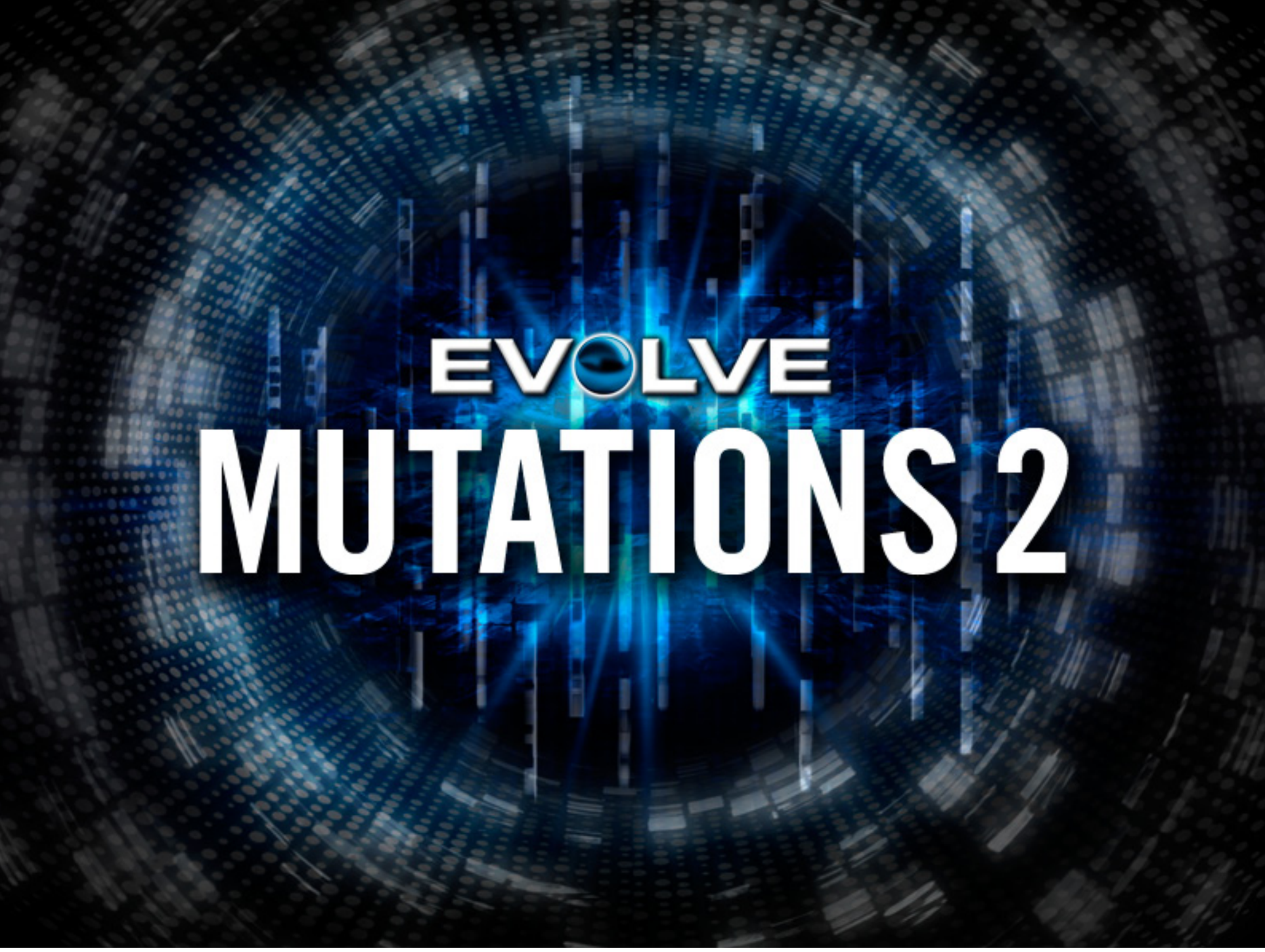

MANUAL

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NATIVE INSTRUMENTS

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1 Welcome to EVOLVE MUTATIONS 2!

Heavyocity and Native Instruments would like to thank you for purchasing EVOLVE MUTATIONS 2. This is much more than a sequel to the original EVOLVE MUTATIONS. In addition to a newly designed user interface, we've added real-time trigger FX to a large number of the presets in the library. The Trigger FX offer the composer and sound designer exciting new ways to customize the sounds.This manual will help you to get started quickly by guiding you through EVOLVE MUTATIONS 2.

