



RUDIMENTS

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Table of Contents

1. Disclaimer	1
2. Welcome to Rudiments	2
Document Conventions	3
3. Installation and Setup	4
4. Snapshots	6
Snapshots Overview	6
Saving a User Snapshot	6
Loading a Snapshot	7
Deleting a User Snapshot	8
5. Main Overview	9
6. Kit Editor	11
Sample	11
Browser	13
Pads	14
7. Pattern Editor	15
Pattern Editor Overview	15
8. FX Editor	17
Insert FX Overview	17
Global FX Overview	18
Send FX Overview	19
Managing FX Presets	20
9. Macros Editor	22
Macros Overview	22
Macro Assignments	23
Macro Shaper Options Menu	26
Managing Macro Shaper Presets	27
10. Credits	28

1. Disclaimer

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Software version: 1.0 (08/2023)

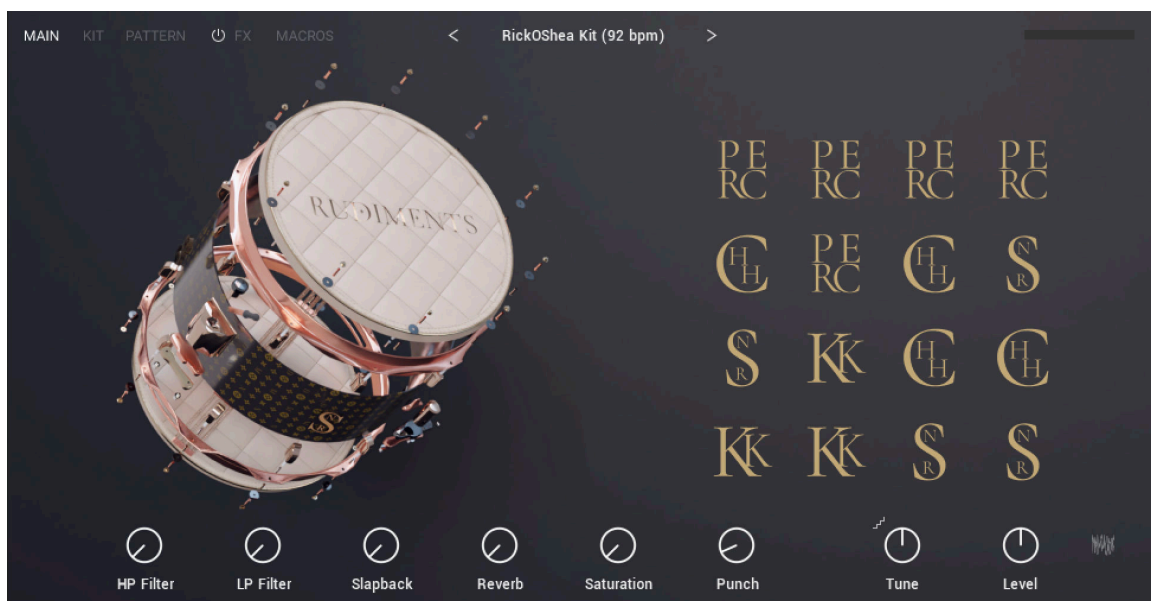
2. Welcome to Rudiments

As part of the Kontakt Play Series of instruments, Rudiments packs crisp, punchy, and versatile drums for hip hop, R&B, modern pop, trap, and everything in between. Sounds are sourced from organic and synthetic drum samples, all infused with the character of outboard gear. Comprising 23 kits, each including 16 patterns, Rudiments makes it easy laying down the beat.

Rudiments was created in collaboration with Snipe Young.

In this user manual, you will learn about the main controls and workflows to get started making beats.

We hope you enjoy this instrument!



Document Conventions

In this document the following formatting is used to highlight useful information:

<i>Italics</i>	Indicates paths to locations on your hard disk or other storage devices
Bold	Highlights important names, concepts, and software interface elements.
[Brackets]	References keys on a computer's keyboard
▶	Single item instructions are represented by a bullet icon.
→	Results in procedures are represented by an arrow icon.

The following three icons represent different types of information:



The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.



The **information** icon highlights important information that is essential for the given context.



The **warning** icon alerts you of serious issues and potential risks that require your full attention.

3. Installation and Setup

Before you can make music with Rudiments, you must install and setup the necessary software. Follow these instructions to get started.

Native Access

Native Access allows you to install the software for Rudiments. If you are new to Native Instruments, you first must create a Native ID. To learn more about Native Access, visit our support page [here](#).

