

URBAN ARSENAL

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 URBAN ARSENAL!

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

URABN ARSENAL adds 192 new sounds to your collection of instantly usable KoreSounds. These 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 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 KoreSound 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 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 manual adds some more details regarding the sounds that come with URBAN ARSENAL.

2. What is URBAN ARSENAL?

URBAN ARSENAL offers all the sounds you need for producing contemporary Hip Hop and R'n'B tracks, from sub basses to huge synth leads, dirty kicks to crisp claps, and swelling pads to melodic bells. Included are 50 KONTAKT sampling-based instruments, 70 MASSIVE synth instruments, 32 drum kits, and a special collection of 40 Grooves containing kits and drum patterns specifically designed for URBAN ARSENAL.

When loading a KoreSound 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 KoreSound, 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 URBAN ARSENAL. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

3.1 Installing URBAN ARSENAL

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 URBAN ARSENAL, double-click the installer application and follow the instructions on the screen. The installer application automatically places the new KoreSound 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.

All sounds coming with URBAN ARSENAL can be used directly within KORE 2 or KORE PLAYER which then use the Integrated Engines to actually load and play the sounds. The drum kits based on KONTAKT as well as the MASSIVE sounds can also be loaded into these engines directly, without KORE 2 or KORE PLAYER – given you have installed a full license of KONTAKT or MASSIVE, respectively.

- All MASSIVE sounds are detected automatically by the MASSIVE database. However, this is a background process and can take some time. You can also use MASSIVE's File Tree View of the Browser to locate the new sounds manually: Just open the corresponding sub-folder installed into MASSIVE's factory content. Refer to the MASSIVE manual for more information about the Browser's File Tree View.

- The drum kits are stored as KONTAKT files and are located in the KONTAKT “Urban Arsenal Samples\Drums” folder has been created during installation. The “Kontakt Kits” sub-folder contains the KONTAKT files, while the “Battery Kits” folder holds the same files in BATTERY format. You can simply load the kits from these locations, but if you want to move the kit files to another location, you will need to load the kits and manually search for the samples, then resave the kits. It is recommended to not move the kits.

3.2 Activating URBAN ARSENAL

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 URBAN ARSENAL installation. In order to activate your copy of URBAN ARSENAL, 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.



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.

Now you are ready to use URBAN ARSENAL. Please start KORE 2/KORE PLAYER in the standalone mode. 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 URBAN ARSENAL

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 KoreSounds. For details about these topics please read the KORE 2/KORE PLAYER manual.

4.1 Finding a KoreSound

All URBAN ARSENAL KoreSounds 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, “urban.” 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 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 KoreSound'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 KoreSound

4.2.1 Loading the KoreSound in KORE PLAYER

After you have located your KoreSound, 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 KoreSound — if it is the first KoreSound you load after start-up, it will replace an “empty” KoreSound.

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

4.2.2 Loading the KoreSound in KORE 2

After you have located your KoreSound, 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 KoreSound — if it is the first KoreSound you load after start-up, it will replace an “empty” KoreSound. If you want to place the KoreSound into a specific Channel Insert within the Edit Area (instead of loading the KoreSound into the focused one), you can also drag it directly into the Sound Matrix.

When loaded, the KoreSound will automatically be displayed so that its Control Pages are directly mapped onto the Global Controller. If you are using KORE 2 and

the KORE or KORE 2 Controller. the Controller reflects the mappings stored in the Control Pages. For each KoreSound a User Page has been pre-assigned, granting direct access to the KoreSound's most important parameters. The exact buttons and knobs assignments on the User Page are specific to each KoreSound. With the Global Controller, you also have immediate control of the KoreSound'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 KoreSound, exceeding the options in KORE 2's Control Pages. Note, however, that this will change the status of the KoreSound: When you open a KoreSound'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 KoreSound, 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 KoreSound will again be loadable without the full license available.

After you have tweaked the KoreSound 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 KoreSound's author and so on. When finished, click the **DONE BUTTON** to save the KoreSound to the database. It is now available for each project you are working on.

Alternatively, the KoreSound 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 KoreSound.



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

5. Content Description

The following paragraphs briefly describe the URBAN ARSENAL content. However, listening to the KoreSounds 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!

URBAN ARSENAL comes with the following sounds:

- ▶ 40 grooves and 32 drum kits, based on KONTAKT's sample engine.
- ▶ 50 KONTAKT-based sampled instruments, like string or keyboard sounds
- ▶ 70 MASSIVE-based synthesizer sounds, like pads or leads.

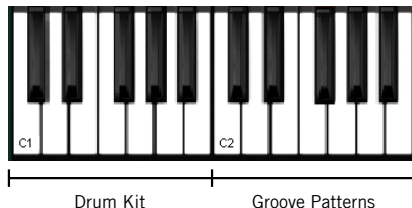
The following sections describe how you can use these sounds.

5.1 Grooves

You can identify these sounds easily as their names all start with "Groove".

Keyboard Mapping

All Grooves are triggered by MIDI notes, following a unified keyboard layout: This makes it easy to switch from one Groove to another and keep the same workflow. The first octave from C1 to B1 contains the drum kit and the second octave from C2 to B2 contains the drum patterns.



