



TEMPEST



MINIM STRINGS

User Manual

Version 1.0



MINIM's streamlined front page keeps the core writing controls visible at all times.



MINIM's back page allows deeper control and advanced settings.

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1. Introduction

MINIM Strings is a focused orchestral string instrument built for expressive writing and fast creative momentum. Instead of presenting a dense articulation matrix, MINIM concentrates on the musical essentials that make string writing feel alive: realistic repeated arco figures, dynamics, phrasing, tone, and legato response.

The library was recorded with balanced ensembles and consistent seating so the sections naturally blend when layered together. That gives the instrument a clear purpose: helping composers sketch quickly, shape phrases intuitively, and build believable chamber to cinematic textures without getting lost in setup.

Whether you are writing lyrical melodic lines, tight ostinatos, or broad ensemble beds, MINIM is designed to stay out of the way and let the performance lead.

2. The Philosophy of MINIM

Many orchestral libraries are designed around exhaustive articulation depth. That can be powerful, but libraries often fail at producing idiomatic string parts due to lack of legato repetition sampling. Minim aims to fill this gigantic hole in the string sample library ecosystem by providing playable legato repetitions for creating figures or other passages that sound robotic with traditionally sampled legatos. No more machine-gun arco ostinatos, no more being forced to use short articulations because long ones sound terrible, no more relying on pre-recorded passages or oscillations.

MINIM favors the controls composers reach for most often and places them directly on the main page. The result is an instrument that rewards performance rather than menu diving.

- Dynamic crossfading shapes both intensity and color in one gesture.
- Legato adapts naturally to melodic writing without requiring constant articulation switching.
- Microphone perspectives move the sound from intimate detail to cinematic space.
- User defined legato offsets for playability and keeping parts quantized and on the grid.
- A restrained interface keeps the most important controls immediately visible.

3. System Requirements

MINIM Strings requires the full version of Kontakt 7 and up. This product does not run in the free Kontakt Player.

Required software	Kontakt 7 FULL and above
Operating systems	macOS, Windows 10, Windows 11

RAM recommendation	32 GB minimum recommended, with more RAM strongly encouraged
Disk space	Approximately 30 GB
Format note	Designed for the full version of Kontakt only

Because of the many round robin legato transitions and multiple mic positions, we suggest using a fast SSD or NVME.

4. Included Instruments

MINIM includes five string sections recorded as balanced ensembles. When layered together, these sections recreate a naturally proportioned string choir with clear internal balance:

Section	Players
Violin I	8 or 16*
Violin II	6 or 12*
Viola	5 or 10*
Cello	5 or 10*
Bass	3 or 6*

*Denotes the use of the **Double Ensemble** option

5. Quick Start Guide

MINIM is meant to be playable within seconds. A simple starting workflow is:

1. Load MINIM Strings in Kontakt and choose the section you want to play.
2. Use the Mod Wheel (CC1) to shape the core dynamics of the phrase.
3. Use Expression (CC11) to refine musical contour without changing the basic timbre.
4. Enable Legato for connected melodic lines and disable it for more direct note starts.
5. Adjust Close, Mid, Room, and Mix to place the section where you want it in the stereo image and space. The Mix mics can also be used in conjunction with the individual mics if you so desire.
6. Alter the Legato Offset based on how much legato transition you'd like to hear (either using keyswitches or the slider). The lower the offset, the faster the transition and the more immediate the feel for live playing.
7. Add Reverb, Sordino, or Warmth only after the musical behavior feels right.

8.

