

# TRUE STRIKE TENSION

**OPERATION MANUAL**



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# 1. Welcome to TRUE STRIKE TENSION!

Thank you very much for purchasing TRUE STRIKE TENSION. This KORE SOUNDPACK adds 33 new sounds to your collection of instantly usable KORE SOUNDS®. These KORE SOUNDS have been designed by ProjectSAM and Native Instruments 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 TRUE STRIKE TENSION.

## 2. What is TRUE STRIKE TENSION?

TRUE STRIKE TENSION comes with 30 ready-to-use sounds for tense, percussive soundtrack productions. Each sound features a variety of drum, metal and noise samples, all of them followed by dedicated effect units. The atmospheric density of each sound also allows using these samples within more pop-oriented productions. A detailed description of the content can be found in section 5 “Content Description.”

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 TRUE STRIKE TENSION. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

### **3.1 Installing TRUE STRIKE TENSION**

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 TRUE STRIKE TENSION, 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.

## 3.2 Activating TRUE STRIKE TENSION

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 TRUE STRIKE TENSION installation. In order to activate your copy of TRUE STRIKE TENSION, 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 TRUE STRIKE TENSION. 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.



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



Downloading updates is optional. If you do not want to download updates, you can quit the Service Center application after activation is complete.

## 4. How to use TRUE STRIKE TENSION

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 TRUE STRIKE TENSION 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, “True Strike” 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.



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

### 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 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.

### 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 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 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

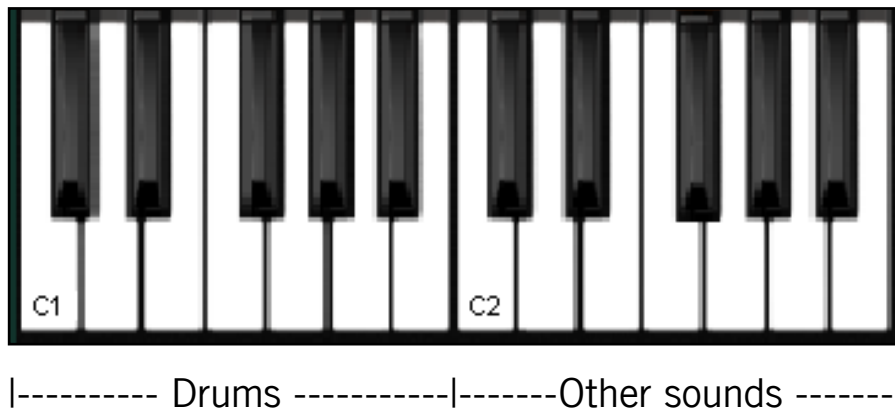
The following paragraphs briefly describe the TRUE STRIKE TENSION content. However, listening to the KORE SOUNDS tells much more than mere words. These descriptions will give you a starting point, but you'll probably learn most about this KORE SOUNDPACK by using it!

The following sections describe how you can use these sounds.

## 5.1 Sample Mapping

TRUE STRIKE TENSION comes with 1 GB of samples from ProjectSAM's True Strike 2 library of percussion sounds. These samples have been arranged to form ten kits that utilize the internal KONTAKT engine of KORE and KORE PLAYER. By loading any of the KORE SOUNDS (see [section 4.2 “Loading the KORE SOUND”](#) for details), all technical settings are adjusted correctly so that you can play the sounds with MIDI notes.

Within each kit, the MIDI notes between C1 and C3 trigger a different sound. In general, the lower octave (C1 to B1) plays percussive drum sounds, whereas the upper octave (C2 to C3) plays various other percussive sounds, ranging from small woodblocks and bowed cymbals to note clusters played on a prepared piano.



Appendix A provides an overview of the sample mapping for each of the ten kits.

In addition to the ten main kits, True Strike Tension provides three kits that let you access the sample pool in a more systematic way: “SAM Drums” contains all drum sounds, “SAM Metal” holds all metallic samples, and “SAM FX” is a collection of all effect samples.

Independent of the recorded source, all samples provide a long release tail that adds to the atmospheric tension of the Soundpack's aesthetics. Their sound can be further manipulated by using the Control Pages of KORE or KORE PLAYER, which are explained in the following section.

