



PLAY

Quantum Leap Ministry of Rock Virtual Instrument

Users' Manual

The information in this document is subject to change without notice and does not represent a commitment on the part of East West Sounds, Inc. The software and sounds described in this document are subject to License Agreements and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by East West Sounds, Inc. All product and company names are ™ or ® trademarks of their respective owners.

© East West Sounds, Inc., 2007. All rights reserved.

East West Sounds, Inc.
6000 Sunset Blvd.
Hollywood, CA 90028
USA

1-323-957-6969 voice

1-323-957-6966 fax

For questions about licensing of products: licensing@eastwestsounds.com

For more general information about products: info@eastwestsounds.com

<http://support.soundsonline.com>



PLAY

1. Welcome

- 2 About EastWest**
- 3 Producer: Nick Phoenix**
- 4 Credits**
- 5 How to Use This and the Other Manuals**
- 6 Online Documentation and Other Resources**

[Click on this text to open the Master Navigation Document](#)

Welcome

About EastWest

EastWest (www.soundsonline.com) has been dedicated to perpetual innovation and uncompromising quality, setting the industry standard as the most critically acclaimed producer of Sample CDs and Virtual (software) Instruments.

Founder and producer Doug Rogers has over 30 years experience in the audio industry and is the recipient of many recording industry awards including “Recording Engineer of the Year.” In 2005, “The Art of Digital Music” named him one of “56 Visionary Artists & Insiders” in the book of the same name. In 1988, he founded EastWest, the most critically acclaimed sound developer in the world, and recipient of over 50 industry awards, more than any other sound developer. His uncompromising approach to quality, and innovative ideas have enabled EastWest to lead the sound-ware business for 20 years.

In 1997 Rogers partnered with producer/composer Nick Phoenix and set up Quantum Leap, a wholly owned division of EastWest, to produce high-quality, no-compromise sample libraries and virtual instruments. Quantum Leap virtual instruments are mostly produced by Nick Phoenix. Some of the larger productions, such as Symphonic Orchestra, Symphonic Choirs and Quantum Leap Pianos are co-produced by Doug Rogers and Nick Phoenix. As a composer, Phoenix began scoring film trailers and television commercials in 1994. To date, he has either scored or licensed music for the ad campaigns of over 1000 major motion pictures including Tomb Raider 2, Terminator 3, Lord of the Rings Return of the King, Harry Potter 2, Star Wars Episode 2, Spiderman 3, Pirates of the Caribbean 3, Blood Diamond, Night at the Museum, and The Da Vinci Code. Quantum Leap has now firmly established itself as one of the world’s top producers of high-end sample libraries and virtual instruments.

In 2006, EastWest purchased the legendary Cello Studios (formerly United Western Recorders) on Sunset Boulevard in Hollywood, re-naming it EastWest Studios. The 21,000 sq. ft. facility, since remodelled by master designer Philippe Starck, houses five recording studios and is the world headquarters for EastWest.

Producer: Nick Phoenix

Born in London, England, in 1967, Nick began scoring film trailers and television commercials in 1994. To date, he has either scored or licensed music for the ad campaigns of over 1000 major motion pictures. “Spiderman 3,” “Pirates of the Caribbean 3,” “Fantastic Four, Silver Surfer,” “300,” “Sunshine,” “The Last Mimzy,” “Hannibal Rising,” “Blood Diamond,” “Night at the Museum,” “Superman Returns,” “Astronaut Farmer,” “Rush Hour 3,” “Eragon,” and “The Da Vinci Code” are a few recent examples. Nick has also scored numerous TV shows for NBC, CBS, Showtime, Fox Family, and the History Channel.



The journey as a composer has also inspired Nick to record and program his own sounds and samples. Nick founded Quantum Leap Productions in 1997 and Quantum Leap has since grown to be the most critically acclaimed producer of high-end sample libraries and virtual instruments. Nick’s studio is located in Venice, California, and is 100% solar powered.

Quantum Leap titles to date:

- QL Guitar and Bass
- QL Brass
- QL 56 Strat
- QL Voices of the Apocalypse
- QL Rare Instruments
- QL Hardcore Bass
- QL Stormdrum
- EWQL Symphonic Orchestra
- EWQL Symphonic Orchestra XP
- EWQL Symphonic Choirs
- QL Ra
- QL Colossus
- QL Gypsy
- QL Ministry of Rock
- QL Voices of Passion
- QL Stormdrum 2
- EWQL Pianos

Credits

Producer

Nick Phoenix

Executive Producer

Doug Rogers

Engineering

Nick Phoenix, Rhys Moody, Ashif Hakik

Programming

Nick Phoenix, Pierre Martin, Ashif Hakik

Editing

Pierre Martin, Nick Phoenix, Ashif Hakik

Art Direction

Steven Gilmore, Doug Rogers, Nick Phoenix

Software

Sam Fischmann, Klaus Voltmer, Patrick Stinson, Stefan Kersten,
Klaus Lebkücher, Toine Diepstraten, Stefan Podell, Albert Ortega,
Doug Rogers, Nick Phoenix, Rhys Moody, Stefan Leiste

Manual

John Philpit

Special Thanks to

Shaun Ellwood, Gary Meyerberg

How to Use This and the Other Manuals

All documentation for the EastWest PLAY Advanced Sample System and its libraries is provided as a collection of Adobe Acrobat files, also called PDFs. They can be viewed on the computer screen or printed to paper.

Each time you install one of the PLAY System libraries, two manuals are copied to the file system on your computer:

- The manual that describes the whole PLAY System. This, the largest of the manuals, addresses how to install and use all aspects of the software that are common to all libraries.
- The library-specific manual, such as the one you are currently reading. This smaller document describes aspects that differ from one library to the next, such as the list of included instruments and articulations.

