

BOLDER Sounds



OWNER'S MANUAL

INTRODUCTION

Thank you for purchasing the “Celtic Pipes XF” library for the XS. This sound library contains approx. 29 MB of new samples, and can be loaded to a non-flashboard equipped “regular” Motif XF, or to a Motif XF with the optional flashboard installed.

“Celtic Pipes XF” features the sounds of three bagpipes – the Great Highland bagpipe, the Uilleann pipe, and the smaller Pub pipe (sometimes called the “shuttle pipe”). A total of 32 voices and 32 performances are included in the library. In addition to the bagpipe voices, “Celtic Pipes XF” includes an assortment of complimentary pipe instrument voices such as fifes, recorders, flutes, and human whistlers, as well as a variety of drum and percussion sounds typically associated with bagpipe regiments.

The original bagpipe samples were recorded at 24-bit high resolution by Dennis Burns of Bolder Sounds. The sound programming was done by longtime Yamaha programmer Dave Polich of DCP productions

HOW TO LOAD THE SOUNDS

WARNING – BACK UP YOUR DATA FIRST

BEFORE YOU LOAD “CELTIC PIPES XF”, MAKE SURE YOU HAVE BACKED UP (SAVED) ANY DATA IN YOUR MOTIF XF THAT YOU MAY WANT TO KEEP.

YOU CAN SAVE YOUR DATA IN A VARIETY OF FORMATS ONTO A USB STORAGE DEVICE, OR AS AN EDITOR FILE VIA USB. CONSULT YOUR PRODUCT’S OWNER MANUAL FOR DETAILS ON SAVING/BACKING UP YOUR IMPORTANT DATA SUCH AS SOUNDS, BEATS, SEQUENCES OR SONGS.

FOR EVEN MORE DETAILED INFORMATION ON LOADING AND SAVING XF FORMAT LIBRARIES, CHECK OUT THE “XF FULLY LOADED” VIDEO WHICH IS AVAILABLE FOR DOWNLOAD AND PURCHASE AT MOTIFATOR.COM/SHOP (Copy and paste this link to your web browser):

<http://shop.motifator.com/index.php/dvds/motif-series-yamaha-dvds/yamaha-motif-xf-fully-loaded-dvd.html>

OR AS A STREAMING DOWNLOAD VIDEO AT KEYFAX.COM (Copy and paste this link to your web browser):

<http://www.keyfax.com/index.php/motif-xf-fully-loaded-download-only.html>

How To Load to a Motif XF with a flashboard installed:

FROM THE DOWNLOADED ZIP FILE TO USB DEVICE (JUMP DRIVE or FLASH DRIVE) -

1. Insert your USB device into your computer's available USB slot. Its icon should appear on your desktop.
2. If it isn't already open, navigate to the "Celtic Pipes XF Universal File" folder and double-click on it to open it.
3. Copy the file called "CelticPipesXF.n3.X3A" to your USB device's icon (by either dragging the file directly to the icon, or going to your file menu and choosing "Copy" and "To" and selecting the USB device as your destination).
4. When the file has copied completely to your USB device, properly eject the USB device and insert it in the slot labeled "TO DEVICE" on the rear panel of your Motif XF. You will see a screen message that says "Connecting to USB device...".
5. Press the **FILE** button on the front panel of the Motif XF. You should see the field next to "Type" highlighted and it should be set to "all".
6. Press the cursor up button once, then use the INC/YES button to select the file name "CelticPipesXF.n3.X3A" The name should highlight.
7. Press the **right cursor button** once, so the "Type" field is highlighted again, then press the **right cursor button again** to move to and highlight the field next to "Load USB". Use either the **INC/YES button** or the **Data Wheel** to change the field so it reads "FL1" (if you only have one flashboard installed) or "FL1" or "FL2" (if you have 2 flashboards installed – in other words, the samples can be loaded to either of 2 flashboards installed).
8. Press the **SF2 button** (Load). Then press the **INC/YES button** once.
9. The library will start loading. You will first see the onscreen message "Now Loading..." and then shortly after you will see an onscreen message that says "Now Installing to the Flash Expansion Memory Module". THIS WILL TAKE AWHILE because the samples are being "burned" onto the Flashboard, where they will remain even when you power off your XF. **Do not turn off your XF during this process, even if you think it's "stuck" – it isn't. Powering off your XF during the Flash load can result in a corrupted flashboard.**
10. The Flash load process will finish and you will see another "Now Loading..." message onscreen, then the load process will complete.
11. Press the **VOICE** button on the XF, then Press the User 4 bank button, and press **A1** to select the first voice and begin playing.

