



# ***VG Instruments***

## **VG Flugelhorn PLUS**

### **Native Instruments Kontakt Sound Library**

- VG Flugelhorn Plus NI KONTAKT Sound Library. Wav and nki format
- More than 1050 unique samples
- WAV files can be used directly in your DAW, or any other sampler plugin for further editing
- Set up to work with breath controllers (TEControl), wind controllers (EWI, Aerophone) and MIDI keyboard controllers
- Each note was individually sampled to achieve maximum realism
- Custom designed, unique GUI
- VG Flugelhorn Plus library requires the full retail version of Kontakt 5.6.8 or later (Kontakt Player is not supported)
- Recorded sample quality: 24 bit / 48 kHz
- Reverb, delay, stereo control to fit the instrument in every mix
- Effects: Expression, Sub-tone, Flutter Tongue, Wah-Wah
- Articulations: Falls, Rips, Shakes, Squeezes, Rises, Vibrato, Sustain
- The Best Balance of Natural Velocity Resolution and Data Size
- Library Size: 559 MB

#### **Installation Notes**

1. Uncompress VG\_FlugelhornPLUS\_.zip using your favorite archiving utility.
2. Upload VG\_Flugelhorn\_PLUS\_.nki instrument into Kontakt from VG\_FlugelhornPLUS\_ folder – drag and drop, or double-click from Kontakt browser. Activation is not necessary.



## Mode:

**Keyboard / Wind controller EWI Aerophone /  
Breath controller / Articulations /**

### Keyboard:

- all features of the instrument can be used in real time including articulations
- for playing with a midi keyboard

### Wind controller EWI Aerophone:

- for playing with wind controllers: EWI or Aerophone

### Breath controller:

- for playing with a breath controller (e.g. TEControl)

### Articulations:

- for playing with a midi keyboard
- allows only articulations or effects sound
- can be selected by keyswitches, which you can play on your keyboard (keys: E1, F1, G1, A1, B1, C2)



## Keyswitches and Keyboard Layout

It displays all currently available articulations and corresponds to the key range C1 - D2 on your midi keyboard.



Keyboard and  
Breath controller modes



Articulations mode



Wind controller, EWI,  
Aerophone mode

## Keyboard mode and Breath controller mode

### Articulations that start a phrase.

These articulations will only be in effect while the keyswitch is held.

C#1 Squeeze Long  
D#1 Squeeze Short  
F#1 Rip Down

### Articulations that end a phrase.

First, hold the main note in the range Eb2 - C6, then press a keyswitch corresponding to the selected articulation.

C1 End Short  
D1 End Long  
E1 Shake  
F1 Rise Long  
G1 Rise Short  
A1 Fall Long  
B1 Fall Medium  
C2 Fall Short

### Sustain notes with the real Subtone, Flutter Tongue and Vibrato effects.

First, hold the main note in the range Eb2 - C6, then press a keyswitch corresponding to the selected articulation.

G#1 Subtone  
A#1 Flutter Tongue  
C#2 Vibrato

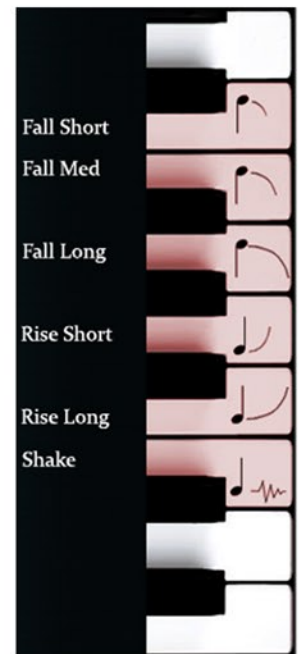


The D2 keyswitch returns to normal sustain notes.



## Articulations mode

Articulations are selected by keyswitches which you can play on your keyboard (keys E1, F1, G1, A1, B1 and C2). Select articulation by pressing and releasing the keyswitch, then play within the range Eb2 - C6.



## Wind controller, EWI, Aerophone mode



To ensure the best interplay between EWI / Aerophone and VG Flugelhorn Plus sound library, several adjustments of EWI / Aerophone should be made in the first place. Some of these adjustments are individual for a performer and may differ depending on your preferences and convenience.

## **AKAI EWI4000s / EWI5000 SETTINGS**

These AKAI EWI4000s / EWI5000 settings are required to control VG Flugelhorn Plus parameters, including articulations, in real time.

CH midi channel: 1

BR breath send:

vo volume: disabled

AF aftertouch: disabled

br breath: enabled

EP expression: enabled

uE velocity: enabled

uS bite sensor:

bo breath: disabled

Pb pitch bend: enabled

uE velocity-static 120

Oc octave:

CC continuous controller:

Cn controller number: CC #9

dA midi value: 127

LA latching: OFF

Ho hold:

CC continuous controller:

Cn controller number: CC #3

dA midi value: 127

LA latching: OFF

Pu pitch bend up

Pb pitch bend enable: ON

CC continuous controller: disabled

Pd pitch bend down

Pb pitch bend enable: ON

CC continuous controller: disabled

To perform sound articulations use the HOLD and OCTAVE buttons.