- ▶ You can play the Groove patterns on your MIDI keyboard, starting with the main beat on C2. Additional beat variations have been mapped to each key in that octave: As long as one of these notes is held, the Groove continues playing. The three remaining keys A2, A#2 and B2 are set up to trigger the same Groove as the main Groove on C2, but without the kick, snare/clap and hihat/shaker sounds, respectively. You can rearrange each one of these Grooves by utilizing the “Remix” function that was especially designed for this library. There is a total of 40 Grooves in the URBAN ARSENAL soundpack, and with the Remix function there are theoretically over 15,000 different drum patterns! KONTAKT 3 script programming controls the Grooves; it can be triggered with the REMIX! BUTTON as explained below.
- ▶ The keyboard mapping of the drum sounds slightly differs between drum kits, but in most cases you will find the drum sounds mapped to the keys of your MIDI keyboard as listed below:
 - ▶ C1 – Kick 1
 - ▶ C#1 – Kick 2
 - ▶ D1 – Snare 1
 - ▶ D#1 – Clap 1
 - ▶ E1 – Snare 2 or Clap 2
 - ▶ F1 – Various
 - ▶ F#1 – Closed Hihat
 - ▶ G1 – Various
 - ▶ G#1 – Shaker
 - ▶ A1 – Various
 - ▶ A#1 – Open Hihat
 - ▶ B1 – Various

Control Page Mapping

Beside this MIDI mapping, all Groove sounds share the same control interface within KORE 2's or KORE PLAYER's Global Controller:



- ▶ **REMIX!**: Press this Knob to dynamically rearrange the played groove according to the selected Remix Style. As soon as you release the REMIX! BUTTON, the pattern switches back to normal playback
- ▶ **RMXSTYLE**: Switches between 32 different Remix Styles which are triggered by the REMIX! BUTTON.
- ▶ **SWING**: Controls the swing amount of the Groove.
- ▶ **CUTOFF**: Overall low pass filter second order cutoff
- ▶ **PITCH**: Overall +/- 2 octaves tune change – suitable for scratch-like effects
- ▶ **REVERB BUTTON**: Enables the KORE internal high quality FlexVerb. Switch this on in order to control the reverb amount (REVERB KNOB) and room (SIZE KNOB).
- ▶ **REVERB KNOB**: Sets the reverb mix amount.
- ▶ **SIZE**: Sets the reverb room size from very small to gigantic.
- ▶ **MONO**: Overall mono channel switch to combine stereo channels for an older sound.
- ▶ **OLDSCHOOL**: Creates an overall lo-fi effect similar to old 12 bit samplers.
- ▶ **PUMP IT**: Increases the input gain of the KORE Limiter, thus creating a heavy compression-like sound.
- ▶ **SATUR**: Controls the saturation amount which compresses and distorts the sound.

5.2 Kits

URBAN ARSENAL contains a total of 32 drum kit KoreSounds, consisting of over 1000 unique samples altogether. Each kit contains a specific group of drum sounds, which is described in the KoreSound name (such as sub kicks, electronic claps, etc.). You can easily identify these KoreSounds, as they have the word “Kit” at the beginning of their names. The layout of the drums starts at C1 and continues upwards on the keyboard.

Control Page Mapping

All Kits provide an interface similar to that of the Grooves:



- ▶ **EQ BUTTON:** Enables the KORE Multiband EQ. (needs to be switched on in order to control SubBoost, HiBoost, EQ Gain, EQ Freq)
- ▶ **SUBBOOST:** 9db ultra low frequency band accent
- ▶ **HIBOOST:** 9db high frequency band accent
- ▶ **EQ GAIN:** Sets the gain of the frequency band specified with “EQ Freq”
- ▶ **EQ FREQ:** Flexible EQ band ranges within 40 – 8000 Hz
- ▶ **CUTOFF:** Overall low pass filter second order cutoff
- ▶ **PITCH:** Overall +- 2 octaves tune change – suitable for scratch-like effects
- ▶ **REVERB BUTTON:** Enables the Kore internal high quality FlexVerb (needs to be switched on in order to control Reverb (Knob) and Size)

- ▶ **REVERB KNOB:** Sets the reverb mix amount
- ▶ **SIZE:** Sets the reverb room size from very small to gigantic
- ▶ **MONO:** Overall mono channel switch to combine stereo channels for an older sound
- ▶ **OLDSCHOOL:** Creates an overall lo-fi effect similar to old 12bit samplers
- ▶ **PUMP IT:** Increases the input gain of the Kore Limiter thus creating a heavy compression like sound
- ▶ **SATUR:** Controls the saturation amount which compresses and distorts the sound

5.3 KONTAKT Instruments

URBAN ARSENAL includes 50 instruments using the KONTAKT engine, e.g. sampled acoustic instruments, vintage synthesizers, and more. There is even a group of instruments which were resampled from a dubplate to give a genuine vinyl sound. The general Control Page layout is identical to the one used for the drum kits, with some minor changes in Knob assignment: For the KONTAKT instruments, the Knob in the upper right corner of the Controller Page always controls a unique function depending on the instrument, such as a tremolo or a highpass filter.

5.4 MASSIVE Instruments

Each of the 70 MASSIVE instruments features its own, unique Control Page. These pages were designed to give a maximum amount of usability and control over the sounds. Among these sounds are sub basses, precious pads, shiny bells and mallets, and leads from huge to funky. If you own MASSIVE, these sounds will be available in the standalone version.

6. Credits

Concept and specification by Robert Linke, Paul Maurer

Grooves by Montana Beats, Philipp Hahn, Paul Maurer, Robert Linke

Drum samples and processing by Sonic Specialists, Dobie, Shapemod, Michael (Bazz) Jackson, Marc Steinmeier, Soundwarrior

MASSIVE sound design by Summa, Soniccouture, Robert Linke, Alex Hofmann, Mike Daliot

Human Beatbox samples by Mando

Scratch samples by Florian Schneidmadel

Additional instrument samples by Pettinhouse, Loopmasters

Dubplate production by Dubplates & Mastering Berlin

KONTAKT Script programming by Josef Natterer and Nicki Marinic