



REVELATION

HYBRID MALLETS

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System Requirements

Minimum System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.8.0 or higher
- MacOS 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, 2 GB RAM

Recommended System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.8.0 or higher
- Mac OS X 10.12 and higher (latest update), 8 GB RAM Intel Core i5 or i7, i9
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM

Installation & Activation

There are two main steps to getting started with Revelation. Step 1 - Installation, and Step 2 - Activation.

Step 1 - Installation

1. Download Revelation Hybrid Mallets's **1** zip file from your account where you purchased the instrument. Ensure the files are 100% downloaded before moving on to step 2 below.
2. Unpack the Zip file.
3. After successfully unpacking the zip file you should now see a single folder named Revelation Hybrid Mallets, which should be approximately 1.50 GB in size. *Take note of where this folder is located because you will reference this location in the next step.* Also It is very important that the file structure is maintained within the Revelation folder.
4. Make sure you have KONTAKT 6.8.0 or higher. If you do not own KONTAKT 6 no worries, you will need to install the free Native Instruments KONTAKT Player which you can download here - [KONTAKT Player Download Link](#)

Step 2 - Activation

****NOTE**** We recommend updating to the latest version of KONTAKT / KONTAKT Player from within Native Access before activating your Revelation series instrument.

1. Open KONTAKT or KONTAKT Free Player and navigate to the Libraries tab in the top left corner of KONTAKT. Now click the Manage Libraries button directly underneath this. Native Access will now automatically launch. You may need to click the Launch Native Access Button.
2. Once logged in to Native Access, click the Add a serial header at the top left of the menu. You will now be prompted to enter your Revelation serial number. Copy and paste your Revelation serial into this box and then click the "+ Add Serial" button.
 - a. The product serial number is sent to your email address automatically after purchasing Revelation. It will also be available in your [account on our website](#) if you purchased directly from Sound Yeti. If you have issues or didn't receive the serial number with your purchase from Sound Yeti, contact us via email: support@soundyeti.com
3. After activating your serial number in Native Access, you will now be prompted to browse to the Revelation folder. Simply click the Browse button on this page and navigate to the Revelation folder that you have previously unpacked (see Step 1 – Installation above). It is important that you select the Revelation folder itself and not any of the folder's subfolders. Now click Open or Select Folder (if on PC).
4. Once you have followed these steps, Revelation should now be installed correctly in KONTAKT's "Libraries" tab. To make sure it appears as a pane in the libraries tab, you may need to refresh the tab in KONTAKT by clicking the refresh icon to the left of the "Manage Libraries" button.

Batch Re-Save (Optional)

Running a batch re-save after installing Revelation is highly recommended. This process helps speed up load times.

1. With Revelation loaded into KONTAKT, click the "Disk / File" Icon at the top of KONTAKT itself.
2. Select "Batch re-save"
3. Confirm the warning message by pressing "Yes"
4. Navigate to and select the main Revelation folder. This is the same Revelation folder you referenced earlier when adding Revelation as a library within KONTAKT.
5. The process may take a few moments and then you're done. You'll have faster loading times and better application performance.

