

KONTAKT FACTORY SELECTION



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THE FUTURE OF SOUND

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1 Welcome to the KONTAKT FACTORY SELECTION Library

Thank you for downloading the KONTAKT FACTORY SELECTION library. This free Instrument powered by KONTAKT contains 50 instruments that have been carefully selected from the KONTAKT Library. These instruments feature a smaller amount of samples, but are otherwise identical to the instruments included in the KONTAKT library.

2 Overview

2.1 General Structure of the Library

The KONTAKT FACTORY SELECTION Library is divided into five instrument collections, all of which have their own “personality” and flavor:

- Band
- Synth
- Urban Beats
- Vintage
- World

First of all, let us take a quick look at each of the collections.

2.1.1 Band



The band collection instruments you would expect to find in any style of band ensemble, whether jazz, funk, soul or rock. As well as the fundamental rhythm section instruments (drums, bass and guitars) you will also find a selection of acoustic and electric pianos, electric organs, saxophones and brass (both solo and ensembles).

2.1.2 Synth



This collection contains contemporary styles of synthesized instruments. The new Performance View for this collection allows you to mix two sample sets and combine them with filters and effects to produce the sound you need.

2.1.3 Urban Beats



The Urban Beats contains pre-made and sliced loops exclusive to KONTAKT. The new Performance Views allow you to play the slices, mix the included loops, produce your own beats, and even dynamically apply effects using your MIDI keyboard.

2.1.4 Vintage



This collection contains old style electronic gear. Drum machines, string machines, analogue and digital synths and even toys are included here. The instruments are intended to be authentic and even contain some of the flaws of their original counterparts.

2.1.5 World



The World Collection contains instruments from a variety of different musical cultures—useful for adding an exotic edge to your tracks.

2.2 The Options Page



An example options page from the Vintage Collection.

Every instrument in the KONTAKT FACTORY SELECTION library contains an options page, which allows you to adjust certain MIDI performance parameters like velocity curves and key-range. The options page is accessed by clicking on the options tab at the bottom of the KONTAKT instrument.

2.2.1 Keyrange



The Key Range section of the options page acts like a MIDI filter. Any note below the Min value and above the Max value will be ignored by the instrument. This can be useful for building a split keyboard instrument, allowing you to play, for example, a solo flute on the right hand and an accompanying piano in the left hand.

The Learn button allows you to set the Min and Max values simply by pressing the MIDI keys you wish to assign them to.

To set the key range:

1. Click the Learn button.
2. Press the desired Min value note on your MIDI keyboard.
3. Press the desired Max value note on your keyboard.

→ The key range is now set in between those two notes and the learn function will automatically deactivate itself.

To clear the key range values:

- ▶ Click the learn button twice without playing any keys and the Min and Max values will return to their default settings.

2.2.2 Velocity



In the velocity section of the page you can easily set the curve of the MIDI velocity response, the minimum and maximum values for the velocity range, and the velocity to volume amount.

Applying a value curve to MIDI velocity is as simple as clicking on the desired curve shape (beneath the label **Velocity Curve**).

The **Min** and **Max** values act as a limiter to the incoming MIDI values. If you play a MIDI note with a velocity below the Min value, the velocity will be set to the Min value. Likewise, if you play a note with a velocity above the Max value, the velocity of that note will be automatically reset to the Max value.

The Velocity to Volume knob (**Vel > Vol**) controls how much the incoming velocity data affects the volume of the instrument. In most real instruments, the softer you play, the lower the volume of the instrument. So, with this function you are able to mimic this same effect. However, since many instruments in the KONTAKT library feature multiple velocity layers, each with their own volume settings, it may be necessary to limit the velocity to volume setting.

2.2.3 Pitch Bend



In this section you can set the range of your pitch bend control. This can be set anywhere between a fraction of a tone, to a full octave. Most instruments have the range already set, but if you feel you wish to adjust these values, it is easily done with these two controls.

2.2.4 Transpose



The transpose controls alter the incoming MIDI so that you may change the tonal range of an instrument on your keyboard, without altering the pitch of the samples. This can be useful in certain performance cases (for example, quickly transposing the key of a song without needing to relearn the part), or can be used in combination with the keyrange controls to further adjust keyboard splits, allowing you to play two instruments in the same octave range without having to play the exact same notes.