How To Load to a standard Motif XF with no flashboard installed:

FROM THE DOWNLOADED ZIP FILE TO USB DEVICE (JUMP DRIVE or FLASH DRIVE) -

1. Insert your USB device into your computer's available USB slot. Its icon should appear on your desktop.
2. If it isn't already open, navigate to the "Celtic Pipes XF Universal File" folder and double-click on it to open it.
3. Copy the file called "Celtic PipesXF.n3.X3A" to your USB device's icon (by either dragging the file directly to the icon, or going to your file menu and choosing "Copy" and "To" and selecting the USB device as your destination).
4. When the file has copied completely to your USB device, properly eject the USB device and insert it in the slot labeled "TO DEVICE" on the rear panel of your Motif XF. You will see a screen message that says "Connecting to USB device..."
5. Press the **FILE** button on the front panel of the Motif XF. You should see the field next to "Type" highlighted and it should be set to "all".
6. Press the cursor up button once, then use the INC/YES button to select the file name "CelticPipesXF.n3.X3A" Press the **right cursor button** once, so the "Type" field is highlighted again, then press the **right cursor button again** to move to and highlight the field next to "Load USB". Use either the **INC/YES button** or the **Data Wheel** to change the field so it reads "USR".
7. Press the **SF2 button** (Load). Then press the **INC/YES button** once.
8. The library will start loading (you'll see an onscreen message saying "Now Loading..") When the loading process is complete, you will be returned to the FILE screen.
9. Press the **VOICE** button on the XF, then Press the User 4 bank button, and press **A1** to select the first voice and begin playing.

NOTE: When you power off your Motif XF, the samples loaded will be lost. You will have to re-load "CelticPipesXF.n3.X3A" when you power up your Motif XF again.

ABOUT BAGPIPES

Bagpipes are a form of reed instrument, like saxophones and clarinets. The sound of the bagpipe comes from enclosed reeds fed from a constant reservoir of air in the form of a bag. Though the Scottish Great Highland Bagpipe and Irish Uilleann pipes have the greatest international visibility, bagpipes of many different types come from different regions throughout Europe, Northern Africa, the Persian Gulf, and the Caucasus.



Great Highland Bagpipes



Uilleann Bagpipes (sometimes called Irish Bagpipes).

A set of bagpipes has three primary components – a *bag* (reservoir of air), a *chanter* (melody pipe), and a *drone* (constant tone pipe). Most bagpipes have additional drones and sometimes additional chanters, held in place by connectors called *stocks* which fasten to the bag.

Bagpipe players supply air to the bag by blowing into it through a *blowpipe* or *blowstick*, or pumping it with a bellows. Because the *chanter* (melody pipe) is usually open ended (as it is in the Great Highland pipe), there is no easy way for the player to stop the pipe from sounding. Because of this, most bagpipe music consists of legato (connected) single notes with no breaks between the notes. Primarily because of this inability to stop playing, grace notes (which vary between types of bagpipe) are used to break up notes and to create the illusion of articulation and accents.

The bagpipe player changes pitches on the chanters by holding fingers over the holes on the blowpipe feeding the chanters, and thus opening or closing the holes to produce the different pitches – like a flute player would.