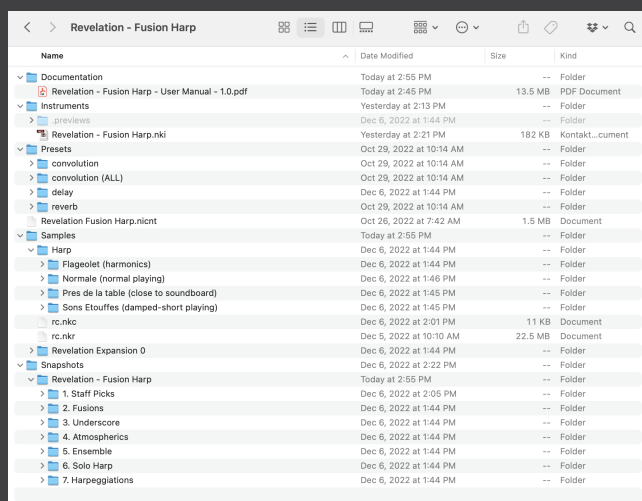
Welcome to Revelation

From the team at Sound Yeti, we thank you for purchasing Revelation Hybrid Mallets, the third in the Revelation series of rule breaking hybrid synths from Sound Yeti. Built on three sampled mallet instruments; Marimba, Vibes, Glockenspiel. Controls for voice mallet hardness and vibrato with vibrato speed are easily set for tone timbre and articulation control. Revelation Hybrid Mallets combines the acoustic clarity of the three mallet instruments with a power trio of sampled instrument layers. Once again, the powerful alchemy of synth and acoustic inspires remarkable and totally unique musicality and expression.



It is our sincere desire that Revelation Hybrid Mallets will inspire your best in musical expression. In this manual you'll find everything needed to learn about the features and capabilities of Revelation Hybrid Mallets.

Once you have it installed, as per the instructions above in the Installation & Activation section, you will find 1 instrument in Revelation's Library Brower titled: "Revelation - Hybrid Mallets.nki" This instrument (.nki) hosts all the versions of the instrument's expansive sound libraries, features and functionality.



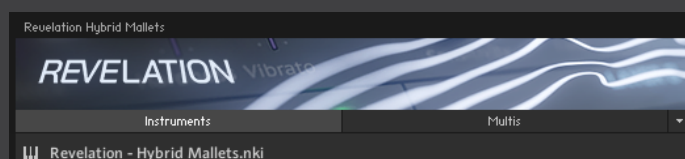
Instrument Sections

Revelation Hybrid Mallets features seven sections in the user interface; Global Controls, Mallet Instrument Settings and Arpeggiator, Layer Controls, Sound Browser, FX Browser, and Footer. These sections are simply laid out to provide instant access to modify sounds, select patches, add channel effects, set modulation, mix layers and more.



Revelation Hybrid Mallets UI

One reason the Revelation Hybrid Mallets instrument is super “playable” is because all the essential controls to rapidly shape your sound are instantly accessible. You can edit, sculpt, mix each of Revelation’s sounds and create your own snapshots rapidly and creatively.



Global Controls



The Global Controls section provides master volume control and volume controls for mixing the main instrument volume (mallets) and the three layers channels (combined).

Revelation: Global Controls

Master Vol - Raises and Lowers the Gain of the entire instrument. 0% - 100%

Mallets Vol - Raises and Lowers the Gain of the Mallets instrument group only. 0% - 100%

Layers Vol - Raises and Lowers the Gain of Channel Layers ABC. 0% - 100%

Layers Chance - This control is a macro that moves three other knobs: Layer A, B, and C Chance. The Chance control sets a layer's likelihood of being triggered. Chance can bring some interesting variation and performance dynamics to sounds and sound design and is sometimes used to add a “human” touch to snapshots. CTRL-click (PC) or Cmd-click key (Mac) to reset the global layer chance knob to its default position without changing independent layer chance controls.

Mallet Instrument Settings



Revelation: Harp Settings

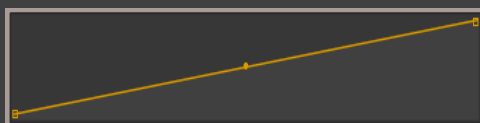
The Instrument section contains on/off controls, volume controls and octave shift controls for each mallet instrument. This is where you will mix the mallet instruments. The Voice section provides a control to set mallet hardness/warmth and vibrato depth and vibrato speed. Toggle the vibrato speed and depth settings by clicking on the vibrato slider label.