2 General Structure of the Library

As with other Heavyocity instruments, there are **4 main instrument categories** that make up EVOLVE MUTATIONS 2. Each instrument category contains specific instrument types for you to load, tweak and play. Browsing for the right sound is designed to be both simple and intuitive, ensuring efficient navigation and minimal "creative fumbling." The breakdown of the instrument categories is as follows:

- Rhythmic Suites (nki Preset Prefix: LPS)
    - Looped Percussives (LPS)
    - Looped Tonals (LPS)
    - Mapped Loop Slices (MLS)
- Percussive Kits (nki Preset Prefix: PERC)
- Stings & Transitions (nki Preset Prefix: STINGS, STING HIT)
- Tonality and FX (nki Preset Prefixes: AFX, APA, APT, and INST)
    - Melodic (INST GTR – guitar, INST PNO – piano, INST SYN – synth, INST OTH – other)
    - Pads and FX (AFX – Ambient FX, APA – Ambient Pad Atonal, APT – Ambient Pad Tonal)

In addition to the individual presets, there is a collection of Multi-Instruments to help you get acquainted with EVOLVE MUTATIONS 2. They are divided into 2 categories:

- Multi-Timbral Construction Palettes (nkm Preset Prefix: COMBO)
- Stacked Instruments (nkm Preset Prefix: INST STACK)

3 EVOLVE MUTATIONS 2 Specific Instrument Categories And Interfaces

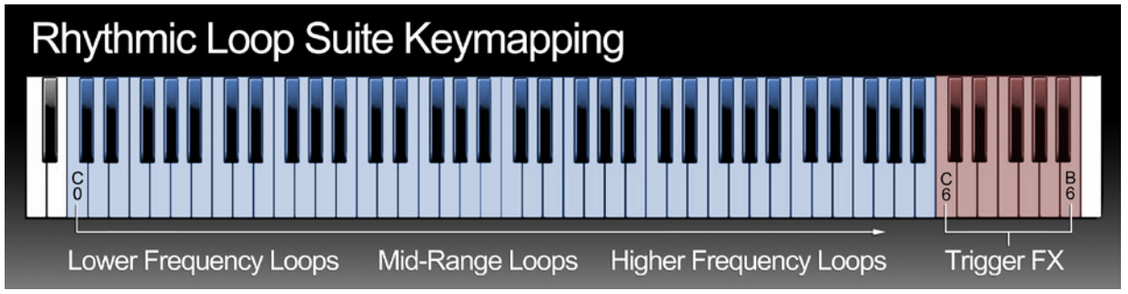
The following provides brief overviews of EVOLVE MUTATIONS 2 instrument categories and interfaces. The colors vary to differentiate the instrument category types, but the control features on the Main Page are identical on all presets in the instrument categories.

3.1 Rhythmic Suites (Beat-Sliced, nki Preset Prefixes: LPS & MLS)

Massive walls of diverse percussion, along with next-gen tonal elements make up the Rhythmic Suites. In all, more than 225 beat-sliced loops are formatted to create four menu-style instrument presets (three percussive and one tonal). To create more options for the user, the three percussive suites are broken down into slices and mapped onto individual presets. These pre-

sets are referred to as “Mapped Loop Slices” (or MLS). We have provided the accompanying MIDI files to give users the ability to tweak, rearrange or remix the loop. The MLS presets are named according to the key of the menu that plays that loop (example: “MLS Scorefare Menu 3 02 C#0” comes from “LPS Scorefare Menu 3” – key C#0). In addition, the tonal loop suite menu is broken down into 15 smaller combination suites and individual single loop presets.

The different loop suites of EVOLVE MUTATIONS 2 are designed to work well with one another, allowing you to mix and match different styles to create dense rhythmic layers. Heavyocity’s intuitive key-mapping system helps to facilitate this process.



Referring to the diagram above, loops on the lower end of the keyboard (starting at C0) generally consist of the larger, deeper, impact sounds (epic drums, big metals, etc.). Moving up the register, the loops shift towards higher, wispier types of sounds (hi hats, shakers, etc.).

New to the Rhythmic Suites in EVOLVE MUTATIONS 2 is a collection of real-time, trigger effects that are mapped to the top octave of each menu (C6-B6). The triggers are also MIDI CC assignable, allowing you to use other input devices to perform the effects (this may be especially helpful if you do not have an 88 key keyboard). Holding each key triggers the assigned effect. The trigger effects can be engaged individually or in combinations to create radical new performances of the original loops. For more detailed information about the Trigger FX, refer to section 4.1.4.

Tonal Loops

Combos and Single Presets: In each of the Combination and Single Loop Presets, the root keys of the mapped/stretched loops are marked in a lighter blue color. Loops will work best closest to the tonal center (the root key), but you can also achieve some very interesting results by using the higher and lower keys.

3.2 Percussive Kits (nki Preset Prefix: PERC)

This collection of eleven different menu-style kits is comprised of a wide variety of drum-type hits and impacts. In a similar fashion to the Rhythmic Suites, most of the Percussive Kits incorporate the Trigger FX keys, allowing for radical new ways to tweak your beats simply by pressing one or more keys.

3.3 Stings & Transitions (nki Preset Prefixes: STINGS, STING HITS)

The Stings & Transitions category offers distinct ways to heighten emotional impact. This “music meets sound design” approach is perfect for adding a terrifying or serene punctuation to a soundtrack or bizarre textures to the breakdown of a pop song. This category is comprised of several menus and individual presets. As with the Rhythmic Suites and Percussive Kits, the Trigger FX are also available in all of the Stings & Transitions presets.

3.4 Tonality & FX (nki Preset Prefixes: APA, APT, AFX, INST)

The fourth category is a collection of instruments that stray from the traditional sounds many composers have. Uniquely treated melodic instruments and otherworldly pads can bring an innovative quality to your projects.