Typical starting MIDI controls

Dynamics - CC1 (crossfade between dynamic layers)

Expression - CC11 (loudness control of the selected instrument)

Vibrato - CC21 (Fades between non-vibrato and vibrato samples)

Volume - CC7 (volume control of the Kontakt fader of the selected instrument)

Legato on/off - User Defined CC* (Toggles between sustains or legato articulations, we suggest keeping legato on)

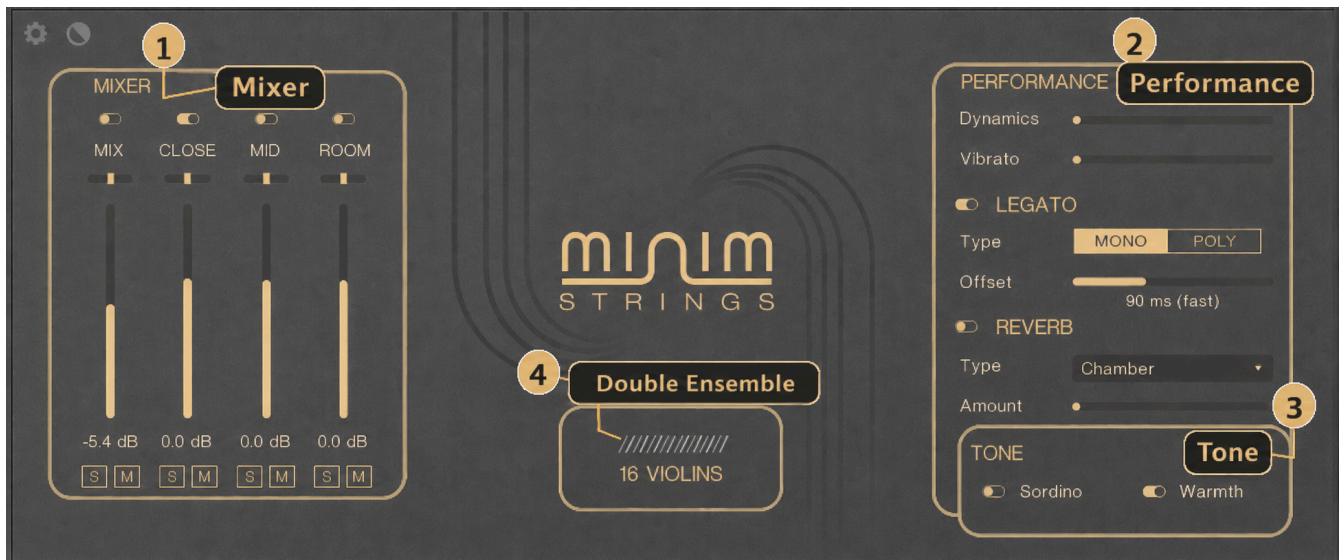
Mono Legato/Poly Legato - Keyswitch A-1 and A#-1. Also user defined CC* (Toggle between true mono legato or poly legato performance style)

Offset - User Defined CC* or via Keyswitch G#6 thru C7 (shortens or lengthens the legato transition sample. The corresponding number of milliseconds (ms) will be the number you enter as a Predelay in your DAW or articulation switcher [expression maps in Cubase, articulation map in Logic, etc]).

***IMPORTANT!!! When customizing user definable CC's do not use CC's 101-105, as they are allocated in the scripting of the instrument.**

6. User Interface Overview

The front page is organized into three functional zones. This keeps spatial control, musical behavior, and tonal processing clearly separated.



Annotated overview of the main page.

1) Mixer Controls the balance between Close, Mid, Room, and Mix, along with the section's level and channel utility buttons.

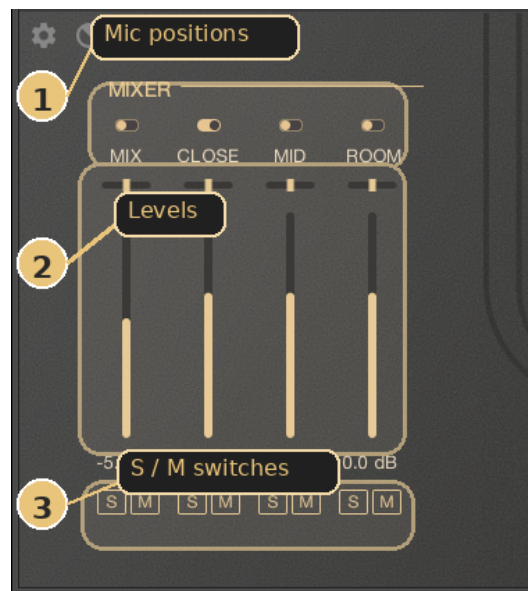
2) Performance Contains the controls that affect how the instrument responds: Dynamics, Vibrato, Legato mode, Offset, and Reverb settings.