## 5.2 Control Page Mapping

Based on the ten sample kits, three “flavors” of Kore Sounds have been created, adding up to a total of 30 KORE SOUNDS. Each flavor provides a specific set of effects and controllable parameters, matching the atmosphere of the sample kits. The differences are visible within the KORE SOUNDS’ Control Pages.

### 5.2.1 Flavor A



These KORE SOUNDS are the most “pure” sounds of the KORE SOUNDPACK: They only add Reverb and Delay effects to the samples, in order to allow spatial enhancements. You can use the granular Pitch Shifter effect to further alienate the sounds.

#### KORE SOUNDS in this Group

- ▶ Frozen
- ▶ Kaminari
- ▶ Safari
- ▶ Ankhara
- ▶ Devil Wood
- ▶ Subway
- ▶ Impact
- ▶ Playtime
- ▶ Suspended
- ▶ Dystopia

## 5.2.2 Flavor B



These KORE SOUNDS focus on various filter effects. To shape the sound to your liking, turn the central CUTOFF, RESONANCE and FILTER TYPE controls. Use the additional Lo-Fi, Drive and Phaser effects for manipulating the frequency spectrum.

### KORE SOUNDS in this Group

- ▶ Manison House
- ▶ Kiriyaama
- ▶ River God
- ▶ Izmir
- ▶ Flying Daggers
- ▶ Distant Moves
- ▶ Steel Mill
- ▶ Dawn Siege
- ▶ Aprupt Descent
- ▶ Distended

### 5.2.3 Flavor C



These KORE SOUNDS utilize the GUITAR RIG engine of KORE and KORE PLAYER for generating distortion and overdrive. The Wobble parameter allows for expressive alienation of the sounds, technically based on an abused chorus effect. The effect can be enhanced with the additional delay and reverb effects.

KORE SOUNDS in this Group

- ▶ Unspeakable
- ▶ Shinderu
- ▶ Stray Cat
- ▶ Rope Dancer
- ▶ Static Replay
- ▶ Rolling Thunder
- ▶ Orbital Period
- ▶ Fire Sign
- ▶ Depths Unfold
- ▶ Future World

## 6. Credits

Sample content and KORE SOUND design by ProjectSAM.

Additional sound treatment by Alex Hoffmann.

# Appendix A: Sample Mapping

## PART I

	FROZEN	KAMINARI	SAFARI	ANKHARA	DEVIL WOOD
<b>C1</b>	FX Piano Cluster	Okedo-Daiko	Godum	Bendir	Djembe Ensemble
<b>C#1</b>	FX Piano Cluster	Okedo-Daiko	Godum	Bendir	Djembe Ensemble
<b>D1</b>	FX Piano Cluster	Okedo-Daiko	Godum	Bendir	Djembe Ensemble
<b>D#1</b>	FX Piano Cluster	Okedo-Daiko	Godum	Bendir	Djembe Ensemble
<b>E1</b>	FX Piano Cluster	Okedo-Daiko	Komee	Bendir	Djembe Ensemble
<b>F1</b>	FX Piano Cluster	Okedo-Daiko	Komee	Bendir	Djembe Ensemble
<b>F#1</b>	FX Piano Cluster	Okedo-Daiko	Kenkeni	Bass Darabuka	Djembe Ensemble
<b>G1</b>	FX Piano Cluster	Big Bang	Fontomfrom	Darabuka	Djembe Ensemble
<b>G#1</b>	FX Piano Cluster	Big Bang	Kenkeni	Darabuka	Djembe Ensemble
<b>A1</b>	FX Piano Cluster	Gran Casa	Fontomfrom	Darabuka	Djembe Ensemble
<b>A#1</b>	FX Piano Cluster	Okedo-Daiko	Doundoun	Darabuka	Djembe Ensemble
<b>B1</b>	FX Piano Cluster	Okedo-Daiko	Sangbang	Bass Darabuka	Okedo Hit