2.2.5 Tuning



This section of the options page allows you to adjust the scale in which you are playing. It offers a variety of different tuning options as well as the ability to select the key of the scale (as many scales rely on tuning in unequal intervals from the main pitch).

2.2.6 Randomize



As the name would suggest, this section allows you to randomize certain attributes of each note as you play the instrument. There is a master On/Off switch that allows you to activate or deactivate the randomization features. Each of the four knobs then allows you to set the amount of randomization for each of the four attributes. The random values are generated with each note on message (i.e. every time you press a key), so this effect will not act like a random LFO, nor will it be triggered continuously with looped samples.

2.3 Drum and Percussion Kit Layout

In the Band, Synth and Vintage Collections, the layouts for the drum instruments are very similar, but in each case differ in performance style from the other melodic instruments.

The MIDI keyboard mapping for the drums in these collections all adhere to the same basic template:

- Individual drum hits are on MIDI notes C1-B2.
- Drum loops and patterns are on MIDI notes C3-B3.
- Some instruments offer tuned percussion in the octave C0-B0.

Each of the individual drum hits can be independently edited from the Performance View. You can select a drum instrument for editing by three different methods:

1. Selecting the instrument from the list in the dropdown menu.
2. Turning on Select by MIDI and pressing the MIDI key of the instrument you wish to edit.
3. Use the Note knob to cycle through the instruments by their MIDI note assignments.

With the exception of the Master FX, all of the parameters on the drum instruments Performance View are edited on a per instrument level. This makes it very easy to tune and pan the parts of the drum kit separately.

2.3.1 Drum and Percussion Performance Views



An example Performance View from the Synth Collection.

Both the Synth and Vintage collections share the same drum Performance View controls. The Band Collection shares a lot of the same features, with only one exception: the filter. This is replaced with an articulation engine that allows you to apply certain playing techniques to the drums like flams and release strokes.



An example Performance View from the Band Drums

Instrument

In this section you are able to select the instrument you wish to edit using the dropdown menu, the Note knob or by MIDI note if the Select by MIDI control is active.

The second row of controls offers mix control of level and pan, as well as a tuning control and a Sound knob, which morphs between a variety of preset EQ settings.

Sends

Again working on a per instrument basis, this section allows you to send a duplicate of the instrument signal to the Reverb and Delay master effects, working much like the auxiliary send on a mixing console.

Volume Envelope

A basic AHD envelope is provided for each of the drum instruments. Each control in this section adjusts the time range of each of the envelope phases. This can be useful for tightening up a snare by shortening the Hold and Decay times to remove the tail of the sound.

Master FX

There are three master effects for the Band, Synth and Vintage drums. Each of these effects can be accessed by clicking on the effect tabs with the corresponding name. The effects can be switched on and off by clicking on the LEDs to the left of these tabs.

Reverb



The reverb effect makes use of KONTAKT's convolution effect and all the new impulse responses provided in KONTAKT.

The top dropdown menu selects the impulse response category and the lower menu selects the impulse response itself. The overall volume of the reverb effect can be controlled with the Return/Amount knob.

Delay



The delay effect provides you with a nice echo for whatever signals you send to it. The Time control adjusts the time between echoes.

The Feedback knob controls the amount of the signal that is fed from the delay's output back into the input (in basic terms, it controls the number of echoes).

The Return/Amount knob controls the overall volume of the effect.

EQ



Clicking on the EQ tab offers control over a fixed 3-band EQ for the main drum mix.

Filter



Only available in the Synth and Vintage Collections, this section offers control over a per instrument lowpass filter. It is important to note that the Velocity Sensitivity is an additive modulation control. So, if you set the Cutoff to its minimum value, and the Velocity Sensitivity to the maximum value, you will have total control over the filter cutoff value with the velocity of your MIDI keyboard or sequencer.

Articulations



In place of the filter for the Band Collection, this section allows you to apply a drum performance technique to the selected drum instrument (for example, flam or ruff). The articulation type is selected from the Articulation knob. Each articulation then has up to two different control parameters to allow fine tuning of the effect.

3 The Instrument Collections

3.1 Band

As stated in the overview section, this collection covers acoustic and electro-acoustic instruments for genres like rock, funk, jazz, hip-hop etc.