4 EVOLVE MUTATIONS 2 User Interface Control Features

This section will help you to get familiar with the general instrument parameters of EVOLVE MUTATIONS 2.

4.1 Control Parameters

We have assigned basic MIDI Continuous Controller (CC) values to key knobs in the instruments. Should you wish to re-assign CC numbers, simply [Ctrl]+click (MAC) / right-click (PC) on any desired parameter using the "Learn MIDI CC# Automation" tool (just move the controller you wish to assign to that parameter). If you wish to remove a control assignment, [Ctrl]+click, or right-click on the knob/button, and select **Remove MIDI Automation**.

The various instrument parameters are labeled by name. Clicking on a specific knob or moving the assigned CC temporarily changes its name to the value of that parameter.

4.1.1 Amplitude Envelope

The amplitude envelope molds the volume of an instrument's sound over time. User defined attack, decay, sustain and release parameters are built into all of the presets. Below is a brief description of each parameter of the envelope.

- **ATTACK**: determines how quickly a sound reaches full volume after it is activated (key is pressed). Slow attack is commonly part of sounds that are more pad-like, whereas fast attack usually occurs in more percussive instruments.

- **DECAY**: determines how quickly the sound drops to the sustain level after the initial peak is reached.
- **SUSTAIN**: corresponds to the "constant" volume that the sound takes after the decay until the note is released.
- **RELEASE**: controls how quickly the sound fades when a note ends (the key is released).

Continuous Controller (CC) Assignments For The Amplitude Envelope

CC	Parameter
23	Attack CC
26	Release CC

4.1.2 Filter Controls

Filters allow you to select a range of frequencies and either amplify or reduce them. Decreasing high frequencies or increasing low frequencies within a sound makes it seem "darker" or muffled, while increasing high frequencies or decreasing low frequencies makes the sound seem "brighter." EVOLVE MUTATIONS 2 offers two controllable filters with user definable parameters.

- **4-Pole High-pass filter (HP)**: High frequencies are passed, while low frequencies are attenuated.
- **4-Pole Low-pass filter (LP)**: Low frequencies are passed, while high frequencies are attenuated.

Filters On

Filters Off

To engage the filters, simply click its associated toggle switch labeled **HP** (Hi Pass) or **LP** (Low Pass) in the **FILTERS** control area. When the filters are engaged, the lights to the right of the switches illuminate red. MIDI CC values can be assigned to engage and deactivate the filters.

Filter Parameters

- CUTOFF (Cutoff frequency): This defines which frequencies are removed from the audio signal. In other words, the cutoff frequency setting can either 'brighten' or 'darken' a sound, depending on the value.
- RES (Resonance): Resonance emphasizes frequencies at the filter's cutoff point. It can create dramatic effects if the percentage is high and the filter cutoff point is changing. This is described as a "filter sweep."

Continuous Controller (CC) Assignments

CC	Parameter
71	Low-Pass Filter Resonance
74	Low-Pass Filter Cutoff
75	High-Pass Filter Cutoff
76	High-Pass Filter Resonance

4.1.3 MASTER FX (Skreamer, Lo-Fi, Cabinet, Delay, Reverb)

All of the instruments have programmable effects designed to customize the sound of existing instruments. The MASTER FX panel has a drop-down menu on the left containing five different effects: Skreamer (distortion), Lo-Fi (sample rate and bit reducton), Cabinet (speaker simulation), Delay, and Reverb. Each effect has three specific parameters allowing users to tweak and automate the values. There is an Off/On switch (automatable) assigned to each of the individual effects.

Skreamer

Skreamer simulates a classic tube-screamer distortion. This effect, powered by KONTAKT's internal effects unit, creates an overdriven tone to the instrument.

The toggle switch turns the effect on/off.

- **DRIVE**: determines how "distorted" the sound is.
- **TONE**: determines the timbre of the distortion. Turning the tone down will provide a darker, more muffled sound, while turning it up will create a brighter, harsher sound.
- **BRIGHT**: changes the higher frequencies of the distorted sound. By turning up the bright knob, you can create a more piercing sound. In heavy mixes this might help allow the sound to cut through.

Lo-Fi

Lo-Fi allows you to mess with the bit-rate and sample-rate of the sound. This effect is extremely effective in creating strong and edgy timbres. The toggle switch turns the effect on/off.

- **BITS**: determines the bit-rate of the sound. The lower the bit-rate the more effected (deteriorated and distorted) the sound becomes.
- **S.RATE**: determines the sample rate of the sound, Similar to the Bit rate, the lower the sample rate, the "dirtier" and more "aliased" the sound becomes.

- NOISE: sets the level of background hiss the sound produces. The Noise level ranges from minus infinity db to 0.0 db.

Cabinet

Cabinet simulates the sound of a guitar cabinet recorded through a microphone. By following a distortion effect (Skreamer, for example) you can produce a sound similar to traditional guitar amplifiers. The toggle switch turns the effect on/off.

- SIZE: adjusts the size of the simulated cabinet. Larger cabinets tend to have a more pronounced bass response, while smaller cabinets can sound thin and tinny.
- AIR: controls the level of early reflections in the room response, adding a sense of space to the sound.
- TREBLE: boosts or cuts the level of the higher frequencies.

