

# **F4B** **TRANSIENT ATTACKS**

**USER'S GUIDE**



The information in this document is subject to change without notice and does not represent a commitment on the part of NATIVE INSTRUMENTS GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by NATIVE INSTRUMENTS GmbH, hereinafter referred to as NATIVE INSTRUMENTS. All company and product names are <sup>TM</sup> or ® trademarks of their respective holders.

Furthermore, the fact that you are reading this text means you are the owner of a legal version rather than an illegal, pirated copy. It is only through the loyalty and honesty of people like yourself that NATIVE INSTRUMENTS GmbH can continue to develop and create innovative audio software. On behalf of the entire company, thank you very much.

User's Guide written by Tobias Menguser.  
Version: 1.0 (06/2008)

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

## **Germany**

NATIVE INSTRUMENTS GmbH  
Schlesische Str. 28  
D-10997 Berlin  
Germany  
info@native-instruments.de  
www.native-instruments.de

## **USA**

NATIVE INSTRUMENTS North America, Inc.  
5631 Hollywood Boulevard  
Los Angeles, CA 90028  
USA  
sales@native-instruments.com  
www.native-instruments.com

All product names are TM or ® trademarks of their respective holders.



© Native Instruments GmbH, 2008. All rights reserved.

# 1. Welcome to FM8 TRANSIENT ATTACKS!

Thank you very much for purchasing FM8 TRANSIENT ATTACKS! On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

FM8 TRANSIENT ATTACKS adds 200 new FM8 sounds to your collection of instantly usable KoreSounds®. You can use these KoreSounds® in FM8, KORE 2 or the KORE PLAYER. All KoreSounds® have been designed to integrate seamlessly into your KoreSound® database, making them easily accessible. Also, like the KORE 2/KORE PLAYER factory content, all KORE SOUNDPACKS make use of 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 musically most important parameters directly at your fingertips. Individual Sound Variations have been created for each KoreSound® of this product, adding to the number of preconfigured sounds. This documentation will help you use your KORE SOUNDPACK. If you want to start immediately, proceed to the Installation and Activation section. Please read that chapter carefully and entirely, as it explains all steps required to integrate the KORE SOUNDPACK into KORE 2/KORE PLAYER. Following the Installation chapter is an explanation of how to use the KoreSounds® 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 documentation adds some more details about the sounds that come with FM8 TRANSIENT ATTACKS.

## 2. What is FM8 TRANSIENT ATTACKS?

FM8 TRANSIENT ATTACKS provides you with 200 newly designed sounds. They focus on the strengths of FM8 and KORE 2: You will find 200 highly flexible and dynamic, fresh but useful, novel but timeless, innovative but production ready and, last but not least playable synthesizer sounds.

Please find a more detailed description of the KoreSounds included in FM8 TRANSIENT ATTACKS in [chapter 5](#).

### 3. Installation and Activation

The following section explains how to install and activate FM8 TRANSIENT ATTACKS. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

After downloading the KORE SOUNDPACK, please unzip the compressed archive you received from NATIVE INSTRUMENTS. It contains this documentation as a PDF, as well as an installer application. Run that application by double-clicking on it and following the instructions step-by-step. If you previously installed another product by NATIVE INSTRUMENTS, such as KORE 2, this will be familiar to you. Please note that the installer automatically places the new files into the folders where KORE 2/KORE PLAYER expects them to be. The installation folder queried during installation is used for additional files, like the documentation.

When installation is finished, please start the NI SERVICE CENTER that was installed with KORE 2/KORE PLAYER. It will connect your computer to the Internet and activate your FM8 TRANSIENT ATTACKS installation. The process is identical to any NI product activation. Basically, this requires the following steps within SERVICE CENTER:

1. Log in: Enter your NI User Account name and password on the initial page. SERVICE CENTER uses the same account information as the NATIVE INSTRUMENTS Online Shop. If you have activated other NI products before, you should also have received the required account information.
2. Select products: SERVICE CENTER detects all products that have not been activated yet, and lists them. You can activate multiple products at once – for example, KORE 2/KORE PLAYER and your KORE SOUNDPACK, or several KORE SOUNDPACKS.



Please install KORE 2 or KORE PLAYER before installing this KORE SOUNDPACK! Otherwise, FM8 TRANSIENT ATTACKS will not work properly.



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

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. However, downloading updates is optional.
5. When the Activation procedure is completed, quit SERVICE CENTER.

Now you are ready to use FM8 TRANSIENT ATTACKS. Please start KORE 2/KORE PLAYER in its stand-alone version. This will start the Database update process and automatically integrate the new KoreSounds® into KORE 2/KORE PLAYER's database. The next chapter will explain how to use the new sounds in KORE 2/KORE PLAYER.