1. Download and install Native Access [here](#).
2. Open the Native Access application.
3. Create a Native ID, if you do not yet have one.
4. Login to Native Access using your Native ID.
5. Click the **Available** tab in the upper header.
6. Click **Kontakt**.
7. Click **Install** for the following products:
 - KONTAKT or KONTAKT PLAYER
 - Rudiments

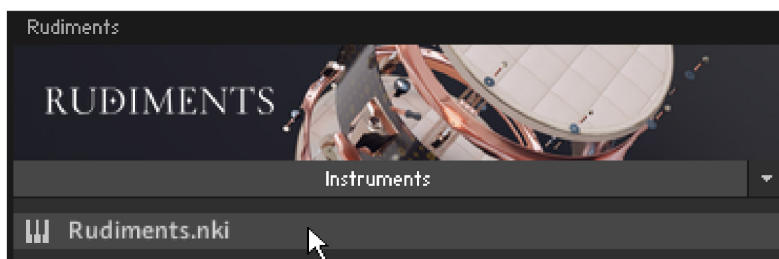
→ The software is installed automatically.

i If the software is already installed, click the **Available updates** tab and check for new updates before proceeding.

Rudiments via KONTAKT

Once installed, you can start using Rudiments in KONTAKT. Rudiments is not an independent plug-in, so you first need to open an instance of KONTAKT or KONTAKT PLAYER:

1. Open KONTAKT as a plug-in in your host software (DAW), or as stand-alone application.
2. Locate **Rudiments** in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product's content.
4. Double-click the **Rudiments.nki** file to load the instrument.





If you are new to KONTAKT and want more information, visit [Kontakt Player](#) and [Kontakt](#).

4. Snapshots

Rudiments provides a collection of 23 individual kits, each containing 16 hip hop drum patterns. These kits contain crisp and punchy drums ready to lay the foundation for hip hop, modern pop, trap and anything in between. Patterns can be edited in a DAW via MIDI drag and drop.

The included preset kits also act as a great starting point from which you can tweak and tailor your own kit sounds and then save the changes as a User Snapshot. When a Snapshot is saved, the macro settings and parameter controls are also stored within the preset. This allows you to create your own unique kits, save them in the .nksn file format and use them in other projects, across computers or even share them with other users.

Snapshots Overview

Snapshots offer a quick and convenient way of saving custom presets in Rudiments. Key features relating to Snapshots include:



1. **Load Snapshot:** Opens the Snapshot menu where you can load your User Snapshots. For more information, refer to [Loading a Snapshot](#).
2. **Snapshot Name:** Displays the name of the currently selected User Snapshot.
3. **Snapshot Previous/Next** (<> icons): Allows you to quickly browse and load Snapshots. Pressing an arrow icon will load the previous or next Snapshot in the selected category. If no Snapshot is active, the first Snapshot on the list will be loaded. For more information, refer to [Loading a Snapshot](#).
4. **Save Snapshot** (floppy disk icon): Allows you to save changes made to a sound. When a User Snapshot is saved, the macros settings and parameter controls are stored within it and can be accessed at any time via the Snapshot menu. For more information, refer to [Saving a User Snapshot](#).
5. **Delete Snapshot** (bin icon): Deletes the currently selected Snapshot from the Snapshot library. For more information, refer to [Deleting a User Snapshot](#).
6. **Snapshot View** (camera icon): Provides access to the Snapshot features described above; saving, loading, browsing, and deleting. When **Snapshot View** is selected, configuration settings and features relating to the **Info View** are replaced in the display.

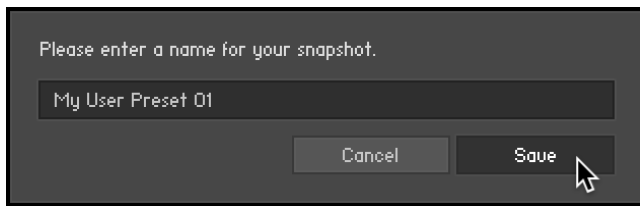
Saving a User Snapshot

Snapshots can be saved at any time while you are working on them. When a Snapshot is saved, the macro settings, parameter controls, and the sequence are also saved.

To save a Snapshot:

1. Click the Snapshot View button (camera icon) to open Snapshot view.
2. Click the Save button (floppy disk icon).

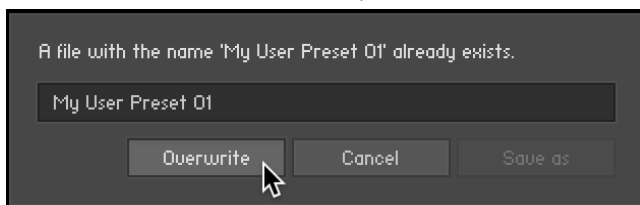
3. Enter a name for your new Snapshot in the **Save** dialog box.
4. Click **Save** to finish the process and close the dialog box.



→ Your Snapshot .nksn file is saved to the User Snapshot Library. It appears in the Snapshot menu.

