

# EDWARD CUSTOM

## User Manual





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## EDWARD CUSTOM

Edward Custom is an extension for Edward Ultimate Suite and allows you to create your own custom instruments. With Edward Custom you can create patches that are matched to Edward or cover completely new genres like guns, crowds, explosions or even musical applications.

A powerful instrument to import your samples and create individual instruments for your needs!



We wish you a lot of fun with Edward Custom. We believe that it will not only breathe new life into your work, but also make the process of SFX sound creation easier and much more enjoyable!

## Authorization

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### Activation

Edward Custom does not have its own serial number. You must have Edward Ultimate Suite installed and activated to run this extension. If you do not have a copy of Edward Ultimate Suite, please get one first. If you see Edward Custom in Demo Mode, you need to activate Edward Ultimate Suite.

### Help

We are happy to help in all enquiries of your purchased product Edward Custom.

Please don't hesitate to write to [support@tovusound.com](mailto:support@tovusound.com)

### Customer Support

How to purchase a full version of Edward Ultimate SUITE or extensions.

If you want to purchase a full version of Edward Ultimate SUITE or additional expansions, you can buy all Edward Ultimate SUITE products directly from the Tovusound online store. <http://tovusound.com/products/>

### Tovusound Customer Support Policy:

Tovusound is pleased to provide professional technical support to all registered users absolutely free of charge. We also offer valuable pre-sales technical support to customers who may be interested in purchasing a Tovusound product. Before contacting Tovusound support, you can search our support/FAQ to see if the solution to your problem or question has already been published.

### How to contact Tovusound for Technical Support

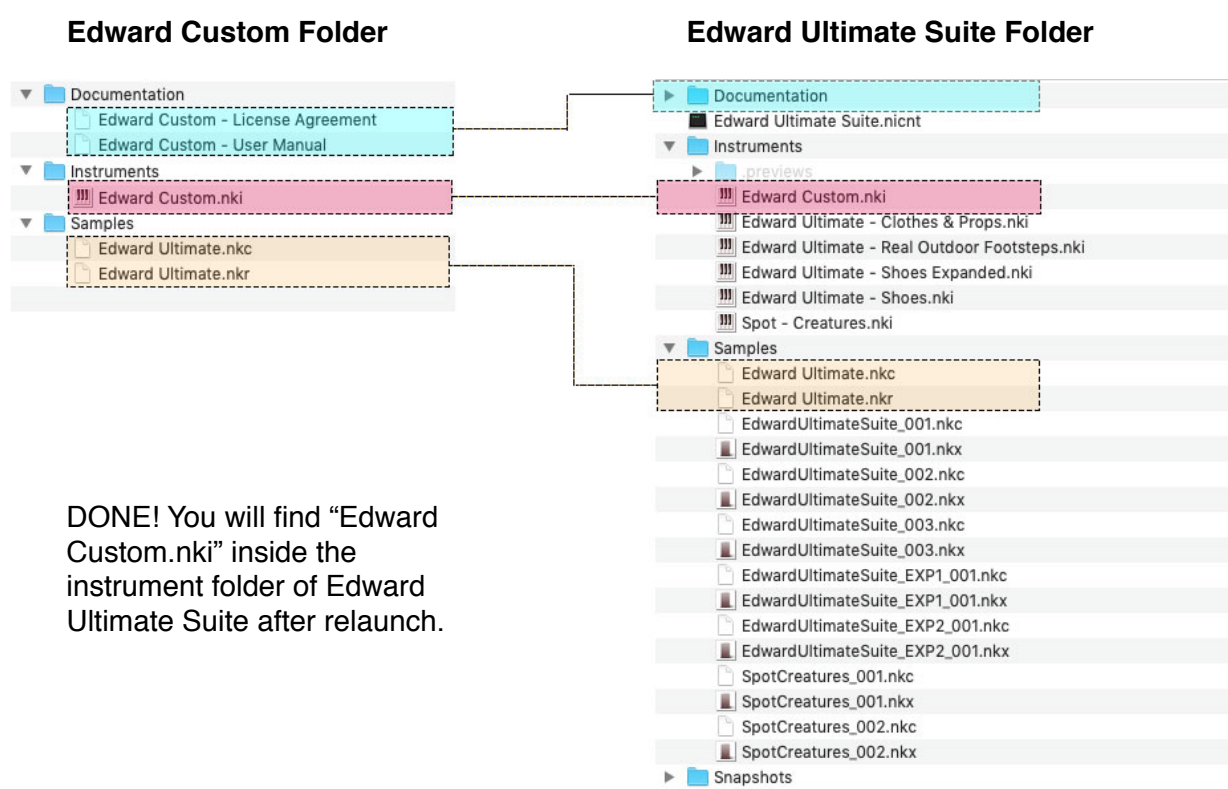
For additional help with Edward Custom, please visit the support pages on our website at <https://tovusound.com/support/> or contact our customer service department at [support@tovusound.com](mailto:support@tovusound.com).