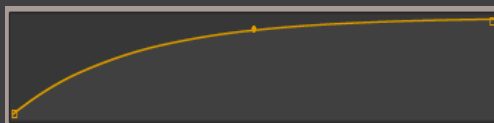


Sensitivity - alters MIDI key velocity information that translates from the user's midi keyboard to the instrument. For example, all the way to the left gives users a softer tone while to the right uses the higher velocity samples, resulting in a louder and more aggressive playstyle. (Math: it changes the velocity sensitivity input from a linear curve towards the left to a logarithmic curve towards the right) See pics below:

Knob to the Left



Knob to the Right



Tone - bespoke EQ and compression chain that gives the user "broad strokes" control over the tone of the mallet instruments. All the way to the left cuts the high frequencies while boosting the lows for a rounded, more muted, and warm tone. To the right does the opposite, boosting high frequencies and reducing lows for a brighter mix, sometimes used to cut through the mix with other instruments. -100% - 100%



FX Sends - Users can send the mallet instruments through one of 2 Delay buses and a Reverb. Hover over the Delay title to toggle between **Delay A** and **Delay B**.

Arpeggiator



Revelation Hybrid Mallets onboard 16 step arpeggiator offers two unique performance modes. The arpeggiator performance modes are set using the Layers button. With the power button on, enabling the arpeggiator, the two performance scenarios are: Layers button off, Layers button on.

Layers button off - Layers ABC will not be played / included in the arpeggiation. The harp is the only arpeggiated sound. The Layers ABC will play their programmed sound as set in the snapshot. Truly unique to Revelation Hybrid Mallets, with this setting (Layers button off) you easily create arpeggiated harp patterns accompanied by Layers ABC. Mix levels to create some amazing underscores with movement, atmospheres, textures all with a single snapshot in Revelation Hybrid Mallets.

Layers button on - Layers ABC sounds will be played / included in the arpeggiation. The harp plus any enabled layers are included in the arpeggiation. Essentially this setting provides a multi layer/instrument sequence. Be sure to explore re-mixing the levels of the layers and harp for your best mix.

Step Bars - The 16 bars of the sequencer denote key note on/of and the velocity values of each triggered step. These values can be adjusted with shifting arrows, flipping arrows, or clicking and dragging the bar graphic up or down.

Steps - Use arrows or click and drag (up/down) the number to adjust the number of arp steps.

Gate - Adjust the length of notes triggered by the sequencer. Note length ranges from 0-400% of the step length. For example, if the gate is set to 200%, each note length will last 2X the length of a step.

Latch - When the latch is inactive, the arpeggiator will cycle through steps only when keys are pushed. When the latch button is enabled, the arpeggiator will continue to cycle through steps after the user removes fingers from keys. The latch button is connected to the sustain pedal (CC#64) so users can easily toggle the latch mode.

Arp Pattern - This dropdown menu allows users to select options such as Up, Down, Up & Down, or ZigZag UpDn. These patterns alter the order in which notes are triggered by the sequencer.

Octave - Horizontal slider used to repeat note patterns with higher or lower octaves. For example, if C2 is played with the octave control set to +2, the arpeggiator will play the C2, C3, and C4.

Retrig - When active, the retrigger button will start the arpeggiator from the first step every time the user pushes a new key. Aka... retrig re-starts the sequence pattern with each key press.

Time - This knob can be used to adjust the speed of the arps to trigger a note for every $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{16}$, or $\frac{1}{32}$ note.

Sample Browser Navigation



Revelation: Sample Navigation



Each layer channel, ABC, provides an easy way to select and cycle through Revelation's layer sounds. Navigate to different sample groups with the arrows to the left and right of the sample name.

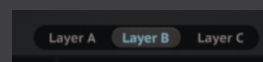
Explore the entire list of Revelations factory samples when you hover click on the sample name to open the Browser window. **Note that these are the core sounds on which presets are built. Snapshots/presets are unique designs using these samples as their basis.**

Sample - Browser



Revelation: Browser Navigation

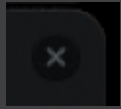
When you get to this page that means you clicked the sample name on a specific channel. You can cycle through the layers via layer navigation toggles. Layer A, Layer B, or Layer C.



Expansion Packs - expansions are planned for Revelation Hybrid Mallets so the far left column will display your expansion packs and factory sample groups as they are acquired. The built-in scroll bars cycle through the samples or category names.



