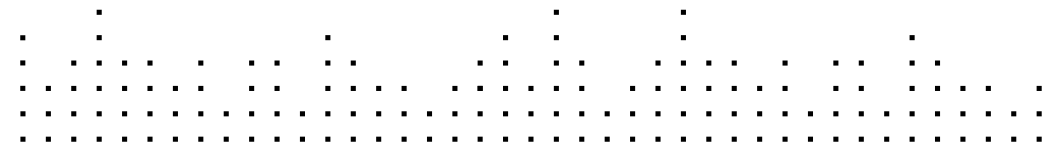


**BEST OF**  
 **MASSIVE**

**USER'S GUIDE**



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Users Guide written by NATIVE INSTRUMENTS

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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 BEST OF MASSIVE!

Thank you very much for purchasing BEST OF MASSIVE. This KoreSound Pack adds 200 new sounds to your collection of instantly usable KoreSounds. They have been designed to integrate seamlessly into your KoreSound database, making them easily accessible. Also, like the KORE 2 factory content, all KoreSound Packs make use of KORE 2's Integrated Engines: You need only KORE 2 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 KoreSound Pack. 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 KoreSound Pack into KORE 2. Following the Installation chapter is an explanation of how to use the KoreSounds within KORE 2. If you are already familiar with KORE 2, 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 BEST OF MASSIVE.

On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

## 2. What is BEST OF MASSIVE?

BEST OF MASSIVE features 200 of the most characteristic MASSIVE sounds not found in the KORE 2 factory library.

When loading a KoreSound from this collection, KORE 2 automatically loads its integrated MASSIVE engine and adjusts the specific sound. This all happens without your 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 KORE 2 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 BEST OF MASSIVE. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

After downloading the KoreSound Pack, 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 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 Service Center that has been installed with KORE 2. It will connect your computer to the Internet and activate your installation of BEST OF MASSIVE. The process is identical to the KORE 2 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 KoreSound Pack, and for KORE 2 activation.
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 and your KoreSound Pack, or several KoreSound Packs.
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



Please install KORE 2 before installing this KoreSound Pack! Otherwise, BEST OF MASSIVE will not work properly.



Activation of KoreSound Packs is optional. However, it will give you access to free updates.

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 your BEST OF MASSIVE. Please start KORE 2 in its standalone version. This will trigger the database update process automatically and integrate the new KoreSounds into KORE 2's database. The next chapter will explain how to use the new sounds in KORE 2.



As a first step (if your KoreSound Pack 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 BEST OF MASSIVE

Within KORE 2, the KoreSounds of BEST OF MASSIVE 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 manual for detailed information about how to easily find sounds in the Browser.

Because the KoreSound Pack's name is used within the bank name field of all its KoreSounds, you can restrict your search results to your specific Pack's sounds only. The following actions limit the Search Results List to the Pack's KoreSounds:

- ▶ Enter the KoreSound Pack's name into the Quick Search field of the Browser. This entry can also be abbreviated — for example, “best massive.”
- ▶ Activate the PATH column within the Attributes Lists, and browse to the location of the KoreSound Pack sounds. To do so, right-click on the Attributes Lists header and activate the Path entry in the upcoming context menu. This will add three columns to the Browser that can be used to browse the file locations of your sounds. Click on the *Factory Sounds* entry to display this folder's content in the next column. There, select the *Libraries* entry. This will show all installed libraries within the third column — among them, your KoreSound Pack. Click on this entry to reduce the Search Results List to sounds contained in this folder.

If you don't want to limit the results to the KoreSound Pack 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.

After you have located a sound, load it by double-clicking on the entry within the Search Results List. Alternatively, you can drag it onto the Global Controller, which represents the KORE 2 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. Normally, you have access to its User Pages, which are preassigned to the sound's most important parameters. You then 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, 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.

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



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.

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 BEST OF MASSIVE 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 KoreSound Pack by using it.

The descriptions group the KoreSounds by type. To find all KoreSounds based on a specific type, simply select the fitting Type attribute in the KORE 2 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 this KoreSound Pack:

- ▶ Basses (from simple to dirty), e.g. Beavis, Big Buttom, Cute Monster
- ▶ Otherworldly pianos and keys, e.g. Going to California, Parlour Sofas, Sprungfeder
- ▶ Clubby and rusty organs, e.g. Keiths B3, Old Rusty, Rezforth
- ▶ Inspiring pads, strings and soundscapes, e.g. Oh Land – Opaque, Progress, Light Sweeper
- ▶ Fresh leads from deep analog to trashy digital, e.g. Catapult, Propeller Saw, Punchy 5th
- ▶ Android voices, impressive physically modeled guitars and mallets, e.g. Cruithne's Orbit, Percu Vox, Tabular Bells
- ▶ Chiseled drum-pattern and even complete multitracks, e.g. Morse in Sequence, Clatterbridge, Mino

MASSIVE's eight macro controls are assigned to the User Page in Kore. Furthermore, with some sounds in the library, such as In the Starlabz, you can stop the running sequence with the first user button. These assignments are not available in MASSIVE, only in KORE 2.

The Control Page's eight controls are assigned using the following concept:

- ▶ Knobs 1 and 2: Settings related to the oscillator section are generally assigned to these first two knobs. Examples: Wt-Position, Intensity, Pitch (for chords, etc.).
- ▶ Knobs 3 and 4: These two knobs usually control settings related to the frequency domain — that is, anything that changes the sound's spectrum. Examples: Filter Cutoff, Phase distortion level.
- ▶ Knobs 5 and 6: Effect-related settings are typically assigned to knobs 5 and 6. The FX-Mix parameters of active effects are often assigned to Control knob 5. The other Control knob may be assigned to other effect parameters such as effect time, feedback and so on.
- ▶ Knobs 7 and 8: These knobs are related to the time domain, or anything that changes the sound in time within MASSIVE. Parameters such as modulation speed and intensity or the LFO or Stepper Rate may be assigned here. Examples: Rate or Amp of LFO, Env, Stepper, or Performer; Morph speed; Envelope amount.

Keep in mind that one Macro Control knob in MASSIVE can control more than one parameter, so these eight controls can change the sound intensely. Try this out while using the BEST OF MASSIVE sounds in KORE 2.

Enjoy the journey through the amazing sounds of MASSIVE in combination with the cutting-edge features in KORE 2.

## 6. Credits

Original sound design by: Andre Ettema, Antonio Blanca Rodriguez, Artemiy Pavlov, Ben Crosland, Colin Fraser (Biomechaniod), Denis Goekdag, Dennis DeSantis, Dietrich Pank, Frank Elting, Huston Singletary, Jakob Hildenbrand, James Thompson, Jeremiah Savage, Kevin Lamb, Matthias Fuchs, Mikael Adle, Mike Daliot, Nadine Raihani, Otto von Schirach, Peter Elflein, Richard Devine, Rob Swire, Robert Linke, Summa, Thomas Fiedler, Tilman Ehrhorn, Tim Exile, Tobias Menguser, Uwe G. Hoenig

KoreSound Pack Design and additional Sound Treatment by: Tobias Menguser.