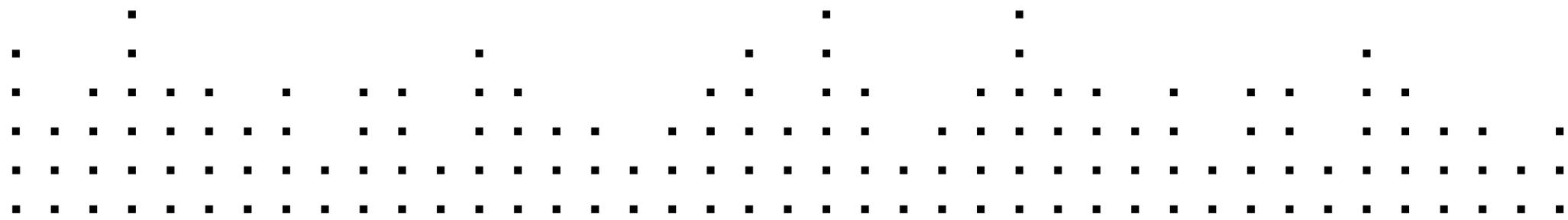


EVOLVE MUTATIONS

USER'S MANUAL



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Manual written by Native Instruments, Heavyocity

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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 **EVOLVE MUTATIONS!**

The Heavyocity team would like to extend our sincere thanks to you for purchasing this instrument powered by KONTAKT. We look forward to hearing about your experiences with EVOLVE MUTATIONS, and how you are incorporating it into your works. This manual should get started quickly by guiding you through EVOLVE MUTATIONS' features.

2 General Structure of the Library

There are 4 main instrument components that make up EVOLVE MUTATIONS. Each instrument category contains specific instrument types for you to load and play. The browsing system is both simple and intuitive, ensuring efficient navigation and minimal 'creative fumbling.' The breakdown of 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 And Transitions (nki Preset Prefix: STINGS)

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 .nki's we have created 5 Multis to help you get acquainted with the library's diversity. Each Multi comprises 8 single instruments, assigned to MIDI channels 1 through 8.

3 EVOLVE MUTATIONS' Specific Instrument Categories and Interfaces

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

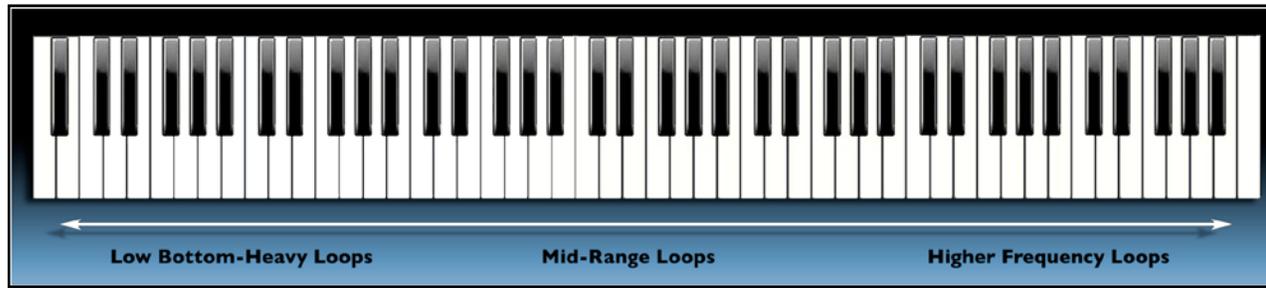
3.1 Rhythmic Suites (Beat-Sliced, nki Preset Prefixes: LPS & MLS)



Massive Crunchy Beats, walls of tweaked percussion, and next-gen tonal elements make up the 2 Rhythmic Suite categories. There are over 150 beat-sliced loops, as well as a massive tonal loop suite with breakdowns. The percussive loops, split into two menus, are also broken down into slices and mapped onto individual presets (MLS). The MLS presets are named according to the key of the menu that plays that loop.

The loop suites are geared 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 facilitates this process.

