PRO

LINEAGE STRINGS

USER MANUAL

Version 1.0.0

PROJECT**SAM**

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OVERVIEW

Lineage Strings Pro is a deeply musical orchestral string instrument designed to deliver realistic, expressive performances directly from your keyboard.

The library includes **35 NKI instruments**, organised into:

- **5 individually recorded strings sections**
  - Violin 1 (section)
  - Violin 2 (section)
  - Viola (section)
  - Violoncello (section)
  - Contrabass (section)
- **2 Ensembles**
  - Arranger (automatically distributes notes across all five strings sections)
  - Builder (create custom ensembles by combining or layering instruments and articulations)

Each instrument is available in multiple microphone configurations:

- **All Mics** – full flexibility
- **Premix** – ready-to-use balanced mix
- **Close** – detailed and intimate
- **Stage** – natural orchestral perspective
- **Ambient** – spacious and distant

SMART LOOKAHEAD

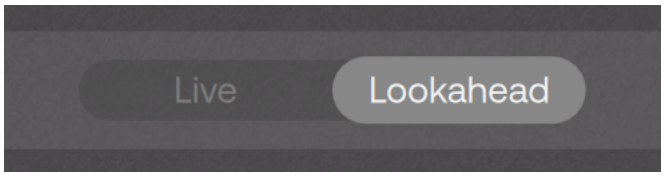
Smart Lookahead is the foundation of Lineage Strings Pro's performance engine. It analyses the performance just before it is heard, allowing the instrument to respond musically rather than mechanically.

What it does

- Dramatically improves realism and phrasing
- Enhances monophonic legato
- Enables true polyphonic legato
- Makes fast runs feel natural and fluid
- Keeps timing right—even with a loose attack precision

> ***Note**: When using looser precision settings, Smart Lookahead automatically compensates so your MIDI remains perfectly aligned to the grid. For more information on attack precision, refer to the Performance settings chapter.*

Smart Lookahead can be enabled and disabled from the menubar at the top of the Lineage Strings interface.



Important

- Introduces a **250 ms delay**
- Apply **–250 ms track delay** in your DAW
- Disable for live, low-latency performance

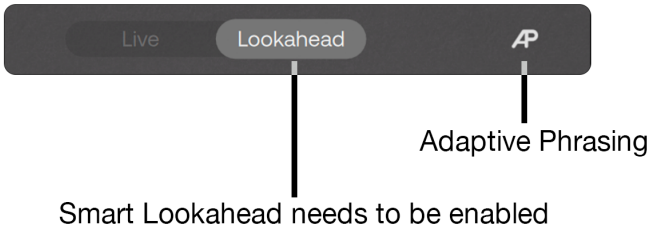
ADAPTIVE PHRASING

Adaptive Phrasing transforms a single articulation into a dynamic performance system.

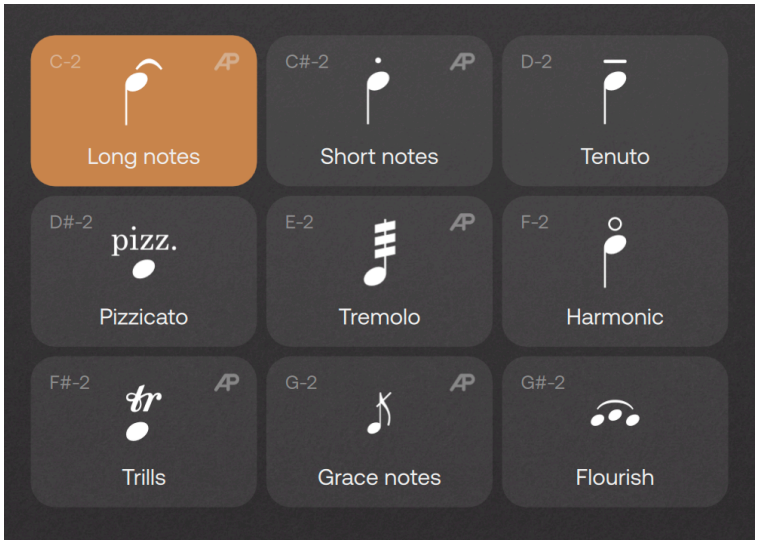
By tracking your note lengths, speed, and repetition, it automatically selects and blends the most appropriate articulations for each musical moment.

The result is **phrasing that follows your performance** and keeps lines sounding musical, expressive and intentional, without constant articulation switching.

Adaptive phrasing can only be used when **Smart Lookahead** is enabled, it can not be used in Live mode.



Supported articulations are marked with an **icon in the top right** in the articulation grid.



OVERVIEW

The **Lineage Strings Pro** interface offers three tabbed views, each tailored to the **selected instrument**. While the layout remains consistent, certain elements may vary slightly depending on the specific instrument in use.

Performance The performance view provides controls for microphone positions and articulations, along with quick access to the envelope, Adaptive Sync, and reverb.

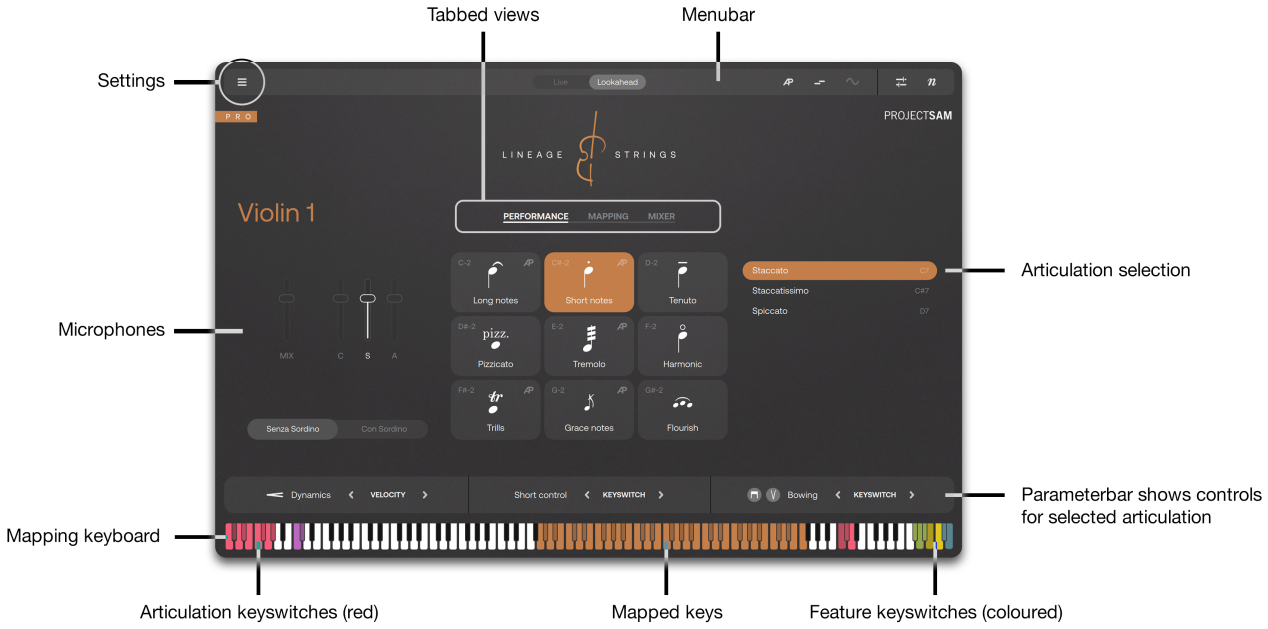
Mapping The mapping view enables detailed editing of each instrument and articulation, including envelope, range shifting, trimming, keyswitch assignment, and continuous controller (CC) adjustments — offering complete flexibility for creating custom ensembles.