If your computer is permanently not connected to the Internet, please consult the separate Setup Guide that was copied to your computer's hard disk as part of the KORE 2/KORE PLAYER installation. It explains the Offline Activation procedure and contains detailed information about using the SERVICE CENTER. This is also a reference if you experience problems with the Activation procedure. As a first step (if your KORE SOUNDPACK should not be listed in the SERVICE CENTER, for instance), please download the latest version of the SERVICE CENTER from the NATIVE INSTRUMENTS website and install it on your offline computer.

## 4. How to use FM8 TRANSIENT ATTACKS

### 4.1 Finding a KoreSound®

Within KORE 2/KORE PLAYER, the FM8 TRANSIENT ATTACKS KoreSounds® are directly integrated into the database. They will show up in the Browser's SEARCH RESULTS LIST alongside all other sounds that match your specific search criteria – for example, a combination of attributes. Please refer to the KORE 2/KORE PLAYER manual for detailed information about how to easily find sounds in the BROWSER. You can also restrict your search results to your specific pack's sounds only. To do so, 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: just enter the KORE SOUNDPACK's name into the QUICK SEARCH field of the BROWSER, or even a part of it – for example, "Trans Attacks." The corresponding KoreSounds® 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 SOUNDPACK, you can show the bank name within the SEARCH RESULTS LIST and sort the list according to this entry. To do so, right-click on the SEARCH RESULTS LIST's header row and activate the BANK entry in the upcoming context menu. This will show each sound's bank name in a new column of the SEARCH RESULTS LIST. Now click on the BANK column's header to sort the list according to this specification. This will group the results.



KORE 2 users: if you don't see the Soundpack column in the Attributes List, right-click on the Attributes List header and select Soundpack in the upcoming context menu.



## 4.2 Loading the KoreSound®

### 4.2.1 Loading the KoreSound® in KORE PLAYER

After you have located your sound, load it by double-clicking on the entry within the SEARCH RESULTS LIST. Alternatively, you can drag it onto the GLOBAL CONTROLLER. Both actions replace the currently loaded sound – if it is the first KoreSound® you load after start-up, it will replace an “empty” sound.

When the sound is loaded, its Control Pages are mapped onto the GLOBAL CONTROLLER. These preassigned Control Pages gives you access to the drum kit’s most important parameters. The Control Pages depend on the drum kit loaded; see section 5 for more details.

With the GLOBAL CONTROLLER, you also have immediate control on the sound’s VARIATIONS. Please refer to the KORE PLAYER manual for details about Control Pages and SOUND VARIATIONS. If these terms are completely new to you, chapter 3.1 of the KORE 2 manual will give you guidance, and chapter 3.1.4 covers the Control Page system and Sound Variations.

If you use KORE PLAYER as a plug-in in a host environment, you have the possibility to 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 sound.

## 4.2.2 Loading the KoreSound® in KORE 2

After you have located your sound, load it by double-clicking on the entry within the SEARCH RESULTS LIST. Alternatively, you can drag it onto the GLOBAL CONTROLLER. Both actions replace the currently focused sound – if it is the first KoreSound® you load after start-up, it will replace an “empty” sound. If you want to place it into a specific CHANNEL INSERT within the EDIT AREA (instead of loading the sound into the focused one), you can also drag it directly into the SOUND MATRIX.

When loaded, the sound will automatically be focused, so that its Control Pages are directly mapped onto the GLOBAL CONTROLLER and, thus, onto the KORE 2 Controller. Via its preassigned USER PAGES, you have access to the drum kit's most important parameters. The USER PAGES depend on the drum kit loaded; see [chapter 5](#) of this manual for more details.

With the GLOBAL CONTROLLER, you also have immediate control of the sound's Sound Variations. Please refer to the KORE 2 manual for details about Control Pages and Sound Variations. If these terms are completely new to you, chapter 3.1 of the KORE 2 manual will give you guidance, and chapter 3.1.4 covers the Control Page system and Sound Variations.

If you have the full version of the Integrated Engine installed (in our case FM8), you can also open the engine itself. Just click on the PLUG-IN EDITOR icon within the GLOBAL CONTROLLER, or double-click on the CHANNEL INSERT within the SOUND MATRIX. This will give you full access to all parameters of the sound, exceeding the options in KORE 2's Control Pages. Note, however, that this will change the status of the KoreSound®: When you open a sound's plug-in editor once, it will always require the plug-in's full installation and license to be working. (Of course, this does not affect the saved copy of the sound, only the loaded one, which you might want to save later as a different file.)



You can also load a KoreSound® from the Search Results List with your KORE 2 Controller hardware. Refer to the KORE 2 manual for details.