Referring to the diagram below, on the lower end of keyboard are the larger, deeper, darker sounds. Moving up the register, the loops shift towards higher, wispier types of sounds.



This intuitive system allows you to build complex beats and breaks with ease. The tonal loops use a similar key-mapping structure.

About The Beat-Sliced Loops

We've taken specific care to create very clean, beat-sliced content. Individual loops generally have optimal tempo ranges, or sweet spots, spanning 80-160 BPM. However, you can create very interesting textures by pushing the tempo beyond this range. The beat-sliced loops are synced to either the MasterKontrol or host sequencer tempo.

3.2 Percussive Kits (nki Preset Prefix: PERC)



Ranging from twisted drum kits to unique impacts, this category puts a variety of percussive sounds at your fingertips. Made up of 5 different menu-style kits, the Percussive Kits are best as elements to build your own beats from the ground up!



The Stings & Transitions category offers distinct new ways to heighten emotional impact. It is perfect for adding terrifying (or serene) punctuation to a film soundtrack or bizarre textures to the breakdown of a pop song. The Category comprises several menus, in addition to the associated sounds mapped onto individual presets.

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



The fourth and final category is a mashed up array of instruments that stray from the traditional “meat and potatoes” sounds that many composers already have. From organic otherworldly soundscapes to gnarled-out synths to treated melodic instruments, EVOLVE MUTATIONS’ tonality will bring an innovative quality to your arrangements.

4 EVOLVE MUTATIONS' User Interface Control Features

This section will help familiarize you with the general instrument parameters of EVOLVE MUTATIONS.

4.1 Control Parameters

We have assigned basic CC values to key knobs in the instruments. Should you wish to re-assign CC numbers, we strongly recommend referring back to [chapter 5.1 “Changing MIDI CC Assignments.”](#)

4.1.1 Amplitude Envelope (denoted ‘AMP ENV’ on the interfaces)

You can utilize amplitude envelope for molding 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 description of each parameter of the envelope.



Units of time are defined in milliseconds.

- ▶ **ATTACK** determines how quickly a sound reaches full volume after the 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

CC	Parameter
23	Attack CC
26	Release CC

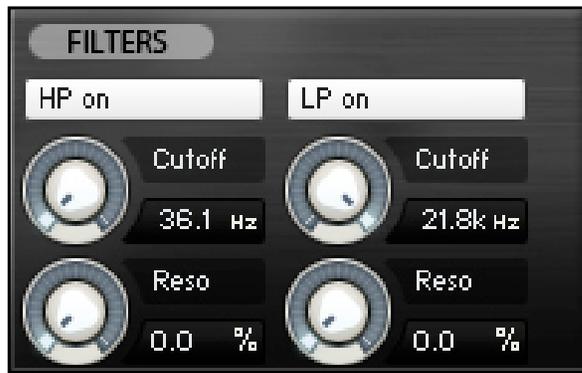
4.1.2 Filter Controls

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 houses 2 controllable filters with user definable parameters.

- ▶ 4-Pole High-pass filter – High frequencies are passed, while low frequencies are attenuated.
- ▶ 4-Pole Low-pass filter – Low frequencies are passed, while high frequencies are attenuated.



Filters Off



Filters On

Within the interface, filters are easily engaged by simply clicking on the grey 'HP off' and/or 'LP off' boxes in the filter control area. When the filters are engaged, the boxes will turn yellow.

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.
- ▶ **RESO** (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 Effects Controls

All the instruments house user programmable effects designed to sweeten existing instruments. The Effects panel contains a drop-down menu on the left, which enables the user to toggle between Skreamer (distortion), Lo-Fi, Reverb and Delay effects.

Within each effect, there are 3 specific parameters you can control.

Skreamer

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



- ▶ 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 shine through.

Lo-Fi

Lo-Fi allows you to “change” the bit-rate and sample-rate of the sound. This effect is extremely effective in creating strong and edgy timbres.



- ▶ **BITS** determines the bit-rate of the sound. The lower the bit-rate the more effected (distorted) the sound becomes. (this is why the bypass is when the knob is at 100%).
- ▶ **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 - Infinity db to 0.0 db.