Tovusound's support team is committed to responding to all inquiries within two (2) business days, but often responds the same day. Please try to explain your problem as detailed and clear as possible. In this way we will ensure that we can solve your problem precisely the first time. Please include all system specifications and the structure/version of the Edward Ultimate SUITE and NI contact you are using.

Thank you for using Edward Custom!

## Installation

- (1) Make sure you have a full version of Edward Ultimate Suite installed and activated.
- (2) Please install one of the free [The Unarchiver](#) or [WinRAR \(Win\)](#) if you do not have any RAR unpacker already. Extract the downloaded RAR file of Edward Custom.
- (3) Drag files from each Edward Custom folder to the same Edward Ultimate Suite folder. Follow the colors. **!! Important: You need to overwrite “Edward Ultimate.nkc” and “Edward Ultimate.nkr” to avoid errors.**



## System Requirements

- Full Version of Edward Ultimate SUITE
- Kontakt or Free Kontakt Free Player version 6.4.2 or higher
- Mac OS 10.12, 10.13, 10.14 or 10.15 (latest update), i5, 4 GB RAM
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU
- 4 GB RAM (6 GB recommended for large Instruments)
- Unrar software like free [UnRarX \(Mac\)](#) / [WinRAR \(Win\)](#)



## Dropzones

This is where you will drop your own samples to create your instruments. The thing that makes Edward Custom so powerful is that you have the ability to drop a group of 40 samples per drop zone. You can drop audio from your OS or any application that allows you to drag audio files to another destination. It is possible to use up to 512 samples per instrument.



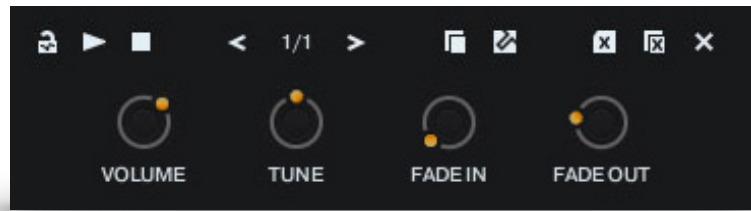
## MIDI Note Selector

Before dragging your samples you should first check where the samples will be loaded. That is indicated here by the yellow dot on the mini keyboard. Select the note that you want your sample group to play from either with your mouse or by selecting a corresponding note on your midi controller.

Select your group of sounds and drop them to the sample drop zone.

You'll notice a few things.

1. A waveform will appear on the midi note that you had selected. This indicates that there is samples on this note on that deck.
2. When you now trigger the midi note with the mini waveform, the samples that you dragged onto that note will play in sequential order. Indicated by the number under the drop zone.
3. You will also notice additional controls appear in the drop zone to further manipulate the samples that you have loaded.



## Dropzone Controls

The knobs are for basic controls like volume, tune or pitch, sample fade in, and sample fade out. The buttons above give you further control.

The play and stop buttons work as normal play and stop controls.

The lock button will lock the current sample and prevent the instrument from cycling to the next sample. This buttons can help when fine tuning in or out points or other parameters.

The small arrows will cycle each sample back and forth.

The edit multiple button will allow you to modify settings of the whole group or only one sample at a time. The Arrow button will trigger the sample on the midi release. This could be helpful for samples that you want triggered after the initial transient like bullet shell casings after a gunshot or debris after an explosion. There are three delete buttons: The first will remove the current sample, the second will remove the current group of samples and the third will remove all of the samples that are loaded on to the deck. Be careful that you hit the correct delete button if you want to remove samples. The delete deck button turns RED to indicate that it will remove all the samples on the deck.

The start and end markers will dictate where the sample starts playing from and where the sample ends.



## Note Linking

A powerful feature of Edward Custom is the ability to link midi notes together. For example, if you want different notes to trigger the same group of sounds. This could be helpful for performance as with our other instruments.

Another way in which the linking function can be very powerful is by linking different pattern groups together so that they are played simultaneously. Depending on how you build up your groups, you will get a wonderful variation of your sounds.