3) Tone Provides the final color shaping tools, including Sordino and Warmth.

4) Double Ensemble increases the size of the ensemble by 2x. Through the use of clever scripting, neighboring notes and transitions are taken and repitched in realtime while playing the original notes concurrently. *Please note that Kontakt voice count will double.*

7. Mixer Section

The Mixer shapes perspective. It lets you decide whether a section feels immediate and close, comfortably seated in the room, or already blended into a polished mix.



Close up view of the mixer zone.

1) Mic positions: Close captures the most direct detail and strongest “in situ” position in the recording space. Mid is a balanced compromise between clarity and ambience. Room reaches further into the natural space of the hall. Mix is a professionally balanced blend prepared by the recording engineer - best used for out of the box playability and resource management. On/Off of the positions can be controlled via user defined Midi CC.*

2) Levels and Pan: Use the vertical faders to move the section forward or backward in your mix. A stronger Close presence gives immediacy. More Mid and Room creates breadth and depth. Each mic position’s level are controllable via user defined Midi CC.* Pan sliders (horizontal) are available for each mic option and can be controlled by user definable Midi CC.*

3) S / M switches: These utility buttons provide quick per channel control so you can isolate or manage microphone layers while shaping the sound. S/M switches can be controlled via user defined Midi CC.*

Because the seating remained consistent during recording, the Close perspective also preserves orchestral placement: Violin I left, Violin II left and center, Viola center, Cello right and center, and Bass right.

***IMPORTANT!!! When customizing user definable CC's do not use CC's 101-105, as they are allocated in the scripting of the instrument.**

8. Performance Controls

The Performance zone is where MINIM becomes musical. These controls affect how the section breathes, connects, and reacts under the fingers.



Close up view of the performance and tone side of the interface.

1) Dynamics / Vibrato: **Dynamics** (default CC1) control the main expressive crossfade of the instrument. **Vibrato** (default CC 21) lets you move continuously between straighter and more energized tone, and the assignment can be customized to fit your controller setup.*

2) Legato: The Legato switch engages interval transitions for connected writing. **Mono mode** (default keyswitch is A-1) is best for exposed single line phrasing. **Poly mode** (default keyswitch is A#-1) allows more complex overlapping note behavior and chordal or layered movement. The **Offset** is controlled by either keyswitches or the slider (Midi CC defined by user).*

3) Reverb: Choose a convolution space and dial in the amount to place the section into a larger acoustic environment without leaving the interface. Reverb on/off, convolution selection, and amount slider can be controlled with user defined Midi CC's.*

4) Tone: **Sordino** softens and darkens the section with a muted string character. **Warmth** adds subtle analog style coloration and can help the section sit more musically in a cue. Both buttons can be programmed with user defined Midi CC's.*

***IMPORTANT!!! When customizing user definable CC's do not use CC's 101-105, as they are used in the scripting of the instrument.**

Legato Engine

MINIM's legato system is designed to reward connected performance instead of constant articulation switching. When notes overlap, the engine uses transition samples to bridge them naturally.

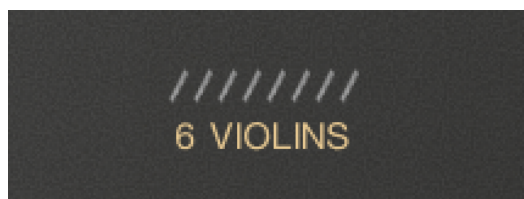
- **Mono legato** is ideal for lyrical exposed lines and single section phrasing.
- **Poly legato** supports more layered writing where note overlaps occur across voices.
- **Offset** can tighten the response for quicker passages by trimming the start of the attack.
- The offset number can be used to pre-delay the track in your DAW, thereby keeping timing on the beat when notes are quantized. The pre-programmed keyswitches can be used with expression maps or articulation sets for even more flexibility.

