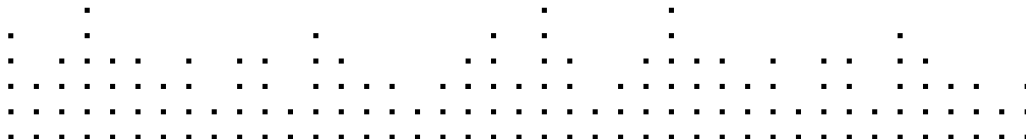


SYNTHETIC DRUMS

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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 SYNTHETIC DRUMS RELOADED!

Thank you very much for purchasing SYNTHETIC DRUMS RELOADED. This KoreSound Pack adds 10 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 SYNTHETIC DRUMS RELOADED.

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

2. What is SYNTHETIC DRUMS RELOADED?

SYNTHETIC DRUMS RELOADED is a collection of 10 drum kits that contain a wide variety of electronic, digital, synthetic and processed acoustic samples. Originally included with the Synthetic Drums 1 and 2 collections by Native Instruments, the kits have been reworked with the integrated Kontakt engine and KORE 2's built-in effects. These kits can be used in all kinds of music genres, such as techno, hip-hop, dance, drum 'n' bass, industrial, electro pop and many others.

Each kit has four integrated KORE 2 effects that work together to give the kits a huge range of sonic characteristics and musical possibilities. Additionally, each kit has eight preset variations for easy and useful sound changes. KORE 2 makes it easy to change effect settings and to save your own variations specific to the music you are working on.

3. Installation and Activation

The following section explains how to install and activate SYNTHETIC DRUMS RELOADED. 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 SYNTHETIC DRUMS RELOADED. 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



Please install KORE 2 before installing this KoreSound Pack! Otherwise, SYNTHETIC DRUMS RELOADED will not work properly.



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

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 SYNTHETIC DRUMS RELOADED. 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 SYNTHETIC DRUMS RELOADED

Within KORE 2, the KoreSounds of SYNTHETIC DRUMS RELOADED 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, “synthetic drums.”
- ▶ 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 SYNTHETIC DRUMS RELOADED. 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 effects used in these KoreSounds were specifically selected for each kit to match the style of music that the kit would typically be used in. With the Kore controller, you can morph among the different variations, as well as select the variations directly with the controller buttons.

Ame Kit

This kit takes its inspirations and samples from soul and disco records, vintage drum machines and synths that were treated, all the while maintaining the spirit of the original sounds. The result is a supreme blend of bass drums, claps and snares with slight variances to keep it lively. The snares are quite restrained and work best together with claps. The shakers also fit well as a hi-hat replacement or addition. This kit is for those seeking a more sophisticated deep-house set.

- ▶ Size: 2 MB
- ▶ Style: Deep House
- ▶ Effects Used: Multimode Filter, Ensemble, Pattern Delay, Rooms



Please note that, although loading times have been optimized for KORE 2, it still takes a moment to load all required samples into the integrated KONTAKT engine.

Chris Liebing Kit

This 909-based kit is an obsessive sound clinic derived from years of EQing, compressing and tweaking the sounds with high-end hardware. The results are crisp, edgy percussions that keep the rhythms dirty and deep, with explosive bass drums at the center of all your musical havoc. This kit is required use for minimal, groovy, deep and dark techno beats.

- ▶ Size: 6 MB
- ▶ Style: Techno, Electro
- ▶ Effects Used: Cabinet Saturator, Lo-Fi, Multimode Filter, Easy Chorus

Einoma Kit

Welcome to the land of exotic sound tweaks. With tones and timbres that escape the confines of standard sample durations, this lush and carefree collection uses frequency-domain transformations, wave-cycle manipulation and granular resynthesis. The result is a sonic spice rack that can season even the most basic groove line — especially when long sweeps of futuristic sound can sustain the freshness of a track.

