



**Presents**



## **ORCHESTRAL DEVICES: BATTALION**

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## **I. Welcome – Overview:**

Thank you for purchasing ORCHESTRAL DEVICES: BATTALION! Our brand new ORCHESTRAL DEVICES series presents hybrid orchestral sample libraries in a fresh and unique way, with the goal of offering an inspiring instrument that helps to generate ideas quickly. The first installment of this series, BATTALION, focuses entirely on the brass section of the orchestra.

## **II. System Requirements:**

This library requires a FULL version of KONTAKT 5.6.8 or later, which will run on Windows 7 or later and Mac OS 10.9 or later. You will need 8.4 GB of free drive space.

Please note that this library will NOT work with the free KONTAKT PLAYER, you MUST have a full version of KONTAKT installed.

## **III. Installation Instructions:**

ORCHESTRAL DEVICES: BATTALION is delivered via the PULSE downloader application:

<http://www.pulsedownloader.com/>

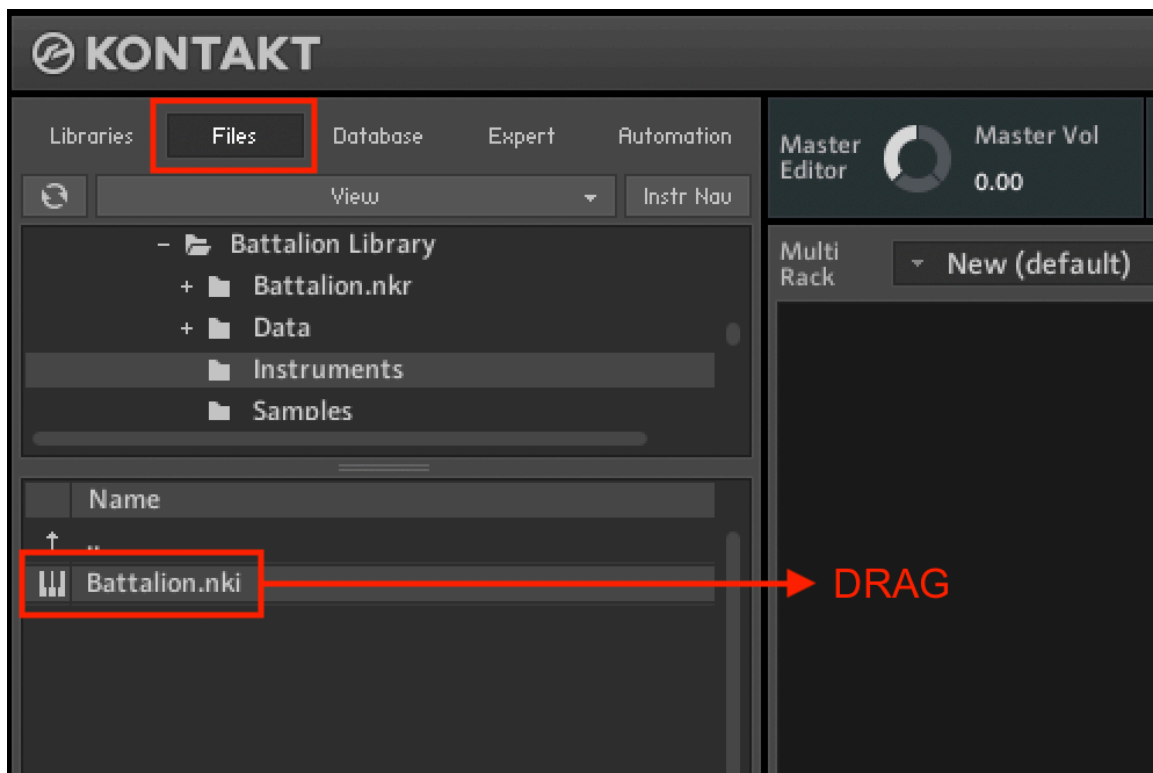
Once Pulse is installed and launched, you'll need to create a Pulse user account and log in. After your purchase of ORCHESTRAL DEVICES: BATTALION, you'll receive a unique (one-time use) redemption key via email to paste into the Pulse downloader application. Once you've entered the redemption key, you'll then have access to download and install ORCHESTRAL DEVICES: BATTALION. For any future installation needs, simply log back into your Pulse account and re-install the library. Further instructions for Pulse can be found on their website.

## IV. Loading the Instrument:

Navigate to the library folder from the FILES tab of the Kontakt browser pane on the left, and drag the desired instrument (file ending in .nki) into the main window on the right.

For easier navigating, you can also drag the “Instruments” folder to Kontakt’s Quick-Load menu, or add it to the Database view. See the Kontakt reference manual for more information on these features.

**\*NOTE:** *As this library requires the FULL version of Kontakt, it CANNOT be added to the ‘Libraries’ tab/view of the Kontakt left hand browser pane, nor will it appear in NATIVE ACCESS.*



## V. Loading Presets:

At the top left of the Battalion interface, you will find buttons for “LOAD” and “SAVE”. These two buttons are in reference to presets for the instrument. All parameters of the instrument get recalled when saving and loading a preset file (which will end in .nka). Preset files can be moved between computers (Mac or PC), shared with other Battalion users, and can be loaded into Battalion regardless of which Kontakt version they were saved or loaded on (minimum Kontakt version for Battalion is version 5.6.8).

Preset files come installed with the library, and they can be found inside the “Data” folder within the “Battalion Library” folder structure. While we have created category folders within the “Data” folder for presets, users are free to create new folders themselves, and store presets any way they desire.



**\*NOTE:** Re-installing Battalion may over-write your existing “Data” folder... so before re-installing we recommend backing it up.



