Eduardo Tarilonte

Era
Medieval Legends

**Once upon a time, in a land of mysteries, magic and swords,
lordly castles and dark dungeons, a new era began...
an Era of Legends!**

Welcome to *"Era, Medieval Legends"*, a unique sample library featuring a huge set of historical instruments. All you have been waiting for your Medieval, Renaissance or Fantasy musical production in one virtual instrument. From plucked, wind, reed, bowed, key and percussion multi sampled instruments to an inspiring collection of magical soundscapes to push your music to the next level.

With over 10 GB and more than 11.000 individual 44kh-24 bits samples, Era features 45 instruments (30 melodic and 15 percussion) and more than 100 soundscapes. A total of 170 patches.

Deep sampling, round robin, real legato and real portato.

Thanks to the *Best Service Engine* you will enjoy a beautiful and easy to use interface.

A perfect tool for composers and sound designers to create ambience and music for films, documentaries, video games and new age music.

One palette of sounds to rule them all!

"Era, Medieval Legends", a wonderful collection from a forgotten fantasy world of knights, princesses and dragons...

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Tarilonte

THE INSTRUMENTS

1. WIND

All wind instruments have real portato and real legato articulations. To keep the maximum realism, we recommend you to use real portato mainly (lower velocities). That's the technique used in that historical period.

Also, vibrato was not used, but it has been added just in case you want to use it for other purposes or other kind of music.

FLUTES

RENAISSANCE SOPRANO CONSORT

The recorder is a woodwind musical instrument. It is end-blown and the mouth of the instrument is constricted by a wooden plug

Was popular in medieval times through the baroque era.

RENAISSANCE SOPRANO RECORDER

Range: C4-A5

1. Knobs:
  1. Expression (CC 11)
  2. Vibrato Volume (CC 1)
  3. Vibrato Speed (CC 2)

2. Buttons:
  1. Dynamic Curve Correction (CC 3):
  If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:
  Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)
  01-80 vel: Real Portato
  81-127 vel: Real Legato
C#2: Staccato (hold mode)
D2: Mordent (hold mode)
D#2: Short Trill (hold mode)

RENAISSANCE ALTO RECORDER

Range: F3-D4

1. Knobs:
  1. Expression (CC 11)
  2. Vibrato Volume (CC 1)
  3. Vibrato Speed (CC 2)

2. Buttons:
  1. Dynamic Curve Correction (CC 3): If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:
  Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)
  01-80 vel: Real Portato
  81-127 vel: Real Legato
C#2: Staccato (hold mode)
D2: Mordent (hold mode)
D#2: Short Trill (hold mode)

RENAISSANCE TENOR RECORDER

Range: C3-A4

1. Knobs:
  1. Expression (CC 11)
  2. Vibrato Volume (CC 1)
  3. Vibrato Speed (CC 2)

2. Buttons:
  1. Dynamic Curve Correction (CC 3):
  If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:
  Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)
  01-80 vel: Real Portato
  81-127 vel: Real Legato
C#2: Staccato (hold mode)

D2: Mordent (hold mode)

D#2: Short Trill (hold mode)

Note: Tenor recorder has some keys that you may hear in some samples.

RENAISSANCE
BASS RECORDER

Range: F2-D4

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

2. Buttons:

1. Dynamic Curve Correction (CC 3): If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:

Legato keyswitch is activated by default.

That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

    01-80 vel: Real Legato

    81-127 vel: Real Portato

C#2: Staccato (hold mode)

D2: Mordent (hold mode)

D#2: Short Trill (hold mode)

Note: Bass recorder has some keys that you may hear in some samples.

TRADITIONAL
SOPRANO RECORDER

This is a traditional recorder made from cerry tree to play folk music.

Range: B2-D5

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

2. Buttons:

1. Dynamic Curve Correction (CC 3): If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

    01-80 vel: Real Portato

    81-127 vel: Real Legato

C#2: Staccato (hold mode)

D2: Short Trill (hold mode)

D#2: LongTrill (hold mode)

E2: Mordent (hold mode)

TRADITIONAL WOODEN FLUTE

This is a traditional wooden six holes flute mainly used to play folk music.