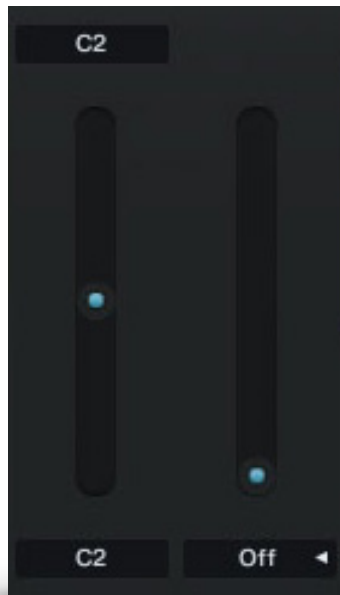


## Quick Knobs

The quick knobs are meant to be assignable controls that give you easy access to FX for each deck. Instead of hard assigning controls to the knobs we wanted to give you control to assign the knobs to whatever you please.

CREATE YOUR OWN PATCHES AND MIX THEM WITH EDWARD ULTIMATE OR CREATE YOUR OWN INSTRUMENTS FOR OTHER GENRES LIKE GUNS, EXPLOSIONS, CROWDS OR MAGIC WEAPONS!





## Pitch and Mod Wheel

The pitch and mod wheel function in the same basic way that they do on our other products. For the mod wheel. Select the function you want from the drop down menu and it will perform accordingly.

Switch switches from deck A to B

Mix acts like a DJ mixer by fading between each Deck

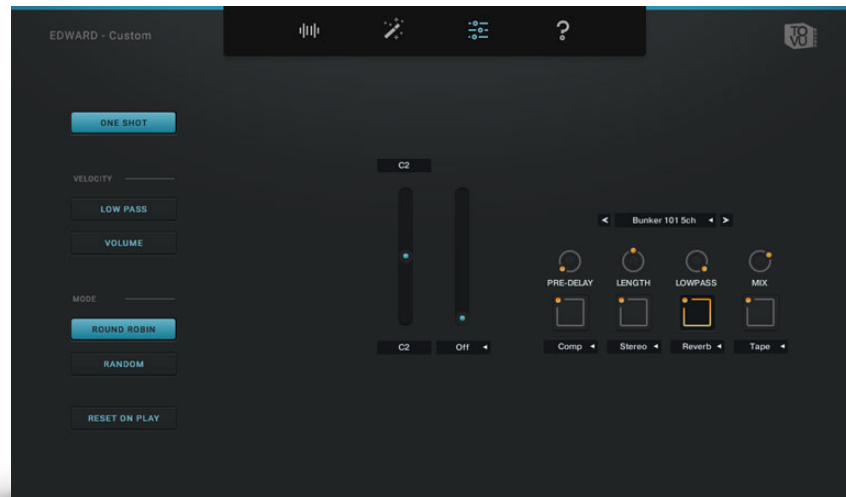
Add will add deck B to deck A

The pitch wheel will play the midi note that it is assigned when the pitch is activated while performing. You assign the midi note by clicking on the button above or below the pitch wheel so it says Learn. Play the note that you want assigned and it will automatically be assigned.



## FX Page

There are a four different FX slots for each deck and each slot can be assigned 1 of 6 of available FX options. They is delay (this delays the decks samples based on the amount of milliseconds that you select), EQ2 band, EQ3 band, HPF, LPF, Shaper (or transient control) Stereo width, and tape saturation.



## Global Options

These fx and settings are applied to both decks. The fx are EQ2 band, EQ3 band, stereo width, compressor, tape saturation and a convolution reverb.

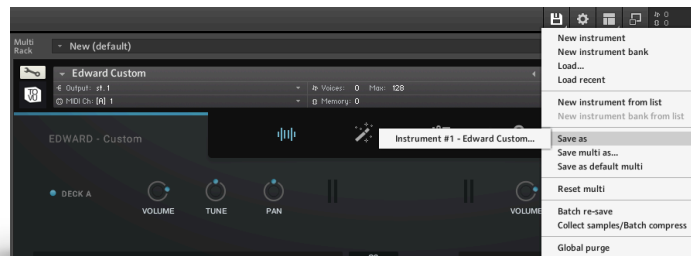
The one shot option will play the whole sample back when enabled. When disabled the sample will only play for as long as the note is held down.

The velocity options are as follows:

Low pass will trigger a low pass filter for lower velocities and it will increase with stronger velocity. Volume will do the same thing with but will control volume. This gives the user the ability change the volume and filter of a performance just by how hard they press the midi notes down.

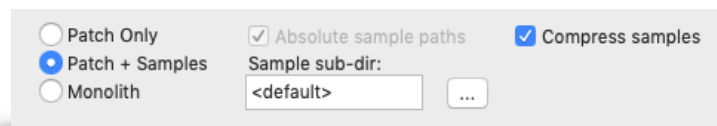
The round robin or random modes dictate if the sample group is played sequentially or in a random order. This can be useful for creating variations that do not repeat or for sound design applications.