## VI. GUI Features – MAIN Page:



The **MAIN** page is the default view when loading the instrument. On this page you will select the four “Sound Sources” which make up the four layers as represented by the XY pad quadrants A, B, C, and D, as well as navigate to their respective **SETTINGS** and **SEQUENCER** pages (see below). The XY pad is also visible on this page, as well as navigation buttons to all other pages of the instrument interface. The **FX** page can also be navigated to from the top of the MAIN page as well, see below for more details.

At the top right hand side of the MAIN page, you will see an ON/OFF button, as well as MIDI CC designations for controlling the XY pad via a MIDI controller or device. The ON/OFF button can disable XY control of the four Sound Source layers. You can also select different MIDI CC designations for controlling the X and Y axis coordinates of the XY pad as well via the dropdown menus for each.



Each of the four Sound Source quadrants (labeled A, B, C, and D respectively) each have a drop down menu for the Sound Source designated to that quadrant (as well as left/right arrows to step to the next available Sound Source), a Transpose knob for moving the mapped sample range up & down the keyboard (useful for layering sources in octaves and other intervals), Mute (M) and Solo (S) buttons, buttons to navigate to that quadrant's SETTINGS page, a button to navigate to that quadrant's SEQUENCER page, and lastly a small button which turns that SEQUENCER on/off.

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## VII. GUI Features – SETTINGS Pages:



For each of the four Sound Source quadrants on the main page, there is a unique **SETTINGS** page that applies to that one Sound Source. On this SETTINGS page you will find the various controls to shape the Sound Source chosen for that quadrant.

The FILTER section has definable type by dropdown menu, and controls for filter Cutoff and Resonance. This filter can also be sequenced on the SEQUENCER page of the respective quadrant (see below for more details).

The MIX section offers volume faders for that quadrant. Note all sound sources except those coming from the Hybrid or Synth categories have three microphone positions available: CLOSE, STAGE, and MIX (a sum of the first two). Each microphone mix (if available) has an on/off button as well as a mixer fader.

The ENVELOPE section controls the overall dynamic shape of that Sound Source when a note is performed. Controls available are for Attack, Decay, Sustain, and Release.

On the bottom row of the SETTINGS page you will also find controls for the EQ of the Sound Source, the PAN position, and lastly two SEND knobs which can blend in some Delay or Reverb (see the FX page info below for more info).

## VIII. GUI Features – SEQUENCE Pages:



The **SEQUENCE** page for each quadrant contains a unique step sequencer which enables musical patterns to be performed at the stroke of a single key on your keyboard/controller.

At the top right hand side of the SEQUENCE page are two important dropdown menus: PLAYBACK DIRECTION and

PLAYBACK RATE. DIRECTION can either play the steps Forward as a tradition step sequencer would be expected to play, or in Random order of steps, which gives the user some truly aleatoric options.

The RATE control is equally important, as that determines the speed of each step in all three sequencer lanes of the SEQUENCE page. Note that no matter how many steps are selected in each lane, they all will play at this determined rate (i.e. adding more steps is not subdividing, but instead is in fact lengthening that lane).

The three lanes available are for PITCH, VELOCITY, and FILTER. PITCH is an offset, up to an octave above or below, the played note on the keyboard. VELOCITY determines the volume of the note on that respective step, and FILTER is a per step filter adjustment for the quadrant's sound source (see the SETTING page for adjustments to the filter).

One more IMPORTANT aspect to the sequencer, no matter whether you are sequencing a traditionally velocity controlled Sound Source (for example Staccatos), or a longer sustaining Sound Source that is generally modwheel controlled for volume (for example Sustains or Marcato Long articulations), the **modwheel will still shape the overall dynamics of any sequenced quadrant.** This in conjunction with the XY pad allows for even more dynamic shaping of your pattern/phrase.

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## IX. GUI Features – FX Page:



The **FX** page contains all controls for the various effects which can be applied to the instrument globally, as well as the DELAY and REVERB accessible via the SENDS knobs of the SETTINGS pages.

The **EQ** is a global EQ with three frequency bands available for adjustment.

The **DISTORTION** offers three types: TAPE, TUBE, and SATURATION. DRIVE and OUTPUT controls offer adjustments to the dynamic intensity of the DISTORTION.

**CHORUS** offers traditional chorusing modulation effects, with controls for the DEPTH, SPEED, and MIX.

**DELAY** offers a stereo delay effect with controls over TIME (in note values), FEEDBACK (how long the delay taps are heard), and a global MIX control which is independent of any SEND amounts you might have dialed in on the quadrant SETTINGS pages (in case you only want the effect on certain quadrants).

**REVERB** offers several different types of reverb units and presets available via dropdown menus, and a global MIX control which is independent from any SEND amounts you might have dialed in on the SETTINGS pages.

Each of the available effects on the FX page also has an on/off button towards the op.

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## **XI. Credits:**

**Produced by:** Hidden Path Audio & Olajide Paris

### **Orchestral Recordings**

Produced by Olajide Paris at Georgian Film Studio, Tbilisi Georgia

**Conductor:** Levan Bagrationi Davitashvili

**Recorded by:** Olajide Paris, Tami Mobedadze, David Dvali

**Sample Editors:** Anuka Kipshidze, Temo Chelidze, Tami Mobedadze

**Sound Design:** Jonathan Kranz, Craig Hill, Benjamin Wheeler,  
Parsa Shomali, Kamran Mottaghi

**Preset Design:** Jonathan Kranz, Olajide Paris, Craig Hill, Tami  
Mobedadze, Robert Amamchian

**Orchestration:** Olajide Paris, Parsa Shomali

**KSP Programmer:** Ben Chrisman

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