Adam Monroe Music Presents



Folam Monroe's

HONKY-TONK PIANO

VST/AU/AAX/ Sample Library

Adam Monroe's Honkey Tonk Piano



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Introduction

Thanks for purchasing **Adam Monroe's Honky Tonk Piano** VST/AU/AAX plugin and sample library. Adam Monroe's Honky Tonk Piano was developed with the goal of providing a piano "voice" that would be useful to composers and musicians writing and playing ragtime and saloon music . This library features samples

of both regular and sustain-pedal notes, as well as round-robin.

This library was created by sampling a vintage Chickering upright piano.

Care was taken to ensure that the piano was properly tuned (detuning being characteristic of a honky-tonk "sound") but that the natural character of the piano was allowed to come through. This library has been compressed and mixed more than typical piano libraries, but we feel this adds to the inherently percussive nature of ragtime, as well as to the overall "honky-tonk." sound.

We hope that you will find this library useful, and wish you the best of luck on all current and future musical endeavors!

This library now supports higher sample rates natively (44.1, 48, 88.2 and 96 kHz). Just load the plugin, and it will detect your sample rate automatically!

Installation & Features

VST

- 1.) Run either the Windows installer (AmHonkyVST2 7 1.exe) or the OS X package (AmHonkyTonkPianoVST2 7 11.pkg).
- 2.) On windows, select the plugin directory via the installer, on OS X, the plugin will be installed to /Library/Audio/Plug-Ins/VST.
- 4.) The Windows version will install both 32 and 64-bit versions of the plugins. If the 32-bit version is needed on OS X, download and run the additional 32-bit installer (AmHonkyTonkPianoVST32Bit_2_7_1.pkg).
- 3,) If needed, you can copy the resource/sample folder to another directory or hardrive. On Windows, this is the **amhonkysamples** folder. on OS X, it is the **amhonkyresourcesfolder**. The plugin will ask you for the new directory location when first loaded.
- 4.) Add the plugin to a VST instrument track in Cakewalk, Ableton, Reaper, Sonar, FL, Studio One, or any other DAW that supports VST plugins. Depending on your DAW, a VST Scan may be required.

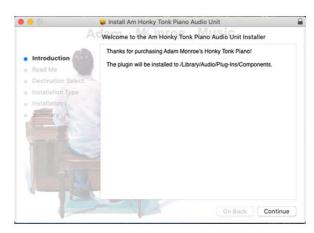
Audio Unit

- 1.) Run the AU installer (AmHonkyTonkPianoAU2 7 12.pkg)
- 2.) The plugin will be installed to /Library/Audio/Plug-Ins/Components.
- 4.) If the 32-bit version is needed, download and the additional 32-bit installer (AmHonkyTonkPianoAU2_7_11_32_Bit.pkg).
- 3,) If needed, you can copy the resource/sample folder to another directory or hardrive. It is the **amhonkyresourcesfolder** located in /Library/Audio/Plug-Ins/Components.
- 4.) Add the plugin to a virtual instrument track in Logic, Garageband, or any other DAW that supports AU plugins. Depending on your DAW, a plugin scan may be required.

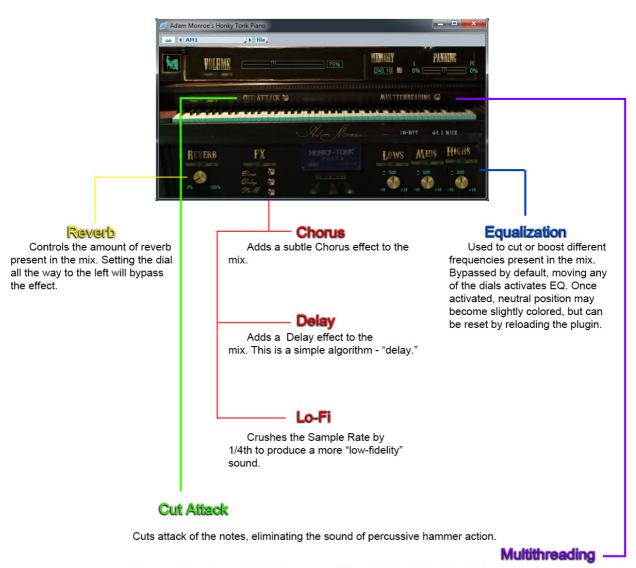
AAX

- 1.) Run either the Windows installer (AmHonkyAAX2_7_1.exe) or the OS X package (AmHonkyTonkPianoAAX2_7_12.pkg).
- 2.) The plugin will be installed to C:\Program Files\Common Files\Avid\Audio\Plug-Ins. On Windows and /Library/Application Support/Avid/Audio/Plug-Ins on OS X.
- 4.) Add the plugin to a Stereo instrument track in Protools.





Installation & Features



Turns multithreading on/off. Plugin uses multithreaded double-buffering to increase performance. Instead of waiting for each note to buffer samples one-at-a-time, buffering is handled via multiple simultaneous threads. This results in less noise (pops/crackles/stuttering) on slower computers and at lower latencies, which are usually the result of a hard drive struggling to load samples before an audio buffer has processed.

However, On some DAWS and platforms - noticeably Protools on OSX - rendering via an "offline," non-realtime bounce can apparently overshoot the multithreading dispatch, resulting in artifacts in the bounced audio file. If you experience artifacts in a bounced file, turning multithreading off will force the DAW to process audio one note at a time. Recommended to leave on for live playing, defaults to on for VST/AU, and off for AAX.

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