A quick overview for this collection:

Category	Instrument(s)
Horns	Muted Trumpet
Acoustic Pianos	Ragtime Piano
Electric Pianos	Clavinet, E-Piano
Organ	Jazz Organ
Guitar	Jazz Guitar, Rock Guitar
Bass	Classic E-Bass, Funk Bass, Upright Bass
Drum Kits	Funk Kit, Pop Kit, Street Knowledge Kit

Each one of the instruments has a Performance View, which is designed for that specific type of instrument. However there are some elements of the Performance Views that are shared throughout the whole Band Collection, excluding the drum kits. Here is how the Performance View of the guitar instruments looks like:



An example of the Band Collection Performance View layout.

The Performance View comprises three main sections: Instrument Controls, Instrument FX (or Performance for the horn instruments) and Master FX. The first two sections are tailored specifically for each one of the instruments, while the Master FX section provides the same options for all instruments.

3.1.1 Master FX

This section consists of three effect types, the controls for which are accessed by clicking on the corresponding tab. You can turn the effects on and off by clicking on the orange LEDs on the left side of their names.

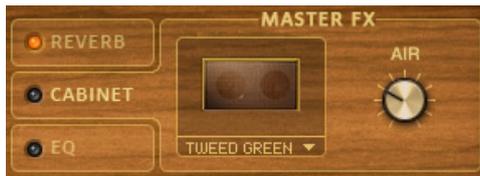
Reverb



The Reverb controls of the Master FX section

Through this tab you have control over the convolution effect module that is used in all the instruments. There are two drop down menus through which you can choose the category of impulse and the impulse itself, respectively. Most of the impulses are of various types of reverbs, either of real spaces or based on popular reverb units. One of the categories is a special one, featuring impulses of guitar cabinets. The Amount knob provides control over the reverb send level.

Cabinet



The Cabinet tab of the Master FX section

Through this tab you have control over a speaker cabinet emulation. You can select the desired cabinet type using the dropdown menu. There is a wide range of options, including guitar, bass and Leslie cabinets. The Air knob controls the level of early reflections in the room response. This simulates the distance of the microphone to the farthest wall, adding space to the sound. The cabinet emulator is patched as an insert effect.

Equalizer



The EQ tab of the Master FX section

The EQ tab provides control over the gain of a fixed 3 band EQ processor. The gain range is from -12dB to +12dB. The frequency and bandwidth settings have been fine tuned for each instrument.

3.1.2 Horns

The Horns section of the KONTAKT FACTORY SELECTION contains a muted trumpet from the KONTAKT Library.



The Band Collection solo horns Performance View

- The Solo switch does not just turn the instrument to monophonic mode, but also enables the Unisono-Portamento script, which intelligently triggers the right samples for realistic legato performances.
- The Key Noise knob (only available on the saxophone instruments) controls the level of the samples of the noise produced by the instrument's keys when played by the musician's fingers.
- The Release knob controls the level of the release samples.
- The Sound knob morphs through 10 preset EQ settings (turn all the way to the left for a neutral setting).

3.1.3 Acoustic Pianos

A Ragtime piano from the KONTAKT Library is available in KONTAKT FACTORY SELECTION.



The Band Collection acoustic pianos Performance View.

Instrument Controls

- The Sus Reso (Sustain Resonance) knob controls the sustain sample resonance and release sample volume. When used in conjunction with a sustain pedal, Sustain Resonance gives an effect of spaciousness similar to that of reverb. It can be thought of as the tonal nuances created by the strings and body after the dampers are lifted.
- Released keys also have a similar effect on undamped high notes, generating overtones. The Reso Rel switch adjusts the intensity of the release samples and in turn, controls the overall presence of these tones.
- The Noise knob adjusts the volume of the piano action as a key is released, plus the volume of the pedal mechanism, thus creating a more realistic sound.
- The Sound knob jumps through 10 preset EQ settings.

Instrument FX

- The Comp switch turns a compressor on and off
- The Stereo knob controls the width of the stereo field. Extreme left is mono, while the middle is the sound as originally recorded and right is artificially expanded.
- The Chorus and Delay knobs control the send levels of the two effects.

3.1.4 Electric Pianos

The Clavinet is actually sample content of Native Instruments' Elektrik Piano instrument.