Delay

The delay effect takes the input signal and repeats it after a preset increment of time. You can define the rate at which the signal is repeating and decaying. The delay is tempo-synced to ensure smooth rhythmic results with the sound being played. The toggle switch turns the effect on/off.

- **LEVEL**: determines how strong the delay will playback with the sound. Increased level results in louder delay effect.
- **TIME**: determines the tempo-synced note value of the delay. The number value shown represents the number of sixteenth notes the sound is delayed (for example: 1.0=1/16 note; 2.0=1/8 note; 3.0= 3/16 (dotted eighth); 4.0=1/4 note; 5.0=5/16; 6.0=3/8 (dotted quarter) note and so on…)
- **FEEDB.** (Feedback): determines the length of the delay tail. Increasing the feedback will create longer delay tails.

Reverb

Reverb simulates the component of sound that results from reflections from surrounding walls or objects. You can introduce different types of emulated environments in which the instruments can be played. The toggle switch turns the effect on/off.

- **LEVEL**: determines how "wet" the sound is. Increasing the level makes a sound more washed out (more effected).
- **SIZE**: determines the size of the simulated room, and thus the length of reverb tail; for example, larger sizes will give sounds the effect of being set in large hall, or arena. Smaller size gives the impression of the sound being played in a tighter space (i.e. a studio isolation booth).
- **DAMPING**: sets the amount of simulated absorption that takes place in rooms due to objects affecting the reflection behavior. This parameter will make the "wet" sound of reverb less apparent, and more transparent.

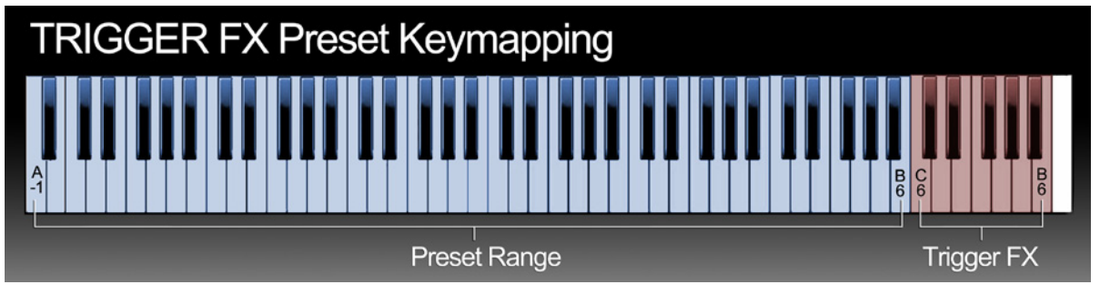
Master Effects Continuous Controller (CC) Assignments

CC	Parameter
89	Skreamer Drive Level
90	Delay Send Level
91	Reverb Send Level
95	Lo-Fi Sample Rate

4.1.4 TRIGGER FX (Rhythmic Suites, Percussive Kits, Stings & Transitions)

New to EVOLVE MUTATIONS 2 is a collection of real-time effects that can be triggered within the presets of the Rhythmic Suites, Percussive Kits, and Stings & Transitions categories.

Using either a MIDI keyboard (effects are assigned from C6-B6, the red keys on the diagram below) or user assigned CC values and an external control source, you can create FX performances that radically alter the original sounds. All Trigger FX can be recorded as MIDI performances in your Digital Audio Workstation. They can also create amazing results when used in a live performance setting.



While some effects are subtle, others are more drastic. The easiest way to familiarize yourself with the various FX is to simply play with them. Below is an explanation of each effect, by key:

- C6 - **DIRT** (compression/sustain effect): This effect will transform any loop, hit or sting into a more distorted, sustained and aggressive sound.
- C#6 - **SATURATE** (gain effect): This effect will increase the high-level energy in the audio signal, recreating the effect of tape saturation and amplification.
- D6 - **CABINET** (guitar amplifier simulator): This effect simulates the sound of a guitar cabinet recorded through a microphone.

  Use this in conjunction with DIRT or SATURATE to produce a great crunch / guitar amp tone.

- D#6 - **LOFI** (tempo-synced sample/bit reduction envelope): The Lo-Fi effect is a modulated bit / sample rate reduction effect. It can create strong and edgy timbres that will change over time, synced to your host tempo.
- E6 - **FILTER** (tempo-synced filter sweep): This effect is a modulated Low Pass filter that will transform the sound over time, synced to your host tempo.
- F6 - **EQ SWEEP** (tempo-synced EQ sweep): The effect is a tempo synced modulation of the EQ curves. The modulation affects the frequency and gain of multiple EQ bands.
- F#6 - **PANNER** (tempo-synced panning): The Panner is a tempo synced sequence that moves the sound in the stereo field.
- G6 - **ROTATOR** (rotating cabinate effect): The Rotator simulates the sound of rotating speaker cabinets (commonly associated with drawbar organs of the 60s and 70s).
- G#6 - **PITCH ENV** (tempo-synced Pitch Envelope): The Pitch Env is a tempo synced sequence that raises and lowers the pitch by one octave, creating interesting accents to the sounds.