9. Tone & Effects

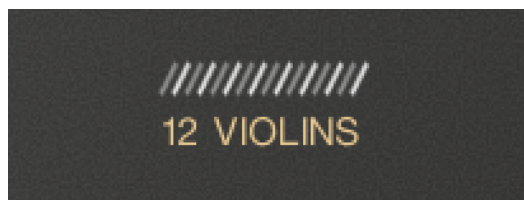
MINIM's tone controls are intentionally restrained. They are there to shape character, not to bury the core sound of the section.

Sordino introduces a softer, more veiled color inspired by muted orchestral strings. **Warmth** adds gentle harmonic density. **Convolution Reverb** provides a curated set of acoustic spaces so you can move quickly from dry detail to a broader cinematic bloom.

10. Double Ensemble



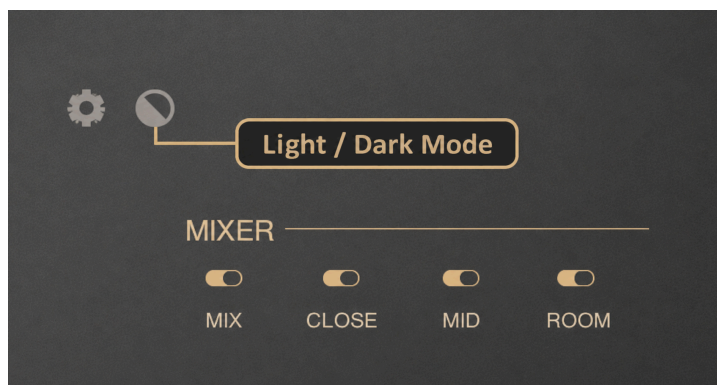
Close up view of Double Ensemble off.



Close up view of Double Ensemble on.

Clicking on the diagonal lines above the instrument section number will engage an ensemble multiplier script and double the amount of strings playing for the selected instrument on every sustain and legato transition. This will also double the amount of Kontakt voices used.

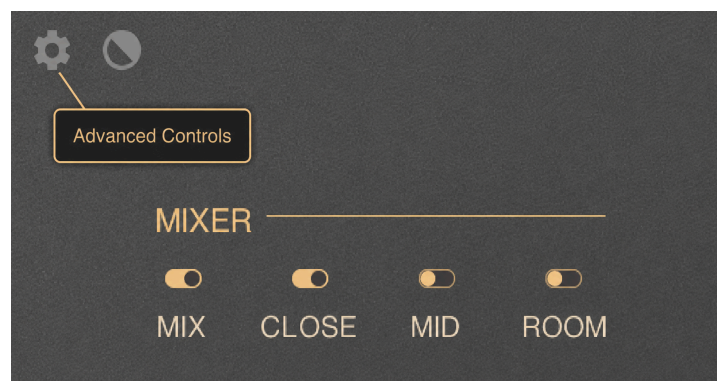
10. Light and Dark Mode



Close up view of the Light Mode toggle.

A shaded circle icon in the upper left corner toggles between a light and dark GUI. No change to instrument sound or controls, this is a cosmetic change that may be appreciated under different lighting in your work area.