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.



- ▶ **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. studio iso 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.

Delay

The delay effect takes the input signal and plays it back after a preset increment of time. It can be played back multiple times, creating a repeating, decaying echo. The delay in EVOLVE MUTATIONS is automatically tempo-synced (in sixteenth note increments, to insure smooth rhythmic results with the sound being played.



- ▶ 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.

Continuous Controller (CC) Assignments

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

5 Instrument Preset Organization

Instruments are structured in 4 key categories. Each categories 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, we've created 5 Multis to help you get acquainted with the library's diverse sound. Each Multi is named according to the type instruments and sounds you can expect to hear, and instruments are assigned to consecutive MIDI channels.

5.1 Rhythmic Suites (LPS, MLS)

5.1.1 Percussive

- ▶ LPS 01 Scorefare Menu 1
- ▶ LPS 02 Scorefare Menu 2

Mapped Loop Slices (split into 2 folders according to menu)

Scorefare Menu 1	Scorefare Menu 2
MLS Scorefare Menu 1 01 C0.nki	MLS Scorefare Menu 2 01 C0.nki
MLS Scorefare Menu 1 02 C#0.nki	MLS Scorefare Menu 2 02 C#0.nki
MLS Scorefare Menu 1 03 D0.nki	MLS Scorefare Menu 2 03 D0.nki
MLS Scorefare Menu 1 04 D#0.nki	MLS Scorefare Menu 2 04 D#0.nki
MLS Scorefare Menu 1 05 E0.nki	MLS Scorefare Menu 2 05 E0.nki
MLS Scorefare Menu 1 06 F0.nki	MLS Scorefare Menu 2 06 F0.nki

MLS Scorefare Menu 1 07 F#0.nki	MLS Scorefare Menu 2 07 F#0.nki
MLS Scorefare Menu 1 08 G0.nki	MLS Scorefare Menu 2 08 G0.nki
MLS Scorefare Menu 1 09 G#0.nki	MLS Scorefare Menu 2 09 G#0.nki
MLS Scorefare Menu 1 10 A0.nki	MLS Scorefare Menu 2 10 A0.nki
MLS Scorefare Menu 1 11 A#0.nki	MLS Scorefare Menu 2 11 A#0.nki
MLS Scorefare Menu 1 12 B0.nki	MLS Scorefare Menu 2 12 B0.nki
MLS Scorefare Menu 1 13 C1.nki	MLS Scorefare Menu 2 13 C1.nki
MLS Scorefare Menu 1 14 C#1.nki	MLS Scorefare Menu 2 14 C#1.nki
MLS Scorefare Menu 1 15 D1.nki	MLS Scorefare Menu 2 15 D1.nki
MLS Scorefare Menu 1 16 D#1.nki	MLS Scorefare Menu 2 16 D#1.nki
MLS Scorefare Menu 1 17 E1.nki	MLS Scorefare Menu 2 17 E1.nki
MLS Scorefare Menu 1 18 F#1.nki	MLS Scorefare Menu 2 18 F1.nki
MLS Scorefare Menu 1 19 G1.nki	MLS Scorefare Menu 2 19 F#1.nki
MLS Scorefare Menu 1 20 G#1.nki	MLS Scorefare Menu 2 20 G1.nki
MLS Scorefare Menu 1 21 A1.nki	MLS Scorefare Menu 2 21 G#1.nki
MLS Scorefare Menu 1 22 A#1.nki	MLS Scorefare Menu 2 22 A1.nki
MLS Scorefare Menu 1 23 B1.nki	MLS Scorefare Menu 2 23 A#1.nki
MLS Scorefare Menu 1 24 C2.nki	MLS Scorefare Menu 2 24 B1.nki
MLS Scorefare Menu 1 25 C#2.nki	MLS Scorefare Menu 2 25 C2.nki
MLS Scorefare Menu 1 26 D2.nki	MLS Scorefare Menu 2 26 D2.nki