- A6 - **DELAY 1** (32nd note delay): Delay 1 is a quick, tempo synced, slap-back style delay. The feedback of the delay will continue to fade after you release the effect.
- A#6 - **GLITCHER** (tempo-synced amplitude modulator): The Glitcher tweaks and stutters the output of the sound.
- B6 - **DELAY 2** (8th note rhythmic delay): Delay 2 is a tempo synced 8th note delay. The feedback of the delay will continue to fade after you release the key.

Use this in conjunction with any of the other effects on a single beat to create an echo.

5 Instrument Preset Organization

The instruments are structured in four key categories. Each category houses a system of simple sub-menus and presets. Presets have prefixes for easy recognition in a multi-timbral setup (i.e. Loop Suite: LPS). In addition to the individual instruments in EVOLVE MUTATIONS 2, we've created a series of Multis to help you get acquainted with the library's diverse sound. Each Multi is named according to the type of instruments and sounds you can expect to hear. The instruments found in the Multis are assigned to consecutive MIDI channels or the same MIDI channel depending on its intended use.

5.1 Rhythmic Suites (LPS, MLS)

5.1.1 Percussive

- LPS 01 Scorefare Menu 3
- LPS 02 Scorefare Menu 4
- LPS 03 Scorefare Menu 5

Mapped Loop Slices (split into 3 folders according to menu)

Scorefare Menu 3	Scorefare Menu 4
MLS Scorefare Menu 3 01 C0.nki	MLS Scorefare Menu 4 01 C0.nki
MLS Scorefare Menu 3 02 C#0.nki	MLS Scorefare Menu 4 02 C#0.nki
MLS Scorefare Menu 3 03 D0.nki	MLS Scorefare Menu 4 03 D0.nki
MLS Scorefare Menu 3 04 D#0.nki	MLS Scorefare Menu 4 04 D#0.nki
MLS Scorefare Menu 3 05 E0.nki	MLS Scorefare Menu 4 05 E0.nki
MLS Scorefare Menu 3 06 F0.nki	MLS Scorefare Menu 4 06 F0.nki
MLS Scorefare Menu 3 07 F#0.nki	MLS Scorefare Menu 4 07 F#0.nki
MLS Scorefare Menu 3 08 G0.nki	MLS Scorefare Menu 4 08 G0.nki

Scorefare Menu 3	Scorefare Menu 4
MLS Scorefare Menu 3 09 G#0.nki	MLS Scorefare Menu 4 09 G#0.nki
MLS Scorefare Menu 3 10 A0.nki	MLS Scorefare Menu 4 10 A0.nki
MLS Scorefare Menu 3 11 A#0.nki	MLS Scorefare Menu 4 11 A#0.nki
MLS Scorefare Menu 3 12 B0.nki	MLS Scorefare Menu 4 12 B0.nki
MLS Scorefare Menu 3 13 C1.nki	MLS Scorefare Menu 4 13 C1.nki
MLS Scorefare Menu 3 14 C#1.nki	MLS Scorefare Menu 4 14 C#1.nki
MLS Scorefare Menu 3 15 D1.nki	MLS Scorefare Menu 4 15 D1.nki
MLS Scorefare Menu 3 16 D#1.nki	MLS Scorefare Menu 4 16 D#1.nki
MLS Scorefare Menu 3 17 E1.nki	MLS Scorefare Menu 4 17 E1.nki
MLS Scorefare Menu 3 18 F1.nki	MLS Scorefare Menu 4 18 F1.nki
MLS Scorefare Menu 3 19 F#1.nki	MLS Scorefare Menu 4 19 F#1.nki
MLS Scorefare Menu 3 20 G1.nki	MLS Scorefare Menu 4 20 G1.nki
MLS Scorefare Menu 3 21 G#1.nki	MLS Scorefare Menu 4 21 G#1.nki
MLS Scorefare Menu 3 22 A1.nki	MLS Scorefare Menu 4 22 A1.nki
MLS Scorefare Menu 3 23 A#1.nki	MLS Scorefare Menu 4 23 A#1.nki
MLS Scorefare Menu 3 24 B1.nki	MLS Scorefare Menu 4 24 B1.nki
MLS Scorefare Menu 3 25 C2.nki	MLS Scorefare Menu 4 25 C2.nki
MLS Scorefare Menu 3 26 C#2.nki	MLS Scorefare Menu 4 26 C#2.nki
MLS Scorefare Menu 3 27 D2.nki	MLS Scorefare Menu 4 27 D2.nki
MLS Scorefare Menu 3 28 D#2.nki	MLS Scorefare Menu 4 28 D#2.nki
MLS Scorefare Menu 3 29 E2.nki	MLS Scorefare Menu 4 29 E2.nki
MLS Scorefare Menu 3 30 F2.nki	MLS Scorefare Menu 4 30 F2.nki
MLS Scorefare Menu 3 31 F#2.nki	MLS Scorefare Menu 4 31 F#2.nki
MLS Scorefare Menu 3 32 G2.nki	MLS Scorefare Menu 4 32 G2.nki
MLS Scorefare Menu 3 33 G#2.nki	MLS Scorefare Menu 4 33 G#2.nki
MLS Scorefare Menu 3 34 A2.nki	MLS Scorefare Menu 4 34 A2.nki
MLS Scorefare Menu 3 35 A#2.nki	MLS Scorefare Menu 4 35 A#2.nki
MLS Scorefare Menu 3 36 B2.nki	MLS Scorefare Menu 4 36 B2.nki
MLS Scorefare Menu 3 37 C3.nki	MLS Scorefare Menu 4 37 C3.nki

