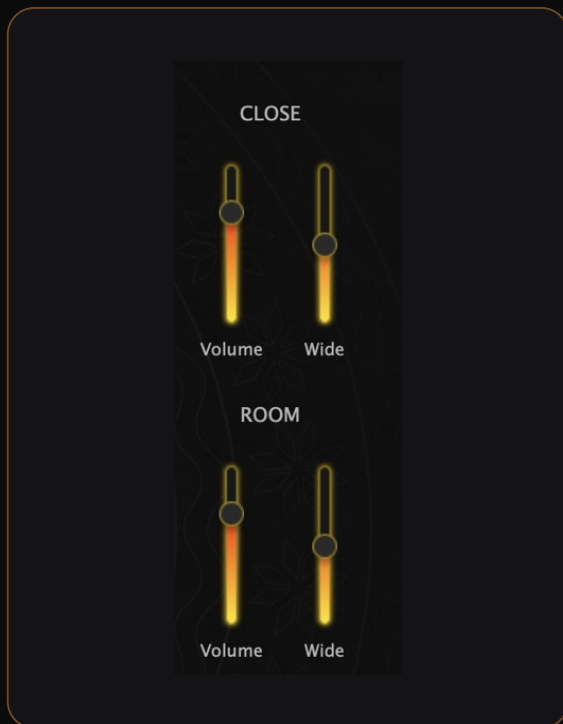
CONTROLS

- Wet - sets the level of the processed SPACE return.
- Time - controls the main delay time. With Sync off it is shown in milliseconds.
- Size - changes the scale of the diffusion field and the perceived spatial spread.
- Sync - locks Time to musical divisions derived from the host tempo.

SPACE is not a simple single-tap delay. It combines a cross-feedback delay structure, diffusion, high-frequency damping and a dense late tail to create a wider, moving ambience.

Close & Room Microphones

Blend perspective and stereo width



CLOSE

The Close microphone captures a direct, detailed perspective of the instrument. Volume sets its level and Wide controls stereo width.

ROOM

The Room microphone adds natural distance, air and room character. Blend Close and Room to move from an intimate sound to a broader acoustic image.

Both microphone perspectives can be balanced independently, making the instrument easy to place in dense arrangements or exposed solo passages.

Presets & Favorites

89 presets: 57 Factory + 32 Artist

PRESET BROWSER

Bandura includes 89 presets in total. The library is divided into 57 Factory presets and 32 Artist presets. Use the left and right arrows beside the preset name to move through presets.

FAVORITE PRESETS

Click the heart button (♥) next to the preset name to mark the current preset as a Favorite. Favorites provide a quick way to return to preferred sounds while browsing.

EDITED STATE

When a preset has been changed, the interface may show an asterisk after its name. This indicates that the current state differs from the saved preset.

PRESET MENU

Click the preset name to open the preset menu. It contains your Favorites, the Factory Presets, the Artist Presets grouped by artist, and your own User Presets.

USER PRESETS

Choose Save Preset As... to store the current sound as a new User Preset with a name of your choice. While a User Preset is loaded, Save Preset updates it and Delete User Preset removes it; Bandura asks for confirmation first. Factory and Artist presets are protected and cannot be overwritten or deleted.

User Presets are stored in ~/Library/Soul Samples/Bandura/Presets and are kept when Bandura is uninstalled.

Options & Standalone Settings

Utility commands

AUDIO/MIDI SETTINGS...

Available in the Standalone application. Opens the audio and MIDI configuration so you can choose the audio device, sample rate, buffer size and MIDI input used by Bandura.

RESET TO DEFAULT STATE

Restores Bandura's controls to their default state. Use this when you want to return the instrument and effect parameters to the initial configuration.

PLUGIN FORMATS

Bandura 1.0.0 for macOS is supplied as Audio Unit (AU), VST3 and Standalone application formats.

Troubleshooting

Common setup and playback checks

No sound

Confirm that the sample library is available, that MIDI reaches Bandura, and that the Close and/or Room Volume controls are raised. In Standalone, also check Audio/MIDI Settings... and the selected output device.

Sample library cannot be found

Make sure the Bandura sample library has not been moved, renamed or deleted. If Bandura asks for the library location, select the correct Bandura sample-library folder.

No MIDI input in Standalone

Open Options > Audio/MIDI Settings... and enable the MIDI input device you want to use.

AU or VST3 is not visible in the DAW

Confirm that Bandura was installed successfully, then close and reopen the DAW and let the host perform its normal plug-in scan. Do not manually alter unrelated plug-ins or global plug-in caches.

Unexpected parameter state

Use Options > Reset to default state to return Bandura's controls to their default configuration.

Uninstalling Bandura

Use Bandura Uninstaller.app supplied with the product. The default uninstall removes the AU, VST3 and Standalone application while preserving presets, settings and the sample library.

STILL HAVING TROUBLE?

Support is provided by the store where you purchased Bandura. When contacting support, include your macOS version, DAW and version, plug-in format (AU, VST3 or Standalone), the Bandura version and a short description of the steps that reproduce the problem.

System Requirements & Quick Reference

Compatibility and at-a-glance controls

SYSTEM REQUIREMENTS

- macOS 11 or later.
- Apple Silicon (arm64) and Intel (x86_64) supported.
- Formats: Audio Unit (AU), VST3 and Standalone.
- Approximately 13.1 GiB of sample content.
- Host software compatible with AU or VST3 is required for plug-in use.

QUICK REFERENCE

BODY	Impulse-based timbre shaping.
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ECHO	Delay: Wet, Time, Feedback, High Cut, Sync.
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PLACE	10 Kyiv convolution spaces: Size, Pre Delay, Wet, Reverse.
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SPACE	Spatial delay/diffusion: Wet, Time, Size, Sync.
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ENVELOPE	Attack, Decay, Sustain, Release.
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OCTAVE	-1 / 0 / +1 octave.
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CLOSE / ROOM	Independent Volume and Wide (stereo width).
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DAMP	Orange key A0: damps all sounding notes, like a muting hand.
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PRESETS	57 Factory + 32 Artist = 89 total; ♥ marks Favorites.
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Credits & Legal

About Bandura

CREDITS

Concept, sound design and development: Alex Goroshko, Soul Samples.

Artist presets: Alex Goroshko, Olexandr Ignatov and KRSN.

PLACE impulse responses recorded in historic spaces of Kyiv, Ukraine (see page 07).

SUPPORT

Support, refunds and licence questions are handled by the store where you purchased Bandura.

LICENCE

Use of Bandura and its sounds is governed by the End User License Agreement (Bandura_EULA.pdf) included with your download. In short: you may use Bandura in your own music and productions, including commercial releases, without royalties; you may not redistribute the samples or use them to build another sample library or instrument.

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