KORESOUNDPACK

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 KONTAKT RETRO MACHINES!

Thank you very much for purchasing KONTAKT RETRO MACHINES.
KONTAKT RETRO MACHINES adds the vintage synthesizer and keyboard sounds of the acclaimed KONTAKT 3 LIBRARY to your collection of instantly usable KoreSounds®. More than 130 sounds are available, and every sound is based on a specific synthesizer or keyboard preset to faithfully reproduce the original. Among the sampled machines are analog monophonic and string synthesizers and from the 70's, famous drum machines from the 80s and timeless sounds of the digital synth era. This KORE SOUNDPACK gives you the sounds you need to get that particular retro element in you music.
The 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 need only 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 KONTAKT RETRO MACHINES.
On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

2. What is KONTAKT RETRO MACHINES?

As stated in the above introduction, KONTAKT RETRO MACHINES provides you with the vintage synthesizer and keyboard sounds of the KONTAKT 3 LIBRARY. The KoreSounds® of this KORE SOUNDPACK have been sampled from these machines:

- Moog® Minimoog® & Memorymoog®
- Crumar™ Orchestrator & Roady
- Roland® EP-10 & EP-20 Electronic Piano
- RMI™ Electrapiano 300b
- Yamaha® CP11 Electronic Piano
- Korg® miniKORG® 700
- Logan String Melody II
- Various digital synthesizers
- Roland® TR-808, TR-909 & CR-78
- Oberheim™ DMX
- Sequential Circuits DrumTraks™
- LinnDrum™
- We also included sounds of a more recent analog monophonic synthesizer.

When loading a KoreSound® from this collection, KORE 2/KORE PLAYER automatically loads its integrated KONTAKT engine and adjusts the specific sound. This all happens automatically, with no additional adjustments necessary. But KONTAKT is not the only integrated engine, every sound passes through the integrated GUITAR RIG 3 engine to enhance the sound with an authentic Tape Echo and Spring Reverb effect.

After loading the sound, you are ready to tweak it. KONTAKT builds on its reputation as the industry standard for professional sampling. The outstanding audio engine and state-of-the-art modular architecture provide unlimited sonic potential for your music. Moreover, the Control Pages 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.

3. Installation and Activation

The following section explains how to install and activate KONTAKT RETRO MACHINES. 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 KONTAKT RETRO MACHINES installation. The process is identical to any NI product activation. Basically, this requires the following steps within the Service Center:

1. Log in: Enter your account name and password on the initial page. This is the same account information you used within the NATIVE INSTRUMENTS online shop, where you bought your KORE SOUNDPACK, and for other NI product activations.
2. Select products: The 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.
3. Activate: After proceeding to the next page, the SERVICE CENTER connects to the NATIVE INSTRUMENTS server and activates your products.

Please install KORE 2 or KORE PLAYER before installing this KORESOUND PACK! Otherwise, KONTAKT RETRO MACHINES will not work properly.

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

If your computer is not connected to the Internet, please consult the separate Setup Guide included in your KORE 2/ KORE PLAYER package. It explains the offline activation process and contains detailed information about using the SERVICE CENTER. This is also a reference if you experience problems with the activation process. As a first step (if your KoreSound Pack is not listed in the SERVICE CENTER, for instance), download the latest version of the SERVICE CENTER from the NATIVE INSTRUMENTS website and install it on your offline computer.

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.

Downloading updates is optional. After activation is complete, you can always quit the SERVICE CENTER.
Now, you are ready to use KONTAKT RETRO MACHINES. Please start KORE 2/ KORE PLAYER in its standalone version. This will trigger the database update process automatically and 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.

4. How to use KONTAKT RETRO MACHINES

4.1 Finding a KoreSound®

Within KORE 2/KORE PLAYER, the KONTAKT RETRO MACHINES 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, "Alto Sa." 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 pack, 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 section 5 for more details).

With the Global Controller, you also have immediate control of the sound's 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 KONTAKT), 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.) 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.

! 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.

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.

5. Content Description

The following paragraphs describe the KONTAKT RETRO MACHINES 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 The Synthesizers

Every synth instruments features two simple Control Pages. The first Control Page gives you access to the most common sound shaping parameters:

The first four knobs control the filter:
The filter type is usually a vowel, allpass or highpass filter, with adjustable Cutoff and Resonance. The filter cutoff is controlled by a monophonic LFO, just set the amount with the knob LFO and the speed with Rate. Of course this filter can be bypassed with Flt Bypass.

! If you want to hear the original sound of the original synth only, switch to Sound Variation H. Every filter, modulation and effect will be turned off.