Using the Adobe Acrobat Features

By opening the Bookmarks pane along the left edge of the Adobe Acrobat Reader, the user can jump directly to a topic from the section names. Note that some older versions of Acrobat Reader might not support all these features. The latest Acrobat Reader can be downloaded and installed at no cost from the Adobe web site. (As an example of a hyperlink, you can click on the last word of the previous sentence to be taken directly to the Adobe site.)

When reading this and other manuals on the computer screen, you can zoom in to see more detail in the images or zoom out to see more of the page at once. If an included picture of the user interface, or a diagram, seems fuzzy or illegible, then zoom in using one of several means provided in the Acrobat Reader software.

The Master Navigation Document

Because the EastWest PLAY System is a collection of components, each with its own User's Manual, a Master Navigation Document (MND) is provided to allow users to jump quickly between these PDFs when being read on the computer screen. This MND is a one-page file with hyperlinks to the PLAY System documentation and to all the library manuals. Hyperlinks to this Master Navigation Document are found on the title page of each chapter in each document. From there, you can open any other document in the collection.

For example, if you're reading something in this documentation for the Quantum Leap Ministry of Rock library, and need to open the manual for the PLAY System as well, go to any chapter title page and click on the link that says, "Click on this text to open the Master Navigation Document." It will open in a new window on the screen. In that document, click on the icon for the PLAY System and its manual will open in the same window (hiding the MND). You now have both the Ministry of Rock library manual and the PLAY System manual open in separate windows so you can refer to them both.

Online Documentation and Other Resources

For the most up to date information, visit the support pages at EastWest's web site. There you can find:

- information made available after these manuals were written
- FAQ pages that may already list answers to questions you have
- suggestions from EastWest and other users of the EastWest PLAY System
- news about upcoming releases

The address is:

<http://support.soundsonline.com>

You can also visit the EastWest online forums. There you can read comments and questions from others who use EastWest products and post your own. The many forum participants are a good source of helpful information about both the technical and musical aspects of this software.

The address of the forums is:

<http://www.soundsonline-forums.com>



PLAY

2. Quantum Leap Ministry of Rock, An Overview

- 8 The Design Point for the Ministry of Rock Library**
- 8 What's Included**
- 8 Notes from the Producer**
- 9 Hardware Requirements**

[Click on this text to open the Master Navigation Document](#)

Quantum Leap Ministry of Rock, An Overview

The Design Point For the Ministry of Rock Library

The Quantum Leap Ministry of Rock Virtual Instrument is a library of rock drums, basses and guitars recorded in the famous EastWest Studio 2. It is now the ultimate production toolbox for rock producers.

The library covers a myriad of styles. Songwriters; film, TV, and game composers; and drummers and guitarists will all love this library. The sound quality and playability are superior to anything else available.

Ministry of Rock features sounds used in today's music. The entire library was created with one goal in mind: to create a virtual instrument capable of producing sounds that could actually produce a hit record or filmscore without any live drum, bass, or guitar overdubs. The articulations and programming were all reverse engineered from actual performances.

What's Included

This Quantum Leap Ministry of Rock library you purchased includes all the following:

- a complete set of sample-based instruments, enumerated later in this manual
- approximately 20 Gigabytes of 24-bit, 44.1 kHz samples
- the EastWest PLAY Advanced Sample Engine
- the unique authorization code that identifies the license you bought
- manuals in Adobe Acrobat format for both the EastWest PLAY System and the Quantum Leap Ministry of Rock Virtual Instrument
- an installation program to set up the library, software, and documentation on your computer
- an Authorization Wizard for registering your license in an online database

One required item *not* usually included is an iLok security key. If you already have one from an earlier purchase of software, you can use it. Otherwise, you need to acquire one. They are available from many retailers that sell EastWest and Quantum Leap products, or you can buy one online from www.soundsonline.com.

Notes from the Producer

Some Ministry of Rock patches load up with the Convolution Reverb, Delay, and Chorus enabled. This was done because these are typical setting for such instruments. You are encouraged to experiment with the fantastic Reverb and Chorus in the PLAY Engine to create your own effects.

QUANTUM LEAP MINISTRY OF ROCK VIRTUAL INSTRUMENT

Note: The high-quality Convolution Reverb in the EastWest PLAY Engine, mentioned above, uses lots of CPU power. If your computer has the minimum system specs, turning off the reverb after loading a patch may significantly improve performance.

Some Ministry of Rock instruments take advantage of the PLAY Engine's feature called Channel Sourcing. It lets you access the two sides of the stereo file independently. Use this control along with the Stereo Double knob to affect how wide a sound to generate.

Some of the other PLAY System features working under the hood are used to achieve the Ministry of Rock sound. These include:

- auto legato detection
- legato scripts
- round robin articulations and two means for resetting the cycles
- repetition detection

Hardware Requirements

See the Play System manual for a complete list of the Hardware and Software Requirements for installing and running any PLAY System library. In addition, the available space on the hard drive required for a full installation of Ministry of Rock is approximately 20 GB (Gigabytes).



PLAY

3. The Ministry of Rock User Interface

- 12 Round Robin Reset Button**
- 12 Stereo Double Controls**
- 12 Filter Controls**
- 13 ADT Controls**
- 13 The Graphical Representation of the Envelope**
- 14 The Browser View**

[Click on this text to open the Master Navigation Document](#)

The Ministry of Rock User Interface

Each library presents its own interface when one of its instruments is the current one, as specified in the Instruments drop-down in the upper right corner. The image at the bottom of the page provides an overview of the entire window when in Player View.

