



BRIGHT Trumpet

User`s manual



Thank you for purchasing our BRIGHT Trumpet!

Welcome to the CMusic Production BRIGHT Trumpet Library. A bright screaming trumpet is often lacking for the performance of characteristic pieces. We have tried to fill this gap. So, play and enjoy!

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Watermark Protected.

You cannot use the "Libraries" tab to "Add Library" for this product. That feature is only available for encoded & locked "Powered-By-Kontakt" libraries.

Watch a video to learn how to add to **Kontakt Quick-Load** menu: https://www.youtube.com/watch?v=4USeGpi9EnM.



Features

- True Legato Velocity control
- Sustain non vibrato (4 layers)
- Attack Velocity Control
- LFO Vibrato
- Staccato
- Marcato
- Swells (6 variants length)
- Rips (2 variants)
- Virtual Falls, Sliders, Ends, Glide, Growl, Flutter, Diminuendo, Shaker
- Glissando
- Live trills between notes
- Humanize function
- 183 MB on disc, 646 samples, 44.1 KHz / 24-bit

Installation Notes

1. Please go to the download links you received after purchase and download all of the files.

2. Make sure you put all downloaded files into a single folder.

3. Unpack the downloaded file "CMP BRIGHT Trumpet.rar" to any folder. Place .nki file next to the Samples folder.

To extract your files we recommend using Winrar for PC users, or UnrarX or Rar-Expander for the Mac.

4. You need to have the full retail version of Kontakt 5.5.2 or later to use this library. The free Kontakt Player does NOT support this library!

5. Open the Kontakt 5 browser (look on the left-hand side of the Kontakt user interface) and click the "Files" tab. Find the library folder, which you extracted earlier, and double-click on the **BRIGHT Trumpet.nki** file which should be in that folder. You can use the Quick-Build Database option to allow Kontakt to find and store the location for faster browsing and loading.



LEGATO

Use CO keyswitch to play Legato.

Default play: Slow Legato (Velocity 1 - 40), Fast Legato (Velocity 41 - 127). Attack Velocity Control: Soft (Velocity 1 - 63), Hard (Velocity 81 - 127).

To change the KEYSwitch click on the label "Cmusic Production" and do it.



Dynamics

To control the dynamics between layers use the controller ModWheel **CC1**. You can see the layer change (p, mp, mf, ff).

LoPass filter is connected to the controller Expression **CC11** to control the sound dynamics.

Hot Keys:

A-1 – Fade Out Note velocity control (0.5 sec – 4.5 se	c),
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B-1	_	Breath,
G0	-	Growl (Velocity 1–63),
G0	_	Flutter (Velocity 64 – 127),
A0	-	Falls,
A#0	_	Sliders + Sustain (Control Velocity Value),
BO	_	Ends (Control Velocity Value),
C1	_	Glide Note (Control Velocity Value),
C#1	-	Shaker (use CC2 to Shake Rate),
D1	-	Hold D1 to change character Falls, Glide or Rips,
D#1	_	Round-Robin sustain notes.

LFO Vibrato

Use Sustain Pedal (CC64) or F#0 to control sound between non vibrato and LFO vibrato.

Fade In LFO vibrato – **CC17** (from 0 to 660 ms) Intensity LFO vibrato – **CC18** Frequency LFO vibrato – **CC19**





ARTICULATIONS

Staccato

Use C#0 keyswitch to play Staccato.

Marcato

Use DO keyswitch to play Marcato.

Swells

Use **D#0** keyswitch to play **Swells**: 1/4 Swells – Velocity (1 – 41), 2/4 Swells – Velocity (42 – 83), 3/4 Swells – Velocity (84 – 127)

Use **EO** keyswitch to play **Swells**: 4/4 Swells – Velocity (1 – 41), 6/4 Swells – Velocity (42 – 83), 8/4 Swells – Velocity (84 – 127).

Rips

Use **EO** keyswitch to play **Rips**: Short Rips – Velocity (1 - 63), Long Rips – Velocity (64 - 127).

Glissando (Hot Key)

Use **G#0** keyswitch Velocity Control to play **Glissango**: Slow Gliss – Velocity (1 - 50), Medium Gliss – Velocity (51 - 100), Fast Gliss – Velocity (101 - 127).

Fall (Hot Key)

Use **A0** keyswitch Velocity Control to play **Fall:** Long Fall – Velocity (1 - 50), Medium Fall – Velocity (51 - 100), Short Fall – Velocity (101 - 127).







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