POLKASOUND PRODUCTIONS
ALSTAR CONCERTINA VIRTUAL INSTRUMENT

Installation: Unzip the downloaded file and put the "Alstar Concertina" folder wherever you typically store your Kontakt instruments on your computer. If you plan on downloading more than one Polkasound Productions virtual instrument, I recommend making a "Polkasound Productions" folder exclusively for them. For example:

📁 Local Drive (C:)
    📁 My Kontakt Instruments
        📁 Polkasound Productions
            📁 Alstar Concertina

To play the instrument in Kontakt, on the left side of the Kontakt window, select the Files tab. Navigate to the Alstar Concertina folder on your computer and load the desired nki file.

Right Hand & Left Hand:

The Right Hand offers both the master reeds sound and the high reeds sound. Use the red key switches to toggle between the two reed sets. The yellow keys one octave above the key switches will trigger the sound of the reed selector switch. The yellow keys toward the top of the keyboard trigger two different air button sounds.

The Left Hand offers all the notes that are available on the left side of the concertina. Notes that don't exist on the real concertina were created in this virtual version so that it can be played in any key.

The Envelopes: Attack and Release

Attack adjusts how quickly a note will sound when you press a key, and *Release* adjusts how long a note "hangs on" after you let go of the key For the most natural sound, I recommend setting the instrument to an Attack of approximately 25ms and a Release of approximately 35ms.

Reverb:

This adjustment lets you add some pleasing hall acoustics to your instrument.

Getting the Most Realism Out of Your Virtual Instrument:

A real concertina is a wind-driven instrument. All notes played at one time will have the same volume, and that volume is dependent on how much pressure is being exerted on the bellows. That is why I created the optional "MW" .nki files. The .nki files designated with "MW" use the modulation wheel controller on your keyboard to control the instrument's volume.

The .nki files *without* the "MW" designation are velocity sensitive, meaning how hard you play determines how loud each note is. After you record your parts, you may want to edit the velocities of all the notes so that they are the same, and then open a controller lane in your DAW and edit the volume data to add dynamics to your performance.

Technical Support:

This manual will suffice for anyone using this instrument in Kontakt. *If you do not know how to use Kontakt, please do not contact me for assistance!* I do not provde technical support for Native Instruments Kontakt software. Consult your Kontakt users manual. I only provide customer service for the instruments I sell. Thank you.

Customer service: tom@tombrusky.com