Mixer The mixer view includes all necessary tools for applying effects to individual instruments, balancing the mix of the ensemble, and output routing.

Three different views for the selected instrument

PERFORMANCE VIEW

The **performance view** displays the most essential controls for playing the instruments: articulation selection, microphone mixing, bowing, and articulation-specific controller settings.



MICROPHONES

On the left side of the performance view are the microphone gain faders.

Lineage Strings Pro offers **four microphone positions**:

- **Close** microphone
- **Stage** microphone
- **Ambient** microphone
- **Premix** microphone (a pre-rendered blend of all microphones)

All microphones are carefully mixed by ProjectSAM to create a natural and immersive sound.

In the performance view, the microphones can be manipulated as follows:

- **Click** a microphone label to **enable or disable** it. Disabled microphones are unloaded from memory.
- Use gain sliders to change the **volume** of that microphone.
- **Cmd/Ctrl + click** the gain slider or panning to **reset** it to its default value.

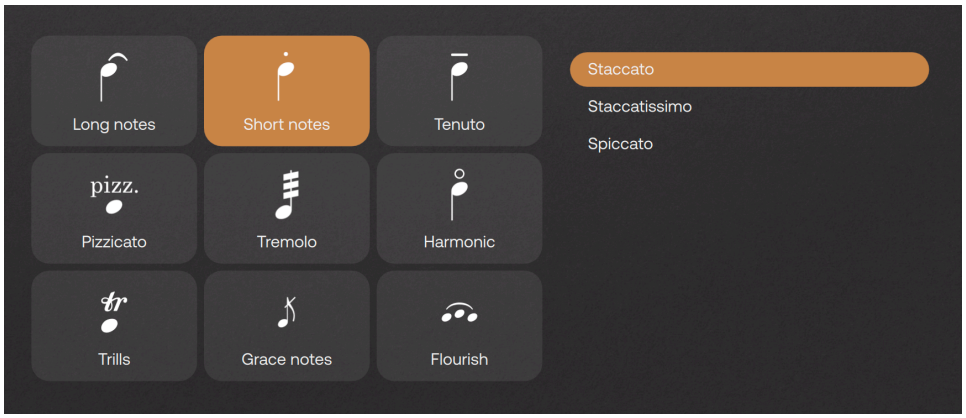
More advanced microphone and mix settings can be found in the **mixer view**.

> ***Tip**: Using multiple microphones significantly increases memory usage compared to using a single microphone. To optimise performance, it is recommended to only keep microphones loaded that are actively in use.*
>
> *When working with a single microphone, it is best to use the dedicated **single mic patches** rather than **multi mic patches**. Multi mic patches require longer loading times and use more resources, even if additional microphones are disabled. Using single mic patches helps keep projects lighter, faster, and more efficient.*

ARTICULATION SELECTION

Articulations are selected from the central grid.

Some include sub-articulations, accessible on the right.



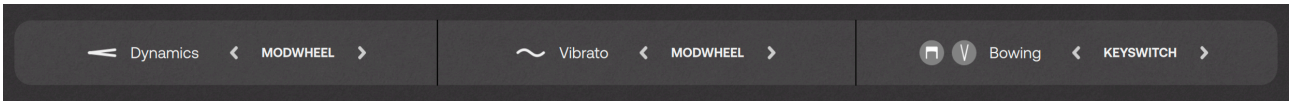
There are several ways the articulation grid and the sub-articulation menu can be interacted with:

Normal click	Switch to the selected articulation.
CMD / Ctrl + click	Unload the selected articulation to conserve memory. The tile will appear dimmed. Click again to reload. Use CMD + click on Mac, Ctrl + click on Windows.
Shift + click	Stack articulations on top of each other. The stacked articulations will trigger simultaneously.
Keyswitching	Articulations are assigned to keyswitches by default. This behaviour can be disabled in the settings.

PARAMETERBAR

Each articulation includes a set of dedicated controls. These are available below the articulation grid, in the parameter bar . These parameters offer control over the behaviour of the **selected articulation**, and include:

- Dynamic controller
  The continues controller (CC) assigned to change the dynamics.
- Vibrato controller
  The CC assigned to change the amount of vibrato (long notes only).
- Sub-articulation controller
  The CC assigned to switch between sub-articulations.
- Bowing controls
  See bowing chapter.



BOWING

Lineage Strings Pro includes both **up-bow** and **down-bow** recordings for the **main set of articulations**.

The articulations that provide bowing controls are:

- Long notes
- Staccato
- Staccatissimo
- Spiccato
- Tenuto

By default, the instrument alternates bow direction automatically, mimicking how real players naturally change bowing. This ensures that repeated notes feel organic and real.

Manual bowing control

When more control is needed, it is possible to determine the bow direction of upcoming notes using the bowing controls in the parameter bar.

- Selecting **down-bow** or **up-bow** forces the next note to use that specific bow direction
- If no manual input is given, the engine continues alternating automatically

This allows you to shape phrasing more deliberately. For example, emphasising certain notes or controlling the natural weight of a passage.