Scorefare Menu 3	Scorefare Menu 4
MLS Scorefare Menu 3 38 C#3.nki	MLS Scorefare Menu 4 38 C#3.nki
MLS Scorefare Menu 3 39 D3.nki	MLS Scorefare Menu 4 39 D3.nki
MLS Scorefare Menu 3 40 D#3.nki	MLS Scorefare Menu 4 40 D#3.nki
MLS Scorefare Menu 3 41 E3.nki	MLS Scorefare Menu 4 41 E3.nki
MLS Scorefare Menu 3 42 F3.nki	MLS Scorefare Menu 4 42 F3.nki
MLS Scorefare Menu 3 43 F#3.nki	MLS Scorefare Menu 4 43 F#3.nki
MLS Scorefare Menu 3 44 G3.nki	MLS Scorefare Menu 4 44 G3.nki
MLS Scorefare Menu 3 45 G#3.nki	MLS Scorefare Menu 4 45 G#3.nki
MLS Scorefare Menu 3 46 A3.nki	MLS Scorefare Menu 4 46 A3.nki
MLS Scorefare Menu 3 47 A#3.nki	MLS Scorefare Menu 4 47 A#3.nki
MLS Scorefare Menu 3 48 B3.nki	MLS Scorefare Menu 4 48 B3.nki
MLS Scorefare Menu 3 49 C4.nki	MLS Scorefare Menu 4 49 C4.nki
MLS Scorefare Menu 3 50 C#4.nki	MLS Scorefare Menu 4 50 C#4.nki
MLS Scorefare Menu 3 51 D4.nki	MLS Scorefare Menu 4 51 D4.nki
MLS Scorefare Menu 3 52 D#4.nki	MLS Scorefare Menu 4 52 D#4.nki
MLS Scorefare Menu 3 53 E4.nki	MLS Scorefare Menu 4 53 E4.nki
MLS Scorefare Menu 3 54 F4.nki	MLS Scorefare Menu 4 54 F4.nki
MLS Scorefare Menu 3 55 F#4.nki	MLS Scorefare Menu 4 55 F#4.nki
MLS Scorefare Menu 3 56 G4.nki	MLS Scorefare Menu 4 56 G4.nki
MLS Scorefare Menu 3 57 G#4.nki	MLS Scorefare Menu 4 57 G#4.nki
MLS Scorefare Menu 3 58 A4.nki	MLS Scorefare Menu 4 58 A4.nki
MLS Scorefare Menu 3 59 A#4.nki	MLS Scorefare Menu 4 59 A#4.nki
MLS Scorefare Menu 3 60 B4.nki	MLS Scorefare Menu 4 60 B4.nki
	MLS Scorefare Menu 4 61 C5.nki
	MLS Scorefare Menu 4 62 C#5.nki
	MLS Scorefare Menu 4 63 D5.nki
	MLS Scorefare Menu 4 64 D#5.nki

Scorefare Menu 5
MLS Scorefare Menu 5 01 C1.nki
MLS Scorefare Menu 5 02 C#1.nki
MLS Scorefare Menu 5 03 D1.nki
MLS Scorefare Menu 5 04 D#1.nki
MLS Scorefare Menu 5 05 E1.nki
MLS Scorefare Menu 5 06 F1.nki
MLS Scorefare Menu 5 07 F#1.nki
MLS Scorefare Menu 5 08 G1.nki
MLS Scorefare Menu 5 09 G#1.nki
MLS Scorefare Menu 5 10 A1.nki
MLS Scorefare Menu 5 11 A#1.nki
MLS Scorefare Menu 5 12 B1.nki
MLS Scorefare Menu 5 13 C2.nki
MLS Scorefare Menu 5 14 C#2.nki
MLS Scorefare Menu 5 15 D2.nki
MLS Scorefare Menu 5 16 D#2.nki
MLS Scorefare Menu 5 17 E2.nki
MLS Scorefare Menu 5 18 F2.nki
MLS Scorefare Menu 5 19 F#2.nki
MLS Scorefare Menu 5 20 G2.nki
MLS Scorefare Menu 5 21 G#2.nki
MLS Scorefare Menu 5 22 A2.nki
MLS Scorefare Menu 5 23 A#2.nki
MLS Scorefare Menu 5 24 B2.nki
MLS Scorefare Menu 5 25 C3.nki
MLS Scorefare Menu 5 26 C#3.nki
MLS Scorefare Menu 5 27 D3.nki
MLS Scorefare Menu 5 28 D#3.nki
MLS Scorefare Menu 5 29 E3.nki

Scorefare Menu 5
MLS Scorefare Menu 5 30 F3.nki
MLS Scorefare Menu 5 31 F#3.nki
MLS Scorefare Menu 5 32 G3.nki
MLS Scorefare Menu 5 33 G#3.nki
MLS Scorefare Menu 5 34 A3.nki

