Congratulations, and thank-you for your support!

Solid State Symphony: "Q" is a "nano" version of the orchestra simulation in our popular Solid State Symphony, which gives you an orchestral sound at your fingertips, with an incredibly small memory footprint and CPU hit. "Q" was created by re-sampling the output of the multi-layered Solid State Symphony orchestra, enabling us to create a big sound while only using 1-3 voices per note!

Think, "Queue", "Cue", or perhaps Quick, or Qute, or Qool. Either way, "Q" gives you inspiring sounds with which to begin your next orchestral project!

"Q"'s orchestra was created using analog synthesis, for a warm, punchy sound.

Tracy Collins
Chief Indigineer,
Indiginus Sample Libraries

Please be sure to back up tour original ,zip file to a DVD, usb thumb drive, or any media that won't be affected by a hard drive crash or power surge. Better safe than sorry.
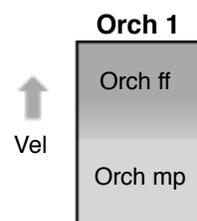
MAIN SCREEN

ORCHESTRA

"Q" offers three variations of it's Orchestra. Each has two velocity layers:

Orch 1- Low key velocities = mp orchestra (strings and woodwinds).
High key velocities = ff orchestra (full strings, woodwinds, and brass).
Key switch control = C0

Orch 2- Low key velocities = Strings
The "Short" button will affect the Strings only,
and change them to a more marcato feel.
High key velocities = ff orchestra (full strings, woodwinds, and brass).
Key switch control = C#0. Also for "Shorts" button: G#0 =On   A0 = Off
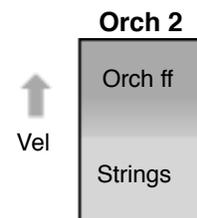
Strings- Low key velocities = Strings with a slower, adagio feel.
High key velocities = Adds a quicker attack.
When the "Vel Sw" button is on you have adagio at low velocities
and marcato shorts at higher velocities.
Key switch control = D0. Also for "Vel Sw" button: A#0 =On   B0 = Off
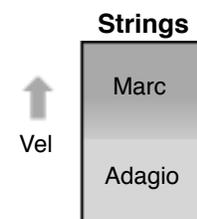
STACCATO adds a staccato layer, and has a level control.
Key switch controls: E0 = On   F0 = Off

CHORDS creates major and minor chords in alternating octaves on the keyboard.**.**
Key switch controls: E0 = On   F0 = Off

AMBIENCE adds a rich convolution reverb.
Key switch controls: F#0 = On   G0 = Off

MAIN/SETTINGS gives access to "Q"'s velocity switch controls and global settings.

SETTINGS

You can customize "Q" to respond to your touch and midi controller using these controls.
In the case of Orch 1 in the example below, the velocity switch point is set to 87, so without a X-Fade, this is where you would hear the ff Orchestra play, but rather abruptly. However, since we have the X-Fade set to 20, the ff Orchestra layer will fade in from 67 to 87, making for a much smoother transition.
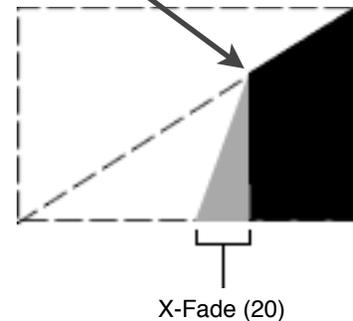
These buttons echo the buttons on the main screen.
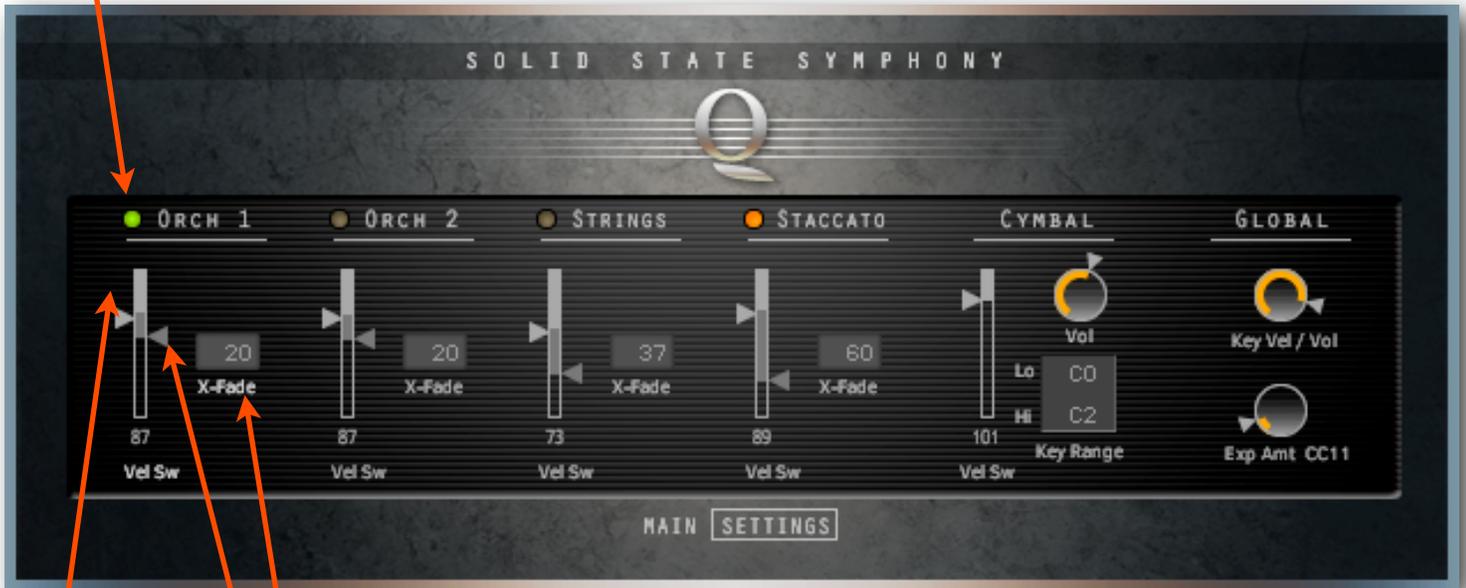
Right arrows set the key velocity cross-fade range. You can also enter this into the X-Fade field.

Type to enter text

Vel switch point (87)

X-Fade (20)

Left arrows set the key velocity switch point, or the lowest velocity that the ff layer will play.

Cymbal Controls

A crash cymbal is provided in it's own layer. There are controls for key velocity switch point, lower and upper key limits, and volume.

Global Controls

Key Vel/Vol allows you to determine how key velocity affects volume.

Ext Amt CC11 allows you to determine how MIDI CC 11 (Expression) affects volume.

.sfz Instruments

We've also included some .sfz versions of Q's Orchestra for use with other samplers, including the free Sforzando from Plogue. In Sforzando, you simply drag the .sfz file you want to play directly onto the main screen. You can add reverb and other effects using Sforzando's Effects tab.

▼ 📁 sfz instruments
    📄 Orch 1 with Staccato.sfz
    📄 Orch 1.sfz
    📄 Orch 2 Shorts with Staccato.sfz
    📄 Orch 2.sfz
  ▶ 📁 Q Samples
    📄 Staccato.sfz
    📄 Strings 1.sfz
    📄 Strings Vel Sw.sfz
    📄 Strings with Spiccato.sfz