The Clavinet Performance View

Instrument Controls

- The first three controls adjust the vibrato effect settings. The Vib Stereo switch selects between volume (Off state) and pan (On state) modulation. The Vib Amt knob adjusts the intensity, and Vib Speed adjusts the frequency of the modulation.
- The Noise knob adjusts the level of the release noise samples, ie the sound produced when releasing the keys.
- The Sound knob jumps through preset EQ settings specially tailored for each one of the four instrument types. Extreme left turns the EQ off.

Instrument FX

- The Wah knob (only available on the clavinet instruments) provides three wah settings. The Mod Wheel setting allows you to control the wah effect using the modulation wheel.

- The second and the third settings (Auto Fast and Auto Slow, respectively) enable an LFO controlled wah effect, in two different frequency settings. Both Auto Wah settings are tempo-synced.
- The Phaser knob controls the amount of a phaser effect.
- The two last knobs, Del Time and Del Amt, adjust the time and the amount of a delay effect.

3.1.5 Organs

The organ used for these samples is an old, authentic Hammond C3 of 1957. The various sample sets used were based on recording different drawbar settings. Many controls which you would find on a real organ are available: Percussion, Vibrato/Chorus, Distortion and a Rotator.



The organs Performance View.

Instrument Controls

- The percussion controls adjust the settings of the percussion effect like that of a real organ. On a real C3, the Percussion switch would activate a circuit which amplifies one of the upper drawbars and lets it decay over time. The result is a highly characteristic sound that is indispensable for jazz and many other styles. You can select which drawbar is used for the percussion effect using the Perc Harm switch.

- The Vib/Chorus knobs controls the depth and type of an emulation of the patented Scanner Chorus/Vibrato system effect.
- The Sound knob morphs through 10 preset EQ settings (turn all the way to the left for a neutral setting).

Instrument FX

- The first three controls adjust the settings of the rotator emulation. The Rotator switch turns it on and off, the R Speed switch adjusts its speed between fast and slow and the R Bal knob controls the balance between the rotator speaker's high frequency horn and low frequency woofer. The R Speed switch is pre-assigned to the modulation wheel.
- Through adjusting the Drive knob you can produce effects from subtle saturation to extreme distortion.

3.1.6 Guitars and Basses

The guitar and bass instruments share most of the same controls:



The guitars Performance View.



The basses Performance View.

Instrument Controls

- The Solo switch turns the instrument to monophonic mode.
- The Tone knob emulates the behavior of the tone pot found on electric or electro-acoustic guitars and bass guitars.
- The Noise knob adjusts the level of various noises, depending on the instrument, from the noise of fingers sliding on the fret board to fingers muting the strings.
- The Pickup knob (only available on the guitar instruments) emulates the sound of different pickup settings.
- The Stop knob (available on the bass instruments) sets the sustain of each note to a fixed length, ignoring the length of the incoming notes.

Instrument FX

- The Comp switch turns a compressor on and off.
- The Wah knob provides two wah settings. The Mod Wheel setting allows you to control the wah effect using the modulation wheel. The Auto setting enables an envelope follower controlled wah effect.

- The two last knobs adjust the settings of a distortion stomp box effect. The Drive knob controls the drive amount and the Dist Tone knob sets the brightness of the processed signal.

3.2 Synth

The purpose of the Synth Collection is to supply you with contemporary and easy to use synth sounds. The samples for this collection come from various sources, from hardware analog/ digital machines to acoustic instruments and software synthesizers. All samples however have been processed and mastered for a more “production-ready” sound (in contrast to the Vintage collection, where all samples are recorded “purely”).

Category	Synth(s)
Arpeggiator	Creamy Drops
Bass	Monster, Pure Pulse
Kit	April Fools, Suburban, Ultraviolet
Lead	Retro Mono, Hard’n Dirty
Pad	Bowgart, Chrystal, Lesotho, Noir
Sequencer	FM Melodies

All of the synth instruments – except for the drum kits – share a common Performance View. A slightly altered variation of the same Performance View is used for the Arpeggiator and Sequencer sounds, with the only difference being in the voicing section of the Performance View.



The Synth Collection Performance View.

The best way to describe the functionality of the synth Performance View would be comparing it with a 2-oscillator, 1-filter synthesizer, with an extensive master effects section. However, instead of two simple oscillators, two unique sample sets are available for each patch.