- ▶ Size: 52 MB
- ▶ Style: Ambient, IDM, Electro, Minimal Techno, Electronica
- ▶ Effects Used: Cabinet Saturator, Phaser, Multimode Filter, Easy Compressor

EK-TL Kit

Massive electro drums, inventive bleeps and loads of catchy sounds make the EK-TL kit the perfect foundation for powerful big-beat and electro tracks. Programming funky floor fillers has never been so easy.

- ▶ Size: 13 MB
- ▶ Style: Electro, Techno
- ▶ Effects Used: Distortion, Filterbank, Easy Chorus, Rooms

Grid Bugs Kit

The Grid Bugs Kit combines typical Drum'n'Bass sounds with some great percussion samples.

- ▶ Size: 15 MB
- ▶ Style: Drum'n'Bass, New Jazz
- ▶ Effects Used: Distortion, Flanger, Multimode Filter, Easy Compressor

Junkie XL Kit

Full of rock-solid and rhythm-nasty kicks, snares and hats, this kit comprises the basic building blocks for whatever addictive beat you create. It also contains processed vinyl samples that provide complementary beat fills for kicks, snares and hats. This one is a sure party and a dancefloor hell-raiser.

- ▶ Size: 8 MB
- ▶ Style: Breaks, Electro, Techno, House, Drum'n'Bass
- ▶ Effects Used: Lo-Fi, Multimode Filter, Beat Delay, Flex Verb

Kai Tracid Kit

Much of this kit originated from Kai Tracid's sessions with a Roland modular system processed through high-end outboard equipment. Dirty hi-hats, deep bass drums and spacelike effects evoke an '80s quality of electro beats, though suitable for a wider spectrum of tastes. Beware: This kit may cause computer meltdown.

- ▶ Size: 8 MB
- ▶ Style: Trance, Techno, Electro, Drum'n'Bass
- ▶ Effects Used: Cabinet Saturator, Lo-Fi, Filterbank, Pattern Delay

Pendulum Kit

If you've ever envisioned a kit leading police on a high-speed car chase, this may be the one for you. The bombastic brutality of this kit will leave your listening audience with a sonic hangover to last it into the next century. This kit is appropriate for use on extreme-tempo tracks or whatever else locks you into the fast lane of the autobahn.

- ▶ Size: 4 MB
- ▶ Style: Drum'n'Bass
- ▶ Effects Used: Distortion, Flanger, Multimode Filter, Easy Compressor

Telefon Tel Aviv Kit

This sultry, smooth kit brings on the seduction with silky and delicate erotic chirps, beeps and buzzes that complement the accompanying forceful and brutish kicks, snares and hi-hats. Try it out on a midtempo shuffle or even on an uptempo contemplative groove or ambient atmosphere.

- ▶ Size: 3 MB
- ▶ Style: Electronica, IDM, Hip-Hop
- ▶ Effects Used: Multimode Filter, Ensemble, Pattern Delay, Flex Verb

UnSkool Hip-Hop Kit

This street-smart kit contains samples made from a vast and slightly atypical selection of sources: a Roland analog synthesizer, a typewriter, forgotten '80s drum machines, a spring reverb, various records, a door, a Nord Lead synthesizer and a mouth! Try it out on anything from forward thinking hip-hop and R&B to electronica and leftfield pop. Class dismissed.

- ▶ Size: 5 MB
- ▶ Style: Nu-skool Hip-Hop, R&B, Tech Funk, Electro, Breaks, Electronica
- ▶ Effects Used: Grain Shifter, Multimode Filter, Easy Chorus, Beat Delay

6. Credits

Original sound design by: Âme, Chris Liebing, Einoma, Hardy Hard, inframe/PRCSN, Junkie XL, Kai Tracid, Pendulum, Telefon Tel Aviv, Smyglyssna

KoreSound Pack Design and additional Sound Treatment by: Paul Maurer, Tobias Menguser