If you do not use the editor throughout your editing process, instead using only the Control Pages and the SOUND VARIATIONS, the sound will again be loadable without the full license available.

When you have tweaked the 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 KoreSound®'s name, enter your name as the sound's author and so on. When finished, click on the DONE button to save the sound into the database. It is now available for each project you are working on.

Alternatively, the sound and all changes you made are also saved when you store the Performance of KORE 2. However, the KoreSound® is not automatically added to the BROWSER's database. The same happens if you use 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 sound.

## 4.2.3 Loading the KoreSound® in FM8

The new sounds are integrated directly into your FM8 factory content. When FM8 is launched, it will detect the content automatically and add it to its database.

Note that FM8 might take some time to become aware of the new sounds. If the sounds don't show up in the FM8 Browser, locate the corresponding sub-folder within the Browser's File Tree View. This will manually trigger the KoreSound® scanning. The KoreSounds® are stored in a new sub-folder of your factory content directory. You can use the Browser's File Tree View to locate that directory; this will give you a complete list of all new sounds.



Find more detailed information about the FM8 Browser in the FM8 user manual (section 4.12).

## 5. Content Description

The following paragraphs describe the FM8 TRANSIENT ATTACKS content. However, listening to the KoreSounds® explains more than mere words. These descriptions will give you a starting point, but you'll probably learn most about this KORE SOUNDPACK by using it!

### 5.1 Sounds contained in FM8 TRANSIENT ATTACKS

With this KORE SOUNDPACK, FM8 will reveal its rather dirty, noisy and weird side, while at the same time offer perfectly playable sounds that you can instantly use in your Techno, Hard Trance or EBM track.

#### **The general flavor**

Here are some keywords that give you a picture of the library flavor:

- ▶ **Morphing:** You can change the sound spectrum extensively by moving the Morph Handle in FM8 or tweaking the Sound Variations in KORE 2. So don't miss morphing the sounds – you will be surprised by great sound changes, but will still be able to play the sound in a musical context.
- ▶ **Percussive:** Many KoreSounds® from FM8 TRANSIENT ATTACKS make use of FM8's ability to produce transient-heavy sounds. This ability is not limited to drum sounds here, but involves sounds with a steep attack in general. These sounds perfectly match FM8's advanced Arpeggiator.
- ▶ **Metallic:** Frequency Modulation synthesis is famous for its metallic sounds. FM8 TRANSIENT ATTACKS features this type of sound extensively.

## Sound types

To give you a rough overview, the library has been divided into groups:

- ▶ About 25 arpeggiated sounds
- ▶ About 35 bass sounds
- ▶ About 20 drums and percussion sounds
- ▶ Almost 20 mallets and bells
- ▶ A small group of 5 chord sounds
- ▶ More than 35 lead sounds
- ▶ About 25 pads and choirs
- ▶ Almost 20 polyphonic keyboard sounds
- ▶ About 15 sound effects and soundscape sounds

## 5.2 Using FM8 TRANSIENT ATTACKS in KORE 2 or KORE PLAYER

When loading a KoreSound® from FM8 TRANSIENT ATTACKS, KORE 2/KORE PLAYER automatically loads its integrated FM8 engine 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 Page and SOUND VARIATIONS, preassigned for each KoreSound®, enable you to adjust each sound to your production needs or simply morph from one sound world into another.

Every sound features one Control Page which gives you access to the most common sound shaping parameters:



- ▶ Starting from the top left, the first 2 Knobs (labelled MORX and MORY) control the Morph Square parameters in FM8.
- ▶ The next 2 Knobs (labelled CUTOFF and NOISE) control the spectrum of the sound, so you will often find harmonic shaping, noise amount or simple cutoff controls here.
- ▶ The FX MIX Knob controls the effects amount, FDBCK next to it controls a certain effect parameter.
- ▶ The last 2 Knobs control the most important envelope parameters of the sound, like ATT and REL.
- ▶ Additionally, you will find two Arpeggiator Buttons (in sounds that use the Arpeggiator). For some KoreSounds® in FM8 TRANSIENT ATTACKS, the Arpeggiator is switched off by default. Nevertheless, these sounds may work well with the Arpeggiator – just give it a try!



If you want to hear the original sound of the original synth only, switch to Sound Variation H. This will turn off all filters, effects and modulation.



Refer to the KORE 2 or KORE PLAYER manual for more details about using KoreSounds®.

## 6. Credits

Concept & Specification: Tobias Menguser

Sound Design: Andre Ettema, Hans-Jörg Scheffler, Jeremiah Savage, Klaus Dieter Pollack (Summa), Marion Freudentaler, Matthias Fuchs (Visophon), Micah Frank (Puremagnetik), Stephan Rühl, Thomas Binek (tasmodia), Thomas Koot and Tim Conrardy.