Range: A2-A4

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

2. Buttons:

1. Dynamic Curve Correction (CC 3): If activated compress the volume of the highest range notes. If turned off, you will have the original instrument dynamic curve.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

    01-80 vel: Real Portato

    81-127 vel: Real Legato

C#2: Staccato (hold mode)

D2: Mordent (hold mode)

D#2: Glissando (hold mode)

E2: Short Trill (hold mode)

F2: LongTrill (hold mode)

F#2: Ornament(hold mode)

GEMSHORN

The gemshorn is an instrument of the ocarina family that was historically made from the horn of a chamois or goat. The gemshorn receives its name from the German language, and means a chamois horn. The gemshorn was in use in the 15th century.

Range: A2-G4

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

2. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

    01-63 vel: Real Portato

    64-127 vel: Real Legato

C#2: Staccato (hold mode)

REEDS

BAGPIPES

The bagpipe is a reed instrument with an air reservoir, which comes in the form of a bag or sack. It is this sack, which allows the player to breath while playing, and not interrupt their melody.

BAGPIPE A

Range: F3-B4

Drone: A1

1. Knobs:
1. Expression (CC 11)
2. Low Drone Vol (CC 2)
3. High Drone Vol (CC 3)

2. Buttons:
1. Low Drone (CC 4)
2. High Drone (CC 5)

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)
C#2: Ornament 1 (hold mode)
D2: Ornament 2 (hold mode)
D#2: Ornament 3 (hold mode)
E2: Ornament 4 (hold mode)
F2: Ornament 5 (hold mode)
F#2: Ornament 6 (hold mode)
G2: Ornament 7 (hold mode)
G#2: Ornament 8 (hold mode)

BAGPIPE D

Range: F3-B4

Drone: D2

1. Knobs:
1. Expression (CC 11)
2. Low Drone Volume (CC 2)
3. High Drone Volume (CC 3)

2. Buttons:
1. Low Drone (CC 4)
2. High Drone (CC 5)

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C3: Legato (default)
C#3: Ornament 1 (hold mode)
D3: Ornament 2 (hold mode)
D#3: Ornament 3 (hold mode)
E3: Ornament 4 (hold mode)
F3: Ornament 5 (hold mode)
F#3: Ornament 6 (hold mode)
G3: Ornament 7 (hold mode)

BAGPIPE DRONES

Range: E1-F2

1. Knobs:
1. Expression (CC 11)
2. Low Drone Volume (CC 2)
3. High Drone Volume (CC 3)

2. Buttons:
1. Low Drone (CC 4)
2. High Drone (CC 5)

CRUMHORN CONSORT

The crumhorn is a musical instrument of the woodwind family, most commonly used during the Renaissance period.The name derives from the German Krumhorn, meaning bent horn.

CRUMHORN SOPRANO

Range: C3-F4

1. Knobs:
1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

2. Buttons:

1.-Release (CC4). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)

    01-80 vel: Real Portato

    81-127 vel: Real Legato

C#2: Staccato (hold mode)

D2: Short Trill (hold mode)

D#2: LongTrill (hold mode)

E2: Mordent (hold mode)

CRUMHORN ALTO

Range: F2-B3

1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

2. Buttons:

1.-Release (CC4). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

    01-80 vel: Real Portato

    81-127 vel: Real Legato

C#1: Staccato (hold mode)

D1: Short Trill (hold mode)

D#1: LongTrill (hold mode)

E1: Mordent (hold mode)

CRUMHORN TENOR

Range: C2-F3

1. Knobs:

1. Expression (CC 11)
2. Vibrato Volume (CC 1)
3. Vibrato Speed (CC 2)
4. Release Volume (CC 3)

2. Buttons:

1.-Release (CC4). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)
    01-80 vel: Real Portato
    81-127 vel: Real Legato
C#1: Staccato (hold mode)
D1: Short Trill (hold mode)
D#1: LongTrill (hold mode)
E1: Mordent (hold mode)

CRUMHORN BASS

Range: F1-B2

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

4. Release Volume (CC 3)

2. Buttons:

1.-Release (CC4). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

SHAWMS

BOMBARDE

The bombarde is a reed medieval and renaissance musical instrument made in Europe from the 12th century until the 17th century. The player had only limited contact with the reed, and therefore limited control of dynamics