To see the sample you have selected on a channel, the sample name will be highlighted under the corresponding layer. *Note * You are able to select the same sample on each channel.*



Close Browser - To close the Browser click the “X” icon on the top right of the Browser and it will take you to the Advanced view.

Layer Channels A,B,C

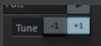


Revelation: Layer Channel A B and C

This section houses all the Layer specific controls. Each layer has access to the browser by clicking on the group name as stated above.



Mute - Mutes the layer. RED
Solo - Solos the layer. GREEN



Tune - transposes the layer up or down by 1 octave.



Volume - Volume for the layer. 0% - 100%.



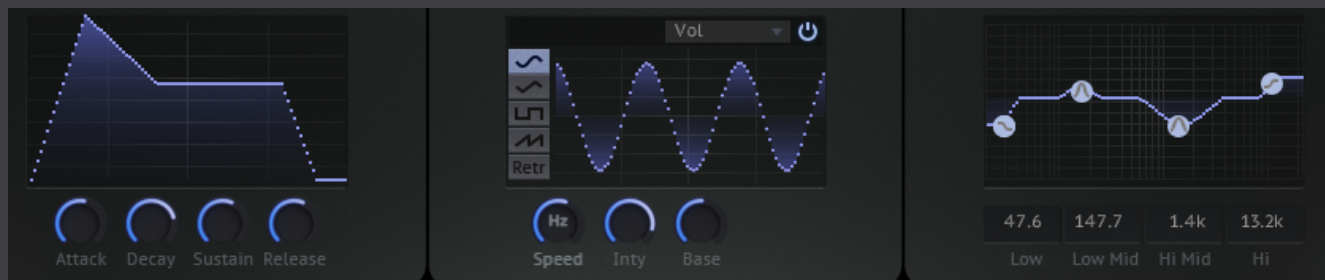
Chance - Controls the probability of the layer being triggered when a note is pressed. 0% - 100%.



Delay A/B - Controls the amount of signal sent to the delay bus. Each layer can be sent to either Delay A or Delay B. 0% - 100%.



Reverb - Amount of signal sent to the Reverb Bus 0% - 100%.



Each layer has 3 sub sections, each with their own controls: ADSR, EQ, LFO

LAYER ADSR

AMPLITUDE ENVELOPE (aka ADSR) - Layer A, B, and C have independent ADSR controls. Gain full control over the Amplitude Envelope. *Example: Revelation can make a slow sweeping pad on channel A with a long attack while on layer B you have Attack turned down making your sound into a “plucky key” with a short attack.*



- **ATTACK** - Adjusts the initial time it will take the envelope to reach its maximum level after it has been triggered. Ranges from 0 ms to 15 seconds.
- **DECAY** - Adjusts the time it will take the envelope to fall from its maximum value to the level set by the sustain control. Ranges from 0ms to 25 seconds.
- **SUSTAIN** - Adjusts the level the envelope will stay at for as long as a key is being held (measured in decibels), after the attack, and decay phases. Ranges from $-\infty$ dB to 0 dB.
- **RELEASE** - The time it will take the envelope to fall from its sustain level back to zero after the key has been released. Ranges from 0ms to 25 seconds.

its sustain level back to zero after the key has been released. Ranges from 0ms to 25 seconds.

Note Attack levels of 0 ms may make a subtle clicking sound depending on the sample instrument selected. Tweak it to fix.*

LAYER EQ

Each layer comes with Graphic EQ that will help you see how the layers are sitting between your harp.



EQ - Control the 4 band EQs - LF (low shelf), LMF, HMF, HF (high shelf) and LMF, HMF, the 2 bell curves can be “ALT



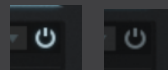
key (PC) or OPT key (Mac)” to change their shape.

Command + Click (Mac) | Ctrl + Click (PC) = Returns a control to default value.

LAYER LFO

LFO - modulation capabilities Craft dynamic and evolving sounds and visualize them with the custom LFO visualizer. Revelation has 3 LFOs 1 per layer channel. We built this to be simple to operate, but still have great flexible features to craft your sound.

