



## Sound Control - 7 : New Sounds in Revision 35 – Part 5 (Final)

In this article we shall be looking at the following sounds:

**Solo Trumpet 2**  
**Natural Guitar Slide**  
**Pedal Steel Guitar**  
**Pedal Steel Slide Guitar**  
**Marimba Repeat**

plus

**Brass Shake (the new sound given with R36).**

In each case the factory settings for each of the six Sound Control parameters will be presented in a table from my own Sounds database. The result of adjusting each of the parameters will be outlined with some recommendations of suitable values to achieve particular results. The comments are, of course, just my opinion!

### Solo Trumpet 2 : 093-000-098

Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 24            |
| 2         | Attack       | 0             |
| 3         | Color        | 63            |
| 4         | Tone         | 102           |
| 5         | Vibrato      | 63            |
| 6         | Delay        | 65            |

This sound has a very natural initial decay in its envelope arriving at a lower sustained level than that of the attack. It also has a built-in Tremolo and an Aftertouch where increased pressure on the key causes the sound volume to reduce.

**Release** seems to have no effect and you wouldn't really want a brass sound to have an **Attack** value much higher than 12.

**Color** alters the Tremolo speed, higher values increasing the speed and vice versa.

**Tone** has a small effect, higher values increasing the treble slightly but lower values than the default appearing to have little effect.

**Vibrato** appears to have no effect.

**Delay**, at higher values, increases the depth of a fixed rate reverb.

## Natural Guitar Slide : 093-000-099

Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 56            |
| 2         | Frets Volume | 49            |
| 3         | EQ           | 63            |
| 4         | Tone         | 127           |
| 5         | Frets Amount | 45            |
| 6         | Attack Shape | 0             |

This sound provides a slide up to the note from a whole tone below when the Dynamic value is set between 3 and 7, 10 and 12 to 14. Aftertouch provides a vibrato to the decaying sound.

**Release** has its usual effect of increasing the reverb with higher values. Lower values provide a particularly dry sound which can be quite effective with guitars.

**Frets Volume**, **EQ**, **Frets Amount** and **Attack Shape** all work together and adjustment of any one needs to be done in association with all the others. There are essentially two kinds of Fret sound here:

1. The squeak of finger sliding on the string which can be heard when hitting the keys gently so as not to invoke the slide;
2. The (more pronounced) effect of the Fret sound associated with the slide.

An increase in the value of **Attack Shape** gradually removes the slide effect and a high attack velocity will then increase no 1 above, subject to **Frets Volume** and **Frets Amount** being high values. There's no point in having a high **Frets Volume** and a low **Frets Amount**, for example. These two values need adjusting together, with **Attack Shape** set around 80. The two Frets values have no effect on the slide attack – that is controlled by **Attack Shape**. An increase in the **EQ** value will give the sound a more metallic feel, accentuating the Frets sound.

**Tone** is the usual control, low values dulling the sound finally into obscurity.

## Pedal Steel Guitar : 093-000-100

Aftertouch provides a vibrato.

Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 25            |
| 2         | Amp          | 0             |
| 3         | Flanger      | 0             |
| 4         | Chorus       | 40            |
| 5         | Treble       | 64            |
| 6         | Bass         | 64            |

**Release** has its usual effect of adding more reverb.

**Amp** provides an increase in the distortion provided by the guitar amplifier as its value is raised.

**Flanger** provides a wow effect as the key is held down and the natural envelope of the sound is allowed to progress to its end.

**Chorus** provides the usual chorus effect of a note sounding like several instruments playing the same note but just slightly out of tune with each other.

**Treble** appears to have no effect.

**Bass** adjusts the level of low frequency sounds where an increase in its value is useful if this sound is used as a bass guitar.

### Pedal Steel Slide Guitar : 093-000-101

Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 35            |
| 2         | Amp          | 0             |
| 3         | Flanger      | 0             |
| 4         | Chorus       | 40            |
| 5         | Treble       | 64            |
| 6         | Bass         | 64            |

This is essentially another version of the preceding sound with the slide effect added and so the same comments apply. There are no parameters to affect the slide as there are in the Natural Guitar Slide sound.

### Marimba Repeat : 093-000-102

Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 53            |
| 2         | Attack       | 0             |
| 3         | Warmth       | 13            |
| 4         | Tone         | 127           |
| 5         | Color        | 63            |
| 6         | Balance      | 63            |

This sound provides its repeat effect to single notes or chords of two notes only, with no difference in repetition rate.

**Release** and **Attack** are as usual and you wouldn't really want an attack value higher than zero for this sort of instrument.

**Warmth** provides a small reduction in brightness as its value is increased.

**Tone** is as usual.

**Color** seems to have no effect.

**Balance** is a little strange and is best left alone – higher values just seem to introduce distortion.

This sound has a very narrow range of keys through which its sound is acceptable. D3 produces noticeable distortion (vanishes with increased pressure on the key when Aftertouch is selected) which is also present slightly at D4. It is best set at an octave of 4' for normal playing.

## Brass Shake : 093-000-103

This appeared in Revision 36. Here are the Sound Control default settings:

| SC Number | SC Parameter | SC Inst Value |
|-----------|--------------|---------------|
| 1         | Release      | 64            |
| 2         | Attack       | 0             |
| 3         | Reso         | 0             |
| 4         | Tone         | 127           |
| 5         | Treble       | 64            |
| 6         | Bass         | 64            |

**Release** and **Attack** have their usual effects and, again, you wouldn't really want a brass sound to have an Attack value much higher than around 12.

**Reso** has no apparent effect.

**Tone** has its usual effect.

**Treble** and **Bass** affect high notes and low notes respectively, most noticeably at the extremes of the trumpet's range and beyond! Some sort of control of the shake would have been more welcome here.

This completes our look at how Sound Control can be used to tweak the new sounds Wersi has provided us with, quite free of charge, in Revisions 35 and 36. Not all parameters have an effect with each sound but I have found all the sounds to be useful to incorporate into Total Presets and they offer an increased palette for any Wersi instrument. I hope you have enjoyed investigating them with these articles.

Colin  
March 2009