

USER MANUAL

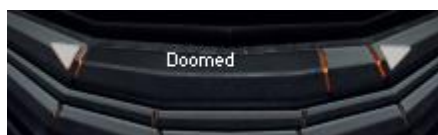
SYNTH MENU - AIZERX: CLASSIC TRAILER TOOLKIT

1. OVERVIEW:

We created a bunch of high-quality trailer synth and organic playable instruments combined in one kontakt patch. Note, if you change one of the presets and re-save whole kontakt instrument then the default settings for this preset will be changed.



2. PARAMETERS OF THE MAIN MENU:



- **PRESET (INSTRUMENT) NAME BAR.** Click it to change the preset.
- You can change the preset using **ARROWS** – left and right.

3. PRESET WINDOW



Clicking on PRESET NAME BAR opens preset window. All the instruments are divided into several categories. Click on a preset in the right column to activate it. Also, you can add any preset you like to “Favorite” category just by clicking a star to the right of the preset name.

4. FX



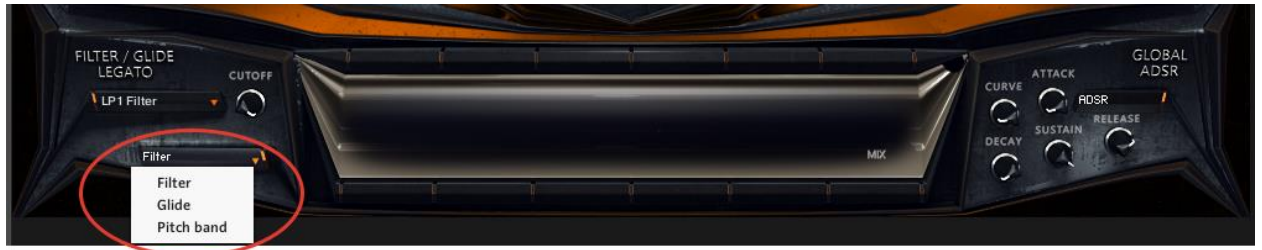
FX button – opens the fx window. Click on the **MAIN** button to return to the **MAIN VIEW**.

The **FX PAGE** allows you to set the settings of the processing effects (EQ, Comp, Reverb, Delay, Distortion, etc.) for selected preset. You can add / remove effects, change FX settings. First 6 FX slots are editable (it's possible to change the settings for these slots). But you can not remove last two effects – delay and convolution reverb. It's only possible to change the settings for these slots.

Each channel has a standard set of basic settings

- **VOLUME FADER**
- **SOLO**
- **MUTE**

5. GLOBAL SETTINGS



FILTER

Switching between Low Pass / High Pass and adjusting the CUTOFF low/high frequencies

GLIDE

Allows you to work in the following modes:

- Polyphony
- Glide
- Legato
- Polyphonic Legato
- Mono

PITCH BAND

It allows you to set how many half tones will be assigned to pitch-bend.



ADSR:

- **Attack** – time, taken for initial run-up of level from nil to peak
- **Decay** – time, taken for the subsequent run down from the attack level to the designated sustain level
- **Sustain** – level during the main sequence of the sound's duration, until the key is released.
- **Release** – time, taken for the level to decay from the sustain level to zero after the key is released.
- **Curve** – allows you to adjust the steepness of attack curve

VOLUME / PAN LFOs – these menus allow you to control volume / pan modulation including frequency, amplitude, etc.

KEEPFOREST THANKS

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If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase.

With much love,

Arseny Khodzin and the Keepforest team.