Keyswitch control

Bowing can also be controlled via keyswitches (default: **C–1** for down-bow, **C#–1** for up-bow), offering a more performance-oriented workflow.

Different playing gestures result in different behaviour:

- **No keyswitch pressed**
  Bowing alternates naturally
- **Tap a keyswitch briefly**
  The next note will use the selected bow direction
- **Hold a keyswitch**
  All notes played while holding will use that bow direction

This makes it possible to quickly switch between subtle phrasing adjustments and more deliberate bow control during performance.

Phrase Detection

When the engine detects the start of a new phrase, playback will default to a **down-bow**, reflecting common practice.

PIANO IN PERFORMANCE VIEW

The on-screen piano in the performance view provides both **visual feedback** and **direct control** over the instrument's playable range.

It displays:

- The current position and key range of the instrument
- The position of keyswitches

Transposing the Instrument

It is possible to quickly shift the playable range of the instrument, directly from the keyboard:

- **Drag left or right**
  Transpose in semitones
- **Shift + drag**
  Transpose in octaves

Working with Keyswitches

Keyswitches can also be reassigned directly from the piano.

> ***Note**: This currently only works for keyswitches from features, such as Adaptive Phrasing, Bowing, or Smart Lookahead. Individual articulation keyswitches can be adjusted in the mapping view.*

For more detailed control, such as stretching or trimming key ranges per articulation, use the **mapping view**, where the piano provides full editing capabilities.

MAPPING VIEW

The **mapping view** provides detailed control over how the instrument and its articulations behave. Assign keyswitches, control round robins, and define MIDI inputs.

Where the Performance view focuses on immediacy, the Mapping view is designed for flexibility. Providing the tools to fully customise a setup and workflow.

ARTICULATION SELECTION

The left side of the mapping view provides a complete list of all available **articulations** and **sub-articulations**.

Selecting an articulation reveals its parameters and controls on the right side of the interface.

There are several ways the articulation list can be interacted with:

Normal click	Switch to the selected articulation.
CMD / Ctrl + click	Unload the selected articulation to conserve memory. The tile will appear dimmed. Click again to reload. Use CMD + click on Mac, Ctrl + click on Windows.
Shift + click	Stack articulations on top of each other. The stacked articulations will trigger simultaneously.
Keyswitching	Articulations are assigned to keyswitches by default. This behaviour can be disabled in the settings.

If **keyswitches** are enabled (in the settings), they can be adjusted here for every articulation, and sub-articulation (if set to keyswitch).

Keyswitches can be set using the following methods:

- **Drag** the keyswitches **vertically**.
- **Double-click** a keyswitch to manually enter the keyswitch name.
- **Shift-click** a keyswitch to activate MIDI-learn, then press a key on a MIDI-keyboard.
- **Drag** the keyswitch directly on the on-screen **piano**.

ENVELOPE

The **envelope** controls how a sound evolves over time after a note is played.

It allows to shape the attack (how quickly the sound begins) and release (how it fades out), providing control over the responsiveness and tail of each articulation.

- **Left handle (Attack)**
  Controls how quickly the sound reaches full volume after a note is triggered
- **Right handle (Release)**
  Controls how long the sound fades out

Behaviour

- For short notes, the release begins immediately after the note is triggered
- For long notes, the release begins after the key is released

NOTESTACKER

The **Notestacker** is a powerful tool to quickly create **parallel intervals**, making it easy to create harmonies, octaves, or full chords from a single input.

Click any interval on top of the already selected root note C in the **Notestacker** to stack intervals.

> ***Example:***
> *Selecting **E** and **G** above the already selected **C** will form a **major triad** that plays whenever a note is triggered — automatically transposed to match the incoming MIDI note.*

Use Cases

- Creating instant harmonies
- Doubling parts in octaves
- Thickening melodic lines
- Sketching chordal ideas quickly

ROUND ROBIN

Round robins are multiple recorded variations of the same articulation, used to avoid the mechanical repetition of identical samples when a note is triggered repeatedly.

In Lineage Strings Pro, round robin behaviour can be customised from the **mapping view**.

- **Trigger Order**:
  Choose between **cyclic** (sequential) or **random** playback of round robin samples.
- **Enabling/Disabling Variations**:
  Click on individual round robins to enable or disable them.
- **Turn Round Robins off**:
  Round robins can also be turned off entirely. In this mode, only the **last triggered variation** will continue to play, effectively locking the articulation to a single sample.

PIANO IN THE MAPPING VIEW

The on-screen piano in the Mapping view provides detailed control over how articulations are mapped across the keyboard.

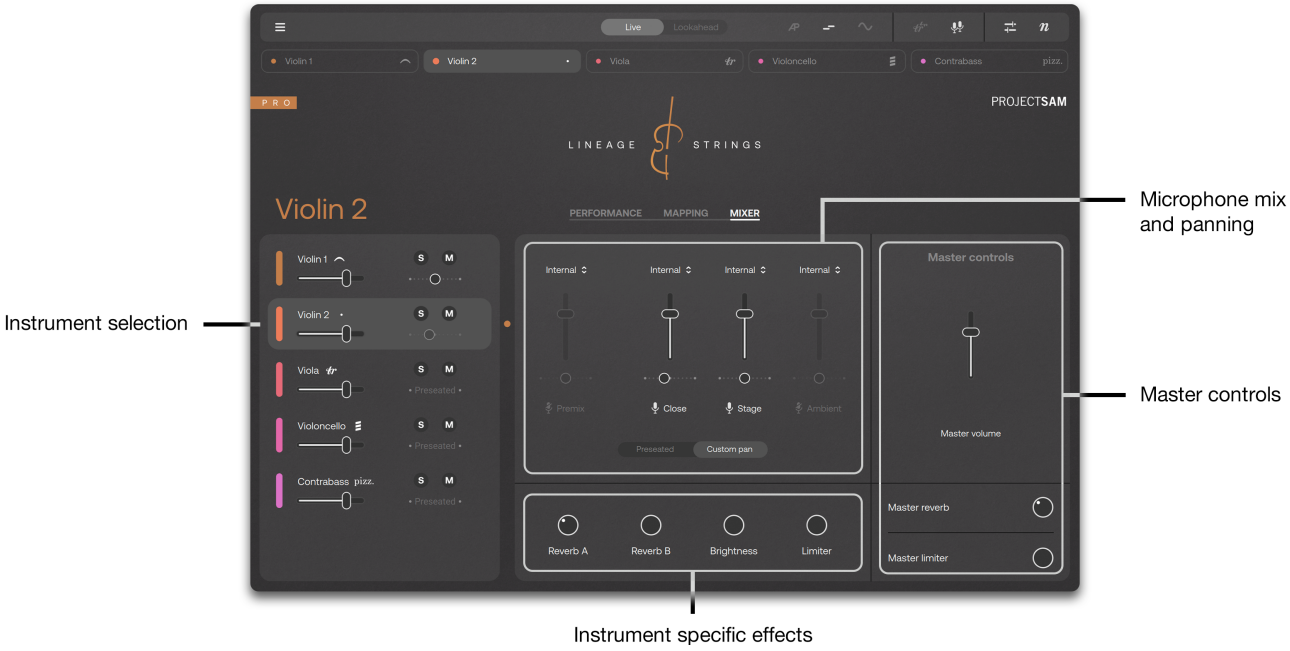
Unlike the performance view where the piano is used mainly for transposition, in this view it is possible to edit each articulation individually.