3.2.1 Filter

The filter section is comprised of two filter modules plus the familiar Sound knob. The Sound knob morphs through preset EQ settings.

You can have only one of the two filter modules active at any given time. You can switch between them using the two buttons. Depending on the instrument you have loaded, the types of the filters might differ (with the types being indicated by the labels under the buttons). The four filter parameters are specific to each one of the filters, so that if you change the filter type and then go back to the original, the previous settings will be maintained.

The Cutoff and Res knobs control the cutoff frequency and resonance of the active filter.

The Vel-Freq knob adjusts the cutoff frequency's sensitivity to the velocity of the incoming notes. The higher the velocity, the higher the cutoff frequency.

The Env Amt adjusts the cutoff frequency's sensitivity to the dedicated filter envelope generator. The knob is bipolar, meaning that the left half gives negative amounts, and the right half positive. You can adjust the shape of the envelope from the envelope section of the Performance View.

3.2.2 Part Mix

Through this section you have control over the two sample sets of the loaded instrument. You can adjust the volumes using the respective knobs or deactivate them using the orange LEDs. Deactivating a sample set actually reduces the amounts of voices used, resulting in lower CPU consumption.

The Spread knob is used for widening the sound output. The first half of its range spreads the two sample sets in the stereo field, and the second half adds a subtle detuning effect.

3.2.3 Voicing

This section has three pairs of controls.

The Chord switch turns the automatic chord generator on and off. You can select the desired chord using the Preset knob. When loading any of the Arpeggiator or Sequencer sounds, you will notice that the Chord switch is replaced by an Arp or a Seq switch respectively. Those switches turn the arpeggiator or the poly step module on and off. In this case the Chord knob's functionality changes as well, with its extreme left setting turning the chord effect off.

The Glide switch turns the glide/portamento functionality on and off, while the Glide knob controls the intensity of the effect by adjusting the time it takes to glide between two notes. The glide effect can only be triggered when playing legato.

The Solo switch turns the instrument to monophonic mode. However, this is only relevant to the input, since one can still use the chord functionality while still being in Solo mode.

The Legato switch changes the behavior of the instrument in the sense that the envelopes are not retriggered when playing legato. It also changes the way the samples are triggered to emulate the same effect, ie it adjusts the sample start times to give the impression that no envelopes are being retriggered when playing legato. The Legato switch has an effect only when the Solo switch is active.

3.2.4 Envelope

In this section, you can adjust the shape of the two available envelopes. Use the Filter/Volume switch to toggle between the two. Use the Attack, Decay, Sustain and Release knobs to adjust the respective parameters. Adjust the Env Amt knob of the filter section to have full control over the effect of the filter envelope to the cutoff.

3.2.5 Master FX

This section is comprised of three tabs, each for a different type of effect. You can turn the effects on and off by clicking on the orange LEDs on the left side of their names:

Reverb



The Reverb tab of the Master FX section

Through this tab you have control over the convolution effect module that is used in all the instruments. There are two drop down menus through which you can choose the category of impulse and the impulse itself, respectively. Most of the impulses are of various types of reverbs, either of real spaces or based on popular reverb units. One of the categories is a special one, featuring impulses of guitar cabinets. The Amount knob provides control over the send level.

Chorus



The Chorus tab of the Master FX section

Through this tab you have control over the chorus effect. You can adjust the depth, speed and amount of the effect using the respective knobs.

Delay



The EQ tab of the Master FX section

Through the Delay tab you can adjust the feedback, time and amount parameters of the delay effect, using the respective knobs.

3.3 Urban Beats

The Urban Beats Collection consists of sliced beats and grooves and features its own unique layout.

3.3.1 MIDI Mapping

All Urban Beats instruments are split into four sections, mapped to the MIDI keyboard as follows:

1. Notes C1-B2 trigger single slices from the loops.
2. Octave C3-B3 selects mixer presets for the original loops.
3. Octave C4-B4 triggers editable drum patterns based on the loop slices.
4. Octave C5-B5 controls master FX presets.

3.3.2 Performance Views

Drumkit



The first Performance View page controls the effects for the loop slices. It is similar in layout to the Synth and Vintage Drum collections. See section [↑2.3, Drum and Percussion Kit Layout](#) for more details on this Performance View page.