To overwrite a Snapshot:

1. Click the Snapshot View button (camera icon) to open Snapshot view.
2. Click the Save button (floppy disk icon).
3. Click **Overwrite** to confirm the process.



→ Your Snapshot .nksn file is saved to the User Snapshot menus in replace of the old file.

Loading a Snapshot

Snapshots are loaded from the drop-down menu in the top header of the instrument. You can also use the arrows to the left of the floppy disk icon to load the next or previous preset.

To load the previous or next Snapshot:

1. Click the Snapshot View (camera icon) to open Snapshot view.
2. Click the arrow icons (<>) in the Snapshot header to browse through the Snapshots list.

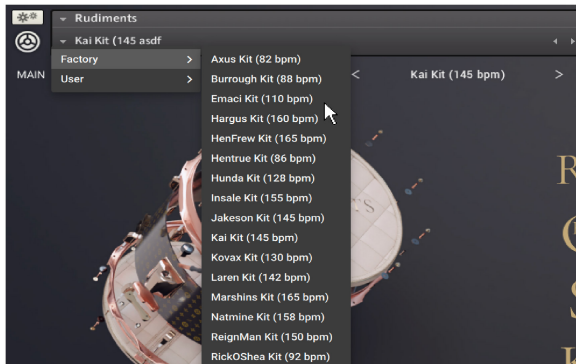


→ The previous or next Snapshot will load immediately each time an arrow icon is clicked.

To load a Snapshot from the library:

1. Click the Snapshot View (camera icon) to open Snapshot view.
2. Click the arrow next to the Snapshot name field.

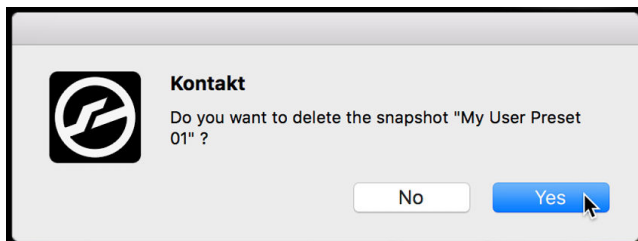
3. Click a Snapshot to load it.



Deleting a User Snapshot

Snapshots can be deleted using the bin icon in the instrument header. To delete a User Snapshot:

1. Click the Snapshot view (camera icon) to open Snapshot view.
2. Load the User Snapshot you wish to delete.
3. Click the Delete button (bin icon).
4. Confirm deletion of the Snapshot by selecting **Yes** in the dialog box.

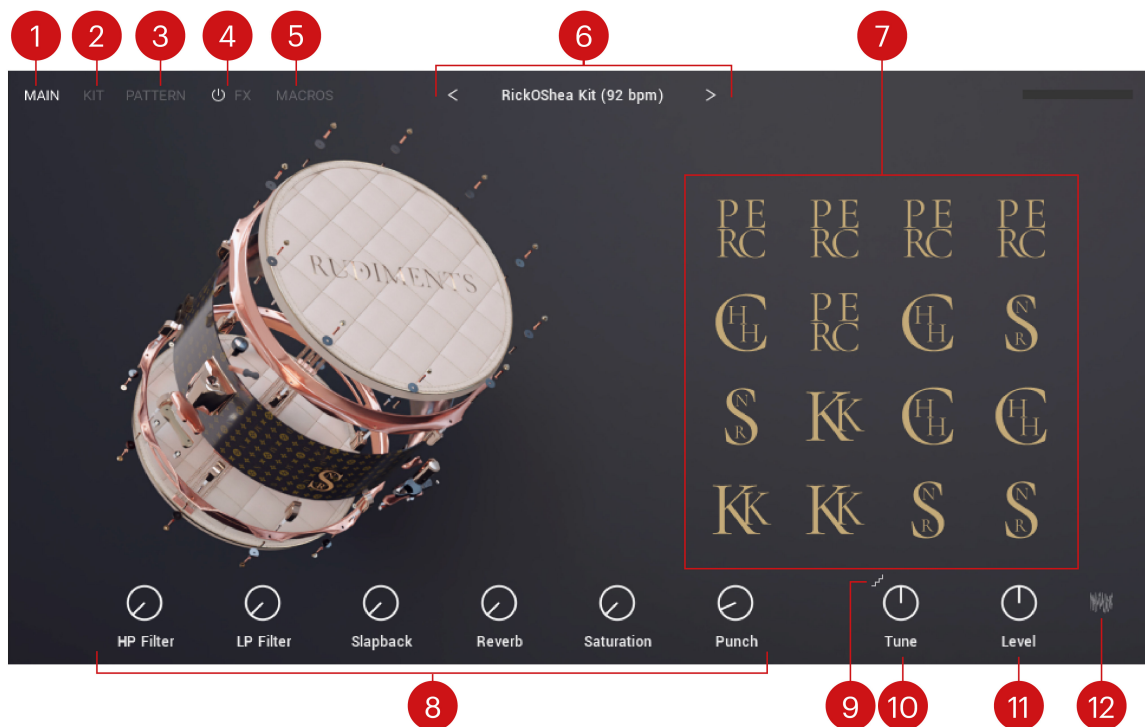


5. Main Overview

Rudiments offers a simple interface built around 16 drum pads and six macro controls. Five pages (Main, Kit, FX, Pattern and Macros) provide a range of controls and editing options for different parts of the drum engine.