- **Drag the articulation range horizontally** to shift the articulation across the keyboard in **semitones**.
- **Hold shift** while dragging to shift the articulation by **octaves**.
- Drag the **range handles** to extend or reduce the articulation's playable **range**.
- Drag the individual keyswitches to change their location on the keyboard.

> ***Note**: This currently only works for keyswitches from features, such as Adaptive Phrasing, Bowing, or Smart Lookahead. Individual articulation keyswitches can be adjusted in the mapping view.*

MIXER VIEW

The **Mixer view** provides all the tools to adjust the sound of the ensemble. It is the central place to adjust instrument levels, panning, microphone balance, effects, and overall mix settings — all designed to streamline workflow and offer creative flexibility.



INSTRUMENT SELECTION

On the left side of the **mixer view** a list of loaded instruments is shown, each with its own:

- **Volume fader**: Adjust the loudness of the individual instrument.
- **Pan control**: Position the instrument in the stereo field.
- **Solo (S) / Mute (M) buttons**: Isolate or silence any instrument for focused mixing.

Select any instrument from this list to access its mixing parameters and effects.

MICROPHONE MIX AND PANNING

At the center of the **mixer view** are the available microphones. Each microphone has its own volume slider, panning slider and output routing.

Pan Modes

Lineage Strings Pro offers two approaches to panning:

Preseated

In Preseated mode, the stereo image reflects the original orchestral layout as recorded.

- Instruments remain in their natural positions
- Individual panning controls are disabled
- Provides a realistic, ready-made orchestral image

Custom pan

Custom pan allows full control over positioning:

- Adjust the overall instrument pan from the instrument list
- Adjust each microphone position individually

This is useful when:

- Adapting the library to an existing mix
- Creating non-traditional layouts

Kontakt Outputs

Each microphone position can be routed to a different output channel, offering maximum flexibility for external mixing and processing. This allows to separate microphone signals (the close, stage, and ambient microphones) and send them to different tracks in a DAW or external mixer for advanced routing, EQ, compression, and more.

> *Note: Insert effects like Reverb, Limiter, and Filter only function when the microphone output is set to Internal.*

INSTRUMENT-SPECIFIC EFFECTS

Located at the bottom of the **Mixer view**, each instrument has access to four insert effects: **Reverb A** (convolution reverb), **Reverb B** (synthetic reverb), **Brightness** and **Limiter**. These insert effects offer **instrument-level** customisation.

An insert effect is activated by either clicking its label or adjusting its control knob. The effect remains active until it is toggled off by clicking its label again.

Effect Dependency

The Reverb insert effects only function if the corresponding Master Control (Master Reverb is also enabled. This means that, if **Master reverb** is disabled, no instrument-level reverb will be heard, even if the instrument-level insert effect is active.

MASTER CONTROLS

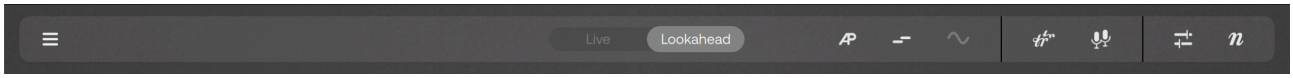
The Master controls section, located on the right of the **Mixer view**, adjusts the overall processing and output of the ensemble.

- **Master Volume**: Sets the global output level for the full ensemble.
- **Master Reverb**: Enables and controls the overall reverb effect. Only audible if one or more instruments have their reverb insert enabled.
- **Master Limiter**: Enables and controls limiting for the full ensemble. Unlike the Master Reverb, the Master Limiter operates independently and can be used in addition to any limiter applied at the instrument level.

In essence, the **Master controls** provide global processing for the ensemble. The Master Reverb acts as a shared effect, which instruments can access via their individual reverb inserts. This design allows for precise control over both individual instrument processing and the overall mix.

MENUBAR

The **Menubar**, located at the top of the interface, provides quick access to the most important global features in Lineage Strings Pro, as well as a settings menu. The availability of certain options may vary depending on the loaded instrument or preset (for example, ensemble-specific features).



Overview

From left to right, the menubar includes:
Settings, Smart Lookahead, Adaptive Phrasing, Legato mode, Automatic vibrato, Link articulations, Link microphones, Precision settings and AI niente.

Below is an explanation for the features found in the menubar. For more details on the **Settings**, **Smart Lookahead** or **Adaptive Phrasing**, refer to the relevant chapters.

Legato mode

Legato is used by the **Long notes** articulation, and provides three options:

- No legato
- Monophonic legato
- Polyphonic legato

Automatic Vibrato

Automatic Vibrato adds subtle, musical motion to the performance by shaping vibrato based on dynamics and phrasing.
It doesn't replace any vibrato automation, but it enhances the performance with natural nuances that would otherwise require detailed automation.
The result is smoother phrasing, more emotional sustain, and performances that feel played, not programmed.

Link articulations (only available in an ensemble)

Switching articulations in one instrument will update all instruments, keeping the ensemble synchronised. If enabled, articulation specific controllers like dynamics and vibrato are also linked across all instruments.

Link microphones (only available in an ensemble)

Adjusting the microphone selection and balance will update all instruments, ensuring a consistent sound across the ensemble.