11. Advanced Controls



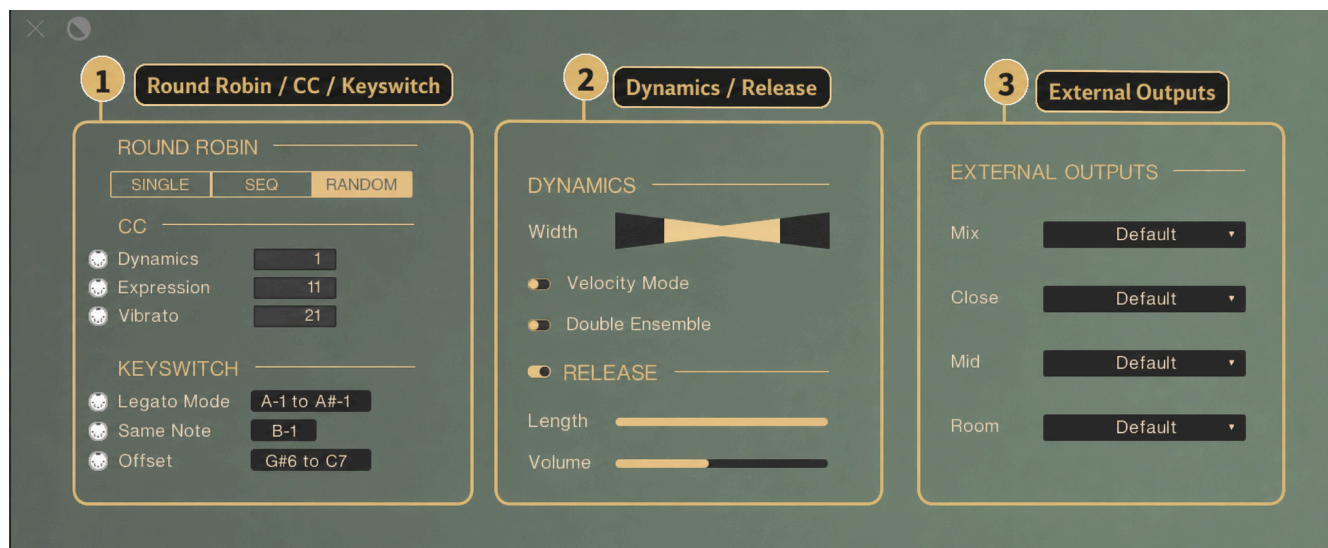
Close up view of the Advanced Controls menu activation.

Beyond the front page, MINIM includes deeper customization for users who want the instrument to match their exact workflow. Click on the gear icon in the upper left hand corner to reach the advanced control page. Here you will find:

- User definable keyswitches for Offset, Same Note Retrigger, and Legato mode.
- User control over CC assignment for Expression, Dynamics, and Vibrato.
- Access to behavior settings that let the library adapt to different controllers and writing styles.

These options matter most when you are integrating MINIM into a larger template and want it to respond consistently across many many cues.

12. Advanced Controls User Interface Overview



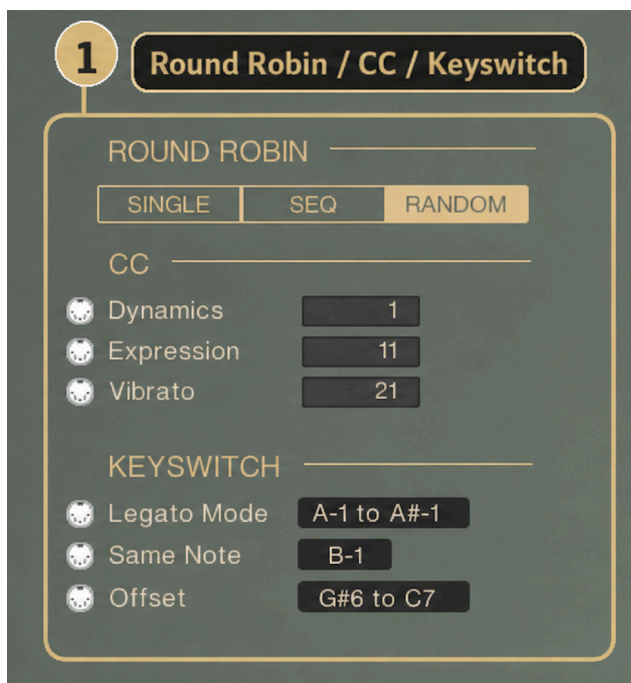
Annotated overview of the Advance Controls page.

1) Round Robin/CC/Keyswitch Controls if and what kind of round robin repetitions are applied. Commonly used CC can be defined beyond the defaults here. Keyswitches for legato mode, same note repetitions, and offset speed can be controlled.

2) Dynamics and Release This section controls the dynamic range of the instrument, how dynamics are applied (velocity or Midi CC), and whether release samples are turned on, and how long and loud they are.

