



MANUAL

HAMMERED DULCIMER

Thank you for buying the Hammered Dulcimer

How to install?

In order to properly install your HALion library please follow the instructions given on the Steinberg website or watch the „How to install“ HALion instruments video.

For any kind of questions concerning the installation or registration of HALion instruments please contact Steinberg – in terms of the instrument please contact us at : support@cinematique-instruments.com

The instrument

The hammered dulcimer is a stringed instrument with 31 string pairs stretched over a trapezoidal shaped sound box. Usually, the hammered dulcimer is set on a stand in front of the musician, who holds small wooden mallet hammers to strike the strings.

The dulcimer has two bridges, a bass bridge near the right and a treble bridge on the left side. The bass bridge holds up bass strings, which are played to the left of the bridge. The treble strings can be played on either side of the treble bridge, playing them on the left side gives a note a fifth higher than playing them on the right of the bridge.

The strings of a hammered dulcimer are found in pairs, two strings for each note. Each set of strings is tuned in unison and is called a course. As with a piano, the purpose of using multiple strings per course is to make the instrument louder, although as the courses are rarely in perfect unison, a chorus effect usually results like a mandolin.

What we did

We recorded the hammered dulcimer with two microphone positions. At the top of the instrument we placed - in a ms stereo set-up - a pair of Neumann U87s and at the bottom we put a single condenser. These two positions are covering a wide range of sound, so that you are free to mix them at your own requirements..

We played the hammered dulcimer in minor thirds and concentrated mainly on three different articulations. Firstly we recorded the „normal“ notes which means that we hit the strings with the typical tiny wooden sticks, we called this articulation „Sticks“. Furthermore we struck the strings with mallets which we called „Mallets“ and finally we recorded an articulation where we struck the strings with a timpani mallet and damped the strings with the palm of the hand which we named „Muted“. All these articulation were recorded in 4 round robin variation and up to 4 velocity layer.

Beside this we cared most about producing the typical hammered dulcimer tremolo. Thus we equipped the instrument with two different ways to produce this roll alike tremolo. The first option to generate the tremolo will be achieved by duplicating each already played note when releasing the key. This lets you exactly control the velocity

and tempo of the tremolo. The other and more easy way to produce the tremolo uses the modwheel. By turning the wheel you control the tremolo tempo from slow to fast. In order to avoid sounding too artificially we included a random factor which automatically affects the tempo and the velocity which results a very organic tremolo which lets you easy switch between single notes and tremolo rolls.

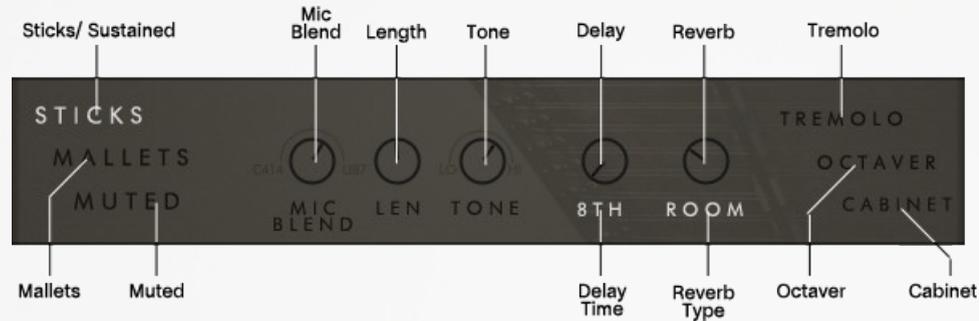


Furthermore we added several functions and effects such as the control of reverb, delay, decay, distortion or octave which expands the entire sound of the hammered dulcimer and gives you a lot of options.

All in all we came out with an instrument which enriches your music with a nice and organic feel whether you used it as a solo or just as a background instrument.

Overall data amount is approx. 2.5 GB (1.700 Samples)

The content



Articulation

There are 3 different articulations available: sticks, mallets and muted:

Sticks: sustained notes, playing the strings with a drum stick release

Mallets: sustained notes, playing the strings with its typical small wooden mallets

Muted: muted notes, playing the strings with a timpani mallet and damping the strings with the palm of the hand

- Mic Blend** This knob mixes the two different microphones and its position - top: Neumann U87 in m/s stereo and bottom: AKG C-414. At the very left side you hear just the AKG mic and at the right side you hear just the Neuman microphone. The middle position plays both microphones equally balanced
- Length** controls the amount of decay/ release from short to long
- Tone** controls the entire sound from low and mellow to high and brilliance
- Delay** controls the amount of delay
- Delay Time** By clicking on the name you can select from three different delay time: 4th, 8th and 16th
- Reverb** The knob controls the amount of reverb
- Reverb Type** By clicking on the name you can select from 4 different reverb types such as Room, Hall, Special and Infinite

- Tremolo** By activating this button you achieve a tremolo function. When releasing an already played key the instrument plays the note again. This lets you easily create tremolos – you can exactly control the velocity and tempo of the tremolo.
- Octaver** When activated, an octave lower note will be played to the original note
- Cabinet** activates a speaker/ cabinet simulation



We wish you a great deal of fun and inspiration using our instruments.

Thanks to René, Jumpel, Christian and Niklas at Cinematique Instruments and Florian, Matthias, Michael and Frank at Steinberg.

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