Precision settings

Lineage Strings provides direct control over ensemble tightness.
From loose and natural to tight and immediate. Loose settings preserve the natural bloom of the players, while tighter settings deliver focused, punchy articulation.
With Smart Lookahead enabled, performances with a loose precision are automatically compensated, so the timing in the DAW stays locked while the ensemble keeps its human feel.

Al niente

With this option enabled, the dynamic range from the instrument or ensemble starts (when programming a crescendo) and ends (when programming a diminuendo) with no sound.
With this option disabled, the instrument or ensemble is already audible in the lowest dynamic control position.

SETTINGS

Below is a complete list of available settings, including both global settings and instrument-specific settings (which apply only to the currently selected instrument of the ensemble).
All settings can be accessed conveniently via the settings dropdown in the menubar.

SMART LOOKAHEAD SETTINGS

Smart Lookahead delay

This setting toggles between Smart Lookahead mode and Live mode, just like the Smart Lookahead toggle in the middle of the menubar.

> ***Note:*** *For more info on Smart Lookahead, refer to the chapter about Smart Lookahead.*

Realism enhancements

A set of realism enhancements used by Smart Lookahead. This setting is automatically enabled when Smart Lookahead is enabled, and is disabled when Smart Lookahead is disabled.

Adaptive Phrasing

This setting enabled/disabled Adaptive Phrasing.

> ***Note:*** *For more info on Adaptive Phrasing, refer to the chapter about Adaptive Phrasing.*

Expert settings:

CC input follows Smart Lookahead delay

This setting is enabled by default. It makes sure that CC automation receives the same Smart Lookahead delay as the MIDI notes, keeping the notes and automation in sync. When disabled, CC automation does not use the delay and is processed immediately.

Articulation keyswitching follows Smart Lookahead delay

This setting is enabled by default. It makes sure that keyswitches receive the same Smart Lookahead delay as the MIDI notes, keeping the notes and keyswitches in sync. When disabled, keyswitches do not use the delay and are processed immediately.

LEGATO SETTINGS

Polyphonic legato

Polyphonic legato allows for multiple legato lines at once, with realistic transitions between the notes. The engine automatically detects and connects overlapping voices, so chords or counterpoint lines can be performed smoothly without losing the natural legato transitions.

Legato note hop-back

When enabled, and releasing a legato note while the previous note is still held, playback returns to the previous note. This setting only applies to monophonic legato.

Expert Settings:

Low velocity portamento

By default, when playing at low velocities, a subtle simulated portamento will trigger at the legato transition. The lower the velocity, the more portamento is used. Enable or disabled the option here.

Use velocity to adjust short-note dynamics in legato

When starting or ending a legato phrase with a short note, velocity can be used to slightly adjust the dynamics of that note, providing the possibility to end a phrase on an accent.

Legato smoothness

This control can be used to overlap or separate legato notes more. The default is 100%. Adjust positively to add more overlap, adjust negatively to create more separation between legato notes.

Legato timing

The maximum time between notes for a legato transition. By default this is set to 50 ms, which means if there's less than 50 ms space between two different MIDI notes, legato will be triggered. More than 50 ms space in between the notes will just trigger a new start note.

Rebow timing

The maximum time between repeated notes that triggers a new bow stroke. By default this is set to 100 ms, which means that is a MIDI note is repeated with less than 100 ms in between the notes, the engine will trigger a rebow. At more than 100 ms the notes will just be triggered as two individual notes.

PERFORMANCE SETTINGS

Link articulations

Switching articulations will update all instruments, keeping the ensemble synchronised. This setting is only available in ensembles.

Attack precision

Adjust the slider from very loose to very tight. A very loose attack precision keeps the natural start of the note, meaning that the timing of the players is very natural, but not necessarily exact together, giving the start of the note a very natural feel. A very tight settings keeps the start of the note exactly together, providing a strictly tight ensemble, but might in some cases feel less alive.

Release precision

Adjust the slider from very loose to very tight. A very loose attack precision gives more space to the end of the note, meaning that the timing of the players is exact together. A very tight settings keeps the end of the note exactly together, providing a strictly tight ensemble, but might in some cases feel less alive.

Automatic vibrato

When enabled, the instrument enhances your performance by automatically adjusting the vibrato and expression to match the chosen articulations and phrasing. This ensures smoother, more natural playback without requiring constant manual control.\nYou are still in charge of your own vibrato. Automatic vibrato does not replace it, but it adds subtle adjustments that bring extra realism and musicality to your performance.

Al Niente

When enabled, dynamics fade in and out to silence (al niente), allowing for more expressive performances.

MICROPHONE SETTINGS

Link Microphones

When enabled, adjusting the microphone balance will update all instruments, ensuring a consistent sound across the ensemble. This setting is only available in ensembles.

Default microphone mix

Set the preferred microphone mix for all instruments upon loading. This applies to all single and ensemble instruments. This setting is only available in multi-mic instruments and ensembles.

INTERFACE SETTINGS

GUI animations

Enable/disable interface interactivity animations

Show tooltips

Show/hide handy and informative tooltips that appear throughout the interface.

Show selected articulation in mixer

This displays a little icon of the selected articulation for every instrument in the mixer and in the instrument selection at the top of the interface. This option is mostly handy in an ensemble.

Show piano in performance view

Show the on-screen piano in Performance view.

Use custom instrument colors on piano

With this setting turned on, the piano and lightguide (Komplete Kontrol keyboard) use the custom color set up for the single instrument, or for each individual instrument (kit builder).

With this setting turned off, the piano and lightguide use the default library colors and highlight the selected articulation from the soundsbar.

Automatically select instruments on MIDI

Automatically selects the triggered instrument by the pressed key on the MIDI keyboard.

KEYSWITCHES & CONTROLLER SETTINGS

Enable keyswitching for this instance

Turn keyswitching on or off for this specific instance. Instruments will still load with keyswitching enabled (unless 'Keyswitching be default' is turned off in the settings below). When this setting is enabled, a list of all adjustable keyswitches for the main features will be shown.

Link instrument keyswitches

This setting will link instrument keyswitches, like articulations and bowing. This makes sure that every instrument within the ensemble switches to the same articulation when a keyswitch is used.

- When enabled, a list of available octaves will be shown to which the keyswitches can be reset to.
- When disabled, keyswitches can be set up per instrument in the instrument specific settings.