5.1.2 Tonal

LPS Mutonal Menu 2 In C.nki (menu of all tonal loops, tuned to the key of C)

Combinations of Loops from full menu (3 loops mapped across keyboard)

LPS Combi 01 Interstellar Tonals.nki
LPS Combi 02 Enigmatic Loungitude.nki
LPS Combi 03 Ethnic Tonefare.nki
LPS Combi 04 Solemn Trance Hop.nki
LPS Combi 05 Agressing The Situation.nki
LPS Combi 06 Synful Mutonal Jam.nki
LPS Combi 07 SynOrganic Motions.nki
LPS Combi 08 Cyber Syntopic.nki
LPS Combi 09 Minor Jam Centers.nki
LPS Combi 10 Funking Metallic.nki
LPS Combi 11 Hybrid Chase Sequence.nki
LPS Combi 12 Biting Synthetics.nki
LPS Combi 13 Wandering Pedal Jams.nki
LPS Combi 14 Synthetic Compujams.nki
LPS Combi 15 Modern Rock Ops.nki

Sub-menu for SINGLE LOOP Presets (these are used in combination presets)

LPS 01 C0 Bassic.nki
LPS 02 C#0 Bassic.nki
LPS 03 D0 Bassic.nki
LPS 04 D#0 Bassic.nki
LPS 05 E0 Bassic.nki
LPS 06 F0 Bassic Perc.nki
LPS 07 G0 Bassic.nki
LPS 08 G#0 Bassic.nki
LPS 09 A0 Bassic.nki
LPS 10 A#0 Bassic.nki
LPS 11 B0 Gnarled Gtr.nki
LPS 12 C1 Bassic.nki
LPS 13 C#1 Bassic.nki
LPS 14 D1 Gnarled Gtr.nki
LPS 15 D#1 Fuzzy Bassic.nki
LPS 16 E1 Bassic.nki
LPS 17 F1 Vinyl Syn.nki
LPS 18 F#1 Ethnic Syn.nki
LPS 19 G1 Gnarled Gtr.nki
LPS 20 G#1 Ethnic Syn.nki
LPS 21 A1 Fuzzed Syn.nki
LPS 22 A#1 Fuzzed Syn.nki
LPS 23 B1 Fuzzed Syn Octaves.nki
LPS 24 C2 Chiming Syn.nki
LPS 25 C#2 Fuzzed Ethnic.nki
LPS 26 D2 Glitch Bassic.nki
LPS 27 D#2 Glitch Gtr.nki
LPS 28 E2 Gnarled Gtr.nki
LPS 29 F2 Gnarled Gtr.nki

LPS 30 F#2 Gnarled Gtr.nki
LPS 31 G2 Gnarled Gtr.nki
LPS 32 G#2 Gnarled Gtr.nki
LPS 33 A2 Fuzzy Gnarled Gtr.nki
LPS 34 A#2 Glitch Syn.nki
LPS 35 B2 Fuzz Glitch Syn.nki
LPS 36 C3 Fuzzy Syn.nki
LPS 37 C#3 Fuzzy Gtr.nki
LPS 38 D Padding Gtr.nki
LPS 39 D#3 Vibe Gtr.nki
LPS 40 E3 Vibe Gtr.nki
LPS 41 F3 Vibe Gtr.nki
LPS 42 F#3 Fuzz Vibe Gtr.nki
LPS 43 G3 Vibe Chime Pno.nki
LPS 44 G#3 Vibe Gtr.nki
LPS 45 A3 Vibe Gtr.nki
LPS 46 A#3 Padding Octave Syn.nki
LPS 47 B3 Padding Vibe Syn.nki
LPS 48 C4 Padding Vibe Syn.nki
LPS 49 C#4 Vinyl Syn.nki
LPS 50 D4 Trance Syn.nki
LPS 51 D#4 Tranquil Syn.nki
LPS 52 E4 Padding Fuzz Syn.nki
LPS 53 F4 Ethnic Syn.nki
LPS 54 F#4 Glitch Padding Syn.nki
LPS 55 G4 Padding Bell Syn.nki
LPS 56 G#4 Padding Beep Syn.nki
LPS 57 A4 Tense Fuzz Syn.nki
LPS 58 A#4 Padding Bell Syn.nki
LPS 59 B4 Glitch Sweep Syn.nki

LPS 60 C5 Padding Fuzz Syn.nki
LPS 61 C#5 Pulsing Beep Syn.nki
LPS 62 D5 Phone Vibe Syn.nki
LPS 63 D#5 Pulsing Beep Syn.nki
LPS 64 E5 Beeping Syn.nki

5.2 Percussive Kits (PERC)

PERC Aqueous Slammerz.nki
PERC Distant Krackin Drums.nki
PERC Electrolysis Kit.nki
PERC Give Me Novacaine Kit.nki
PERC Into The Vault Menu.nki
PERC Into The Vault I.nki
PERC Into The Vault II.nki
PERC Into The Vault III.nki
PERC Metal Apocalypse.nki
PERC The Noisey Kit.nki
PERC Vibing The Ethnic MW.nki