Most bagpipes have at least one drone, which produces a single constant and unchanging note. You can think of the drone as “the bass” on a bagpipe. A drone is most commonly a cylindrical tube with a single reed, although drones with double reeds exist. The drone is generally designed in two or more parts, with a sliding joint (““bridle””) so that the pitch of the drone can be manipulated.

Some drones have a tuning screw, which effectively alters the length of the drone by opening a hole, allowing the drone to be tuned to two or more distinct pitches. The tuning screw may also shut off the drone altogether. In most type of pipes, where there is one drone it is pitched two octaves below the tonic of the chanter, and further additions often add the octave below and then a drone consonant with the fifth of the chanter.

THE MUSICAL RANGE OF THE BAGPIPES

The musical range and musical scale of bagpipes is quite limited. Because it is almost impossible to tune a bagpipe to the equivalent of the Western equal temperament scale, bagpipes are usually found only in the company of other bagpipes, or as solo instruments by themselves, since they will have a tendency to clash with the tuning of any other instruments in an orchestra or band.

The Great Highland Bagpipe’s melody note range is restricted to a mere 9 notes – generally, the equivalent of the G above middle C on a piano to the A 9 notes above that G (a little over one octave. The musical scale of the Highland bagpipe is *mixolydian* – meaning, the only notes it can truly sound are G, A, B, C#, D, E, G, and the top A (roughly speaking). The drones of the Highland pipe are usually tuned to one octave below the lowest tonic of the chanter, the note one octave below that, and the note which is the fifth below the chanter’s tonic. In simplest terms, a bagpipe tuned to play close to the key of A will usually have drones which sound in A., although it is in some cases possible to tune the drones a bit lower or higher. However they are tuned, the drones cannot be used to play any kind of melody. Each drone produces just one constant note of a singular pitch.

The Irish Uilleann pipe exhibits a higher range of notes than the Highland pipe – specifically, a range of two octaves, beginning roughly with the D above middle C on the piano to the D two octaves above that. The drones of the Uilleann pipe can be tuned to the same intervals as the drones on the Highland bagpipe. The small Pub pipe has a range similar to the Uilleann pipe, but has no drone (although in the “Celtic Pipes XF” library, a drone has been added to the Pub Pipe voice for convenience).

TUNING OF VOICES IN “CELTIC PIPES XF”.

For the sake of authenticity, the voices in “Celtic Pipes XF” exhibit the same kind of tuning and note range as the real bagpipes do. The Highland Bagpipe voices, including drones, are tuned to the equivalent of the key of A (for keyboard players) and cover the same 9 note range for the chanter (melody) section. The Uilleann pipes are tuned to D, and the Pub pipes are tuned to C (with the top chanter note the same as the Uilleann pipe). The pitch of the drones in all of the bagpipe voices can be tuned using Assignable Knob 1.

HOW TO PLAY THE BAGPIPE VOICES ON THE MOTIF XF

The best way to get a feel for playing the “Celtic Pipes” bagpipe sounds is to **go to Performance mode first.**

Call up Performance **A9, Highland Bagpipe Prf.** With your left hand, press the A below middle C and hold down the sustain pedal. With your right hand, play an A major scale melody line on the notes starting at the G above middle C.

The note you play with your left hand is the **drone**. The notes you play with the right hand are the **chanter** notes. You will notice that the drone section responds to the sustain pedal, but the chanter (melody) notes do not, and furthermore, the chanter notes are monophonic, meaning you can only play one note at a time. This simulates how the bagpipe truly behaves.

In Performance mode, zones can be set up to be either polyphonic or monophonic, independently, with different sustain pedal and volume pedal assignments. This is impossible in Voice mode, where the playing behavior can only be polyphonic (you can play chords) or monophonic (only one note at a time will sound). In Voice mode, all sounds are set to polyphonic. Think of the voices as “building blocks” for the Performance sounds. You can, of course, play the sounds in Voice mode if you want.