Keyswitching by default

When loading a new instrument, keyswitching will be enabled or disabled by default based on this setting. This does not affect currently loaded instruments.

Default controllers

Set the default controllers for long notes, short notes, vibrato, trill intervals and round robins here. These are the default settings, which means a new instance will load with these settings applied. These controllers can still be adjusted on a per-instance basis from the performance or mapping view.

INSTRUMENT SPECIFIC SETTINGS

These settings are for the selected instrument only, and will reset with every new instance.

Color

Assign a custom color to the selected instrument. This color is reflected on the on-screen piano, Komplete Kontrol Light Guide, and the instrument selection. Particularly useful when building custom ensembles in the **Builder**.

Tuning

Fine-tune the instrument's pitch by a maximum of 100 cents (one semitone).

Pitch bend range

Set the desired pitch bend range of the pitch bend wheel.

Sustain pedal

By default, sustained samples respond to sustain pedal (CC 64) and remain sustained when the sustain pedal is pressed. This behaviour can be turned off here.

Send CC11 to volume

Redirect CC11 to control the volume of the selected instrument instead of the overall .nki master volume.

Release trails

- Enable or disable release trails (the natural decay after key release).
- Adjust both the gain and length (envelope decay) of the release trail to shape the sound's tail.

Instrument keyswitching

This setting is only available if 'Link instrument keyswitches' is disabled under Keyswitches & controller settings

- Enable or disable keyswitching for the selected instrument.
- Adjust the octave to which the keyswitches will be reset to.

ARRANGER

The Arranger instrument automatically orchestrates your performance across Violin I, Violin II, Viola, Cello, and Bass, creating authentic string ensemble arrangements in a single performance.

It can be used both as an inspirational tool for building ideas, and as a performance tool for controlling the entire strings section.

How each section behaves is fully customisable, but what truly sets this arranger apart is its intelligent automatic mode, configurable per instrument.

Play a chord or line, and the engine distributes the notes naturally across the ensemble. If certain sections are locked to specific roles (like always taking the top note), the remaining instruments are automatically arranged around them, just like a real orchestrator would do.

The result:
Beautifully balanced, realistic ensemble writing, without manually splitting parts or juggling MIDI tracks.

Combine the arranger with Adaptive Phrasing to really experience the magic of playing an entire string ensemble.

Each instrument in the central orchestra layout has its own set of Arranger options. These determine how the instrument is voiced and which notes it plays within a chord or arrangement.

Voice selection

Choose how the instrument participates in the harmonic structure by selecting a voice position:

- Automatic

> ***Note**: The instrument is assigned a voice automatically by the Arranger.*

- Top note
- Highest two notes
- Upper middle note
- Upper middle two notes
- Middle note
- Lower middle two notes
- Lower middle note
- Bottom two notes
- Bottom note
- Top and bottom notes
- Chord root note

> ***Note**: When a chord is detected, the instrument plays the root note of that chord.*

- No position

> ***Note**: The instrument will not play any part in the arrangement.*

Octave selection

- +3
- +2
- +1
- +0 (no transposition)
- -1
- -2
- -3

8va

Adds an octave on top of the voicing note.

Interaction in the Orchestra Layout

In addition to the instrument buttons, the tiles in the orchestral layout are also interactive. They support modifier-click actions for quicker editing and configuration.

Cmd/Ctrl + click	Unload the selected articulation to conserve memory. The tile will appear dimmed. Click again to reload. Use Cmd + click on Mac, Ctrl + click on Windows.
Shift + click	Solo the instrument
Option/Alt + click	Mute the instrument
Cmd/Ctrl + shift + click	Solo only the specific instruments

PRESETS

The Arranger includes a set of factory presets designed for immediate use and inspiration. In addition, there is the option to customise and store user presets.

Creating a User Preset

To create a custom preset:

- Start from an existing factory preset, or choose an empty user preset slot.
- Build an arrangement using the voicing options in the central orchestra layout.
- When finished, enter a name and description for the preset.
- Assign it to a user slot by dragging the number next to the preset name vertically (this determines which user preset it will overwrite).
- Example: Dragging to “1” will overwrite User Preset 1.
- Click **Save** to store the preset.

User presets can be edited or deleted at any time.

BUILDER

The Builder makes it possible to build fully customised ensembles by combining individual instruments from the Lineage Strings Pro library.

At the top of the interface the instruments can be selected. All controls shown below the selection apply only to the currently selected instrument.

The Builder provides the possibility for users to create their own multis, by having one instrument mapped on one side of the keyboard using an articulation, and having another instrument mapped on the other side with a different articulation. Or have all the sections and articulations layered on top of each other. This setup allows for highly flexible configurations, from split-keyboard performance setups to fully layered ensemble textures. The result is a fast and intuitive tool for sketching and writing, with immediate access to a wide range of articulations and instruments.

> ***Note**: The Builder is more CPU-intensive than the individual section instruments provided in the library. For this reason, it is not recommended to use the Builder instance on every track in a production. For optimal performance, use dedicated section instruments where possible.*

LIST OF KEYSWITCHES

Main articulations

Long notes	C-2
Short notes	C#-2
Tenuto	D-2
Pizzicato	D#-2
Tremolo	E-2
Harmonics	F-2
Trills	F#-2
Grace notes	G-2
Flourish	G#-2

> ***Note**: Not all articulations (and therefore keyswitches) are available for all five string sections.*

Short notes

With **Short notes** selected, the following specific keyswitches are available:

Staccato	C7
Staccatissimo	C#7
Spiccato	D7

Trills

With Trills selected, the following specific keyswitches are available.

Long trills	C7
Short trills	C#7

> ***Note**: Only available when Adaptive Phrasing is disabled.*

Bowing

Bowing keyswitches can be used by tapping or holding them. Tap a keyswitch briefly to use that bow direction only for the next note. Hold it to play all notes in that bow direction while the keyswitch is held.