Turning on the LFO is simple. Either turn the knobs of the LFO or Click on the power button. Glowing Gold is ON and faded out is OFF,



LFO VISUALIZER - Sound Yeti's custom and proprietary way of displaying what is actually happening on the backend to the sounds while visualizing the wave shape.



SHAPES - to activate a different wave shape simply click on the icon of the shape you wish to use. The shape will be highlighted blue. The available shapes are:

- Sine
- Triangle
- Square
- Saw



SPEED / SYNC - the speed knob controls the rate/speed of the LFO modulation and is preset with a wide selection of time dimensions. If you want to tempo sync the LFO to your DAW, You need to have it set in the “**T**” to enable Sync. When sync is disabled this control sets the time between 0.01 Hz and 213.1 Hz and will display “**Hz**”.



SYNC - when activated this button toggle sets the sync time between 1/32 and 1/1, 1/32 D and 1/1 D, 1/32 T and 1/1 T.

*Note * you will see a tooltip to show you the time selected.*



- NOTE - sync to the note subdivision listed
- T - Triplet note sync
- D - Dotted note sync

*Note * To use the LFO in free form mode requires you to toggle the speed to Hz.*

BASE - Sets the center point for the LFO's amplitude. The parameters of this knob will be determined based on destination selection. But let's say you have a filter as a destination, then Base would control the filter cutoff frequency.

RETRIGGER - Retriggering the LFO means that every time a key is pressed the LFO will be retriggered. By toggling Retrigger you will need a control called fade In.

FADE IN - Sets the LFO modulation fade time. Horizontal slider on the top left of the LFO window, sets how long it takes for the LFO to get to its full intensity. Think of it as an Attack knob for the LFO From 0.00ms - 10.0 Sec.



INTENSITY - Bi polar knob that controls the amplitude of the LFO. Basically how much the LFO affects the selected destinations. Turning the knob to the left of 12o'clock inverts the wave

LFO DESTINATIONS - Revelation offers you 11 destinations. Perfect for shaping and bringing a unique character to your sounds. Simply click the dropdown arrow and select from the list:

- Volume
- Pan
- Width
- Pitch
- LPF
- HPF
- Peak
- Phaser
- Drive
- Sample Rate
- Bits

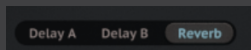


FX

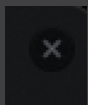


Revelation: Effects

The FX Page is a key component of Revelation and offers a wide variety of tools for shaping and creating cinematic sounds, ambient spaces, overtone FX and more.



By hovering over an effect name, you will notice that the name button is slightly darkened. If clicked, the box is highlighted white to indicate that you are viewing that specific effect.

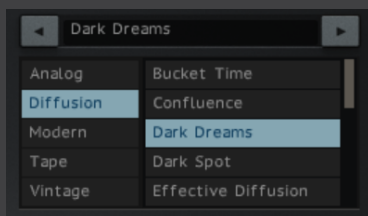


To close the FX Browser click on the “X” button.

While the Harp and Layers can be routed to different tracks in your daw (via the Busses control in the backend of Kontakt) the Delay and Reverb do not come out individual busses. So users can set up their own multitrack recording session and use their own FX on each channel.

FX - DELAY A, B, Reverb

Delay A/B are 2 separate (not running in series) but identical Delays. The type of delay is set by the drop down on the left. The Types are Modern, Analog, Tape, Vintage, and Diffusion. Knobs are standard Kontakt delay fare.

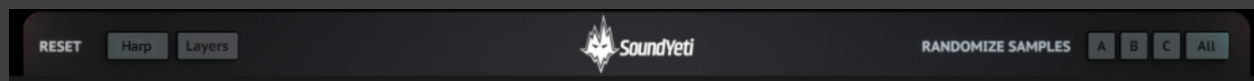


Delay preset browser is on the right, and it allows users to quickly cycle through delays.