#### Assigning Function to the HOLD BUTTON:

1. Press and hold the SETUP BUTTON.
2. Press the HOLD BUTTON or OCTAVE BUTTON to scroll through the options until "Ho" is shown in the PROGRAM DATA / DISPLAY
3. Release the SETUP BUTTON. The PROGRAM / DATA DISPLAY will display the current mode.
4. Use the HOLD BUTTON or OCTAVE BUTTON to select Continuous Controller option "CC"
5. When you assign "CC" as the HOLD BUTTON's function, the LEDs under the SETUP BUTTON and TRANS BUTTON will flash.
6. Press and hold the TRANS BUTTON.
7. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select Controller Number "Cn" option:
8. Release the TRANS BUTTON.
9. Use the HOLD BUTTON or OCTAVE BUTTON to adjust the Controller Number = "3"
10. Press and hold the TRANS BUTTON.
11. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select DATA "dA" option:
12. Release the TRANS BUTTON.
13. Use the HOLD BUTTON or OCTAVE BUTTON to adjust Data = 127 "2'7"
14. Press and hold the TRANS BUTTON.
15. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select Latching "LA" option:
16. Release the TRANS BUTTON.
17. Use the HOLD BUTTON or OCTAVE BUTTON to adjust Latching to "OF"
18. To exit this menu, press the SETUP BUTTON twice.

#### Assigning Function to the OCTAVE BUTTON:

1. Press and hold the SETUP BUTTON.
2. Press the HOLD BUTTON or OCTAVE BUTTON to scroll through the options until "Oc" is shown in the PROGRAM DATA / DISPLAY
3. Release the SETUP BUTTON. The PROGRAM / DATA DISPLAY will display the current mode.
4. Use the HOLD BUTTON or OCTAVE BUTTON to select Continuous Controller option "CC"
5. When you assign "CC" as the HOLD BUTTON's function, the LEDs under the SETUP BUTTON and TRANS BUTTON will flash.
6. Press and hold the TRANS BUTTON.
7. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select Controller Number "Cn" option:
8. Release the TRANS BUTTON.
9. Use the HOLD BUTTON or OCTAVE BUTTON to adjust the Controller Number = "9"
10. Press and hold the TRANS BUTTON.
11. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select DATA "dA" option:
12. Release the TRANS BUTTON.
13. Use the HOLD BUTTON or OCTAVE BUTTON to adjust Data = 127 "2'7"
14. Press and hold the TRANS BUTTON.
15. While holding down the TRANS BUTTON, use the HOLD BUTTON and OCTAVE BUTTON to select Latching "LA" option:
16. Release the TRANS BUTTON.
17. Use the HOLD BUTTON or OCTAVE BUTTON to adjust Latching to "OF"
18. To exit this menu, press the SETUP BUTTON twice.

After the HOLD and OCTAVE buttons have been configured, click the buttons on the Kontakt panel corresponding to your chosen articulations.

Only two articulations can be selected at a time (one for the HOLD button and one for the OCTAVE button).

Playing as usual and pressing the HOLD or OCTAVE buttons you will hear sound articulations.

## ROLAND AEROPHONE AE-10 SETTINGS

These ROLAND AEROPHONE AE-10 settings are required to control VG Flugelhorn Plus parameters, including articulations, in real time.

We recommend the following configuration of Aerophone, however some of these adjustments are individual and may differ depending on your preferences and convenience.

Volume: 7	Pit Up: 2	Right min: 0	BiteOut1: BNDS
M.Tuning: 440.0	Bend Sw ON	Right max: 127	BiteMin1: 0
Breath: M	Bend Rng: 2	RightTgl: OFF	BiteMax1: 127
BreathAdj: Auto	Left: CC.3	Speaker: AUTO	BiteOut2: OFF
BiteCtrl: SAX	Left min: 0	UserTone: OFF	BiteMin2: 0
BiteOfst: 1	Left max: 127	KeyDelay: 5	BiteMax2: 127
EwndSens: 3	LeftTgl: OFF	BreaOut1: CC2	Version: 3.10
PitDown: 64	Right: CC.9	BreaOut2: OFF	

Thumb controller is used to perform sound articulations.

After the Aerophone AE-10 has been configured, click buttons on the Kontakt panel corresponding to your chosen articulations.

Only two articulations can be selected at a time (one for the right and one for the left position of the Thumb joystick)

Playing as usual and moving the joystick to the left and to the right you will hear sound articulations.

Choose the articulation

For EWI, use HOLD Button  
For Aerophone, move Thumb controller to the left  
For EWI HOLD button or for Aerophone Thumb controller, assign MIDI CC# 3

For EWI, use OCTAVE Button  
For Aerophone, move Thumb controller to the right  
For EWI OCTAVE button or for Aerophone Thumb controller, assign MIDI CC# 9



## Effects 1:

### Stereo ON/OFF, Reverb ON/OFF and Delay ON/OFF

switch on/off the corresponding effects.

### Stereo spread

Collapses (counter-clockwise) or expands (clockwise) your signal's stereo base.

### Reverb Level

change the level of the Reverb effect.

### Reverb Size

Adjusts the size of the simulated room. This affects the duration of the reverb trail.

### Delay Level

change the level of the Delay effect.

### Delay Time

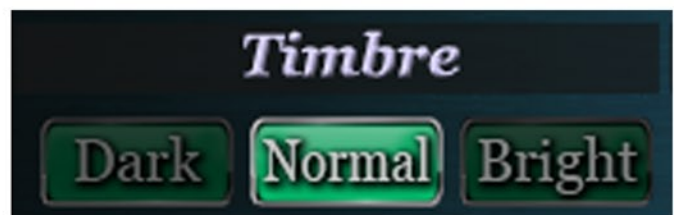
change the delay time.



## Timbre:

### Dark, Normal, Bright

Make the tone darker or brighter using these buttons.



## Flugelhorns:

### Flg1, Flg2

Choose a basic instrument: Flugelhorn 1, Flugelhorn 2,



## Effects 2:

### Expression, Subtone, Flutter, Wah ON/OFF

Switch on/off the corresponding effects.

This panel allows to add effects seamlessly to your sustain samples via a fader or mod wheel for dynamic performances.

Set Control Change (CC) number in CC# box in accordance with your MIDI (Breath, Wind) controller settings.