Range: F2-D4

1. Knobs:

1. Expression (CC 11)

2. Vibrato Volume (CC 1)

3. Vibrato Speed (CC 2)

2. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will

sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)
- 01-80 vel: Real Portato
- 81-127 vel: Real Legato

C#1: Staccato (hold mode)
D1: Short Trill (hold mode)
D#1: LongTrill (hold mode)
E1: Mordent (hold mode)

CHIRIMIA

The chirimia is a reed medieval and renaissance musical instrument made in Europe from the 12th century until the 17th century. The player had only limited contact with the reed, and therefore limited control of dynamics

Range: C3-A4

1. Knobs:
1. **Expression (CC 11)**
2. **Vibrato Volume (CC 1)**
3. **Vibrato Speed (CC 2)**

2. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C2: Legato (default)
- 01-80 vel: Real Portato
- 81-127 vel: Real Legato

C#2: Staccato (hold mode)
D2: Short Trill (hold mode)
D#2: LongTrill (hold mode)
E2: Mordent (hold mode)

WAR HORNS

ANYAFIL CALLS

The anyafil is a Moorish brass instrument shaped like a straight and long trumpet, similar to the Roman Tuba. In art, is represented in battle scenes.

All calls have been programmed to fit all different keys. Just choose a keyswitch and play that ornament in the tone you wish.

Range: C4-C6

1. Knobs:
1. **Expression (CC 11)**

2. Keyswitches:
C1-E3

ANYAFIL

Sustained notes

Range: E1-C5

1. Knobs:
1. **Expression (CC 11)**

2. Keyswitches:
C1: Sustained
C#1:Staccato

SHOFAR CALLS

A shofar is a horn, traditionally from a ram. His powerful sound, makes it perfect as a war horn.

All calls have been programmed to fit all different keys. Just choose a keyswitch and play that ornament in the tone you wish.

Range: C4-C6

1. Knobs:
1. **Expression (CC 11)**

2. Keyswitches:
C1-G#3

SHOFAR

Sustained notes
Range: E1-A4

1. Knobs:
1. **Expression (CC 11)**

2. Keyswitches:
C1: Sustained
C#1:Staccato

2. STRING

BOWED

BASS VIOLA DA GAMBA

The Viola da Gamba is a bowed string instrument, developed in the mid-late 15th century and used primarily in the Renaissance and Baroque periods.

Multiple layers have been recorded for sustained notes. The highest velocity, the hardest the bow will hit the string.

Range: C1-A3

1. Knobs:

  1. Vibrato Volume (CC 1)

  2. Vibrato Speed (CC 2)

  3. Expression (CC 11)

  4. Release (CC 3)

  5. Fret Noise Volume (CC 4)

2. Buttons:

1. Release (CC5). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.

3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C0: Legato (default)

C#1: Staccato (hold mode)

D1: Pizzicato (hold mode)

FIDULE

The fidule dates back to the Middle Ages and was particularly popular in the 15th and 16th centuries. The instrument is European and derived from the Arabic bowed instrument rebab

Multiple layers have been recorded for sustained notes. The highest velocity, the hardest the bow will hit the string.

Range: F2-G4

1. Knobs:

  1. Vibrato Volume (CC 1)

  2. Vibrato Speed (CC 2)

  3. Expression (CC 11)

  4. Drone Volume (CC 3)

  5. Release Volume (CC 4)

2. Buttons:

1. D drone (CC5). Activates a drone string to emulate a playing technique using 2 strings at the same time.

1. Release (CC6). Please, note that release is not an automatic option, so turn it on just when you want it to sound, otherwise, it will sound even during legato transitions.
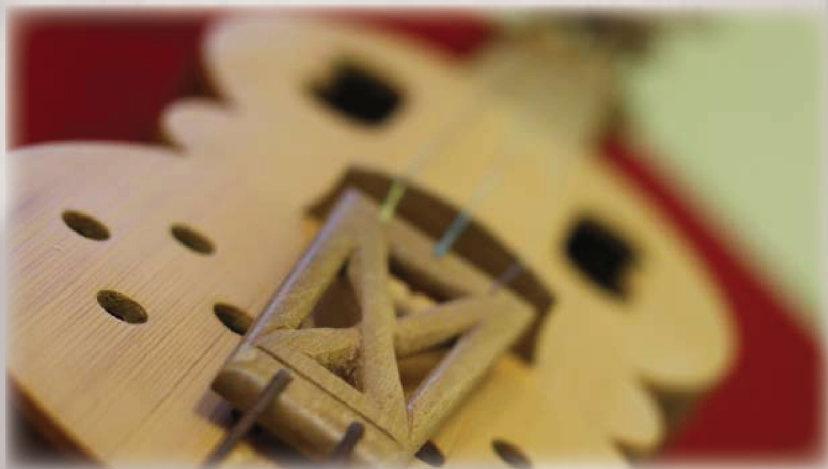
3. Keyswitches:

Legato keyswitch is activated by default. That means, that if no other keyswitch is pressed, legato articulation will sound. To activate a different keyswitch you need to hold down the key.

C1: Legato (default)

C#1: Staccato (hold mode)

HURDY GURDY

The hurdy gurdy is a stringed instrument that produces sound by a crank-turned rosined wheel rubbing against the strings. The wheel functions much like a violin bow. Melodies are played on a keyboard.

HURDY GURDY CHANTERS

Range: C3-A5

1. Knobs:

1. Strings Volume (CC 11)
2. Key Press Volume (CC1)
3. Key Release Volume (CC2)
4. Attack Volume (CC3)
5. Harmonic Release Volume (CC4)
6. Vibrato Volume (CC 5)
7. Vibrato Speed (CC 6)

2. Buttons:

1. C String (CC7)
1. G Treble String (CC8)
1. G Bass String (CC9)

HURDY GURDY GROOVES (A,C,D & G)

A feature which is a fundamental characteristic of the instrument is a percussive rhythmical buzzing that accompanies, at the player's will, the melody and drones. This sound is produced by a mechanism involving the fourth, highest-pitched drone string, called the trompette, and its special little bridge called the „dog" due to its profile.

Grooves are generated via midi files, so you won't have any time stretching problem when you adjust your tempo. Grooves are played together with the drone and trompette strings.. In case you just want the drone, you can adjust volumes with the knobs, or use C0.

The sampled hurdy gurdy, is the best in the market. It has 4 different drone and trompette strings tuned in A, C, D and G.

You will find 2/4 and 6/8 midi grooves, and besides, you will be able to create your own ones importing the included midi files in your DAW to easily create grooves which fit to your music.

C0: Drone
C7: Hard Hit
D7: Soft Hit
F7: Dirty Fast Hit
G7: Dirty Slow Hit

Range: ----

1. Knobs:
1. Drones Volume (CC 1)
2. Grooves Volume (CC2)

2. Buttons:
1. Drone Bass (CC3)
1. Drone Treble (CC4)

PLUCKED

BAROQUE GUITAR

The Baroque guitar is a guitar from the baroque era and an ancestor of the modern classical guitar. The instrument was smaller than a modern guitar and had gut strings.

Range: E1-C5

1. Knobs:
1. Expression (CC 11)
2. Fret Slide (CC 1)

3. **Hand Moving Noise (CC2) Reset round robin key: C0**
4. **Release (CC 3) Reset round robin key: C0**

2. Keyswitches:

C0: Sustained
C#0: Legato
D0: Chords (C2-B2 Major Chords. C3-B3 Minor Chords)
D#0: Looped chords (C2-B2 Major Chords. C3-B3 Minor Chords)

RENAISSANCE LUTE

The lute is a plucked string instrument, used in a great variety of instrumental music from the Medieval to the late Baroque eras and was probably the most important instrument for secular music in the Renaissance.

Range: C2-C6

1. Knobs:
1. Expression (CC 11)
2. **Fret Hit (CC 1) Reset round robin key: C0**
3. **Fret Slide (CC2) Reset round robin key: C0**
4. **Hand Move (CC 3) Reset round robin key: C0**

5. Release Noise (CC4) Reset round robin key: C0

2. Keyswitches:

C0: Sustained
C#0: Legato

EARLY RENAISSANCE HARP AND BRAY HARP

Bray pins are the ancient crooked pegs which both secure the string into its position on the soundboard and act as a wedge against which the plucked string vibrates. Often described by modern listeners as having an „Eastern" tone colour, the bray harp was the characteristic harp sound of the Renaissance. The brays can be tuned aside when the buzzing is not desired, and the harp regains its original timbre.