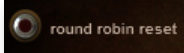
Much of this interface is shared by all PLAY System libraries, and the common features are described in the PLAY System manual. The controls described here are:

- Round Robin Reset
- Stereo Double
- Filter
- ADT
- the graphical representation of the Envelope



Round Robin Reset Button

A round robin articulation is one in which several different samples are recorded with all parameters, such as volume, speed of attack, and so on, being essentially constant. The PLAY Engine then knows to alternate between the two or more samples during playback. The goal is to avoid what's often called the "machine gun effect," in which playing the same sampled note repeatedly causes the unnatural sound of consecutive notes being mechanically identical.



There's one potential problem with round robin technology, and one way to solve it is the Round Robin Reset button. The PLAY Engine remembers which sample should be played the next time the note sounds. If, for example, a round-robin patch contains two samples, A and B, and a piece uses that note 7 times, the PLAY Engine plays A B A B A B A. If the piece is played again from the beginning, the engine will play starting with B, because that's next in order. The second rendition will be subtly different. Being able to reset all round-robin articulations to the beginning of the cycle allows for consistent playback.

You can use this button to reset all round robin articulations on demand. Or use your choice of a MIDI note or MIDI control code to reset them one instrument at a time from a MIDI keyboard or the data stored in a sequencer project. See the description of the Settings dialog for more information about this articulation-specific approach.

Stereo Double Controls

This knob, with its three buttons, gives the user the option of using exclusively the left stereo signal or right when "Stereo" is selected from the Channel Source drop-down. For any other setting, this control has no effect. The reason for having the choice is that in some instruments the left and right signals are separately recorded samples. For example, the Les Paul Standard guitar was recorded through a Buddha amp (clean setting) on the left and a Marshal stack on the right. You have the choice of using only the Buddha, only the Marshal or a mix of the two sounds.



The knob lets the user determine the spread of the signals, how far apart the ear perceives the stereo channels to be. A value of 0% brings the two channels together at the center (unless the Pan knob positions the output differently), and is the equivalent of turning off the controls with the button below the knob. A value of 100% call for the maximum spread available. Select between the left and right signal with the buttons on either side of the knob.

Filter Controls

The Filter controls take the sound of the instrument, and modify it by filtering out some of the sound above a certain frequency. This type of effect is commonly called a Low Pass Filter.



QUANTUM LEAP MINISTRY OF ROCK VIRTUAL INSTRUMENT

The Frequency knob determines where the sound starts to be filtered out. The Resonance knob specifies how much the filter “rings” at the dialed frequency. The higher the resonance knob is set, the more focused this ringing becomes.

The graph gives you visual cues about the frequency distribution you are creating with the settings you select.

ADT Controls

Artificial Double Tracking is a technique, invented at Abbey Road when the Beatles were recording there, that approximates the effect of double tracking (recording two nearly identical takes of a vocalist or instrument on the same part and laying one on top of the other) without actually taking the time to record two takes. And some would say ADT improves on actual double tracking even beyond the savings in time. The original ADT process was based on magnetic tape; in the PLAY Engine, the effect is created digitally. The software programmers, however, added a tape simulator to mimic the slight speed variations of the two analog tape machines that created the ADT effect.



The **Delay** knob specifies in milliseconds, the delay between the original signal and the secondary signal. A delay of around 40 ms is typical, so is often a good starting point when crafting a specific effect.

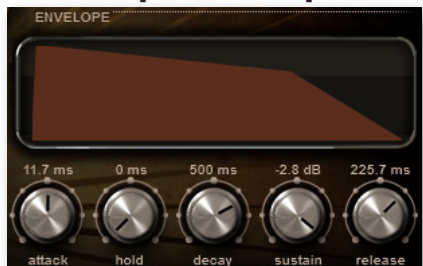
The **Depth** knob specifies the amount by which that delay is modulated. You don’t want a exactly consistent delay; the delay of the secondary signal will vary forward and backward in time by this much.

The **Speed** knob varies the speed at which that delay is modulated.

The **Level** knob specifies the relative loudness of the secondary signal. Set it to 0.0 dB to hear the effect at its strongest, with the same level on both signals; higher or lower gives preference to one of the signals. The overall effect depends on their combination.

The **On/Off** button allows you to kill the ADT effect instantly and then reinstate it with the same settings, as needed.

The Graphical Representation of the Envelope



The Envelope Controls are described in the main PLAY System manual because they are common to all PLAY System libraries. Only some libraries include the graph, as shown here, so it is included in the manuals for those libraries only.

Note that the total width of the graph represents the total length of all phases of the envelope. Therefore, when you

change something in one part of the graph, for example, the decay, you may see the slopes of other components, the attack and the release, change as well because those phases become a larger or smaller percent of the whole; this is as expected.

The Browser View

The Browser behaves identically among all PLAY System libraries. Read the main PLAY System manual for information about how to use that view.



PLAY

4. Instruments, Articulations, Keyswitches

- 16 Descriptions of the Ministry of Rock Instruments**
- 18 Explaining the Instrument Sub-types**
- 18 Tables of the Instruments**
- 26 Abbreviations Used in Articulation Names**

[Click on this text to open the Master Navigation Document](#)

Instruments, Articulations, Keyswitches

This chapter provides specific information about each of the instruments in the Ministry of Rock library. First is a section that briefly describes them in case some are unfamiliar to you. This is followed by a table that lists for each instrument the available articulations together with the keyswitch note that initiates each one. You might want to print out the pages containing this table as a reference.

Descriptions of the Ministry of Rock Instruments

This is a list of all the basses and guitars in the Ministry of Rock library. Each item includes a brief description of the physical instrument and some general information about the articulations. See the table later in this manual for specifics about what articulations are available.