Down-bow	C-1
Up-bow	C#-1

> ***Note**: Bowing keyswitches are only available with the articulations that have bowing controls. For more info refer to the bowing chapter.*

Lookahead

Live mode (no pre-delay)	F#8
Lookahead mode (250 ms pre-delay)	G8

Legato mode

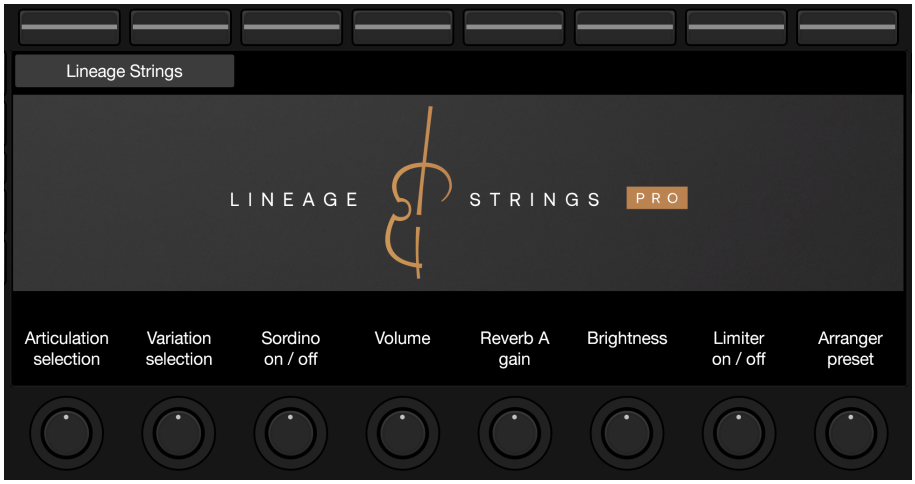
No legato	C#8
Monophonic legato	D8
Polyphonic legato	D#8

Sordino

Senza sordino (without mute)	E8
Con sordino	F8

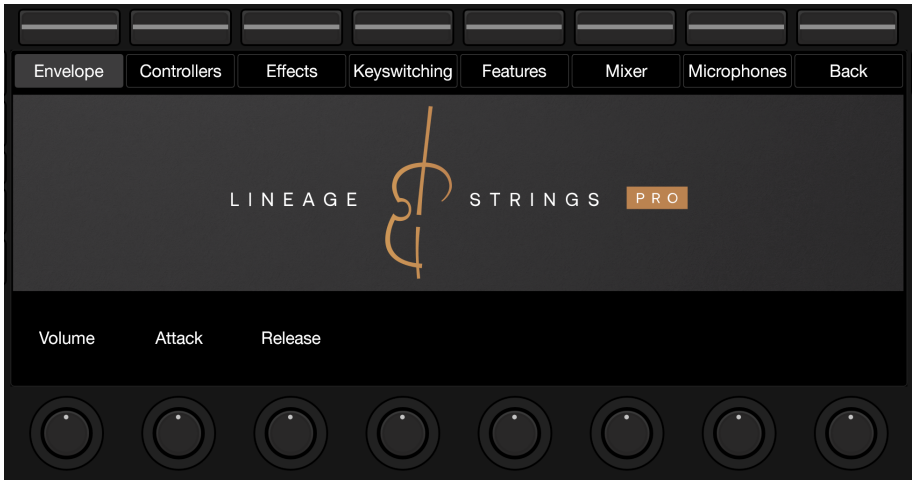
NKS2 LAYOUT

Performance page



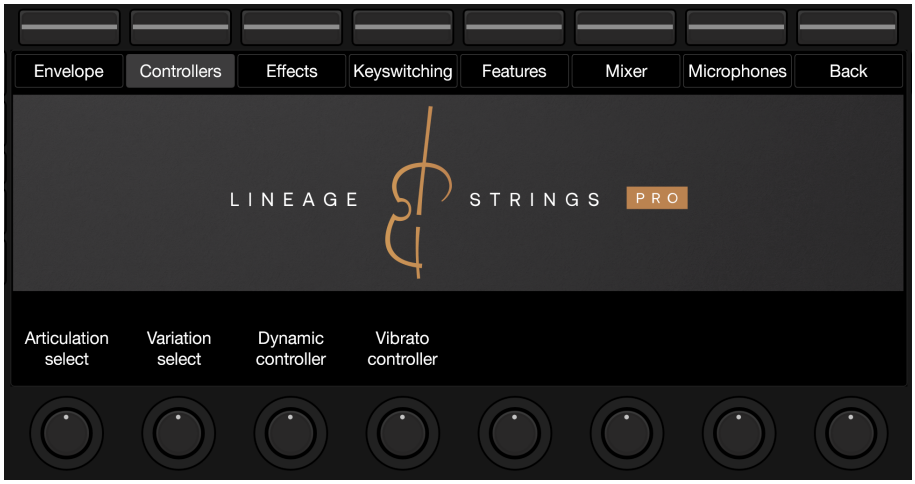
Control 1	Articulation selection
Control 2	Variation selection (only available when selected articulation has variations)
Control 3	Sordino on / off
Control 4	Volume
Control 5	Reverb A gain
Control 6	Brightness
Control 7	Limiter on / off
Control 8	Arranger: preset selection Builder: Instrument selection

Envelope page



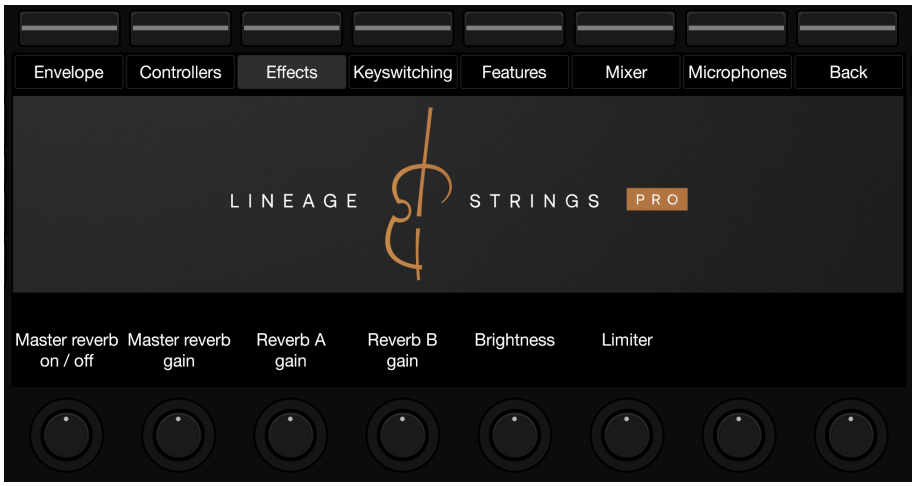
Control 1	Volume
Control 2	Attack
Control 3	Release