In a song mix, it is best to import a Celtic Pipes performance to the mix, and set the drone part to “poly” and its own MIDI channel, and the chanter parts to “mono” and their own MIDI channels. Record your drone and melody parts as separate MIDI tracks. You could also use the drone voices (**User 3, A11 and A12**) for a song mix, and any single voice (such as **User 3, A1**), set to mono, on another track.

VOICE DESCRIPTIONS

USER BANK 4, starting with A01:

A01 – Highland Bagpipe

Sound of the Great Highland Bagpipe. The drone is set to the root key of A and goes from the bottom of the keyboard up to the F# above middle C. The chanter (melody) notes start at the G above middle C and continue up one octave plus one note, to A4. Notes beyond A4 do not change in pitch, because the A4 is the top note of this bagpipe. You can change the pitch of the drone by moving Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A02 – Highland Echoes

Two bagpipes playing “high in the mountains” with appropriate echoes. . Drone pitch and control is the same as A01. Controller settings same as A01.

A03 – Second Bapipe

Variation of A01. Slightly different sounding Highland bagpipe. . Drone pitch and control is the same as A01 Controller settings same as A01.

A04 – In The Royal Hall

Multiple bagpipes playing inside a hall. . Drone pitch and control is the same as A01. Controller settings same as A01.

A05 – Stereo Bagpipe

Same as A01, except that the bagpipe sound is stereo.

A06 – Stereo Highland Echoes

Same as A02, except that the bagpipe sound is stereo.

A07 – Pub Pipes

Small bagpipe with different range and tonality. The drone is set to C and goes from the bottom of the keyboard to the B below middle C. The chanter notes start at middle C and go to the D above C5, which is two octaves above middle C. Notes above the top D do not change pitch, as that is the highest note the Pub Pipe can sound. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A08 - Uilleann Pipe

Irish Uilleann bagpipe sound. The drone is set to D and goes from the bottom of the keyboard to the C# above middle C. The chanter notes start at middle D and go to the D above C5, which is two octaves above middle C. Notes above the top D do not change pitch, as that is the highest note the Uilleann Pipe can sound. The pitch of the drone can be changed by moving Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A09 – Uilleann Vibrato

Irish Uilleann bagpipe with vibrato. The pitch of the drone can be changed by moving Assignable Knob 1. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward. The ribbon controller is set to “off”.

A10 – 3 Pipers

3 Highland bagpipers playing together. Drone and chanter zones and settings are the same as A01. Assignable Knob 1 controls pitch of the drones. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A11 – Drones A/A#

Split voice with two common drone key settings – key of A, up to F#3 (above middle C), and the key of B flat from G3 to the top of the keyboard. Assignable Knob 1 controls pitch of the drones. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides slow vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A12 – Drones C/D

Split voice with two common drone key settings – key of C, up to F#3 (above middle C), and the key of D from G3 to the top of the keyboard. Assignable Knob 1 controls pitch of the drones. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides slow vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A13 – Third Bagpipe

Third variation of Highland bagpipe sound. Assignable Knob 1 controls pitch of the drones. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides slow vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A14 – Fourth Bagpipe

Fourth Highland bagpipe sound. Drone zone and controller/switch assignments same as A13.

A15 – Fifth Bagpipe

Fifth Highland bagpipe sound. Drone zone and controller/switch assignments same as A13.

A16 - Sixth Bagpipe

Sixth Highland bagpipe sound. Drone zone and controller/switch assignments same as A13.

B01 – Fifes

Sound of multiple fifes (type of flute). This is a “complimentary” voice of the type of instrument you would find playing in a Highland regiment along with bagpipes.

B02 – Celtic Recorder

Recorder (type of flute) sound. Bagpipes and recorders can be found playing together in some small ensembles.