	FROZEN	KAMINARI	SAFARI	ANKHARA	DEVIL WOOD
<b>C2</b>	Logdrum	Okedo-Daiko	Godum	Bass Darabuka	Gran Casa Soft
<b>C#2</b>	Logdrum	Metal Pan	Godum	Darabuka	Bowed China
<b>D2</b>	Bowl Phrase	Peacock Gong	Doundoun	Darabuka	Gran Casa Soft
<b>D#2</b>	Bowl Phrase	Metal Pan	Kenkeni	Darabuka	Bowed China
<b>E2</b>	Bowl Phrase	Peacock Gong	Bell	Bendir Pharse	Bowed China
<b>F2</b>	Bowl Phrase	Peacock Gong	Bell	Darabuka Phrase	Bowed China
<b>F#2</b>	Windtree	Japanese Chappa	Bell	Darabuka Phrase	Bowed China
<b>G2</b>	FX Cymbal bowed	Japanese Chappa	Bell	Darabuka Phrase	Bowed China
<b>G#2</b>	Bowed China	Korean Chappa	Wood	Darabuka Phrase	Bowed China
<b>A2</b>	Bowed China	Korean Chappa	Shaker	Darabuka Phrase	Bowed China
<b>A#2</b>	Bowed China	Korean Chappa	Shaker	Darabuka Phrase	Bowed China
<b>B2</b>	Bowed China	Korean Chappa	Shaker	Chinese Cym. bowed	Bowed China
<b>C3</b>	Bowed China	Korean Chappa	Shaker	FX Cymbal bowed	Bowed China

## PART II

	SUBWAY	IMPACT	PLAYTIME	SUSPENDED	DYSTOPIA
<b>C1</b>	Gran Casa	Big Bang	Big Bang	Okedo-Daiko Hit	FX Kick/Bang
<b>C#1</b>	Gran Casa Soft	Big Bang	Big Bang	Okedo-Daiko Hit	FX Kick/Bang
<b>D1</b>	Gran Casa	Big Bang	Big Bang	Okedo-Daiko Hit	FX Kick/Bang
<b>D#1</b>	Gran Casa Side	Big Bang	Big Bang	Okedo-Daiko Hit	FX Kick/Bang
<b>E1</b>	Gran Casa Side	Big Bang + Metal	Djembe	Octaban	FX Kick/Bang
<b>F1</b>	Gran Casa Side	Big Bang	Djembe	Octaban	FX Kick/Bang
<b>F#1</b>	Gran Casa Side	Big Bang	Djembe Bass	Okedo-Daiko Stick	FX Kick/Bang
<b>G1</b>	Gran Casa Brushes	Big Bang	Djembe	Okedo-Daiko Stick	FX Kick/Bang
<b>G#1</b>	Gran Casa Hands	Big Bang	Djembe Bass	Hi Perc	FX Kick/Bang
<b>A1</b>	Gran Casa Hands	Hit	Djembe	Hi Perc	FX Kick/Bang
<b>A#1</b>	Gran Casa Hands	Hit	Djembe	Hi Perc	FX Kick/Bang
<b>B1</b>	Gran Casa Hands	Hit	Djembe	Hi Perc	FX Kick/Bang

	SUBWAY	IMPACT	PLAYTIME	SUSPENDED	DYSTOPIA
<b>C2</b>	Hit	Sweep	Cymbal	Logdrum	FX Kick/Bang
<b>C#2</b>	Djembe Sub	Sweep	Cymbal	Logdrum	Atarigane Rev.
<b>D2</b>	FX Sub Vibe	Sweep	Bowed China	Logdrum	Piano Cluster
<b>D#2</b>	FX Sub Vibe + Bendir	Sweep	Bowed China	Logdrum	Chrash Soundscape
<b>E2</b>	FX Sub Vibe	Sweep	Bowed China	Logdrum	Soundscape
<b>F2</b>	FX Sub Vibe + Bendir	Sweep	Bowed China	Logdrum	Bendir Phrase
<b>F#2</b>	Hit	Sweep	FX Subbass	Logdrum	Soundscape/Sweep
<b>G2</b>	Bowl Mooving	Sweep	FX Subbass	Logdrum	Soundscape
<b>G#2</b>	Bowl Mooving	Sweep	FX Subbass	Logdrum	Soundscape
<b>A2</b>	Bowl Mooving	Sweep	FX Subbass	Logdrum Phrase	Soundscape/Sweep
<b>A#2</b>	Bowl Mooving	Sweep	FX Subbass	Logdrum	Soundscape/Sweep
<b>B2</b>	Bowl Mooving	Sweep	FX Subbass	Hi Perc	Soundscape/Sweep
<b>C3</b>	Bowl Mooving	Sweep	FX Subbass	Hi Perc	Soundscape