



Percussiv User Guide

Welcome to Acousticsamples

Thank you for using the Percussiv library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.

In this User Guide we will provide you with an overview of how to use the Percussiv library.

If you have any questions, feel free to email us at:

samples@acousticsamples.com

or use the contact form on our website

www.acousticsamples.net

The Percussiv library, produced by
Acousticsamples



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Requirements and Installation

Step 1 - Authorize your library

The first thing to do is make sure you have an iLok ID and that it is the correct one. If you never used iLok, just go to the [ilok.com website](http://ilok.com) and create a free account.

You will be asked to enter a user ID, this is what you will need to enter later on the authorization page. This will also be the ID you will need to get connected to the iLok license manager.

On the [download/serials](#) page, you can find the serial number associated with your library, it should look like this: PROASXX-XXXXXXX.

You can click on the authorize button or copy it and go to this page: <http://acousticsamples.net/index.php?route=account/authorizellok> you can find the link in the top menu under account as well as on the "my account" page. Of course you need to be logged in to view this page.

Now enter the serial number in the serial number box (it will be filled already if you used the authorize button) as well as your iLok id. The iLok id is the username you use to log into your iLok account, don't confuse it with the number written on the key.

Then simply hit the authorize button and wait a little. At the end of this process, you will see a message telling you if the authorization was successful. You will also get a confirmation email.

Sometimes the iLok servers will not respond and you will get a blank page, in this case, please contact us and we will proceed to the authorization for you manually.

Step 2 - Download and extract your libraries

Registering your serial number will generate your download links, they will be create and available on [the downloads/serials page](#).

The files are delivered in RAR format and sometimes these files are split (for the large libraries).

You need to use winrar on windows or UnrarX on mac (www.unrarx.com or directly [here](#)) to extract them, other softwares will probably not extract the files properly, we use the recovery functions of Rar (to avoid download corruption) and these two softwares are the only ones to handle it properly. If there are multiple parts (part01.rar, part02.rar), you need to put them all in the same folder before extracting. If the extraction gives you errors, then your download did not complete or got corrupted, you need to download it again.

Step 3 - Download and install UVI Workstation

Download and install the UVI workstation (our free sample player) from here: <http://www.acousticsamples.net/uvistation>.

Make sure you download the right version for your system, if you are on windows 64, but use a daw that only allows for 32bits plugins, you need to install the 32bits version of UVI Workstation.

Follow the step 4 to learn how to load a library into UVI Workstation.

Step 4 - Transfer the license to your iLok key/computer

The [license manager](#) is installed with UVI Workstation, so you just need to launch it from you applications.

Now make sure that your iLok key is plugged into your computer if you want to use it or just ignore this if you want to use the computer based authorization.

Click on Sign in and enter your iLok information, you will see the list of available licenses and your computer and iLok keys on the left panel.

Now all you need to do is just drag and drop the license to your iLok key or your computer to authorize one or the other.

Step 5 - Load your library and start playing

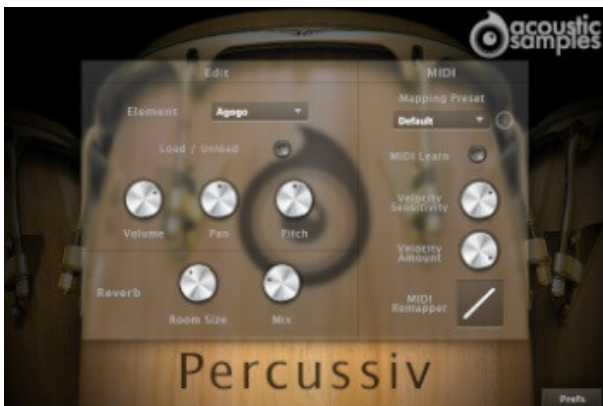
Now just open UVI Workstation in Standalone or one of the plugin formats in your sequencer. There are two ways of loading the library.

- You can open the browser and navigate to the ufs file manually.
- You can place the UFS in the default UVI folder: [Startup disk]:Library:Application Support:UVISoundBanks (on Mac) and C:\Program Files\UVISoundBanks (on Windows). You can also drop a shortcut to this file in this location, provided it has the same name.
- The best practice is to have all of your UFS in a folder and let UVI workstation index it. Simply go into the preferences/soundbanks and then add your UFS folder. If the authorization has been done, it will mount the UFS automatically (if automount is selected) or index it in the search (if index is selected). The recursive is for subfolders, but too many subfolders can lead to a long indexation/mounting time.