B03 – Celtic Flute

Celtic flute sound, complimentary to bagpipes in some small ensembles.

B04 – Celtic Pan Pipe

Celtic pan pipe sound, complimentary to bagpipes in some small ensembles.

B05 – 2 Celtic Flutes

Sound of two Celtic flutes playing together.

B06 – Solo Fife

Solo fife sound.

B07 – Two Recorders

Two recorders playing together.

B08 – Whistlers

Sound of a group of people whistling. Associated sometimes with Highland Bagpipe regiments.

B09 – Highland Bass Drums

Highland regiment bass drum section.

B10 – Highland Snare 1

Highland regiment solo snare drum.

B11 – Highland Snare 2

Second Highland regiment solo snare drum.

B12 – Highland Snares 1

Sound of a group of Highland regiment snares playing (approximately) together. Playing hard velocity produces snare rolls.

B13 – Highland Snares 2

Highland regiment drummers playing a different (higher pitched) set of snares. Harder velocity produces snare rolls.

B14 – Highland Snares 3

Variation of snare regiment snares sounding, with flams.

B15 – DrumCorps Cymbals

Highland Fife and Drum Corps cymbals.

B16 – DrumCorps Bells

Glockenspiel bell sounds used in Highland Regiment or Drum Corps.

PERFORMANCE DESCRIPTIONS

USER BANK 4, starting with A01:

A01 – Highland Regiment 1

Sounds of the Highland Bagpipe Regiment. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Each of the five Arps are different snare drum patterns. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A02 – Highland Regiment 2

Variation of A01 with different snare drum and bagpipe sounds and different drum patterns.. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A03 – Highland Regiment 3

Variation of A01 with different snare drum and bagpipe sounds and different drum patterns.. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A04 – Highland Regiment 4

Variation of A01 with different snare drum and bagpipe sounds and different drum patterns.. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A05 – Highland Regiment 5

Variation of A01 with different snare drum and bagpipe sounds and different drum patterns..

A06 – Highland Regiment 6

Variation of A01 with different snare drum and Uilleann bagpipe sounds, and different drum patterns.. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to C#3. Melody notes range from D3 to G8.

A07 – Highland Regiment 7

Variation of A01 with different snare drum and Highland bagpipe sounds and different drum patterns. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A08 – Highland Regiment 8

Variation of A01 with different snare drum and Highland bagpipe sounds and different drum patterns. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Melody notes range from F#3 to G8. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A09 – Highland Bagpipe Prf

Performance version of the **Highland Bagpipe** voice (Voice User 3, A01). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A10 – Highland Echoes Prf

Performance version of the **Highland Echoes** voice (Voice User 3, A02). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A11 – Pub Pipes Prf

Performance version of the **Pub Pipes** voice (Voice User 3, A07). Drone is set to C and ranges from the lowest part of the keyboard to C#3. Chanter (melody notes) can be played in monophonic mode from D3 to A8. Notes above D5 sound the same pitch as D5. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A12 – Uilleann Pipes Prf

Performance version of the **Uilleann Pipes** voice (Voice User 3, A08). Drone is set to D and ranges from the lowest part of the keyboard to C#3. Chanter (melody notes) can be played in monophonic mode from D3 to A8. Notes above D5 sound the same pitch as D5. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A13 – 2 Pipers

Performance of 2 Highland Bagpipes playing. Drone is set to A and ranges from the lowest part of the keyboard to F#3. The first bagpipe's Chanter (melody notes) can be played in monophonic mode from G3 to F#4. The second bagpipe's melody notes can be played monophonically from G4 to G8. This allows you to emulate two bagpipers playing different melody lines. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A14 – 2 Pipers

Performance of 5 Highland Bagpipes playing. Drone is set to A and ranges from the lowest part of the keyboard to F#3. The first group of 3 bagpipers' Chanter (melody notes) can be played in monophonic mode from G3 to F#4. The second group of 2 bagpipers' melody notes can be played monophonically from G4 to G8. This allows you to emulate two groups of bagpipers playing different melody lines. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

A15 – Uilleann+Fife+Recrdr

Performance of Uilleann Pipe, solo flute and solo recorder playing together. Drone is set to D and ranges from the lowest part of the keyboard to C#3. Uilleann Chanter (melody notes) and the flute and fife can be played together from D3 to A8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1.