MLS Scorefare Menu 1 27 D#2.nki	MLS Scorefare Menu 2 27 D#2.nki
MLS Scorefare Menu 1 28 E2.nki	MLS Scorefare Menu 2 28 E2.nki
MLS Scorefare Menu 1 29 F#2.nki	MLS Scorefare Menu 2 29 F2.nki
MLS Scorefare Menu 1 30 G2.nki	MLS Scorefare Menu 2 30 G2.nki
MLS Scorefare Menu 1 31 G#2.nki	MLS Scorefare Menu 2 31 G#2.nki
MLS Scorefare Menu 1 32 A2.nki	MLS Scorefare Menu 2 32 A2.nki
MLS Scorefare Menu 1 33 A#2.nki	MLS Scorefare Menu 2 33 A#2.nki
MLS Scorefare Menu 1 34 B2.nki	MLS Scorefare Menu 2 34 B2.nki
MLS Scorefare Menu 1 35 C3.nki	MLS Scorefare Menu 2 35 C3.nki
MLS Scorefare Menu 1 36 C#3.nki	MLS Scorefare Menu 2 36 C#3.nki
MLS Scorefare Menu 1 37 D3.nki	MLS Scorefare Menu 2 37 D3.nki
MLS Scorefare Menu 1 38 D#3.nki	MLS Scorefare Menu 2 38 D#3.nki
MLS Scorefare Menu 1 39 E3.nki	MLS Scorefare Menu 2 39 E3.nki
MLS Scorefare Menu 1 40 F3.nki	MLS Scorefare Menu 2 40 F3.nki
MLS Scorefare Menu 1 41 F#3.nki	MLS Scorefare Menu 2 41 F#3.nki
MLS Scorefare Menu 1 42 G#3.nki	MLS Scorefare Menu 2 42 G3.nki
MLS Scorefare Menu 1 43 A3.nki	MLS Scorefare Menu 2 43 G#3.nki
MLS Scorefare Menu 1 44 A#3.nki	MLS Scorefare Menu 2 44 A3.nki
MLS Scorefare Menu 1 45 B3.nki	MLS Scorefare Menu 2 45 A#3.nki
MLS Scorefare Menu 1 46 C4.nki	MLS Scorefare Menu 2 46 B3.nki

MLS Scorefare Menu 1 47 C#4.nki	MLS Scorefare Menu 2 47 C4.nki
MLS Scorefare Menu 1 48 D4.nki	MLS Scorefare Menu 2 48 C#4.nki
MLS Scorefare Menu 1 49 D#4.nki	MLS Scorefare Menu 2 49 D4.nki
MLS Scorefare Menu 1 50 E4.nki	MLS Scorefare Menu 2 50 E4.nki
MLS Scorefare Menu 1 51 F4.nki	MLS Scorefare Menu 2 51 F4.nki
MLS Scorefare Menu 1 52 F#4.nki	MLS Scorefare Menu 2 52 F#4.nki
MLS Scorefare Menu 1 53 G4.nki	MLS Scorefare Menu 2 53 G4.nki
MLS Scorefare Menu 1 54 G#4.nki	MLS Scorefare Menu 2 54 G#4.nki
MLS Scorefare Menu 1 55 A4.nki	MLS Scorefare Menu 2 55 A#4.nki
MLS Scorefare Menu 1 56 B4.nki	MLS Scorefare Menu 2 56 B4.nki
MLS Scorefare Menu 1 57 C5.nki	MLS Scorefare Menu 2 57 C5.nki
MLS Scorefare Menu 1 58 C#5.nki	MLS Scorefare Menu 2 58 C#5.nki
MLS Scorefare Menu 1 59 D5.nki	MLS Scorefare Menu 2 59 D5.nki
MLS Scorefare Menu 1 60 D#5.nki	MLS Scorefare Menu 2 60 D#5.nki
MLS Scorefare Menu 1 61 E5.nki	MLS Scorefare Menu 2 61 E5.nki
MLS Scorefare Menu 1 62 F5.nki	MLS Scorefare Menu 2 62 F5.nki
MLS Scorefare Menu 1 63 F#5.nki	MLS Scorefare Menu 2 63 F#5.nki
MLS Scorefare Menu 1 64 G5.nki	MLS Scorefare Menu 2 64 G5.nki
MLS Scorefare Menu 1 65 G#5.nki	MLS Scorefare Menu 2 65 G#5.nki
MLS Scorefare Menu 1 66 A5.nki	MLS Scorefare Menu 2 66 A5.nki

