

DEEP RECONSTRUCTIONS

USER'S GUIDE



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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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1. Welcome to Deep Reconstructions!

Thank you very much for purchasing DEEP RECONSTRUCTIONS. On behalf of the entire Native Instruments team, we hope that this KORE SOUNDPACK will truly inspire you.

DEEP RECONSTRUCTIONS adds 150 new effect sounds to your collection of instantly usable KORE SOUNDS®. These KORE SOUNDS have been designed to integrate seamlessly into your KORE SOUND database, making them easily accessible. Also, like the KORE 2/KORE PLAYER factory content, all KORE SOUNDPACKS utilize the KORE 2/KORE PLAYER's Integrated Engines: You only need KORE 2 or KORE PLAYER to make full use of their sonic capabilities. Furthermore, the sounds have been equipped with dedicated Control Page assignments, putting the most important musical parameters right at your fingertips. Individual Sound Variations have been created for each KORE SOUND of this product, adding to the number of preconfigured sounds.

This manual will help you get started with your KORE SOUNDPACK. If you want to start immediately, proceed to the Installation and Activation section. Please read that chapter carefully and fully, as it explains all the steps required to integrate the KORE SOUNDPACK into KORE 2/KORE PLAYER. Following the Installation chapter is an explanation of how to use the KORE SOUNDS within KORE 2/KORE PLAYER. If you are already familiar with KORE 2/KORE PLAYER, this will be straightforward, but it might be worth a look nonetheless. Finally, the last section of this manual adds some more details regarding the sounds that come with DEEP RECONSTRUCTIONS.

2. What is Deep Reconstructions?

DEEP RECONSTRUCTIONS provides a large collection of production-ready effect sounds.

When loading a KORE SOUND from this collection, KORE 2/KORE PLAYER automatically loads its Integrated Engines and adjusts the specific sound. This all happens automatically, with no additional adjustments necessary.

After loading the sound, you are ready to tweak it. The Control Pages and Sound Variations, preassigned for each KORE SOUND, enable you to adjust each sound to your production needs or simply morph from one sound world to another.

3. Installation and Activation

The following section explains how to install and activate DEEP RECONSTRUCTIONS. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

3.1 Installing Deep Reconstructions

After downloading the KORE SOUNDPACK, unzip the compressed archive you received from Native Instruments. It contains this documentation as a PDF file, as well as an installer application.

To install DEEP RECONSTRUCTIONS, double-click the installer application and follow the instructions on the screen. The installer application automatically places the new KORE SOUND content files into the folders that KORE 2/KORE PLAYER expects them to be in. In the course of the installation procedure, the installer application will ask you to specify another folder for additional files, like this manual.

All sounds coming with DEEP RECONSTRUCTIONS can be used directly within KORE 2 or KORE PLAYER, which use the Integrated Engines to actually load and play the sounds. kits.

3.2 Activating Deep Reconstructions

When installation is finished, start the SERVICE CENTER that was installed with KORE 2/KORE PLAYER. It will connect your computer to the Internet and activate your DEEP RECONSTRUCTIONS installation. In order to activate your copy of DEEP RECONSTRUCTIONS, you have to perform the following steps within the SERVICE CENTER:

1. Log in: Enter your Native Instruments user account name and password on the initial page. This is the same account information you used in the Native Instruments Online Shop, where you bought your KORE SOUNDPACK, and for other Native Instruments product activations.
2. Select products: The Service Center detects all products that have not yet been activated and lists them. You can activate multiple products at once – for example, KORE 2/KORE PLAYER and your KORE SOUNDPACK, or several KORE SOUNDPACKS.
3. Activate: After proceeding to the next page, the Service Center connects to the Native Instruments server and activates your products.
4. Download updates: When the server has confirmed the activation, the Service Center automatically displays the Update Manager with a list of all available updates for your installed products. Please make sure that you always use the latest version of your Native Instruments products to ensure proper functioning.

Now, you are ready to use DEEP RECONSTRUCTIONS. Please start KORE 2/KORE PLAYER in the standalone mode. This will trigger the database update process automatically and integrate the new KORE SOUNDS into KORE 2/KORE PLAYER's database. The next chapter will explain how to use the new sounds in KORE 2/KORE PLAYER.



Activation of KORE SOUNDPACKS is optional. However, it will give you access to free updates.



Downloading updates is optional. After activation is complete, you can always quit the Service Center.

4. How to use Deep Reconstructions

The following sections will give you a brief overview over some basic operations: you will learn how to search for sounds you have in mind and how to load and play KORE SOUNDS. For details about these topics please read the KORE 2/KORE PLAYER manual.

4.1 Finding a KORE SOUND

All DEEP RECONSTRUCTIONS KORE SOUNDS are directly integrated into KORE 2's/KORE PLAYER's database. They will show up in the Browser's Search Results List alongside all the other sounds that match your specific search criteria – for example, a combination of Attributes. To restrict your search results to your specific pack's sounds, select the desired pack in the SOUNDPACK column of the Attributes List. The Search Results List shows the entire content of this particular pack.

There is another way to restrict your search results to your specific pack's sounds: simply enter the KORE SOUNDPACK's name into the QUICK SEARCH FIELD of the Browser, or even just a part of the name – for example, “reconstr” The corresponding KORE SOUNDS automatically appear in the Search Results List.

If you don't want to limit the results to this KORE SOUNDPACK, but do want to have the display grouped by SOUNDPACKS, you can show the bank name within the Search Results List and sort the list according to this entry. To do so, right-click the Search Results List's header row and activate the Bank entry in the upcoming context menu. This will show each KORE SOUND's bank name in a new column of the Search Results List. Now click the Bank column's header to sort the list according to this specification. This will group the results.



