

## VibysM User Guide

# Welcome to Acousticsamples

Thank you for using the VibysM 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 VibysM library.

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

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or use the contact form on our website

[www.acousticsamples.net](http://www.acousticsamples.net)

The VibysM library, produced by  
Acousticsamples



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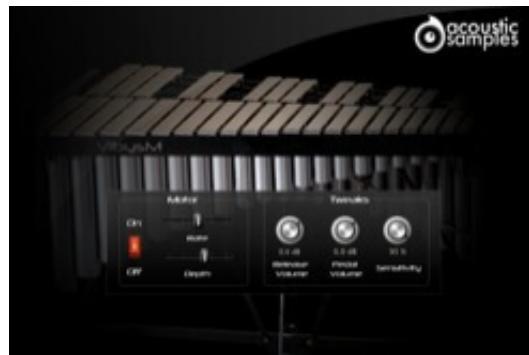
## Requirements and Installation



# Interface and Parameters

The VibysM is a 3 1/2 octaves Musser concert vibraphone. This is one of the best vibraphone models ever made. It was played with soft mallets during the recording session to capture the maximum of dynamics and the softness of this instrument. The Vibraphone was very popular in the Jazz music of the 50's but somehow got used a lot less since then.

Today it is used more and more in popular music as well as modern jazz and even electronic music.



## Default interface

This is the default interface of the plugin. You have access to a motor simulation, the vibraphones often have one, there is a spinning bar that is basically blocking the resonance tubes (all at the same time) and you can choose the rate and whether it's on or off. We wanted to add this in the library as it's very characteristic and some vibraphone players never play without it.

We also added the capability of controlling the depth of that vibrato which is not really possible on the real instrument, but it can be different on two different vibraphones. You also have access to the release and pedal volume as well as the sensitivity to adjust the library to your taste and feeling.

# Features

913Mb uncompressed, 423Mb compressed in lossless flac format, around 411 samples.

Recorded with in ORTF configuration for a full stereo image.

9 velocity layers for the sustain.

3 velocity layers for the releases.

Sustain pedal noises (up and down), triggered automatically.

Tremolo (Motor) simulation with control over depth and speed.

Advanced UVI scripting giving you access to a simple yet powerful interface and advanced features.

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