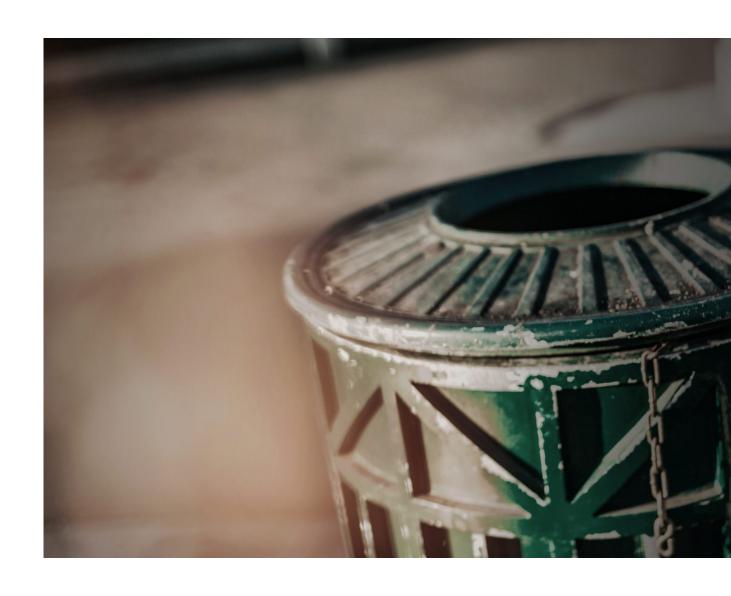# Nocturne Sounds Trashcan

Documentation

Version 1.0.0
May 2021

nocturne
SOUNDS

Hello

Thank you for purchasing this sample library. We have taken great care in ensuring this instrument is of the highest quality we could produce and hope you enjoy using it in your music.

This manual includes everything you need to know to get started, including a summary of the sample library's features and its user interface.

Before you begin, please ensure you have read and agree to the license agreement included with this product. Read this carefully before you download, install and use the software.

Features

Hand hits, plastic hits, metal hits and even a coat hanger were used to produce a range of different percussive sounds with this metal trashcan.

- Two microphone positions

- 8x round robins for all articulations except scrapes

- Recorded in 96kHz 24bit

- Built in convolution reverb

- 670MB samples uncompressed

Articulations:

- cable tie scrape
- soft hand hit
- knuckle hit
- hand hit
- muted hit
- hand rimshot

- plastic hit floor
- plastic rimshot
- plastic hit
- coat hanger
- metal top hit
- metal hit

SYSTEM REQUIREMENTS

Full version of Kontakt 5.8.1 or above
(does not work in Kontakt Player)

Hard drive space 380MB
(we recommended using an SSD)

Recommended RAM at least 8GB

User interface

1	Adjust the volume of the close microphone
2	Adjust the volume of the room microphone
3	Assign an output channel for the close microphone
4	Assign an output channel for the room microphone
5	Displays the name of the last articulation played
6	Switch the convolution reverb effect on or off
7	Change the impulse response of the reverb
8	Adjust the volume of the convolution reverb
9	Adjust the predelay setting of the convolution reverb

Credits

Recorded and edited
by Nocturne Sounds

Scripted by Robert Drane

Cover image and user interface background
by Tyler Nix on Unsplash

www.nocturnesounds.com