Note that Deep Reconstructions comes with 150 effect sounds. Make sure that you search for effects within the KORE/KORE PLAYER Browser. Refer to the application's manual for details.



KORE 2 users: if the Soundpack column is not visible in the Attributes List, right-click on the Attributes List header and select the Soundpack entry in the upcoming context menu.

4.2 Loading the KORE SOUND

Loading the KORE SOUND in KORE PLAYER

After you have located your KORE SOUND, load it by double-clicking its Search Results List entry. Alternatively, drag it onto KORE PLAYER's Global Controller. Both actions replace the currently loaded KORE SOUND – if it is the first KORE SOUND you are loading after start-up, it will replace an “empty” KORE SOUND.

When the KORE SOUND is loaded, its Control Page is mapped onto the Global Controller. This preassigned Control Page gives you access to the KORE SOUND's most important parameters. The exact buttons and knobs assignments on the Control Page are specific to each KORE SOUND, as well as the number of Control Pages. With the Global Controller, you also have immediate control of the KORE SOUND's Sound Variations. Please refer to the KORE PLAYER manual for details about Control Pages and Sound Variations.

If you are using KORE PLAYER as a plug-in in a host environment, you can save the positions/states that you set on the eight knobs and eight buttons of the Control Page: saving the host's project saves all settings of all incorporated plug-ins (among others, KORE PLAYER) and thus all changes you made to the loaded KORE SOUND.

Loading the KORE SOUND in KORE 2

After you have located your KORE SOUND, load it by double-clicking its Search Results List entry. Alternatively, drag it onto KORE 2's Global Controller. Both actions will replace the currently focused KORE SOUND – if it is the first KORE SOUND you load after start-up, it will replace an “empty” KORE SOUND. If you want to place the KORE SOUND into a specific Channel Insert within the Edit Area (instead of loading the KORE SOUND into the focused one), you can also drag it directly into the Sound Matrix.

When loaded, the KORE SOUND will automatically be displayed so that its Control Pages are directly mapped onto the Global Controller. For each KORE SOUND, a User Page has been pre-assigned, granting direct access to the KORE SOUND's most important parameters. The exact buttons and knobs assignments on the User Page are specific to each KORE SOUND. With the Global Controller, you also have immediate control of the



The KORE SOUNDS contained in Deep Reconstructions are designed as effect sounds. This means you cannot play these KORE SOUNDS via MIDI like regular instrument KORE SOUNDS. Instead, you need to send an audio signal to their input that you want the KORE SOUND to process. Refer to the KORE/KORE PLAYER manual for details about audio signal routing.

KORE SOUND's Sound Variations. Please refer to the KORE 2/KORE PLAYER manual for details about Control Pages and Sound Variations.

If you have the full version of the Integrated Engine installed, you can also open the engine itself. Just click the **PLUG-IN EDITOR ICON** within the Global Controller, or double-click the Channel Insert within the Sound Matrix. This will give you full access to all parameters of the KORE SOUND, exceeding the options in KORE 2's Control Pages. Note that this will change the status of the KORE SOUND: After you have opened a KORE SOUND using its associated plug-in editor, it will always require the respective plug-in's fully licensed version to be installed. (Of course, opening the KORE SOUND in the plug-in's full version does not alter the original KORE SOUND file, but creates a copy that you might want to save as a separate file later.) If you do not use the full editor for editing a KORE SOUND, but instead only use the Control Pages and the Sound Variations, the KORE SOUND will again be loadable without the full license available.

After you have tweaked the KORE SOUND to your liking, you can save it to the User Sounds content by dragging it back onto the Search Results List – just the opposite of the loading process. Within the Save List, you can edit the KORE SOUND's name, enter your name as the KORE SOUND's author and so on. When finished, click the **DONE BUTTON** to save the KORE SOUND to the database. It is now available for each project you are working on.

Alternatively, the KORE SOUND and all changes you made are also saved when you store the Performance of KORE 2. However, the KORE SOUND is not automatically added to the Browser's database. The same happens if you are using KORE 2 as a plug-in: saving the host's project saves all settings of all incorporated plug-ins (like KORE 2) and thus all changes you made to the loaded KORE SOUND.



If these terms are completely new to you, chapter 3.1 of the KORE 2 manual provides general information, and chapter 3.1.4 covers the Control Page system and Sound Variations.

5. Content Description

DEEP RECONSTRUCTIONS is a bundle of 150 KORE SOUNDS. It also contains four REAKTOR Ensembles, which were used to create some of the effects patches.

All 150 KORE SOUNDS in DEEP RECONSTRUCTIONS are designed to be used as effects. This means that they do not create sound by themselves, but modify an audio signal instead. Consequently, you need to make sure to feed an audio signal into KORE/KORE PLAYER that you can apply the effects to.

Each KORE SOUND offers a set of controls that you can use to adjust the way the effects manipulate the sound. You can access these controls on the KORE SOUND's dedicated Control Page(s). Just try out the different options with different musical input signals – this will tell you more than a long list of technical details. However, these two controls are present in all KORE SOUNDS in DEEP RECONSTRUCTIONS:

- ▶ The leftmost knob of the lower row always controls the balance between dry, unprocessed signal and wet, processed signal.
- ▶ The leftmost button of the lower row always enables a stereo widening effect.



In order to make these Ensembles accessible to users who do not own a Reaktor license, four Kore Sounds are wrappers for the Ensembles. They can easily be identified by their prefix “SSFX”.



Note that most KORE SOUNDSs react to MIDI messages. It is important that there is a MIDI clock signal running, as this is used within the sounds for synchronization. Refer to the Kore 2 manual or your host sequencer's manual for more information about MIDI clock.

6. Credits

All Kore Sounds and Ensembles by Surround SFX.