MLS Scorefare Menu 1 67 A#5.nki	MLS Scorefare Menu 2 67 A#5.nki
MLS Scorefare Menu 1 68 B5.nki	MLSScorefareMenu 2 68 B5.nki
	MLS Scorefare Menu 2 69 C6.nki
	MLS Scorefare Menu 2 70 C#6.nki
	MLS Scorefare Menu 2 71 D6.nki
	MLS Scorefare Menu 2 72 D#6.nki
	MLS Scorefare Menu 2 73 E6.nki
	MLS Scorefare Menu 2 74 F6.nki
	MLS Scorefare Menu 2 75 F#6.nki
	MLS Scorefare Menu 2 76 G6.nki
	MLS Scorefare Menu 2 77 G#6.nki
	MLS Scorefare Menu 2 78 A6.nki
	MLS Scorefare Menu 2 79 A#6.nki
	MLS Scorefare Menu 2 80 B6.nki
	MLS Scorefare Menu 2 81 C7.nki

5.1.2 Tonal

LPS Mutonal Menu In C.nki

This is a full menu of all loops, tuned to C

Combinations of loops from full menu (3-4 loops mapped across keyboard)
LPS Combi 01 Bass The Thump.nki
LPS Combi 02 Bass Support.nki
LPS Combi 02 Oddly Indigenous.nki
LPS Combi 03 Syndo Bass.nki
LPS Combi 04 Major Attitude.nki
LPS Combi 05 Hope In Sorrow.nki
LPS Combi 06 Approaching Calm.nki
LPS Combi 07 Neutron Nomads.nki
LPS Combi 08 Tech Traveller.nki
LPS Combi 09 Not My Hood.nki
LPS Combi 10 Beastly Boyz.nki
LPS Combi 11 Warning Signs.nki
LPS Combi 12 Sorrow Glitch.nki
LPS Combi 13 Harmonic Syn.nki
LPS Combi 14 Native Syns.nki
LPS Combi 15 Banga Jam.nki

Sub-menu for SINGLE LOOP Presets

These are used in the combination presets.

LPS 01 C1 Bassic 1.nki
LPS 02 C#1 Bassic 2.nki
LPS 03 D1 Bassic 3.nki
LPS 04 D#1 Bassic 4.nki
LPS 05 E1 Bassic 5.nki
LPS 06 F1 Bassic 6.nki
LPS 07 F#1 Bassic 7.nki
LPS 08 G1 Bassic 8.nki
LPS 09 G#1 Bassic 9.nki
LPS 10 A1 Bassic 10.nki
LPS 11 A#1 Bassic 11.nki
LPS 12 B1 Bassic 12.nki
LPS 13 C2 Hip Hood Bassic.nki
LPS 14 C#2 Major Bassic 1.nki
LPS 15 D2 Bassic Chirp.nki
LPS 16 D#2 Pedal Syn 1.nki
LPS 17 E2 Pedal Syn 2.nki
LPS 18 F2 Pedal Syn 3.nki
LPS 19 F#2 Guitar Tapper.nki
LPS 20 G2 Syn Pedal 4.nki