3) External Outputs You can send each mic signal out its own activated output in Kontakt, useful for surround or advanced routing setups.

13. Round Robin/CC/Keyswitch



Close up view of Round Robin, CC, and Keyswitch Control.

Round Robins To avoid the repetitive machine gun effect, MINIM rotates through multiple sample variations. **Single** will use only one transition on repeated note or intervals, **SEQ** will move through the round robins in sequence the same way every time, and **Random** will select a random interval during playback for each repeated note or interval. User defined Midi CC can be applied to automate round robin selection.*

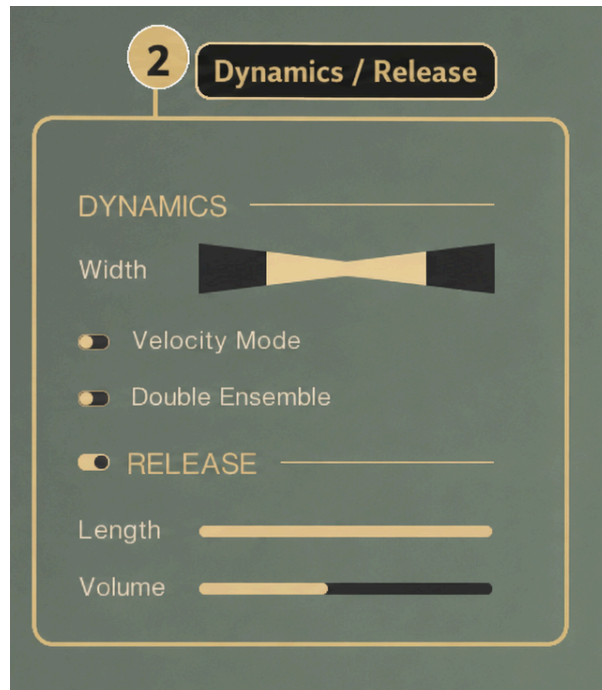
Sample type	Round robins
Legato transitions	8×
Sustain and release	4×

CC The most common Midi CC's for use in Minim can be defined here. We suggest you leave these at the default as they are part of the Midi Standard.

Keyswitch Legato Mode determines the keys used to alternate mono and poly legato. **Same Note** allows you to easily play repeated intervals (alternately you can use Sustain pedal in Mono legato mode). **Offset** determines the keys used to change the speed of the legato transition (Slowest, Slow, Medium, Fast, Fastest).

***IMPORTANT!!! When customizing user definable CC's do not use CC's 101-105, as they are used in the scripting of the instrument.**

14. Dynamics/Release



Close up view of Dynamics and Release.

Dynamics Width adjusts how wide the dynamic range is when responding to velocity or CC input. Yellow to the edges for the widest dynamic range, yellow to the center for very little dynamic range. **Velocity Mode** will make the instrument respond to Midi velocity rather than Midi CC input. **Double Ensemble** toggles the ensemble multiplier off and on (please note that when it is on Kontakt voice count will double). This can also be toggled on the main page by clicking on the diagonal lines near the ensemble description in the middle of the GUI. User defined Midi CC can be set to control in realtime.*

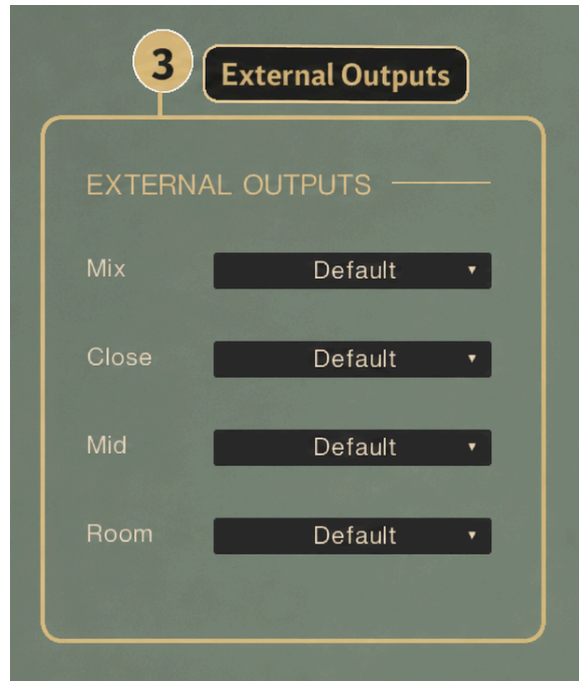
Velocity Mode This toggles how the instrument will process dynamics - either with Midi velocity (how hard a key is struck) or through Midi CC (Default is CC1). Button can be toggled via user defined Midi CC.*