The drum kits are described in a preface to the list of drums and other percussion, starting on page 24.

Some instruments below specify different equipment being recorded for the left and right channels. When that's the case, use the Channel Source and Stereo Doubling controls to use the left or right channel alone or a mix of the two.

Fender 5 String Bass

A classic unmodified 5 string Fender Jazz recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, finger, slide up and down, staccato, bends, and FX.

Fender P-Bass

This P-Bass has been hot-rodded and recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, pick mute, slide up and down, staccato, bends, and FX.

Kubicki Bass

This is the famous rock/metal bass from the 80's. It was recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, slide up and down, staccato, bends, and FX.

Musicman HCB Demo Bass

Basic pick articulation of the Musicman bass from Hardcore Bass XP. The Hardcore Bass library has a different sound from Ministry of Rock.

Specter Bass

Specter basses are fantastically well made rock basses with bite. This one was also recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, finger, slide up and down, staccato, bends, and FX.

7 String Ibanez KRA DIR

This 7-string Ibanez guitar is the ultimate death metal guitar. The left channel is the sound of a Krank amp and the right side is clean. The patches default to mono from left in the Channel Sourcing control. This means you only hear the Krank amp in mono. Switch to mono from right for a clean tone and add your own amp plug-ins. Lead articulations and power chords are separated into 2 master patches. Auto legato detection works wonders here.

Gibson J-160 Acoustic

This is a famous guitar used by many famous rock bands from the 70's. This patch is a giant acoustic guitar strumming toolkit. 6 chords are available in every key with multiple speeds, up and down strums, short and long, and multiple dynamics. Use the Mod Wheel to change the speed.

Les Paul Deluxe MAR BOG

This Les Paul Deluxe vintage guitar was recorded through a Bogner stack on the left and a Marshal stack on the right. It sounds great in stereo, or use the Channel Source control to achieve the sound you want. Lead articulations and power chords are separated into 2 master patches. Auto legato detection works wonders here. The many articulations make this rock/metal guitar sing.

Les Paul Standard MAR BUD

This Les Paul Standard vintage guitar was recorded through a Buddha amp (clean setting) on the left and a Marshal stack on the right. The instrument defaults to the Marshal sound in the Channel Source control. Switch to the Buddha and add your own plug-ins. Lead articulations and power chords are separated into 2 Master patches. Auto legato detection works wonders here. A different take on the articulations make this guitar quite different from the Les Paul Deluxe, above.

Strat PRS Mono Fender

These are various Strat and Paul Reed Smith rhythm and FX patches in mono, played through a Fender amp. Styles include punk, ska, rock, and garage.

Telecaster VOX BOG

The Fender Telecaster was recorded through a Bogner clean channel on the left and a Vox clean setting on the right. Chords and leads are separated into 2 Master patches. The Lead patch loads up with a cool reverb/chorus preset. Play an arpeggiated chord and experiment with the pitch wheel.

Explaining the Instrument Sub-types

For some instruments in Ministry of Rock, there may be two or more .ewi files listed in the Browser View. Examples are Tele Chords Master.ewi and Tele Lead Master.ewi both listed under Telecaster VOX BOG. Here is an explanation of what the various sub-types in the instrument name mean.



Master includes a keyswitch containing all articulations of the instrument except legato intervals. Once a Master patch is loaded, all articulations as well as the keyswitch notes that trigger them can be found in the Articulations control near the bottom-right hand corner of the Player View. Articulations can be freely loaded or unloaded as needed.

Elements is the same as Master except that only the default articulation, usually the one at the top of the list, is loaded and active when first opened. You can load and activate different articulations as needed. There is no keyswitch, which means it's not easy to switch to a different articulation in the middle of a performance. Instead, use an Elements patch when you need only a single articulation—or a consistent layering of multiple articulations—during the entire performance.

Lead Master includes a keyswitch containing all the solo articulations of the instrument except for the legato intervals.

Chords Master includes a keyswitch containing all the chordal variations of the instrument.

Tables of the Instruments

The following table lists all the articulations available in each instrument (.ewi file). As is mentioned in the previous section on Instrument Sub-types, there may be more than one instrument file for some physical instruments.

The Ministry of Rock basses, guitars, and drums are in separate tables.

Note that when an articulation is listed over a range, such as “CO-F#0,” that means the samples are layered into every sample. The relative loudness of this layer to the main samples can be controlled with the volume sliders in the Articulations control. For example key clicks and other mechanical sounds naturally heard when the instrument is played can be raised or lowered in volume without adjusting the dynamics of the musical sounds.

You will sometimes find pairs of instruments in which the names differ only in the words “Master” vs. “Elements.” The difference between them is that the “Master” instrument has all the articulations active when first opened and the “Elements” instrument has only the default articulation (the lowest C in the keyswitch) active. In either, you can activate or deactivate articulations, as required.

