



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 - REGISTER YOUR PRODUCT

First if you do not have an iLok account, you will need to create one on this page: <https://www.ilok.com/%23!home#!registration>

After that you can input your product's serial number and iLok ID on the following page in order to register your product: <https://www.acousticsamples.net/index.php?route=account/authorizeilok>

Step 2 - ACTIVATE YOUR LICENSE

To activate your product(s) on your computer, you can perform the steps below:

- Open iLok License Manager from your computer's applications
- Sign in to your iLok account
- Click the **Available** tab (or access **Available Licenses** via the menu **View** at top)
- Drag & drop the license(s) to your computer or iLok dongle in the left column

Step 3 - DOWNLOAD AND INSTALL UVI WORKSTATION

The free player UVI Workstation that powers AcousticSamples soundbanks can be downloaded from the following page: <https://www.acousticsamples.net/uveworkstation>

Step 4 - DOWNLOAD AND INSTALL YOUR LIBRARY

AcousticSamples libraries can be downloaded as RAR files from the page [Downloads/Serials](#) on your AcousticSamples account.

Once downloaded you can then extract the RAR file with [WinRar](#) (Windows) or [The Unarchiver](#) (Mac)

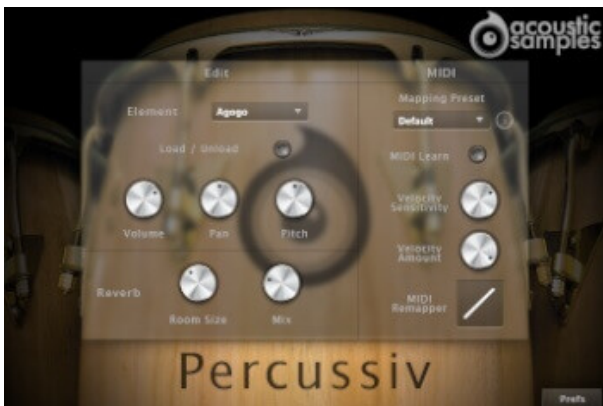
You will get a UFS file that you need to put in the following default locations:

Macintosh HD/Library/Application Support/UVISoundBanks (on Mac)
C:\Program Files\UVISoundBanks (on Windows)

After that your soundbank will appear in UVI Workstation's Soundbanks list.

Interface and Parameters

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

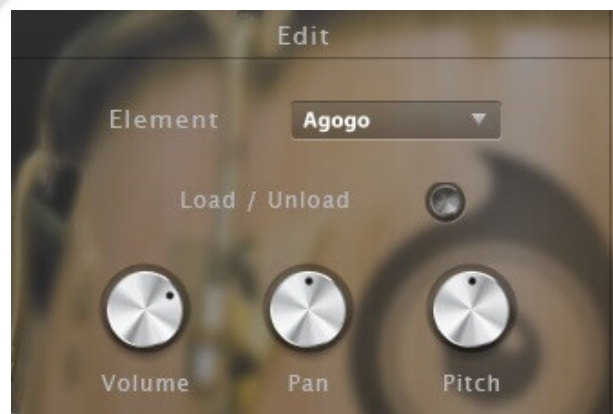


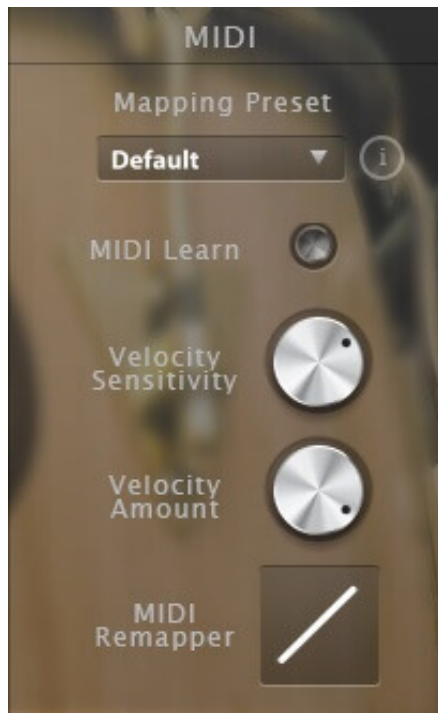
Percussiv' is composed of:

- 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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