Controllers page



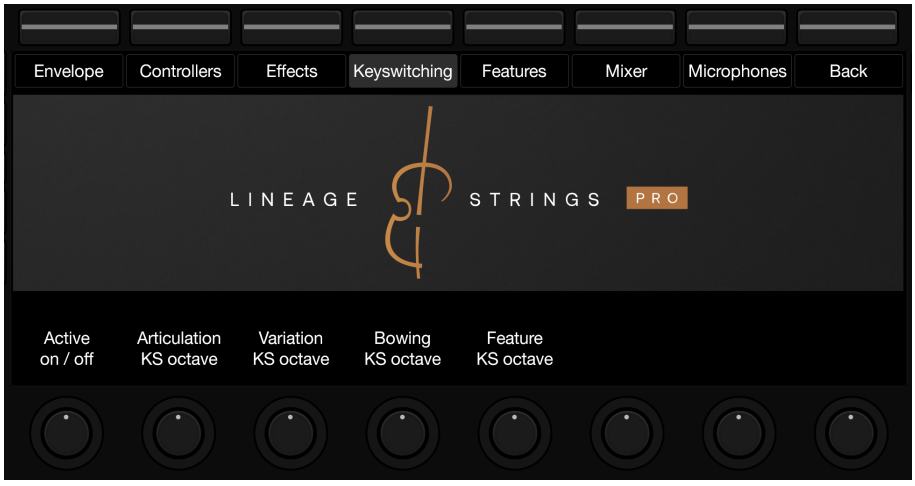
Control 1	Articulation selection
Control 2	Variation selection (only available when selected articulation has variations)
Control 3	Dynamic controller selection
Control 4	Long notes: Vibrato controller selection Articulations with variations: Variation controller selection

Effects page



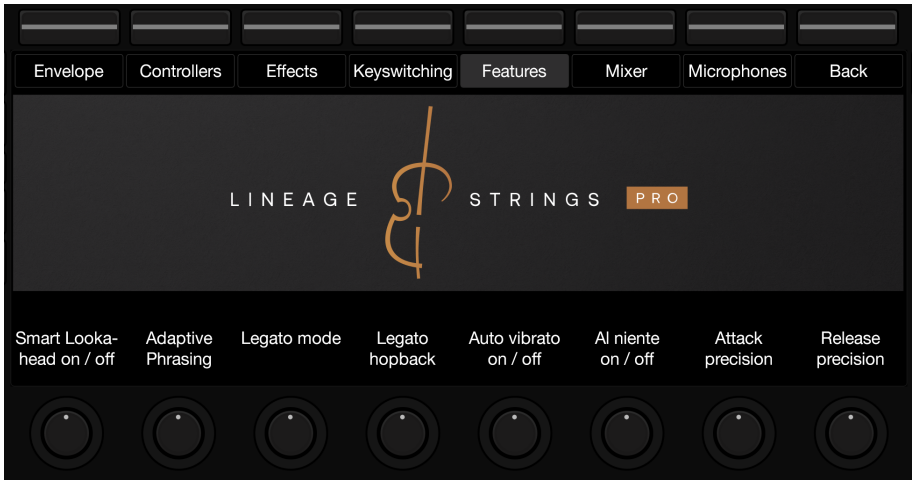
Control 1	Master reverb on / off
Control 2	Master reverb gain
Control 3	Reverb A gain
Control 4	Reverb B gain
Control 5	Brightness
Control 6	Limiter

Keyswitching page



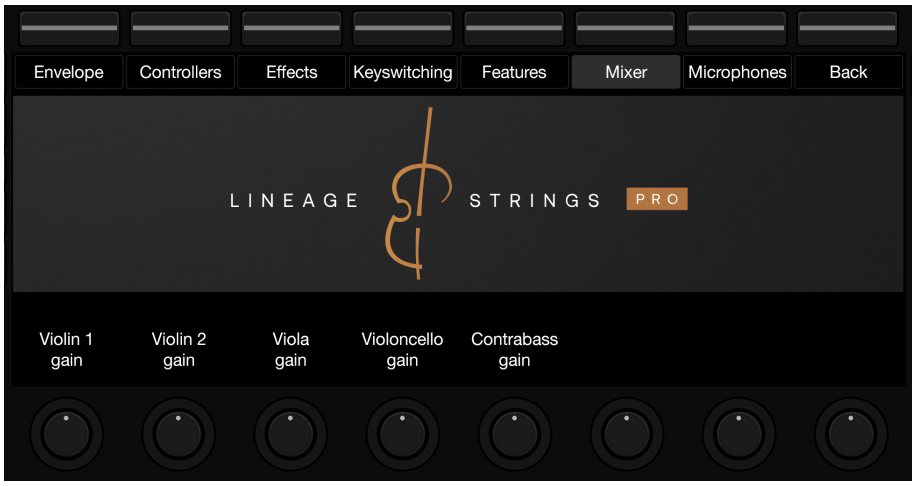
Control 1	Keyswitch active on / off
Control 2	Articulation keyswitches octave selection
Control 3	Variation keyswitches octave selection
Control 4	Bowing keyswitches octave selection
Control 5	Features keyswitches octave selection (Legato, Adaptive Phrasing, Smart Lookahead)

Features page



Control 1	Smart Lookahead on / off
Control 2	Adaptive Phrasing on / off
Control 3	Legato mode (no legato, monophone legato, polyphone legato)
Control 4	Legato note hopback on / off
Control 5	Auto vibrato on / off
Control 6	Al niente on / off
Control 7	Attack precision
Control 8	Release precision

Mixer page



Control 1	Violin 1 gain
Control 2	Violin 2 gain
Control 3	Viola gain

Control 4	Violoncello gain
Control 5	Contrabass gain

Microphones page

Control 1	Premix microphone on / off
Control 2	Close microphone on / off
Control 3	Stage microphone on / off
Control 4	Ambient microphone on / off
Control 5	Premix microphone gain
Control 6	Close microphone gain
Control 7	Stage microphone gain
Control 8	Ambient microphone gain

SUPPORT

If you have any questions left regarding Lineage Strings' sounds, features or user interface, don't hesitate to contact us. You can do so through our website:

https://projectsam.com/support/

Thank you for taking the time to read this manual. We hope it will help you get the most out of Lineage Strings' vast potential and will save you precious time that you can spend on your music instead.

Happy composing!

The ProjectSAM Team

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