Basses

MINISTRY OF ROCK BASSES

Keyswitch Notes	Articulations
Fender 5 String:	
> Fender 5 Str Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C0	Release Trails
Fender P-Bass:	
> Fender P-Bass Master	
C0	Sus RR
C#0	Sus Mute
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C#0	Release
Kubicki:	
> Kubiki Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
<i>continued</i>	

MINISTRY OF ROCK BASSES

Keyswitch Notes	Articulations
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C0-C#0	Release
Musicman HCB Demo:	
> Musicman Sus RR HCB	
	Single Articulation
Specter:	
> Specter Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down
E0	Slide Up

Guitars

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
7 String Ibanez KRA DIR:	
> 7 Str. Iban. Lead Master	
C0	Sus
C#0	Legato RR
D0	Staccato RR
D#0	Staccato Short RR
E0	Sus Vib vs
F0	Dig Scream
F#0	Octave Sus
G0	Fall FX
G#0	String Noise
> 7 Str. Iban. PC Master	
C0	Chug Sus Long RR
C#0	Chug Sus Short RR
D0	PC Slide Up Fast

continued

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
D#0	PC Slide Up Slow
E0	PC Slide Down Fast
F0	PC Slide Down Slow
F#0	Pitchless Chugs
G0	Pitchless Chugs 2
C0-G0	Pitchless Scrape
Gibson J 160 Acoustic:	
> Gibson J 160 Chords	
C0	Maj Fast MOD Slow
C#0	min Fast MOD Slow
D0	7th Fast MOD Slow
D#0	sus 4 Fast MOD Slow
E0	9th Fast MOD slow
F0	Maj7 Fast MOD Slow
F#0	min 7 Fast MOD Slow
C0-F#0	Pitchless Strums
Les Paul Deluxe MAR BOG:	
> LP Deluxe Lead Master	
C0	Sus Vib
C#0	Sus Vib Fast
D0	Leg RR
D#0	Sus Legato
E0	Bend Up ½ Slow
F0	Bend Up Whole Slow
F#0	Bend Up ½ Fast
G0	Bend Up Whole fast
G#0	Bend Down ½ Fast
A0	Bend Down Whole Fast
A#0	Harmonics
B0	Whammy Sus
C1	Screams
C#1	Scream Falls
D1	Noises

continued

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> LP Delx. PC Master	
C0	Chugs Sus RR LR
C#0	16 Note Chugs LR
D0	Palm Mute Fast
D#0	Palm Mute Slow
E0	Chug Noise
F0	PC 5 and 4
C0-F0	Pitchless Chugs RR
Les Paul Standard MAR BUD:	
> LP Stnd. Lead Master	
C0	Sus NV
C0	Leg NV
C#0	Sus Vib
C#0	Leg Vib
D0	Short RR
D#0	scream Vib Fall
E0	Harmonics
F0	Bend FX
F#0	Noises
> LP Stnd. PC Master	
C0	Chug PC Drop Tuned RR
C#0	Chug PC Norm Down RR
D0	Chug PC Norm Up RR
D#0	Chug 16 RR
E0	Single Note Chug
F0	PC sus 4
F#0	Chug FX 1
G0	Chug FX 2
C0-G0	Scrape Chug
Strat PRS Mono Fender:	
> PRS Garage MTL Low Lead	
(no keyswitch)	Sus
(no keyswitch)	Leg

continued

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> PRS Garage MTL Noises	Single Articulation
> PRS Garage MTL Rhythm	Single Articulation
> Strat Punk Dist Maj Chrds	Single Articulation
> Strat Punk Hm Chugs n Scrms	Single Articulation
> Strat Punk Noises	Single Articulation
> Strat Punk Rhythm	Single Articulation
> Strat Rock Chords	Single Articulation
> Strat Ska Rhythm	Single Articulation
> Strat Thrash Noises	Single Articulation
> Strat Thrash Rhythm	Single Articulation
> Strat Thrash Single Chug	Single Articulation
Telecaster VOX BOG:	
> Tele Chords Master	
C0	Maj
C#0	min
D0	7th
D#0	min 7th
E0	Sus 4
F0	Sus 9
C0-F0	Scrapes MOD
<i>continued</i>	

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> Tele Lead Master	
C0	Sus NV RR
C#0	Sus Vib
D0	Chug Mute 1 RR
D#0	Chug Mute 2 RR

Drums

The Ministry of Rock drums patch gives you access to all the sounds from 4 drumkits recorded in EastWest Studio 2. It's one giant interchangeable drum toolkit. Using the Articulations list, you can easily load/unload samples and activate/deactivate percussion instruments as you wish to achieve a custom collection of sounds.

The drumkits are:

- **Ayotte**, a smaller, tighter sounding kit. It has 5 alternate snares and was recorded without a lot of room.
- **Black**, a kit which is mostly Gretsch. It's the kit that Metallica used to make the Black record. It has 3 alternate snares and 6 toms. It was recorded with a little more room, but it's still dry enough for any use.
- **Octaplus**, a fantastic kit from the 70's with 9 toms, 3 snares, 2 bass drums, and more. This is a wild, fat kit with a little more room.
- **Ludwig**, a beautiful-sounding all-around vintage kit with a good amount of room.

The table below lists all the Ministry of Rock drums in the same order they appear in the Articulations list.

MINISTRY OF ROCK DRUMS

Ayotte Kick

Ayotte Soft Kick

Black Kick Beater Off

Black Kick Beater On

Ludwig Mellow Kick

Ludwig Snappy Kick

Octaplus Deep Kick

Octaplus Hardcore Kick

Octaplus Loose Kick

continued

MINISTRY OF ROCK DRUMS

Octaplus Rock Kick

Ayotte Factory Snare

Ayotte Good Ol Boy Snare

Ayotte Pop Jazz Snare

Ayotte Wooden Rock Snare

Black Beauty Snare

Black Fat Brass Snare

Black Terminator Snare Luc

Ludwig Beauty Snare

Ludwig Deep Brass Snare

Octaplus Brass Snare

Octaplus Med Wood Snare

Octaplus Small Tight Snare

Ayotte Hats

Black Hats Center

Black Hats Edge

Ludwig Hats Center

Ludwig Hats Edge

Octaplus Sab Hats Edge

Octaplus Sab Hats Center

Octaplus Zil Hats

Octaplus Zil Hats 2

Ayotte Toms

Black Toms Low

Black Toms Mid

Black Toms Hi

Ludwig Mellow Toms

Ludwig Rock Toms

Octaplus Natural Toms 6789

Octaplus Rod Toms 1357

Octaplus Toms 2679

Octaplus Toms 3579

Octaplus Toms 4568

continued

MINISTRY OF ROCK DRUMS

Ayotte Ride

Black Ride

Ludwig Ride

Octaplus Large Ride

Octaplus Medium Ride

Ayotte Cymbals

Black Cymbals Extended

Ludwig Cymbals

Octaplus Cymbals

Octaplus Dark Cymbals

In the Browser View, four instrument files are displayed:

- MOR Ayotte Elements.ewi
- MOR Black Elements.ewi
- MOR Ludwig Elements.ewi
- MOR Octaplus Elements.ewi

They all contain the same list of instruments, as above. The difference is that when the instrument file opens, only the percussion of the named brand is loaded and active; any of the other three brands can be used by loading and activating specific drums. If you want a matched set, it's ready to play as soon as it's opened. If you want to mix up your drumkit, activate and deactivate drums whatever way you like.

Once you get a drumkit you like, you can save it to the file system. When you open the saved file, it's all set up for you.

Abbreviations Used in Articulation Names

The names of articulations are often shortened to fit in the Articulations list in the Player View. The following table provides a way to look up any unfamiliar abbreviations until you become familiar with the shortcuts. You will find that there is a lot of overlap among the libraries, because most of these are standard musical terms.

ABBREVIATIONS IN ARTICULATION NAMES

Abbreviations	Full Words
Dim	Diminished
Dn	Down
FX	Effects
Leg	Legato
LH	Left hand

continued

ABBREVIATIONS IN ARTICULATION NAMES

Abbreviations	Full Words
Maj	Major
Marc	Marcato
Min	Minor
MOD	Controlled by Mod Wheel
NV	Non-vibtraro
Perf	Perfect
Pizz	Pizzicato
RH	Right hand
RR	Round robin of 2 samples
RRx#	Round robin of # samples
Stac	Staccato
Sus	Sustain
Trem	Tremolo
Vib	Vibrato

EASTWEST SOUNDS, INC. END USER LICENSE AGREEMENT

THE EASTWEST SOUNDS, INC. END USER LICENSE AGREEMENT GOVERNS THE USE OF EASTWEST, EASTWEST/QUANTUM LEAP, AND QUANTUM LEAP SOFTWARE, AUDIO CONTENT, AND OTHER INTELLECTUAL PROPERTY PROVIDED BY EASTWEST TO THE END USER. PLEASE READ THIS LICENSE AGREEMENT (“LICENSE”) CAREFULLY BEFORE USING THE EASTWEST SOFTWARE, AUDIO CONTENT, AND OTHER INTELLECTUAL PROPERTY, AS IT GOVERNS THE TERMS AND CONDITIONS OF YOUR USE.

BY USING THE EASTWEST SOFTWARE, AUDIO CONTENT, OR OTHER INTELLECTUAL PROPERTY, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT USE THE EASTWEST SOFTWARE, AUDIO CONTENT, OR OTHER INTELLECTUAL PROPERTY. IF YOU DO NOT AGREE TO THE TERMS OF THE LICENSE, YOU MAY RETURN THE EASTWEST SOFTWARE, AUDIO CONTENT, AND INTELLECTUAL PROPERTY TO THE PLACE WHERE YOU OBTAINED IT FOR A REFUND. YOU MUST RETURN THE ENTIRE PACKAGE IN ORDER TO OBTAIN A REFUND. IF THE EASTWEST SOFTWARE, AUDIO CONTENT, OR INTELLECTUAL PROPERTY WERE ACCESSED ELECTRONICALLY AND YOU DO NOT AGREE TO THE LICENSE, SIMPLY CLICK “DECLINE”.

IMPORTANT NOTE: The software, audio content, and other intellectual property provided by EastWest to you may be used by you to create your own original works pursuant to the terms and conditions of this License. You may not use, distribute, or broadcast any of the software, audio content, or other intellectual property in any manner not expressly permitted by this License. If you are uncertain about your rights to use the software, audio content, or other intellectual property, you should contact your legal advisor before proceeding.

1. General. The EASTWEST SOFTWARE (without limit, the software, scripts, audio content, audio loops, sound files, samples, impulse responses, audio processing tools, images, formulas, designs, inventions, works, documentation, fonts, and other intellectual property whether on disk, in read only memory, on any other media or in any other form) provided to you is licensed, not sold, to you by EAST WEST SOUNDS, Inc. (“EASTWEST”) for use only under the terms of this License, and EASTWEST reserves all rights not expressly granted to you. You own the media on which EASTWEST SOFTWARE is recorded but EASTWEST and/or EASTWEST’s licensor(s) retain ownership of the EASTWEST SOFTWARE itself. The terms of this License will govern any EASTWEST SOFTWARE upgrades provided by EASTWEST that replace and/or supplement the original EASTWEST SOFTWARE, unless such upgrade is accompanied by a separate license, in which case the terms of that license will govern. Title and intellectual property rights in and to any content displayed by or accessed through the EASTWEST SOFTWARE belongs to the respective content owner. Such content may be protected by copyright or other intellectual property laws and treaties, and may be subject to terms of use of the third party providing such content.

EASTWEST END USER LICENSE AGREEMENT

2. Permitted License Uses and Restrictions. You are granted a limited non-exclusive license to use the EASTWEST SOFTWARE as follows, subject to all other terms and conditions of this License:

A. You may install and use one copy of the EASTWEST SOFTWARE on one computer. You will be required to purchase, authorize and use a Pace iLok security key (not included) or other security protection EASTWEST includes to access the EASTWEST SOFTWARE. You may not make the EASTWEST SOFTWARE available over a network where it could be used by multiple computers or users at the same time. You may make one copy of the EASTWEST SOFTWARE in machine-readable form for backup purposes only; provided that the backup copy must include all copyright or other proprietary notices contained on the original.