The reset on play button will start the samples over again for every time the DAW plays the instrument. That insures that the **same samples** will play through the duration of a sequence. Make sure that random mode is tuned off if using this mode for best results.



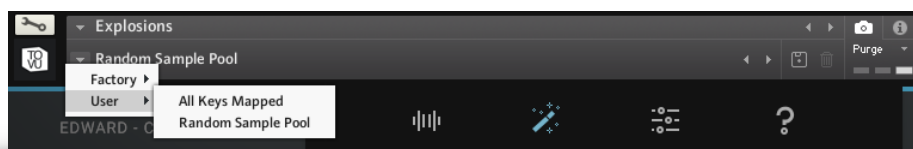
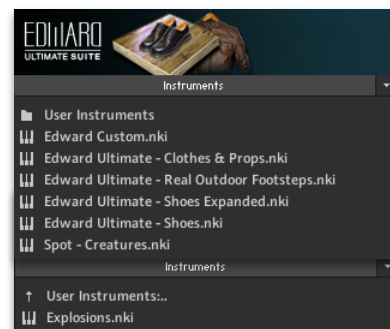
## Saving Instruments

When you are satisfied with your newly generated instrument, press the disk symbol above the instrument and select Edward Custom under "save as". Enter a new instrument name and select the Patch & Samples option. We also recommend turning on "compress samples" to save a more efficient instrument. Note: Monolith are not supported



During this saving process you can also create subfolders to give the Edward Instrument a better overview. Please note that you cannot move these folders and instruments afterwards. Renaming is possible.

Reopen the library browser of Edward Ultimate Suite and you will find your newly saved instrument.



## Saving Snapshots

If you have successfully saved your instrument, you can now add snapshots to it. You can save different mappings or different effect chains and knobs or button positions. Samples are not saved here.

To save snapshots press the photo icon in the control panel and then the disc icon. Now you have the possibility to give the snapshot a name.

These snapshots will be stored in your user folder of Kontakt.



## Troubleshooting:

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### **Can't extract downloaded files:**

If you can't find answers at the FAQ on [www.tovusound.com](http://www.tovusound.com) make sure you have downloaded all files correctly. All files are tested in several environments without any password protection.

### **Kontakt indicates "Demo" Mode:**

In this case you have to activate Edward Ultimate SUITE. Please use your serial number from Edward Ultimate SUITE in your Native Access for activation.

### **Kontakt doesn't open Edward Custom:**

If Kontakt doesn't open the "Edward Custom.nki" instrument, please make sure your system has a newer Kontakt (Player) version than 6.4.2 installed. If not please use your NI Service Center to update your Kontakt version.

# End User License Agreement (EULA) Edward Custom

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This License Agreement governs the legal relationship between the purchaser of Edward Custom and Tovusound.

Tovusound offers software and services on Tovusound.com and other market places which can be downloaded after paying a license fee. The customer agrees by downloading and installing to this legally bound by the terms of this License Agreement. The purchased samples or instruments may be used for the customers own production.

## **This License Agreement includes:**

- 1) The rights To create instruments yourself  
The right to use the software to create your own sample-based instruments for the Edward Ultimate Suite.
- 2) Right of use the instrument  
The right to use for creation within the scope of a customer project.
- 3) Public performance and broadcasting rights: The right to use the instrument as part of a public performance or broadcast.
- 4) The distribution of self-produced instruments.  
Tovusound allows the commercial distribution of own sound libraries, as long as only the instrument (NKI) is distributed. A modification of the system files or the script is not allowed.

## **Limits of Use**

Created patches (instruments) require the base of EdwardUltimate SUITE. Changing this state is not allowed. Modifications of the script are not allowed. To use the script, or parts of it, in other instruments, also in modified form, is not permitted.

## **IR-Response restrictions**

IR-Impulses inside Edward Custom are allowed to use inside Edward Custom only. You are not allowed to record these IR's out of Edward Custom to use them in other IR software or as samples.

## **Multiusers License**

Every Software Instrument and Sample Library purchased on Tovusound.com or other market places comes with is a Single User License. If you need more instances of a product, you need to buy a Multi-User-License. Get in touch with Tovusound for details.

## **General**

These instrument is owned by Tovusound. All rights reserved. Unauthorised duplication is a violation of applicable federal and provincial laws of Spain and international treaties.

## **Contact**

If you have questions about the licensing of Edward Custom please get in touch with us: [mail@tovusound.com](mailto:mail@tovusound.com).

Thank you for using Edward Custom!