Range: C2-F5

ZITHER

The zither is a plucked string instrument, mainly played in monasteries. This mystic instrument has an ultra long release.

This zither has up to 40 seconds release tails. In order to get them use the sustain pedal.

Range: G1-C6

PSALTERY (STROKEN)

This psaltery is a stringed instrument stroken with a stick to play tuned rhythms with one hand, while you play a three hole flute with the other one.

This psaltery is not a melodic instrument. It is to play rhythms as a percussion instrument.

Range: C2-C4

3. KEY

ORGANETTO

The medieval Organetto was a portable pipe instrument, allied to the later classical pipe organ, and pumped with the hand.

Range: C3-C6

Drones: C1-B1

1. Knobs:
   1. Expression (CC 11)
   2. Key Press(CC 1)
   3. Key Release (CC 2)
   4. Drone Volume (CC 3)

SPINET

The spinet is a smaller type of harpsichord. The case of the spinet is approximately triangular.

Range: C1-G5

1. Knobs:
   1. Expression (CC 11)
   2. Release Volume (CC 1)

VIRGINAL

The virginal is a keyboard instrument of the harpsichord family. It was popular in northern Europe and Italy during the late Renaissance and early baroque periods.

Range: C2-C6

1. Knobs:

  1. Expression (CC 11)

  2. Release Volume (CC 1)

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4. PERCUSSION

In this section, there are 15 different instruments recorded. 4 round robin in each sample and up to 10 velocities. Percussion is divided into 4 different categories: Frame Drums, Hand Drums, Snares and Tambourines.

CHURCH BELLS

European Christian church bells typically have the form of a cup-shaped cast metal resonator with a flared thickened rim, and a pivoted metal striker or clapper hanging from its centre inside.

Four different ancient church bells were recorded. They have been tuned and stretched, so you can play them over your music or make the sound bigger or smaller.

Also, pigeons flying when the bells start to ring have been recorded.

Assorted Church Bells

Church Bell 1

Church Bell 2

Church Bell 3

Church Bell 4 small

Pealing Church Bells

Pigeons Flying

1.Knobs:

  1. Distance (CC1): Emulates the sound of the bells depending on the distance you hear them. 100% is close and 0% far.

Frame Drums

A frame drum is a drum that has a drum-head width greater than its depth. Usually the single drumhead is made of rawhide or man-made materials.

Frame Drums are mapped in this order: Rolls, Hits and Flams. Looped roll is mapped in C4, assigned to Knob 1 (CC1) for crossfade volume.

Barbarian Frame Drums I
Barbarian Frame Drums II
Distant Drums
Small Frame Drums (sticks)

Hand Drums

A hand drum is any type of drum that is typically played with the bare hand rather than a stick or other kind of beater.

Frame Drums are mapped in this order: Rolls and Hits.

Bumbac High
Bumbac Medium
Bumbac Low

Snares

The snare drum or side drum is a wide-ly used unpitched percussion instrument, mainly used in orchestras and marching bands.

Snare Drums are mapped in this order: Rolls, Flams and Hits.. Looped rolls are mapped from C4 on, assigned to Knob 1 (CC1) for crossfade volume.

Army Piccolo Snare
Execution Snare I
Execution Snare II
Juglar Snare
Bombo Leguero

Tambourines

The tambourine is an instrument from the percussion family consisting of a frame, with pairs of small metal jingles, called „zils".

Tambourines are mapped in this order: Rolls and Hits.

Tambourine I
Tambourine II
Tambourine III

5. SOUND DESIGN

Era contains more than a 100 patches to create ambiences

Soundscapes

Every soundscape have from 1 to 6 different individual layers. Those layers can be tweaked in the PRO page and adjust volume in QUICK EDIT page through the mixer. Every layer comes automated by default (Layer1 CC1, Layer2 CC2, and so on), but you can easily change that by right clicking the layer slider and select anyone you wish. In this way you ensure a lot of different ways to use the soundscapes and build your own sound.