B. You may use the EASTWEST SOFTWARE to create your own original music compositions or soundtracks for your film, video, music, and audio projects, and you may broadcast and/or distribute your own original music compositions or soundtracks that were created using EASTWEST SOFTWARE.

C. You may not use the EASTWEST SOFTWARE to create sounds or other content for any kind of synthesizer, virtual instrument, sample library, sample-based product, musical instrument, or competitive product. You may not license, sell, or distribute (commercially or otherwise) either the EASTWEST SOFTWARE or any portion or component parts of the EASTWEST SOFTWARE on a standalone basis or repackage and sell, license, or distribute either the EASTWEST SOFTWARE or any portion or component parts of the EASTWEST SOFTWARE on a standalone basis.

D. You may use the EASTWEST SOFTWARE to compose original music compositions or soundtracks; or for a Production Music Library, also known as stock music or library music (original compositions or soundtracks created entirely by you using the EASTWEST SOFTWARE that you, in turn, license as an original composition or soundtrack to third parties for use in film, television, radio, or other media), provided the completed composition or soundtrack is created solely by you.

E. You may use any included EASTWEST SOFTWARE Audio Loops (compositions that contain a combination of sound samples that can be repeated to form a continuous piece of music) for a Production Music Library, also known as stock music or library music (original compositions or soundtracks created entirely by you using the EASTWEST SOFTWARE that you, in turn, license as an original composition or soundtrack to third parties for use in film, television, radio, or other media), subject to the following terms and conditions: (1) the Audio Loops must be used in a musical context with at least two other instruments that contribute significantly to the composition; and (2) The entire Audio Loop cannot be left exposed at any time in the composition. If you have any doubt a composition or soundtrack by you meets the foregoing criteria, you may submit the composition to licensing@eastwestsounds.com for written approval. Please do not send audio or MP3 files, send us a link to your composition on your web server.

EASTWEST END USER LICENSE AGREEMENT

F. You may not, and you agree not to, or to enable others to, copy (except as and only to the extent permitted in this License), decompile, reverse engineer, disassemble, attempt to derive the source code of, decrypt, modify, or create derivative works of the EASTWEST SOFTWARE or any part thereof (except as and only to the extent any foregoing restriction is prohibited by applicable law).

3. Transfer Restriction: A right to use the EASTWEST SOFTWARE is granted to the original end-user of the product (Licensee) and is NOT transferable. You may not rent, lease, lend, sell, redistribute or sublicense the EASTWEST SOFTWARE.

Updates and Upgrades: If an EASTWEST SOFTWARE update completely replaces (full install) a previously licensed version of the EASTWEST SOFTWARE, you may not use both versions of the EASTWEST SOFTWARE at the same time nor may you transfer them separately.

Not for Resale (NFR) Copies: Notwithstanding other sections of this License, EASTWEST SOFTWARE labeled or otherwise provided to you for development or on a promotional basis may only be used for development, demonstration, testing and evaluation purposes and may NOT be used for any revenue generating activity that includes the use of the EASTWEST SOFTWARE without the written consent of EASTWEST. If you are not sure which license type you own (LICENSE / NFR), please check your iCloud or other identified security account or contact licensing@eastwestsounds.com.

Educational Copies: You must be an Eligible Educational End User to use the EASTWEST SOFTWARE. "Eligible Educational End Users" means students, faculty, staff and administration attending and/or working at an educational institutional facility (i.e., college campus, public or private K-12 schools). EASTWEST SOFTWARE provided for this purpose may NOT be used for any revenue generating activity that includes the use of the EASTWEST SOFTWARE without the written consent of EASTWEST.

4. Consent to Use of Data. You agree that EASTWEST and its subsidiaries may collect and use technical and related information, including but not limited to technical information about your computer, system and application software, and peripherals, that is gathered periodically to facilitate the provision of software updates, security, product support and other services to you (if any) related to the EASTWEST SOFTWARE, and to verify compliance with the terms of this License. EASTWEST may use this information, as long as it is in a form that does not personally identify you, to improve our products or to provide services or technologies to you.

5. Termination. This License is effective until terminated. Your rights under this License will terminate automatically without notice from EASTWEST if you fail to comply with any term(s) of this License. Upon the termination of this License, you shall cease all use of the EASTWEST SOFTWARE and destroy all copies, full or partial, of the EASTWEST SOFTWARE.

6. Limited Warranty on Media. EASTWEST warrants the media on which the EASTWEST SOFTWARE is recorded and delivered by EASTWEST to be free from defects in materials

EASTWEST END USER LICENSE AGREEMENT

and workmanship under normal use for a period of ninety (90) days from the date of the original purchase. Your exclusive remedy under this Section shall be, at EASTWEST's option, a refund of the purchase price of the product containing the EASTWEST SOFTWARE or replacement of the EASTWEST SOFTWARE that is returned to EASTWEST or an EASTWEST authorized representative with a copy of the original receipt. THIS LIMITED WARRANTY AND ANY IMPLIED WARRANTIES ON THE MEDIA INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, OF SATISFACTORY QUALITY, AND OF FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF ORIGINAL PURCHASE. SOME JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THE LIMITED WARRANTY SET FORTH HEREIN IS THE ONLY WARRANTY MADE TO YOU AND IS PROVIDED IN LIEU OF ANY OTHER WARRANTIES (IF ANY) CREATED BY ANY DOCUMENTATION OR PACKAGING. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS THAT VARY BY JURISDICTION.