There is one Reverb send shared by all the Layers and harp. With standard controls, with the preset browser. Presets for the Reverbs



Footer



Revelation: Revelations Footer

The last section of Revelation is the Footer and its settings. Remember these are always visible in any view of Revelation. Functions in the Footer are:

Reset Functionality

- Reset Harp - Resets all the harp settings back to default
- Reset Layers - Resets all the layers parameters, IE: ADSR, LFO, and Effects settings etc to default.

Randomize Samples Functionality

- Randomize Channel A's - Randomize the Sample in layer A
- Randomize Channel B's - Randomize the Sample in layer B
- Randomize Channel C's - Randomize the Sample in layer C
- Randomize All Channel Layers - Randomize each Sample for each of the three Channel layers

Midi CC

A few more things we should mention... 98% of all knobs/controls are mapped for MIDI CC Via the frontend. Simply right click on any control in order to "learn" the Midi CC.

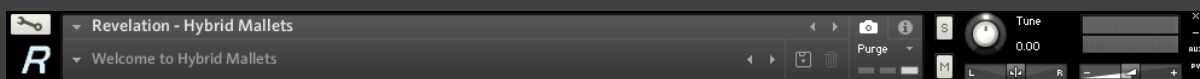
Also we exposed almost every control in Revelation for easy automation in your DAW. To the right, an unreadable image of what we exposed. Pretty much the kitchen sink - every parameter. Enjoy exploring all these options in your spare time!

About Revelation's Sounds

Revelation's sample library includes a set of 50 sound sources. Think of them as uniquely sampled instruments. We curated a cohesive set of sounds in order to make the instrument dynamic, flexible and consistently unique. Our goal with each Revelation instrument is to hone in on a specific vibe, creating a signature sound for the instrument. Made for the musically adventurous, the Revelation series should inspire new vistas of musical exploration. Perhaps you'll become the sonic pioneer on a panoramic trail to undiscovered and timeless soundscapes, emotion filled pads, evolving textures, anamorphic rhythms, elemental keys and experimental undertones. It's time to discover your signature sound with Revelation series instruments.

There may be expansion packs in the future for Revelation so if you have thoughts or ideas for expansion sounds, let us know. Drop us a line at info@soundyeti.com. We are always glad to hear from you.

Loading Presets/Snapshots

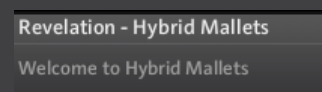


Revelation: Loading Presets

Revelation includes 100 presets/snapshots designed by the team at Sound Yeti. Loading and saving your home made presets in Revelation is done via KONTAKT's snapshot system.

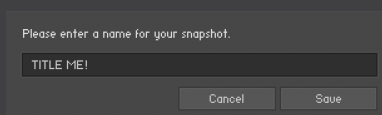
Load a Preset in Revelation:

1. Ensure that the "Camera" icon is selected in the Header of KONTAKT.
2. Click the downward arrow at the left of KONTAKT's Header, and simply select a Preset from the drop-down menu.



Save a (user) Preset in Revelation:

1. Click the "Save" icon, and enter a name for your Preset / Snapshot.
2. All your User Presets can be recalled and loaded at any time from the drop-down Snapshot menu. *If you've spent time tweaking some sounds and you find that you like what's happening, be sure to save your work.* (you can save an unlimited number of user presets)



Once you save a Snapshot, it will be saved to the following location on your computer.

On Mac OSX:

- Macintosh HD/Users/Your Name/Documents/Native Instruments/UserContent/Revelation

On Windows:

- C:\Users\Your Name\My Documents\Native Instruments\User Content\Revelation

****Note**** You can also create a folder and subfolders to group your User Presets for easier navigation.

NKS Integration



Revelation: NKS Integration

Native Kontrol Standard (NKS) is Native Instruments' extended plug-in format for virtual instrument developers. NKS allows for intuitive and seamless interaction between plug-in instruments and KOMPLETE KONTROL and MASCHINE hardware. Revelation features a thorough and complete integration for the NKS plug-in format, including Native Map, Light Guide, Integrated Browser and Snapshot Previews.