Loops



As may be evident from the layout, this Performance View acts as a mixer for the individual tracks of the original loops. The Volume slider settings are automatically stored into whatever slot you have selected with the PRESET control. It is important to note that only the volume settings are stored in the preset slots, and not mute or solo states. You can also select a mixer preset using the MIDI notes C3-B3.

Each of the eight channels in the mixer has an identical set of controls:

1. Main Volume Slider, the settings for which are automatically stored in the currently selected preset.
2. Solo and Mute buttons.
3. A Sound (SND) knob, which morphs between several EQ presets.
4. A Saturation (SAT) amount control.
5. A Delay (DEL) send amount.
6. A Reverb (REV) send amount.

The send controls can be accessed by clicking the Inserts/Sends button at the bottom left of the Performance View.

Groovebox



The Groovebox Performance View is a reworked version of the drum computer. Here you can create patterns that trigger the loop slices, allowing you to completely re-arrange the loops.

The Pattern Settings allow you to copy and paste patterns to different preset slots. These functions are accessed using the dropdown menu. Preset slots can be selected using either the corresponding MIDI key (C4-B4) or by using the orange knob.

The functions of the controls in the Global Options are as follows:

- Swing: controls the deviation from the beat of the “in-between” notes of the pattern.
- Quantize: Quantizes the MIDI trigger to the master clock, so that the triggered pattern will always be in synch with your host.
- Latch: when active, keeps the triggered pattern playing, even after the trigger key is released.

The Tune Grid control sets the range of the transpose pattern (the blue shaded sequence track) in semi-tones.

The Remix Pattern section allows you to semi-randomly re-arrange the programmed patterns. Simply choose a setting with the TYPE knob, then hit *NOW!* to re-arrange the pattern.

The drum computer gives you eight tracks, each with two bars of either 16th or 32nd note grids (toggled with the 32nd NOTE GRID button). As with the master pattern settings, you can also copy and paste track patterns as you wish.

Programming patterns with the drum computer is a simple task:

1. Click on the track you wish to program at the bottom of the Performance View.
2. Choose a track destination from the dropdown menu labelled *TRACK OUTPUT*.
3. Program the beat using the orange grid for velocity and the blue grid for pitch transposition.

Master FX



This is where you can adjust a variety of master effects that will be applied to all of the audio from the instrument.

The main advantage of this section is that you can cycle through effects settings using the key of your MIDI keyboard, or by using the orange preset knob to the left of the Performance View.

The effects in this section are as follows:

- Saturation – controlled by the SATURATE knob.
- Morphing Equalizer – controlled by the SOUND knob.
- Convolution – allowing you to color the sound with unusual impulse responses.
- Filter – with adjustable resonance (RESO) and both lowpass and highpass modes. Moving the LP<>HP knob to the right increases the cutoff frequency of a highpass filter, and moving it to the left decreases the cutoff frequency of a lowpass filter.
- Reverb and Delay Sends – the settings for which can be accessed from the Drumkit page.

3.4 Vintage

The Vintage Collection contains sampled versions of electronic instruments from the 60s to the 80s. Below is a list of the included instruments and where to find them.

Included Instruments

Category	Instrument(s)
Contemporary Analog	Melody, Sub Bass
Contemporary Digital	Phuture Bell
Drum Machines	Roland CR-78 (1978)
EP10	Piano
F100	Flutes
Toys	Casio Rapman Drumkit, Rapman Vibraphone
Micro	Angry Wavetables
Mini	Lead 14
String Melody	Orchestra

3.4.1 Performance Views



An example Performance View from an Electone Organ patch.

All Performance Views for the Vintage Collection share the same basic layout with only minor variations.

The drum machines and rhythmic electronic toys use the drum and percussion layout, which is explained in [↑2.3, Drum and Percussion Kit Layout](#).

Filter

Every melodic instrument features a filter with two states. Most instruments feature allpass and vowel filters to choose from, but certain other patches feature low and highpass filters.

The filter can be modulated by both velocity and an LFO.

The whole filter can be activated or bypassed using the LED button to the top right of the section.

Instrument Controls

- All of the Vintage Collection instruments have a Fat switch, which activates unisono mode, and a Sound knob that morphs between several EQ presets.
- The bottom two controls in this section vary depending on what type of instrument you have loaded. In most cases they control a tremolo effect, but they may also control distortion effects or layer volumes.