Double Ensemble This is an alternate way to toggle the double ensemble function found on the main page (diagonal lines above instrument description). Button can be toggled via user defined Midi CC.*

Release This button will turn off and on the release samples for each sustain sample. **Length** adjusts how much of the release sample will play before fade out. **Volume** adjusts the loudness of the release sample. Off/on, length, and volume and can be user defined via Midi CC.*

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15. External Outputs



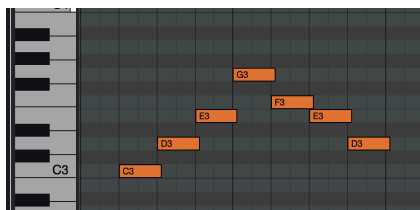
Close up view of the External Outputs panel.

External Outputs Allows the user to define the kontakt output for each mic position. Click on the dropdown menu to select an output other than 1-2 (default). This can be used in surround setups or places where advanced routing is desired. Note that the user must define the Kontakt outputs available in the Kontakt settings.

16. Composer Workflow Tips

MINIM shines when the writing is led by phrasing rather than by articulation management. These habits usually get the best results quickly:

For Consistent Legato Transitions As with most legato VI's, make sure that your notes connect and have a small bit of overlap when viewed in the piano roll of your DAW. This is best practice for both mono and poly legato techniques.



Close up of properly overlapped notes.

For lyrical lines Use Mono legato, ride Dynamics with longer gestures, and keep Vibrato modest at first. Then add intensity only where the phrase truly needs it.

For fast ostinatos Raise Offset slightly so the section speaks more quickly. Keep the room mics under control until the rhythmic clarity feels locked.

For intimate scoring Favor Close and Mid, keep Reverb conservative, and use Warmth sparingly so detail stays present.

For wider cinematic beds Blend Mid and Room, then bring Mix in underneath to add polish without sacrificing control.

For ensemble layering Start with each section fairly dry and balanced. Build the orchestral picture through performance first, then widen the space as a final step.

For Repeated Notes you can alternate the desired note to be repeated with the Same Note key (default is B-1). Alternatively, you can just hold the sustain pedal (CC64) and press the key again. Sustain pedal repeated notes only work in mono legato Mode.

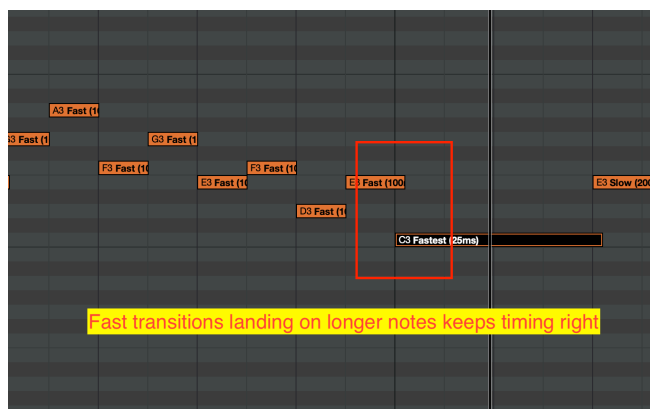
For hard quantization of parts Use the offset feature to set a pre-delay in your DAW or articulation management technique (expression maps, etc).

Double Ensemble This is an extremely useful technique to create a larger sounding string section but it can be heavy on voice-count resources. Ensure that your personal Kontakt settings allow large voice counts in order to avoid dropped voices.