Why is there hardly ever a low pass filter? Because the sampled synthesizer sounds themselves usually employ a filter, most often a low pass filter. By using a vowel or allpass filter, you gain a different sound shaping dimension.
The next four knobs control the effects and the volume envelope:

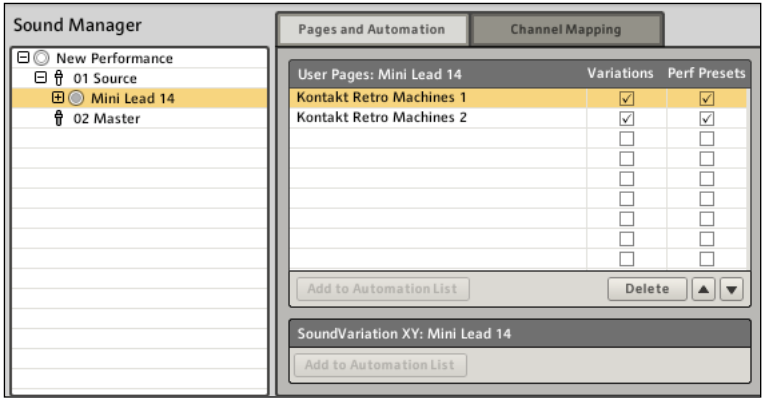
- The Reverb and Echo knobs control the effects amount for the spring reverb and tape echo. The Echo knob also controls feedback.
- The Att and Rel knobs control the Attack and Release times of the volume envelope.
- A note for KORE 2 users: you can rescale the control range of all knobs and buttons. Just select a button or knob, and switch to the Assign Tab:

- As you can see in the above screenshot, the Echo knob controls both the echo and feedback amount. You can set the control ranges to other values if you like, for example if you don't want the knob to control the feedback.
- There are also eight buttons on the first Control Page. Please note that most parameters can be further refined on the second Control Page.
- Mono enables a true monophonic synth
- Glide enables a portamento effect. This also works in polyphonic mode!
- Flt Bypass bypasses the filter, thus reducing CPU load.
- FAT enables a simple detune effect for a thicker sound.
- FX Bypass bypasses the spring reverb and tape echo effect, thus reducing CPU load.
- Chord enables a simple Harmonizer effect.
- Perc changes the volume envelope to create a percussive sound.
- Arp turns on the arpeggiator.

The second Control Page can be considered as a “settings” or “expert” page:

- The first three knobs and buttons control the arpeggiator:
- Arp Triplet changes the step length of the arpeggiator from 16th notes to 8th triplets.
- Arp Oct enables the octave displacement of the arpeggio pattern.
- Arp Var switches from continuous 16th notes to a rhythmic pattern.
- Arp Dur sets the gate time (i.e. duration) of the arpeggiated notes.
- Arp Swing controls the swing amount of the arpeggio pattern.
- Arp Transp displaces the arpeggio cycle in semitones.
- And finally here’s an explanation of all other knobs and buttons:
- Velocity enables the instrument to respond to velocity. If the filter is enabled, it will also be affected by velocity.
- Volume changes the global volume of the instrument.
- Glide Time sets the portamento time for the glide effect.
- Legato changes the monophonic behavior if Mono is on.
- Chord sets the interval or chord for the harmonize effect.
- PB Range lets you choose two different pitch bend ranges, 2 semitones or one octave.
- Tune changes the global tuning of the instrument.
- Pure Tune changes the tuning to pure tuning.
- Sound morphs between several EQ settings
- Random introduces small changes in volume and pitch for every note for this “analog” feel

Another note for KORE 2 users: since the second Control Page contains rather global settings, you might want to "disconnect" this Control Page from the Sound Variations and/or Performance Presets. This can be done in the Sound Manager:



Hence you can change the setting of the arpeggiator for example without having to resave the Sound Variations.

5.1 The Drum Machines

The Control Pages of the drum machines have a slightly different layout. There is one master page affecting all drum sounds and three mixer pages.

Most of the knobs and buttons are similar to the synth instruments. Here's an explanation about the different parameters:

- 8 Bit changes the bit depth to 8 bit.
- Drive enables a simple distortion effect.
- Echo Var changes the echo time settings.
- Comp enables a tube compressor effect.
- Ring Mod controls the amount of the ring modulation effect. LFO enables a LFO modulation of the ring mod's oscillator.
- With the mixer pages, you can adjust the "individual outputs" of the drum machine:

You can change the tuning, volume decay, volume and effect amount for each channel separately.

6. Credits

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Sound Design: Philipp Hahn & Nicki Marinic
Documentation: Nicki Marinic
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