Voicing

This section controls the voicing settings for the instrument. The behavior of the controls are as follows:

- Solo: toggles monophonic voice mode (so you can play only one note at a time)
- Legato: alters the monophonic mode so that, when you play in a legato style, KONTAKT transposes the currently played sample, instead of triggering a new one.
- Glide: activates portamento, the rate of which is controlled by the Time knob.
- Chord: activates an auto-chord mode. The chord type can be selected with the Preset knob.

Volume Envelope

All instruments feature an Attack Decay Sustain Release envelope for the volume. This behaves as standard in all patches, except the Sting Melody II instruments, in which it only affects the main instrument layer and not the percussion and bass layers.

Master FX

All instruments feature rotator, cabinet and phaser master effects. Each can be activated by clicking on the LED button to the left of the effect name. The editable parameters for each effect can be accessed by clicking on the effect name tab.

Rotator



This is an emulation of the rotating Leslie speaker cabinet. It features one switch to toggle between fast and slow rotation speeds, and a knob to set the treble/bass horn balance. Lower settings give more bass horn volume and higher settings give more treble horn volume.

Cabinet



Here you can select a modeled speaker cabinet to play your instrument through. You can select the cabinet type from the dropdown menu below the cabinet picture. The Air knob simulates the early reflections of the recording of the speaker, giving space to the sound.

Phaser



The Phaser effect for the vintage section is an LFO-modulated stereo allpass filter. The Depth knob controls the strength of the LFO modulation, with the Rate knob controlling the LFO speed. The Amount knob sets the effect signal volume.

3.5 World

The World Collection is where you can find a wide variety of instruments from many regions of the world. Provided in this manual is a reference of the different instruments included, with a brief description and the country/area of origin.

3.5.1 Included Instruments

Flute

Name	Description	Country/Region
Persian Ney	A wooden end-blown flute, often made of reed.	Iran
Shakuhachi	An end-blown flute, traditionally made from bamboo and tuned to a minor pentatonic scale.	Japan

Red

Name	Description	Country/Region
Duduk	A wooden double-reed instrument.	Armenia

Bagpipe

Name	Description*	Country/Region
Uilleann Pipes	A bellow powered bagpipe, with three adjustable drones and regulators, and a chanter.	Ireland

*Drones are always mapped to the lower end of the keyboard and the chanter to the higher keys.

In this section, if the instrument contains any drones or regulators, you will be given control of their volume. You will also have control over whether or not the drones will be latched. In other words, if the latch feature is activated, you need only press the drone key once, and it will play continuously until you press that key again. In these cases the articulations do not effect the drone keys.

Strings

Name	Description	Country/Region
Oud	A fretless plucked lute.	Turkey

Percussion

Name	Description	Country/Region
Kroboto – Boba - Kidi	Skinned drums played with wood- en sticks in the same ensemble as the Ewe and Toke.	West Africa

The Percussion instruments have a Performance View similar to the other drum and percussion instruments (described in [↑2.3, Drum and Percussion Kit Layout](#)). In this Collection, however, the keyboard layout is not standardized. Some patches have drum hits over two octaves and some over three. It is important to note that not all of the patches contain loops in the highest octave.

3.5.2 Performance Views



Instrument Controls

These vary from instrument to instrument, but all patches in the World Collection feature the Solo switch and the Sound knob.

The Solo switch not only puts the instrument into monophonic mode, but, in certain cases, it also activates a legato mode designed to give a more natural sound when playing sustained instruments.

The Sound knob morphs between several EQ presets.

Articulation

Every instrument in the World Collection contains a new articulation engine. These are simple ornaments that can help give authenticity to your playing. The articulations are triggered by dynamic key switches, this means that you can trigger an ornament even while holding a note.

You can edit the articulations using the three knobs:

1. You may select a key switch slot either by playing the corresponding key, or by selecting the slot with the Note knob.
2. You can then choose an articulation to assign to that key with the Type knob.
3. The speed of the selected articulation can be adjusted with the Speed knob.

If you do not wish to use the articulations, you can easily deactivate them with the On/Off switch.

Master FX

The World Collection instruments have only one master effect: a convolution based reverb. You can select an impulse response with the two dropdown menus; the higher one selecting the category of impulse responses, and the lower selecting the actual sample. The overall mix of the effect can be controlled with the Dry/Wet knob.