LPS 21 G#2 Warning Synth.nki
LPS 22 A2 Alias Bitz.nki
LPS 23 A#2 Fuzzy Syn Waves.nki
LPS 24 B2 Clang Factor.nki
LPS 25 C3 Piano Pulser.nki
LPS 26 C#3 Fuzz Clinky.nki
LPS 27 D3 Synthetic Chirper.nki
LPS 28 D#3 Synthetic Chirper 2.nki
LPS 29 F3 Zen Pedal.nki
LPS 30 F#3 Light Tapper.nki
LPS 31 G3 Medio Tapper.nki
LPS 32 G#3 Sorrow Motif.nki
LPS 33 A3 Neutrality Line.nki
LPS 34 A#3 Serious Harmonic 1 .nki
LPS 35 B3 Serious Harmonic 2.nki
LPS 36 C4 Paranorm Piano.nki
LPS 37 C#4 Synth Beacons.nki
LPS 38 D4 Tub Pedal.nki
LPS 39 D#4 Scraped Softly.nki
LPS 40 E4 Bass Prickles.nki
LPS 41 F4 Ultra Glitchy.nki

5.2 Percussive Kits (PERC)

PERC Deep Conga set.nki
PERC Ethnic Drums REvolved.nki
PERC Grit Kit Slim.nki
PERC Rusted Roomy Kit.nki
PERC Scoring Hits.nki

5.3 Stings and Transitions (STINGS)

STINGS Other System Menu.nki
STINGS Shock and Slice Menu.nki
STINGS Spatic Discharge Menu.nki
STINGS 3rd Encounter.nki
STINGS Ambient Moods Menu.nki
STINGS Approaching 51.nki
STINGS Glimmers of Fear.nki
STINGS Lost Frequency.nki
STINGS Of Neptunes.nki
STINGS Other System.nki
STINGS Spatic Charge.nki
STINGS Static Delusions.nki
STINGS Swelling Alias Endings.nki
STINGS Swelling Dumpsticks.nki
STINGS The Haunting.nki
STINGS The Summoning.nki

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

5.4.1 Melodic (INST)

INST GTR Dangerous Harmonics MW.nki
INST GTR Encounters MW.nki
INST GTR Monster.nki
INST GTR Reverse Clean Shrt.nki
INST GTR Reversed Hives.nki
INST GTR Stranger Harmonics MW.nki
INST OTH Buzz Mallet MW .nki
INST OTH Glass Tungsten.nki
INST OTH Karmic Reversals MW.nki
INST OTH My Private Zen MW.nki
INST OTH Resonant Chime.nki
INST OTH Shofar So Far.nki
INST OTH Unhinging Tremelo MW.nki
INST OTH Wurly Burly.nki
INST PNO Echomania MW.nki
INST PNO Grandpas Paper Piano.nki
INST PNO Haunted Clowns MW.nki

INST PNO Haunted Muse MW.nki
INST PNO Weepees Playhouse.nki
INST SYN Dirrrrty Disto Bass.nki
INST SYN Dirrrrty Mono Bass MW.nki
INST SYN Karmic Reversals MW.nki
INST SYN Noizentric MW.nki
INST SYN Organ Deep Maroon MW.nki
INST SYN Organ Snaps MW.nki
INST SYN Phaze The Craze.nki
INST SYN Stadiocity MW.nki

5.4.2 Pads and FX (AFX, APA, APT)

AFX Deep Spacelings.nki
AFX Final Frontiers.nki
AFX Pulsing Robots.nki
AFX Signal Omission.nki
AFX Transmission Received.nki
AFX Used Future.nki
APA Approaching Atonal MW.nki
APA Creeping Cruncher.nki
APA Delusion Chimes In.nki
APA Space Forest.nki
APT Broken Horizons MW.nki
APT Decimation Pad.nki
APT GTR Electricution MW.nki
APT Natural Energy MW.nki
APT Pulsing Sun.nki
APT Scraping Pianish Spaces.nki
APT Sever The Dust MW.nki
APT Subtlocity Pad.nki
APT Tine Pad MW.nki
APT Warning Drone MW.nki
APT Water Pad MW.nki

5.5 Multi-Instruments (Instruments assigned to MIDI channels 1-8)

Dark Disturbing and Epic.nkm
Industrial Genetics.nkm
One Way Ride To Zen.nkm
Percussive Feast.nkm
Pop Rock it.nkm

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

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