Toy Marimba features a small tuned percussion instrument made of rosewood and rope. This handmade toy instrument was found in a distressed state and some work was required to restore its original functionality. It was sampled with wood and bamboo mallets, with 3 Round Robin repetitions and 3 velocity layers for the main hits. Slides and glissandos (up/down with 3 speeds) are also included along with slowed down samples crafted for wooden and airy textures.

Specifications
- 6 Kontakt Instruments (.nki)
- 4 Kontakt Multis (.nkm)
- Up to 3 Round Robin samples
- Up to 3 Velocity layers
- Glissandos Up/Down with 3 speeds
- 291 Samples (44.1kHz / 24Bit)
- 7 Custom Reverb IRs
- Formats: Kontakt and WAV
- Sample sets including:
  wood hit, bamboo hit, slides

Installation
Once the *AudioThing_ToyMarimba.rar* file is downloaded, unzip it using WinRar or UnRarX or a similar type of software. It is recommended that you preserve the internal folder structure, but you can also place the instruments and samples into separate folders. Kontakt will ask for the new path the first time you run the instrument. Kontakt 4 or higher is required to run the instrument. For a limited period of time, Kontakt Player will run a limited demo version of this library.

Overview

EQ
Bass – EQ Bass Gain
Treble – EQ Treble Gain

Reverb
IR menu – Choose the impulse response type
Wet – Amount of Reverb

Envelope
Attack – Attack time of the Volume envelope
Release – Release time of the Volume envelope

Arpeggiator
Switch – Off (arpeggiator off)
       On (enables the normal arpeggiator mode)
       Latch (will hold all played keys)
Presets buttons – Load arpeggiator presets
Save button – Save a preset by clicking on a preset
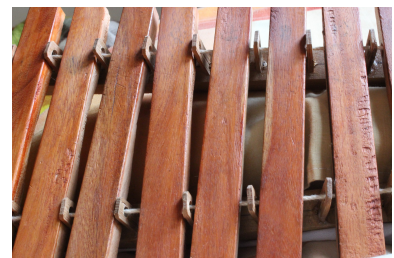   button while Save button is active
? – Randomize all steps
C – Clear all steps
Steps – Sets the number of steps of the rhythmic pattern
Octave – Sets the octave displacement range
Rate – Sets the rhythmic grid from 128th notes to 1bar

Order – Defines the pattern for the order in which notes are arpeggiated

Doubler
Off – no effect
Detune – plays two detuned voices
-12 – plays two voices, one at lower octave

Credits
Samples, Script and Proramming by *Carlo Castellano*
GUI Design by *John Gordon (MaxStyles.com)*
Produced by *AudioThing*

License

Thank You

Thank you for buying Toy Marimba! We hope you will have as much fun using this product as we had making it.

For help or any question, feel free to mail us: info@audiothing.net