Alchemy Laboratory
Ancient Era
Ancient Ruins
Animus
Archaic Artifact
Battlefield Ghosts
Before the Battle
Bells of Doom
Bewitched
Broceliande, Merlin Forest
Creature's Lair
Dead Marshes
Dead of a King
Dead Village
Discovery
Dreams of Fantasy
Endless Labyrinth
Evil Magic
Fairies Forest
Flying with the Dragon
Forging Caves

Grimm
Ice Queen
Inquisition Dungeon
Kilgharrah, The Great Dragon
Legend
Lights over Camelot
Magic Winds
Medieval Tapestry
Merlin
Metal Golem
Mists of Avalon I
Mists of Avalon II
Misty Morning I
Misty Morning II
Monster Hunt
Morgane LeFay's Fortress
Primordial Magic
Sea of Doom
Secrets from the Past
Uncharted Land I
Uncharted Land II
Uncharted Land III
Uncharted Land IV
Uncharted Land V
Underworld

MYSTERIOUS ATMOSPHERES

Mysterious Atmospheres 01
Mysterious Atmospheres 02
Mysterious Atmospheres 03
Mysterious Atmospheres 04
Mysterious Atmospheres 05
Mysterious Atmospheres 06
Mysterious Atmospheres 07
Mysterious Atmospheres 08
Mysterious Atmospheres 09
Mysterious Atmospheres 10
Mysterious Atmospheres 11
Mysterious Atmospheres 12
Mysterious Atmospheres 13
Mysterious Atmospheres 14
Mysterious Atmospheres 15
Mysterious Atmospheres 16
Mysterious Atmospheres 17
Mysterious Atmospheres 18
Mysterious Atmospheres 19

Mysterious Atmospheres 20
Mysterious Atmospheres 21
Mysterious Bells 01
Mysterious Bells 02
Mysterious Bells 03
Scrape 01
Scrape 02
Scrape 03
Scrape 04
Scrape 05
Scrape 06
Scrape 07
Scrape 08
Scrape 09
Scrape 10
Scrape 11
Scrape 12
Scrape 13
Scrape 14

WHOOSHES

Whoosh 01
Whoosh 02
Whoosh 03
Whoosh 04
Whoosh 05
Whoosh 06
Whoosh 07
Whoosh 08
Whoosh 09
Whoosh 10
Whoosh 11
Bowed Whoosh 01
Bowed Whoosh 02
Bowed Whoosh 03
Bowed Whoosh 04
Bowed Whoosh 05
Bowed Whoosh 06
Bowed Whoosh 07
Bowed Whoosh 08
Bowed Whoosh 09
Bowed Whoosh 10
Fire Ball Long
Fire Ball Medium
FireBall Short

THE INTERFACE

ERA interface is very intuitive and easy to use.

1. Volume
2. EQ Color
3. Reverb
4. Pan
5. Instrument control knobs and buttons
6. Envelope or instrument description
7. Volume Meter
8. Numerical value for selected control

The AHDSR envelope is specified using five parameters:

• Attack: How quickly the sound reaches full volume after the sound is activated (the key is pressed). For most mechanical instruments, this period is virtually instantaneous.

• Hold: How long the envelope stays at full volume before entering the decay phase.

• Decay: How quickly the sound reduces in volume after the initial peak and hold time.

• Sustain: The „constant" volume that the sound takes after decay until the note is released. Note that this parameter specifies a volume level rather than a time period.

• Release: How quickly the sound fades after the end of the note (the key is released).

CREDITS

Eduardo Tarilonte: Development, production and concept

PLAYERS

From Il Gentil Lauro

Rinaldo Valldeperas: Soprano Renaissance Flute and Crumhorns Consort

Cecilia Nocilli: Virginal, Spinet and Organetto

Lorena Porres: Alto Renaissance Recorder

Rubén Olmedo: Tenor Renaissance Recorder

Mª Ángeles Sevillano: Bass Renaissance Recorder

Gracia María Gil: Renaissance Lute and Baroque Guitar.