5.3 Stings & Transitions (STINGS)

STING HITS Paranomalies Menu (Hold).nki
STING HITS Paranomalies I.nki
STING HITS Paranomalies II.nki
STING HITS the Farthest Star Menu.nki
STING HITS the Farthest Star I.nki
STING HITS the Farthest Star II.nki
STING HITS the Farthest Star III.nki
STING Life Flash Menu.nki

STING Life Flash I.nki
STING Life Flash II.nki
STING Paranomalies.nki
STINGS Brooding Radio Hits.nki
STINGS Fence Slaps N Squeaks.nki
STINGS Ghostly Rips.nki
STINGS Inner Turmoil Menu.nki
STINGS inner Turmoil I.nki
STINGS Inner Turmoil II.nki
STINGS Nervous Ambiguity.nki
STINGS Survival.nki

5.4 Tonality and FX (INST, AFX, APA, APT)

5.4.1 Melodic (INST)

INST GTR 5 String Bass MW.nki
INST GTR Acoustipact MW.nki
INST GTR Frozen Guitar Wah MW.nki
INST GTR Harmonics Heaven MW.nki
INST GTR Static MW.nki
INST OTH Dirty Bellz MW.nki
INST OTH Give Me Tonalcaine.nki
INST OTH Handheld Fun.nki
INST OTH Music Box Unfolds MW.nki
INST OTH Peacefully Crispy MW.nki
INST PNO Chiminator MW.nki
INST PNO Frozen Piano 2.nki
INST SYN Acidic Crickets.nki

INST SYN Bottoms Down Port MW.nki
INST SYN LinkinLead.nki
INST SYN Octo Hybrid Bass MW.nki
INST SYN Pedal It Bitz MW Attack (Hit Hard).nki
INST SYN Synful Clicker Bass MW Attack.nki
INST SYN Trombonal MW.nki

5.4.2 Pads and FX (AFX, APA, APT)

AFX Edge of A Nightmare MW.nki
AFX Radio Disturbances MW.nki
AFX Ripped Mentality MW.nki
AFX Telemetronic Tension MW.nki
APA Ambiguity Horror Pad MW.nki
APA Astral Pallor MW.nki
APA Call Out MW.nki
APA Circling Pandora.nki
APA Enigma Piercer MW.nki
APA Karmic Dispersion MW.nki
APA Nebu 3rd Grower MW.nki
APA Parasturbances MW.nki
APA Technology Turned Obscurity MW.nki
APA Tendrilous MW.nki
APA Unfolding Mysteries MW.nki
APT Bass Burn Tables MW.nki
APT Behind YOU.nki
APT Burning Tides MW.nki
APT Cackle Gates MW.nki
APT Darkened Places.nki
APT Darkness Falling.nki
APT Delusions On Guitar MW.nki

APT Drawn Out Discomfort MW.nki
APT Dusted Terrain.nki
APT Eastern Air MW.nki
APT Fragile Meets Rhythmic MW.nki
APT Radio Desolations.nki

5.5 Multi-Instruments

COMBO Distant Worlds.nkm
COMBO Epic Trailer Session.nkm
COMBO Failed Rock Star.nkm
COMBO Hard and Soft Score.nkm
COMBO Industrial Foundations.nkm
COMBO Nothing But Red.nkm
COMBO Percussive Onslaught.nkm
COMBO Setting Up The Scare.nkm
COMBO Tonality For The Score.nkm
COMBO Undefined Atonal Offerings.nkm
INST STACK Bitchin Kit.nkm
INST STACK Bitty Kit.nkm
INST STACK Do Not Go In There.nkm
INST STACK Ethnic Landscapes.nkm
INST STACK Foreign Bellz With Rhythm.nkm
INST STACK Heavenly Helpers.nkm
INST STACK Hits Unrest.nkm
INST STACK Horizon Synthetic .nkm
INST STACK Lightning Crashers.nkm
INST STACK Noize In The Hood.nkm
INST STACK Raver Organ Vibe.nkm

INST STACK Stinging Risers.nkm
INST STACK Trailer Tonality Hits.nkm
INST STACK Warm Thoughts MW.nkm
INST STACK Wideload Bass.nkm
INST STACK Zen Sparkle Pad MW.nkm

5.6 Continuous Controller (CC) Numbers

CC	Parameter
23	Attack CC
26	Release CC
71	Low-Pass Filter Resonance
74	Low-Pass Filter Cutoff
75	High-Pass Filter Cutoff
76	High-Pass Filter Resonance
89	Skreamer Drive Level
90	Delay Send Level
91	Reverb Send Level
95	Lo-Fi Sample Rate

6 Credits

Library Concept and Specifications: Heavyocity Media, Inc.

Main Sound Design: Dave Fraser, Neil Goldberg, Ari Winters, Mark Kauffman

Additional Sound Design: Otto Cate

User interface design and layout: Ari Winters, Dave Fraser, Neil Goldberg

Samples recorded by: Heavyocity Media, Inc.

All KSP programming by: Adam Hanley, Ari Winters

Additional formatting: Justin Wasack

Special thanks to: Jonathan Schwarz