7. Disclaimer of Warranties. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT, TO THE EXTENT PERMITTED BY APPLICABLE LAW, USE OF THE EASTWEST SOFTWARE IS AT YOUR SOLE RISK AND THAT THE ENTIRE RISK AS TO SATISFACTORY QUALITY, PERFORMANCE, ACCURACY AND EFFORT IS WITH YOU. EXCEPT FOR THE LIMITED WARRANTY ON MEDIA SET FORTH ABOVE AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE EASTWEST SOFTWARE IS PROVIDED "AS IS", WITH ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, AND EASTWEST AND EASTWEST'S LICENSORS (COLLECTIVELY REFERRED TO AS "EASTWEST" FOR THE PURPOSES OF SECTIONS 7 AND 8) HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS WITH RESPECT TO THE EASTWEST SOFTWARE, EITHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY, OF SATISFACTORY QUALITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF ACCURACY, OF QUIET ENJOYMENT, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. EASTWEST DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE EASTWEST SOFTWARE, THAT THE FUNCTIONS CONTAINED IN THE EASTWEST SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE EASTWEST SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE EASTWEST SOFTWARE WILL BE CORRECTED. YOU FURTHER ACKNOWLEDGE THAT THE EASTWEST SOFTWARE IS NOT INTENDED OR SUITABLE FOR USE IN SITUATIONS OR ENVIRONMENTS WHERE THE FAILURE OF, OR ERRORS OR INACCURACIES IN THE CONTENT, DATA OR INFORMATION PROVIDED BY THE EASTWEST SOFTWARE COULD LEAD TO DEATH, PERSONAL INJURY, OR SEVERE PHYSICAL OR ENVIRONMENTAL DAMAGE, INCLUDING WITHOUT LIMITATION THE OPERATION OF NUCLEAR FACILITIES, AIRCRAFT NAVIGATION OR COMMUNICATION SYSTEMS, AIR TRAFFIC CONTROL, LIFE SUPPORT OR WEAPONS SYSTEMS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY EASTWEST OR AN EASTWEST AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SHOULD THE EASTWEST SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED

EASTWEST END USER LICENSE AGREEMENT

WARRANTIES OR LIMITATIONS ON APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO THE ABOVE EXCLUSION AND LIMITATIONS MAY NOT APPLY TO YOU.

8. Limitation of Liability. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT SHALL EASTWEST BE LIABLE FOR PERSONAL INJURY, OR ANY INCIDENTAL, SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES WHATSOEVER, INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, LOSS OF DATA, BUSINESS INTERRUPTION OR ANY OTHER COMMERCIAL DAMAGES OR LOSSES, ARISING OUT OF OR RELATED TO YOUR USE OR INABILITY TO USE THE EASTWEST SOFTWARE, HOWEVER CAUSED, REGARDLESS OF THE THEORY OF LIABILITY (CONTRACT, TORT OR OTHERWISE) AND EVEN IF EASTWEST HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OF LIABILITY FOR PERSONAL INJURY, OR OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THIS LIMITATION MAY NOT APPLY TO YOU. In no event shall EASTWEST's total liability to you for all damages (other than as may be required by applicable law in cases involving personal injury) exceed the amount of fifty dollars (\$50.00). The foregoing limitations will apply even if the above stated remedy fails of its essential purpose.

9. Export Control. You may not use or otherwise export or reexport the EASTWEST SOFTWARE except as authorized by United States law and the laws of the jurisdiction in which the EASTWEST SOFTWARE was obtained. In particular, but without limitation, the EASTWEST SOFTWARE may not be exported or reexported (a) into any U.S. embargoed countries or (b) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's List or Entity List. By using the EASTWEST SOFTWARE, you represent and warrant that you are not located in any such country or on any such list. You also agree that you will not use the EASTWEST SOFTWARE or any purposes prohibited by United States law, including, without limitation, the development, design, manufacture or production of missiles, nuclear, chemical or biological weapons.

10. Government End Users. The EASTWEST SOFTWARE and related documentation are "Commercial Items", as that term is defined at 48 C.F.R. §2.101, consisting of "Commercial Computer Software" and "Commercial Computer Software Documentation", as such terms are used in 48 C.F.R. §12.212 or 48 C.F.R. §227.7202, as applicable. Consistent with 48 C.F.R. §12.212 or 48 C.F.R. §227.7202-1 through 227.7202-4, as applicable, the Commercial Computer Software and Commercial Computer Software Documentation are being licensed to U.S. Government end users (a) only as Commercial Items and (b) with only those rights as are granted to all other end users pursuant to the terms and conditions herein. Unpublished-rights reserved under the copyright laws of the United States.

11. Controlling Law and Severability. This License will be governed by and construed in accordance with the laws of the State of California, as applied to agreements entered into and to be performed entirely within California between California residents. This License shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. If for any

EASTWEST END USER LICENSE AGREEMENT

reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this License shall continue in full force and effect.

12. Complete Agreement; Governing Language. This License constitutes the entire agreement between the parties with respect to the use of the EASTWEST SOFTWARE licensed hereunder and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment to or modification of this License will be binding unless in writing and signed by EASTWEST. Any translation of this License is done for local requirements and in the event of a dispute between the English and any non-English versions, the English version of this License shall govern.

13. Third Party Software and Service Terms and Conditions. Portions of the EASTWEST SOFTWARE utilize or include third party software and other copyrighted material. Acknowledgements, licensing terms and disclaimers for such material are contained in the “online” electronic documentation for the EASTWEST SOFTWARE, and your use of such material is governed by their respective terms.