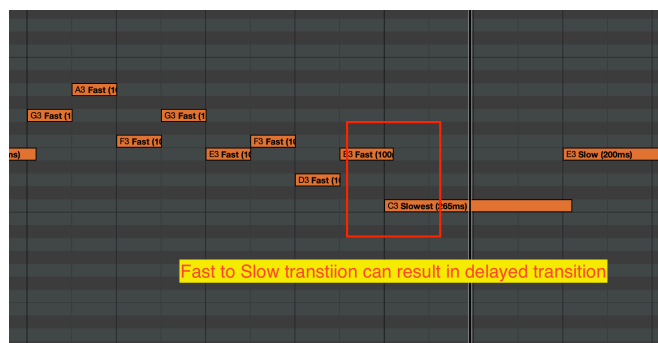
Cubase Expression Maps We have included four Cubase Expression maps, designed to make use of Cubase 15's articulation offset timing, in order to keep things playing back perfectly on the grid. Each one can be used with all Minim Strings instruments. These maps can also be used with earlier versions of Cubase but will not compensate for sample playback delay. The 4 maps include two that use "Attribute" and two that use "Direction." The "Attribute" versions allows you to select notes and apply

the desired offset from the dropdown menu in the piano roll. The “Direction” versions allows you to make continuous changes in the articulation lane. The “simple” versions differ from the regular versions by only including the option to switch offsets without delineating whether the transition should be mono or poly. The advantage of this workflow is that the user is able to still physically press the keyswitches on the user’s midi keyboard or controller. The regular expression maps operate in such a way that allows the specificity of mono or poly transitions while losing the ability to physically play the originally mapped keyswitches in Kontakt. User can modify these expression maps keyswitches (starting at C-2) in the expression map editor.

All four expression maps have built in “separation” timings so that articulation triggers are fired 20ms before the desired articulation begins, giving time for the DAW to compensate for the timing difference. This aids in smoothing the phrasing and playback of the midi. In general, this works well but there is a best practice while using the “Fastest” or “Fast” offsets during runs and landing on a long note: continue using the fast offset and switch to a slower for the following note (Fig. 1). Landing on a slower transition after a series of fast transitions can lead to delay in the slow transitions sounding depending on the tempo of your music (Fig. 2).



(Fig. 1 - closeup of best practice when using faster notes.)



(Fig. 2 - closeup of articulation sequence that may result in delay.)

Logic Articulation Sets We have provided a simple articulation set for use in Logic X and above. You can select any offset for both poly and mono playback styles. Unlike Cubase, Logic provides no means

of offsetting each articulation with a delay to keep things on the grid and sounding in time. Users must set track delay appropriately.

17. Credits

Concept and Pre Planning - Alex Davis, John Jennings Boyd

Score Preparation - Eric Hachikian, John Jennings Boyd, Alex Davis

Producers - Alex Davis, John Jennings Boyd, Eric Hachikian

Sample Editing - Alex Davis

Kontakt Editing - Alex Davis

Kontakt Programming - Francesco Pellegrin

UI Design - Francesco Pellegrin

Mixing - John Witt Chapman

Recorded and Engineered by Four For Music in Sofia, Bulgaria

For support, contact support@tempest.audio

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5. Compatibility

Minim Strings requires Kontakt 7, the full version, or a later compatible version.

Minim Strings is not designed for, supported in, or licensed for use in other samplers or sample playback platforms.

Issues relating to Kontakt, Native Access, system compatibility, authorization, or Native Instruments software should be directed to Native Instruments.

6. Refunds

Because Minim Strings is a downloadable digital product, all sales are final once the product has been downloaded, accessed, delivered, or otherwise made available to the purchaser, except where otherwise required by applicable law.

7. Support

Support is limited to issues directly related to the Minim Strings product files, samples, instruments, and documentation.

Support does not include assistance with Kontakt, Native Access, third-party software, operating system configuration, DAW troubleshooting, hardware issues, or user-specific system problems.

Before requesting support, please review the included documentation.

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To the fullest extent permitted by law, we shall not be liable for any indirect, incidental, consequential, special, exemplary, or punitive damages.

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