Juan Pablo Hervada: Bass Viola da Gamba

Ramiro González: Hurdy Gurdy and Bagpipes

Iván Karlón: Traditional Wooden Flute and Traditional Soprano Recorder

Alfonso Abad: Fidule

Efrén López: Anyafil and Shofar

Yónder Rodríguez: Percussion

Juan Cruz: Gemshorn and Stroken Psaltery

Eduardo Tarilonte: Early Renaissance Harps and Zither

DESIGN

Ryo Ishido: GUI and cover design

Richard Aicher: Manual design

INTERFACE PROGRAMMING

Robert Leuthner

BETA TESTING

Dirk Ehlert, Russell Bell, Martin Schreiber and *Mateo Pascual*

SPECIAL THANKS TO

My dear friends from Bells & Wizards: *Dirk Ehlert* and *Russell Bell* for their amazing demos and *Ryo Ishido* for his beautiful art. You guys are great! Thanks for your friendship

Rinaldo Valldeperas, Cecilia Nocilli and *Rebeca Ríos* from Il Gentil Lauro for their kindness and amazing job

Goyo Casado

Klaus Kandler, Roberth Leuthner, Lupo Greil, Wolfgang Wanko and all Best Service family

For any technical support please contact **support@bestservice.de**

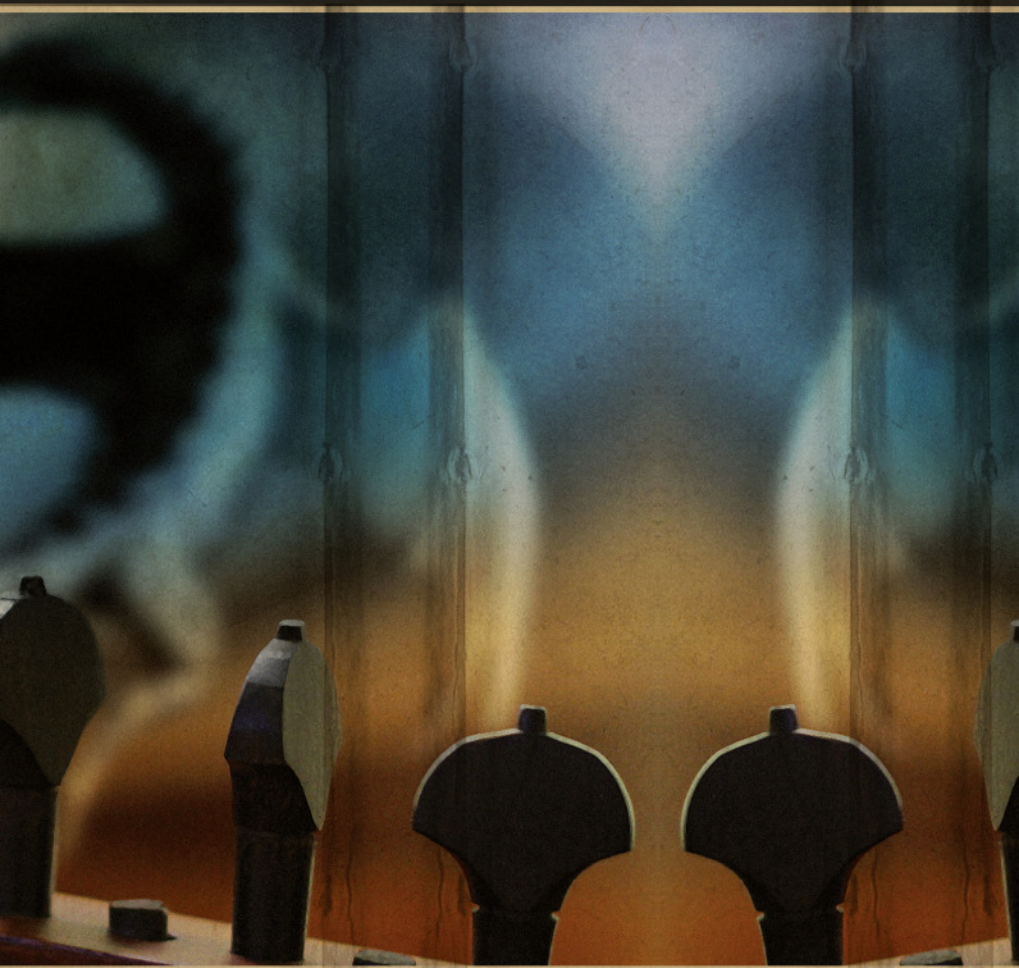For more information and updates, please visit:

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Era

Medieval Legends

Eduardo Tarilontes