A16 – UilleannVb+Flutes

Performance of vibrato Uilleann Pipe, and flutes playing together. Drone is set to D and ranges from the lowest part of the keyboard to C#3. Uilleann Chanter (melody notes) and the flutes can be played together from D3 to A8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1.

B01 – Bagpipes/Fifes

Performance that is a split with Highland bagpipes on the left and fifes on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Fifes range from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B02 – Bagpipes/Flutes

Performance that is a split with Highland bagpipes on the left and flutes on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Flutes range from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B03 – Bagpipes/Recorders

Performance that is a split with Highland bagpipes on the left and recorders on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Recorders range from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B04 – Bagpipe/Solo Fife

Performance that is a split with Highland bagpipe on the left and solo fife on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Fife range is from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B05 – Bagpipe/Solo Flute

Performance that is a split with Highland bagpipe on the left and solo flute on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Flute range is from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B06 – Bagpipe/Recorder

Performance that is a split with Highland bagpipe on the left and solo recorder on the right. Bagpipe drone range is from the lowest keyboard note to F#2. Bagpipe melody note range is from G2 to A3. Recorder range is from A#3 to G8. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G2. Pitch of the drone can be changed with Assignable Knob 1.

B08 – Pub Pipe/Uilleann

3-zone Performance with Pub Pipe drone in C ranging from lowest keyboard note to B1, Pub Pipe melody notes ranging from C2 to B3, and Uilleann Pipe notes ranging from C4 to G8. Notes above D5 sound the same pitch as D5. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at C2. Pitch of the drone can be changed with Assignable Knob 1.

B09 – Second Bagpipe Prf

Performance version of the **Second Bagpipe** voice (voice User 3, A03). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B10 – Third Bagpipe Prf

Performance version of the **Third Bagpipe** voice (Voice User 3, A13). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B11 – Royal Hall Prf

Performance version of the “**In The Royal Hall**” voice (Voice User 3, A04). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B12 – Stereo Bagpipes Prf

Performance version of the **Stereo Bagpipe** voice (Voice User 3, A05). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B13 – Uilleann Vibrato Prf

Performance version of the **Uilleann Vibrato** voice (Voice User 3, A09). Drone is set to D and ranges from the lowest part of the keyboard to C#3. Chanter (melody notes) can be played in monophonic mode from D3 to A8. Notes above D5 sound the same pitch as D5. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B14 – Third Bagpipe Prf

Performance version of the **Third Bagpipe** voice (Voice User 3, A13). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B15 – Fifth Bagpipe Prf

Performance version of the **Fifth Bagpipe** voice (Voice User 3, A15). Drone is set to A and ranges from the lowest part of the keyboard to F#3. Chanter (melody notes) can be played in monophonic mode from G3 to A8. Notes above A4 sound the same pitch as A4. Press any note in the lower drone range, then hold down the sustain pedal, and play the melody notes with your right hand starting at G3. Pitch of the drone can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

B16 – Fife&Drum Corp

Sounds of the Highland fife and drum corps. Bass and snare drums start on the lowest part of the keyboard. Drones are zoned from C2 to F#3. Fifes range from F#3 to G8. Each of the five Arps are different snare drum patterns. Pitch of the drones can be changed with Assignable Knob 1. Assignable Knob 2 controls echo amount. Assignable Function Switch 1 changes tone. Pushing on the ribbon provides vibrato. Tuning drift of the chanter pipes is controlled by moving the mod wheel forward.

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