

ZG-130

CHEMICAL SYNTHS

CHEMICAL ELEMENTS FOR CREATIVE COMPOUNDS



Sound Design, Conception and Production by
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REASON
REFILL



CONTENTS

Thank you for purchasing the Chemical Synths Reason Refill CD. This CD contains patches and samples for use in Propellerheads Reason 1 and Reason 2 software.

If this is the first time you have used a REASON Refill simply copy the folder named 'Refills' to your computer's hard drive. REASON users already acquainted with Refills - just copy the files within the Refills folder to your existing Refills folder.

Please note, after copying these files to your hard drive REASON will not be able to see your new refills. To rectify this situation please remove your refill CD from your CD drive, then restart REASON. You will now be able to see the refills.

Notes:

Some of the NN-XT patches use a great deal of memory and could overload a low end processor quite quickly. Try to remove any unused samples in a patch to free up more memory and resample the NN-XT part using a wave editor to free up some processor power.

The Demo Song included in this Refill uses a great deal of CPU power. If it will not work on your computer due to lack of CPU power then play the Wav file instead.

You will find all of the samples used in the NN-19 and NN-XT patches in the folder "nn-19/samples". You can use these to create your own patches. Try creating some complex multi-layered NN-XT patches. Try adding some delay and reverb!! Experiment!!
- The Zero-G team

CREDITS:

- All sound design, conception and production by Jonathan Heslop for Zero-G Ltd.
- Thanks to the testers Abraxis, Gump, Adam Cooper, Michael Weeks and EnochLight.
- Cover design by Sean Welsby.
- DTP layout and packaging by Dom Keeffe at Zero-G Ltd.

In the main Refill you will find:

50 Subtractor patches, 200 Malstrom patches, 150 NN-19 sampler patches, 200 NN-XT sampler patches.

On the disc you will also find:

200 REX Arps, 200 REX Riffs
Second Refill: 200 REX Arps and 200 NN-XT patches, 200 REX Riffs and 200 NN-XT patches.

(Note: The Malstrom and NN-XT patches only work with REASON version 2.0 or later).

Refill 1. Patch Info:

SUBTRACTOR

- 10 bass sounds
- 33 hard leads
- 08 soft leads

MALSTROM

- 115 hard leads
- 30 hard bass patches
- 20 soft leads
- 25 soft bass patches
- 10 sound effects

NN-19

- 87 hard leads
- 08 hard bass patches
- WAV samples
- 26 soft bass patches
- 09 soft leads
- 20 waveforms

NN-XT

- 70 hard leads
- 20 hard bass patches
- 30 polysynth patches
- 25 soft bass patches
- 35 soft leads
- 20 waveforms

SCREAM

- 10 Delay
- 03 EFX
- 07 Reverb

RV7000

- 07 Soft
- 13 Hard

Patch Info:

REX ARPS

- 30 60-80bpm
- 85 60-80bpm
- 91 60-80bpm
- 09 60-80bpm

REX RIFFS

- 04 60-80bpm
- 39 60-80bpm
- 117 60-80bpm
- 40 60-80bpm

Refill 2:

REX ARPS

- 30 60-80bpm
- 85 60-80bpm
- 91 60-80bpm
- 09 60-80bpm

REX RIFFS

- 04 60-80bpm
- 39 60-80bpm
- 117 60-80bpm
- 40 60-80bpm

NN-XT ARPS

- 30 60-80bpm
- 85 60-80bpm
- 91 60-80bpm
- 09 60-80bpm

NN-XT RIFFS

- 04 60-80bpm
- 39 60-80bpm
- 117 60-80bpm
- 40 60-80bpm

Synthesizers used:
Supernova 2 Pro X, Access Virus, Korg Z1, Microwave XT, Micro Q, Technics WSA1.

Mutronics Mutator, Sherman Filterbank

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FREQUENTLY ASKED QUESTIONS ABOUT USING ZERO-G SAMPLE LIBRARIES

• *Do I have to pay additional licensing fees if my use of these samples ends up on a hit record or other high-profile projects?* ☆ NO, your original purchase of the disc is your only license fee. We hope you do get to use our sounds on a hit!

• *Do I have to credit this disc if I use it on a recording?* ☆ NO, but it would be appreciated!!

• *Can my writing partner, colleagues or friends use these samples once I've bought the disc?* ☆ NO, each person who uses the sounds must purchase their own copy (which licenses them to use the sounds). Anyone other than the original purchaser of the disc, who uses the sounds is doing it illegally - risking legal action against both them and their clients!

• *Are these samples legally safe to use?* ☆ YES, we guarantee that all Zero-G libraries are 100% copyright clean and that you can use them safely in your music.

• *Can I offer these sounds to clients as part of my recording studio or rental company services?* ☆ NO, sorry, but each person who uses the sounds (the creative person) has to be a licensed user. This situation could cause tremendous legal problems for studio or rental clients.

• *Can I use these samples to make "Music Libraries"?* ☆ YES, unlike some Soundware companies, this is fully allowed with Zero-G products. The samples have to be used within a musical context, however, and cannot be presented isolated or "solo-ed". So, for the purposes of creating so called 'library music' clips or 'production

music' clips intended for commercial exploitation, the included sound samples may be used 'in combination' within musical compositions. For such usage, any rhythm loop samples (which Zero-G regards as being musical clips in themselves) must also be combined with other types of samples or sounds to effectively form a new composition, rather than simply being looped.

• *Is it OK to loan the disc to a friend to check it out as long as I bought it?* ☆ NO, please don't let your copy out of your possession. Instead, show them the sounds in person.

• *Can I post my favourite Zero-G sounds to people or sites on the Internet?* ☆ NO, but you're welcome to comment on them! All forms of user copying and distribution are prohibited.

• *Is it OK to sell the disc used to someone else if I'm finished with the project that I needed it for?* ☆ NO, this is VERY IMPORTANT. Unlike your musical gear or even software, you can't give away or sell this disc used to someone else - YOU DIDN'T PURCHASE THE DISC, YOU PURCHASED A LICENSE TO USE OUR SOUND RECORDINGS IN YOUR MUSIC. The disc is merely the container of the sounds we licensed to you. The license you bought is not transferable to another person.

• *When there is a demo song on the CD, can I use it?* ☆ NO, these are the only samples on the discs that you cannot use, since they're for demonstration purposes only.

• *Can I use these sounds in Multimedia projects?* ☆ MAYBE. If

you use it in a musical context then YES, but it is best to have all multimedia use cleared with Zero-G first. A "musical context" specifically means that you are using the sounds to create a new musical composition or arrangement. Any other application such as sound FX, icon sounds, ambiences, game noises, etc is NOT allowed from an additional license from Zero-G.

• *As a freelance sound designer, can I put custom compilation discs together which include Zero-G sounds for my composer clients?* ☆ NO, not unless they already own the original Zero-G products. Remember that each person who uses the sounds MUST have a license to use them. Otherwise, they can get in serious legal trouble.

• *Is there any limit to how often or how long I can use these samples in my music?* ☆ NO, you're free to use them in as many musical recordings as you want. We hope that you find them inspiring and useful for many years to come!

• *Why does any of this matter?* ☆ Basically, if you respect our work by purchasing the sounds, we'll be able to make more exciting products. You may also be asked some of these same questions by people who are contracting your services and this information can protect you and your clients from potential misuse of Zero-G sounds. You can avoid legal hassles if you use this product properly.

☆ If you are still in doubt over any particular kind of usage, please contact Zero-G:
Email: information@zero-g.co.uk