Light Guide



A -1 - C8

Native Map

The Native Map integration for Revelation features 11 pages of powerful mapping layouts. We exposed the most relevant controls of the instrument that will help you tweak your sounds and performance quickly. Also remember if you need more, all controls are available to you via Midi CC for your own custom mappings.

MALLET CONTROLS - Page 1 - Global Knobs and Mallet Instrument Settings



MICS / ARP - Page 2 - Mics/Inst. Vol, Arp Gate, Arp Octave, Arp Steps



LAYER A - Page 3 - Volume, Chance, Delay, Reverb, and ADSR



LAYER B - Page 4 - Volume, Chance, Delay, Reverb, and ADSR



LAYER C - Page 5 - Volume, Chance, Delay, Reverb, and ADSR



EQ LAYER A - Page 6 - Low Freq, Low Gain, Mid Freq, Mid Gain, High Freq, High Gain



EQ LAYER B - Page 7 - Low Freq, Low Gain, Mid Freq, Mid Gain, High Freq, High Gain



EQ LAYER C - Page 8 - Low Freq, Low Gain, Mid Freq, Mid Gain, High Freq, High Gain



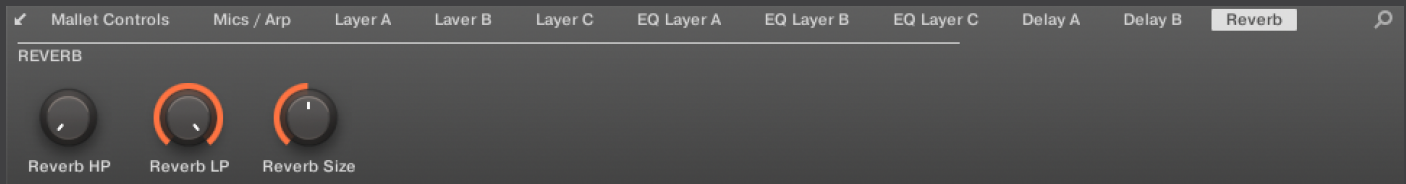
DELAY A - Page 9 - Time, Feedback, Filters, Misc



DELAY B - Page 10 - Time, Feedback, Filters, Misc



REVERB - Page 11 - Filters, Size



Key Command Reference

These can be helpful, pay attention. 😊

Command + Click (Mac) | Ctrl + Click (PC) = Returns a control to its default value

Shift + Click (Mac) | Shift + Click (PC) = Gain more granular control of knob movement (smaller increments)

Troubleshooting

Below you will find answers to frequently asked questions regarding the installation process and troubleshooting:

Revelation disappears from KONTAKT's Library Tab?

- Download and install the latest version of KONTAKT, which is available via Native Access.
- Close Native Access, open it again and log in. During the launch process Native Access will update the database of your products automatically in the background.
- Start KONTAKT standalone. Revelation should be available again.

I have activated Revelation, but I'm not seeing it in KONTAKT.

- In KONTAKT click the cog icon to go to the Settings menu
- Navigate to the "Libraries" tab
- Click the box next to Revelation

Credits

Many thanks to all that helped in the making of Revelation Hybrid Mallets.

Executive Producers: Andrew Scudder, John Scudder, Collin Scudder

Product Development: The Sound Yeti Team - Peter Milkovics, Martin Meinerz, Andrew Scudder, Collin Scudder, John Scudder

Developers / Programming: Peter Milkovics

GUI & Graphic Design: Voger Design

Lead Sound Designer: Martin Meinerz, John Scudder

Audio Recording: Various

Presets: Martin Meinerz, John Scudder, Francis Hall, Brian Freeland, Collin Scudder, Peter Milkovics, Zardonic

Product Manual: The big Sound Yeti, no one else was going to do it.

With special thanks to:

God

You

Our families that support us and...

For all of those that trust Sound Yeti for creating their own signature sound. Made with love just for you by the Sound Yeti squad, Franklin, Tennessee USA and around the world.

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