



MASSIVE THREAT

USER'S MANUAL



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 product and company names are [™] or ® trademarks of their respective owners.

MASSIVE was designed and developed entirely by Native Instruments GmbH. Solely the name “Massive” is a registered trademark of Massive Audio Inc, USA.

Document Version: 1.0 (01/2010)

Product Version: 1.0 (01/2010)

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



© Native Instruments GmbH, 2009. All rights reserved.

Table Of Contents

- 1 Welcome to MASSIVE THREAT!5
- 2 What is MASSIVE THREAT?.....6
- 3 Installation and Activation.....7
 - 3.1 Installing MASSIVE THREAT7
 - 3.2 Activating MASSIVE THREAT.....7
- 4 How to Use MASSIVE THREAT.....9
 - 4.1 Finding a KORE SOUND9
 - 4.2 Loading the KORE SOUND..... 10
 - 4.2.1 Loading the KORE SOUND in KORE PLAYER10
 - 4.2.2 Loading the KORE SOUND in KORE 2.....10
- 5 Content Description..... 12
- 6 Credits 13

1 Welcome to MASSIVE THREAT!

Thank you very much for purchasing MASSIVE THREAT. On behalf of the entire Native Instruments team, we hope that this product will truly inspire you.

This KORE instrument contains an arsenal of speaker-ripping sounds developed by the creator of MASSIVE. Leading-edge sounds ranging from devastating bass wobbles to searing strings aimed squarely at producers of contemporary electronic music. For use with the free KORE PLAYER, KORE 2 and MASSIVE.

MASSIVE THREAT adds 200 new sounds to your collection of instantly usable KORE SOUNDS®. They 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 Instruments 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 Instrument. If you want to start immediately, proceed to section 3, "[Installation and Activation](#)." Please read that chapter carefully and fully, as it explains all the steps required to integrate the KORE Instrument 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 MASSIVE THREAT.

2 What is MASSIVE THREAT?

The creator of MASSIVE has developed an instrument packed full of the edgy, dynamic sounds of contemporary electronic music, taking its cue point from the dark, brooding atmosphere and raw, aggressive digitalism of dubstep, wonky and future garage. Building on MASSIVE's reputation for producing sounds that range from brutal to warm and creamy, MASSIVE THREAT is an essential KORE Instrument, which can also be used directly in MASSIVE.

Producers of futuristic digital music will appreciate the wealth of bass wobbles, synth leads, Detroit-style chords, evolving dystopian landscapes and pre-made loops, designed to tear through your mix, and sound immense in the club.

When used with the free KORE PLAYER or KORE 2, the 200 presets can be morphed into eight distinct variations, totalling in 1,600 sounds. Harsh synth basses can be easily transformed into warm and fat sub basses, while loops can be twisted beyond recognition.



Note that you can also load the KORE SOUNDS directly in MASSIVE: MASSIVE THREAT then acts as an additional MASSIVE Library. Note, however, that you will miss the extra features specific to KORE 2 / KORE PLAYER, like the Control Pages and Sound Variations.

When loading a KORE SOUND from this collection, KORE 2 / KORE PLAYER automatically loads its integrated MASSIVE 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. MASSIVE is well-known for its outstanding possibilities in a wide range of sounds for several musical purposes. 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 MASSIVE THREAT. Although this process is pretty much straightforward, please take a minute to read these instructions, as doing so might prevent common problems.

3.1 Installing MASSIVE THREAT

After downloading the KORE Instrument, unzip the compressed archive you received from Native Instruments. It contains the installer application.



Please install KORE 2 or KORE PLAYER before installing this KORE Instrument! Otherwise, MASSIVE THREAT will not work properly.

To install MASSIVE THREAT, 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 asks you to specify another folder for additional files, like this manual.

3.2 Activating MASSIVE THREAT

When installation is finished, start the SERVICE CENTER, which was installed with KORE 2 / KORE PLAYER. It will connect your computer to the Internet and activate your MASSIVE THREAT installation.



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

In order to activate your copy of MASSIVE THREAT, you have to perform the following steps within the SERVICE CENTER:



If your computer is not connected to the Internet, please consult the separate Setup Guide included with your KORE 2 / KORE PLAYER package. It explains the Offline Activation procedure and contains detailed information about using the SERVICE CENTER. It is also a reference if you experience problems with the activation process.

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 when buying your KORE Instrument, and for other Native Instruments product activations.
2. **Select products:** The SERVICE CENTER detects all NI products on your computer 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 Instrument, or several KORE Instruments.
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.

Downloading updates is optional. After activation is complete, you can always quit the SERVICE CENTER.

Now, you are ready to use MASSIVE THREAT. Please start KORE 2 / KORE PLAYER in stand-alone 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.

4 How to Use MASSIVE THREAT

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 on these topics, please read the KORE 2 / KORE PLAYER manual.

4.1 Finding a KORE SOUND

All MASSIVE THREAT 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.



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.

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 INSTRUMENT's name into the Quick Search field of the Browser, or even just a part of the name—for example, “massive expansion.” The corresponding KORE SOUNDS automatically appear in the Search Results List.

If you don't want to limit the results to this KORE INSTRUMENT, but do want to have the display grouped by Instruments, 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.

4.2 Loading the KORE SOUND

4.2.1 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 load 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 over the KORE SOUND's Variations. Please refer to the KORE PLAYER manual for details about Control Pages and Sound Variations.

If you use KORE PLAYER as a plug-in in a host environment, you can save the positions/states 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.

4.2.2 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 the KORE 2's Global Controller. Both actions 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. If you are using KORE 2, the mappings stored in the Control Pages are reflected in the KORE 2 Controller. Via its preassigned User Page, you have 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 KORE SOUND's Variations.



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.

If you have the full version of the Integrated Engine installed (in our case MASSIVE), 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, however, that this will change the status of the KORE SOUND: When you open a KORE 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 KORE SOUND, only the loaded one, which you might want to save later as a different file). If you do not use the plug-in editor throughout your editing process, but only the Control Pages and Sound Variations instead, the KORE SOUND will again be loadable without requiring the full license.

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 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 KORE SOUND.

5 Content Description

The following paragraph briefly describes the MASSIVE THREAT content. These descriptions will give you a starting point, but you'll probably learn most about this KORE Instrument by using it!

MASSIVE THREAT provides you with a bunch of fresh and useful sounds not to be found in any other Library. This new collection goes from analog to digital and from airy over deep to fat musical sounds, perfect for immediate use in your productions. It takes full advantage of the powerful MASSIVE audio engine, with its innovative wave-scanning system, unique filters, advanced routing and modulation capabilities, and puts everything right at your fingertips.

Here you will find the KORE SOUNDS grouped by type. To find all KORE SOUNDS based on a specific type, simply select the suitable Type attribute in the KORE 2 / KORE PLAYER Browser. This will limit the search results accordingly, while being freely combinable with any other attribute.

You can find the following types of sounds in MASSIVE THREAT:

- ▶ 26 chords and stabs
- ▶ 19 electric basses
- ▶ 10 functional basses
- ▶ 7 FX basses
- ▶ 16 FX landscapes
- ▶ 3 Industrial plastic basses
- ▶ 36 rhythmic synth loops
- ▶ 12 pads
- ▶ 12 analogue replica synths
- ▶ 4 sub basses
- ▶ 8 vocal sounding synths
- ▶ 47 wobble basses

6 Credits

Original sound design by: Mike Daliot

Additional sound treatment & variations by: Ema Jolly, Stephan Roemer