

POLKASOUND PRODUCTIONS

MELODIOUS BUTTON BOX VIRTUAL INSTRUMENT



Installation: Unzip the downloaded file and put the Melodious Button Box 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
 - Melodious Button Box

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

Keyboard Zones:

The Melodious Button box is made of three different zones on the keyboard: the basses, the chords, and the right hand. Since the chords on a button box are all major chords, this virtual button box was designed to play an entire chord just by pressing one 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 button box sound, I recommend setting the Attack all the way to zero and the Release to approximately 15ms.

Reverb:

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

Getting the Most Realism Out of Your Virtual Instrument:

Creating a realistic button box track is truly dependent on how well you understand the mechanics and limitations of a real button box.

A three-row button box is a diatonic instrument, so you can't play chromatic runs nor can you make complex key changes, such as from one flat to two sharps. The layout of the buttons facilitates playing octaves in unison, such as a 1-3-1 chord, which is commonly heard in the Slovenian Polka sound.

A real button box 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. To make your button box parts sound more realistic, make the velocities of all the notes the same, and add dynamics by continually adjusting the volume of the whole instrument.

The .nki file without the “MW” designation is 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.

The .nki file designated with “MW” uses the mod wheel controller on your keyboard to control the instrument's volume in real time.

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 provide 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