KORESOUNDPACK

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 REAKTOR VOL. 1!

Thank you very much for purchasing BEST OF REAKTOR VOL. 1. 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 REAKTOR VOL. 1.

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

2. What is BEST OF REAKTOR VOL. 1?

BEST OF REAKTOR VOL. 1 features 200 of the most signature REAKTOR sounds. Therefore, it uses nine different Ensembles, all of them famous in the REAKTOR community: Gaugear, Limelite, Metaphysical Function, Newscool, Photone, SpaceDrone, SubHarmonic, Titan and Travelizer. When loading a KoreSound from this collection, KORE 2 automatically loads its integrated REAKTOR engine, as well as the required Ensemble. Then, the specific sound is adjusted. This all happens automatically, with no additional adjustments necessary.

After loading a sound, you can tweak it. REAKTOR is well-known not only for its atmospheres and grooves but also for its variety of advanced synthesizer sounds for electronic music production. 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 — something new to the already-innovative REAKTOR engine.

! Ensemble is a term used in REAKTOR to denote one or several REAKTOR instruments. They are set up in a way that they can be used immediately — for instance, a drum sequencer and a drum computer, as featured in the Newscool Ensemble. If you don't have REAKTOR installed, these technicalities do not apply.

3. Installation and Activation

The following section explains how to install and activate BEST OF REAKTOR VOL. 1. 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 REAKTOR VOL. 1. 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 REAKTOR VOL. 1 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 BEST OF REAKTOR VOL. 1. 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 REAKTOR VOL. 1

Within KORE 2, the KoreSounds of BEST OF REAKTOR VOL. 1 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 reaktor."
- 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 content of BEST OF REAKTOR VOL. 1. 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 each KoreSound by the Ensemble it uses to generate its sound. Each Ensemble provides a characteristic and unique sound and gives the most comprehensive overview of the KoreSounds included in the BEST OF REAKTOR VOL. 1 Pack.
To find all KoreSounds based on a specific Ensemble, simply enter the Ensemble's name into the Quick Search Field. This will limit the search results accordingly, while being freely combinable with any other attribute.

Gaugear

Renowned Ensemble designer Lazyfish built this Ensemble. It takes you on a voyage through uncharted sonic territories. Technically a monophonic synthesizer based on eight parallel FM/AM pulse oscillators, a reverb and an equalizer, this Ensemble features a tight interconnection of the Control Page parameters to provide unheard-of editing possibilities. Use this Ensemble for weird, threatening and ambient sounds.

Examples
Autoblue Rolog, Blii, Azzazour

Please note that it always takes some time to load an Ensemble into the REAKTOR engine. This can be compared to the time required to load sound samples. This process has been highly optimized; nevertheless, it will be fastest if you don't switch the Ensemble with each sound: REAKTOR recognizes that the Ensemble has already been loaded and only changes its internal settings. So if you skip through the KoreSounds of BEST OF REAKTOR VOL. 1, you'll have faster loading times if you preselect only one Ensemble's sounds as described above

Limelite

Limelite is one of the most exciting and advanced drum machines and beat composers ever created. Combining powerful sequencing options, a huge bank of samples and an awesome array of effect processors, Limelite takes the beat-box concept to a whole new level — from classic four-on-the-floor and warped-out beats to frantic, frenetic frenzies and beyond.

Examples
Marchin, No Hero, RDAVIS 11

Metaphysical Function

By taking full advantage of REAKTOR's freedom to create completely new instruments, this unique sound-design tool offers a vast and unparalleled sonic palette ranging from beautiful, soothing tones to dark, disturbing soundscapes. A multitude of parallel oscillators is permanently modulated and sent through various effects to create rhythmically evolving pads and deep structures.

Examples
Dr What, Erehh, Exx

Newscool

Newscool is a REAKTOR classic, containing an innovative sequencer and a signature sound engine. The engine consists of a tone generator and a multi-effects unit. The signal is produced by eight parallel oscillator units whose parameters are modulated extensively. The effect unit parameters that include pitch shifting, delay and filter are modulated in a similar fashion. The sequencer is based on the “Game of Life” cellular automation model developed by mathematician John Conway in the 1970s. A two-dimensional pattern is processed in steps: An element of the pattern becomes “alive” in the following step if at least three of its eight neighbors are alive in the current step. This allows for a completely new way of rhythmic progression.

Examples
AME 3, AME 5, Nat String

Photone

Photone is a complex and comprehensive synthesis workstation, opening a whole universe of contemporary synthesizer sounds and endless possibilities for sonic exploration. Its sounds range from basses, leads, pads, keyboard sounds, strings, stacks and chords all the way to drums and percussion. It is even capable of producing outstanding effect sounds and unusual rhythms. To put it simply: Photone is one of the most advanced synthesizers REAKTOR has ever seen.

Examples
And Back Again, BassBeast, Down

SpaceDrone

SpaceDrone generates atmospheric pads that range from light rain or howling wind noises to deep and uncanny space sounds. The instrument is based on 96 parallel voices spread across the frequency spectrum. Each voice consists of a noise generator; the signal's amplitude is shaped by an envelope, and its frequency content gets modified by a bandpass filter, then positioned in the stereo field.

Examples
Aurias, Birds, Bits Dropping

Subharmonic

SubHarmonic generates both padlike, atmospheric sounds and thick, monophonic leads. It comprises two independent sound generators: The Sub Oscillator is based on additive synthesis, and the Formant section functions like an oscillator with a constant frequency vowel filter. Internally, the oscillators are quite complex, but the technical details remain hidden below the simple user interface, which is also accessible from the KORE 2 Control Pages.

Examples
Baltik State, Book of Genesis, Le Crabe

Titan

Combining analog warmth and digital clarity, Titan forges shining chords, cutting leads and smooth basses. Built by Mike Daliot—who is also the product designer of the Photone and Metaphysical Function Ensembles within this KoreSound Pack, as well as of NATIVE INSTRUMENTS' MASSIVE—Titan uses a rather simple subtractive synthesis engine but elicits new and powerful sounds from this layout.

Examples
Anklung, Ethnancy, Granite Tumble

Travelizer

Travelizer is one of REAKTOR's most famous Ensembles. It was one of the first to musically exploit the engine's granular-sampling capabilities, creating padlike soundscapes that transform samples into something completely new.

Examples
Bells, Funny Through, Open Sky

6. Credits

Original sound design by: AME, BT, Christian Kjeldsen, Daniel Santucci, Dennis DeSantis, Hannes Strobl, Jam El Mar, Jörg Remmer-Müller, Junkie XL, Lazyfish, Machinehead, Martijn Zwartjes, Mike Daliot, Photek, Richard Devine, Smyglyssna, Speedy J, Telefon Tel Aviv, Tim Exile, Uwe G. Hönig

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