After this, when you start UVI Workstation, you will see the UFS under soundbanks, select it and just double click on the m5p file, it will load the library and you will be able to start playing.

Interface and Parameters

Percussiv' is an essential part of any composer's toolkit - a collection of unique percussion instruments from around the world.

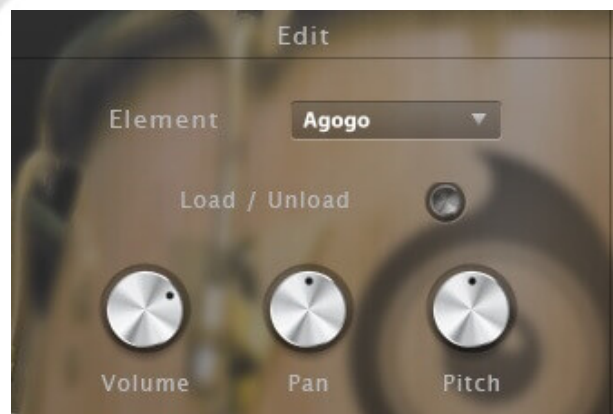


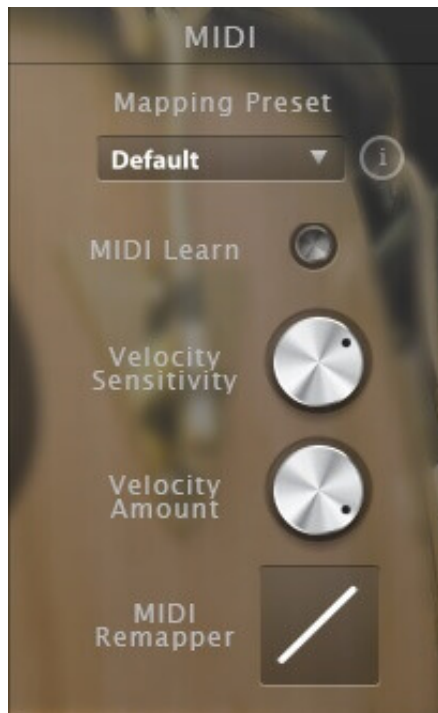
Percussiv' is composed of:

- Agogo
- cowbell
- berimbau
- bongos
- 2 claves
- congas
- chinese gong (tamtam)
- guiro
- 3 shakers
- cabasa
- tambourine
- brazilian tamborim
- triangle
- udu drums
- 5 woodblocks

Edit interface

- The Mixer: You can change the volume, pan and pitch of each element, you simply need to play it first to select an element and then you can modify it, make sure the Midi Group Select is on (you can also choose the Element in the menu).
- You can load / unload the samples of each element to save ram and speed up the preset loading. There is a completely unloaded preset available if you want to start from scratch.
- As you press a key, the **Element** you just played will be chosen and you will see the parameters change as well.
- The shakers have a special function that allows the samples to be retriggered at the note off, this allows you to play very fast shakers lines very easily.





Midi interface

- The Midi Learn: you can remap any element to any key quickly by pressing the current key of the element you want to move, clicking on Midi Learn and the pressing the target key.
- The Mapping Presets: we made some presets of the most popular drums formats (GM, or default) or you can create yours. To know the composition of the default preset, just click on the "i" and the mapping will appear note by note.
- The **Velocity Amount** will set the minimum volume for velocity 1 and give you access to all the dynamics that you want.
- The **Velocity Sensitivity** controls the volume curve.
- The **Velocity Remapper** remaps the velocity output.

Features

1.16Gb uncompressed, 565Mb compressed in lossless flac format, around 4367 samples.

15 Detailed Instruments.

4 to 8 Round Robins.

Up to 15 velocity layers (sometimes $15 \times 8 = 120$ samples per element) depending on the instruments.

Detailed instruments with the most common strokes, each one is easy to play.

Custom mapping, you can assign every element to any key from the interface in two different ways. You can even assign multiple elements to the same key.

Mapping preset default, GM and custom.

Advances fonctionnalités to be able to change the volume, pitch and pan of each instrument.

Instrument list: Agogo, cowbell, berimbau, bongos, 2 claves, congas, chinese gong (tamtam), guiro, 3 shakers, cabasa, tambourine, brazilian tamborim, triangle, udu drums, 5 woodblocks.

The Midi percussion parts of the first 5 demos are included to help you understand how to play it.

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