The Kit Editor covers all controls relating to the selection and editing of drum sounds. Using the FX Editor, you can create highly customized effects chains for further tonal control and expression. In the Macro Editor, you can assign and manage the six macros to suit your production needs. Macros can be assigned to various dedicated sound parameters for instant sound sculpting from any view. In the Settings Editor, you can tweak how the instrument reacts to your playing style and how notes are prioritized for each layer. In the Pattern Editor, you can launch and load 16 different rhythmic phrases, with settings for trigger and playback behavior.

Rudiments contains the following key elements and controls:



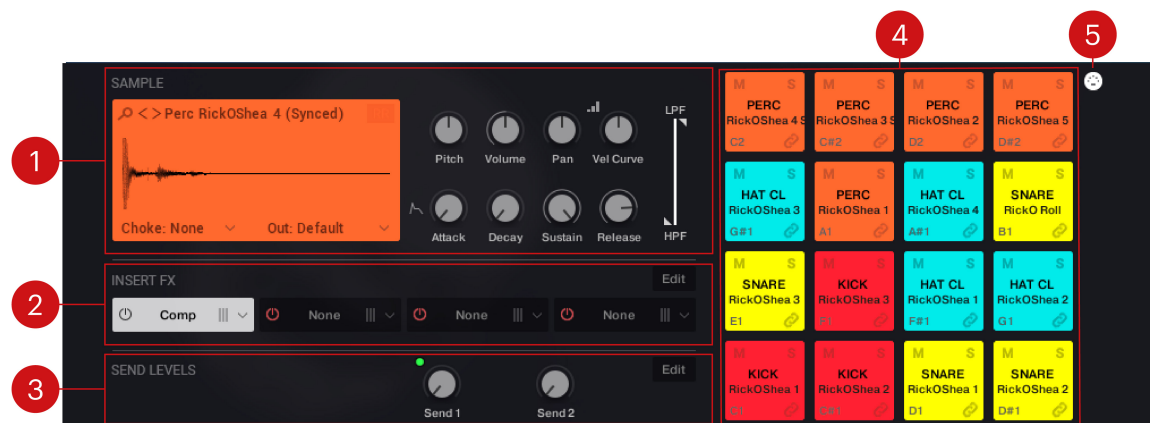
- 1. MAIN:** Opens the Main view. Here you can access the six macro controls, set the global tuning and level, and use the 16 pads to trigger your drum sounds.
- 2. KIT:** Opens and closes the Kit Editor. Here you can edit the individual drum sounds and access parameters for pitch, volume, pan, velocity, envelopes, filtering, and effects. Refer to [Kit Editor](#).
- 3. PATTERN:** Opens and closes the Pattern Editor. Use the Pattern Editor to create and edit rhythmic grooves. Each kit contains 16 preset MIDI patterns, which can be triggered using a MIDI controller or mouse click. These patterns can be edited within any DAW using drag and drop. Refer to [Pattern Editor](#).
- 4. FX:** Opens and closes the FX Editor. Here you can edit FX chains and access parameters relating to the Insert FX, Global FX and Send FX units. Click the power icon to switch all FX on or off. Refer to [FX Editor](#).
- 5. MACROS:** Opens and closes the Macros Editor. Here you can assign macros, set minimum and maximum macro values, adjust the Macro Shaper Curve and change the order of the macro controls. Refer to [Macros Editor](#) and [Macro Assignments](#).

6. **Preset Menu:** Loads a preset kit with assigned MIDI patterns and effects. Click the name to open the drop-down menu of available presets, or click the arrow icons (< >) to browse the preset menu and immediately load the previous or next preset kit. Refer to [Snapshots](#).
7. **Pads:** Displays the 16 pads that contain the individual drum sounds that make up your kit. The selected sound category is displayed respective to each pad.
8. **Macros 1-6:** Control knobs that are preassigned to the most important sound and effects parameters, for quick and easy access. Each preset kit provides a different set of parameters that work best with the sound. You can edit different macro assignments in the Macros Editor. The macro control knobs are available in all kits. Refer to [Macros Editor](#)
9. **Tune Quantization** (step/line icon): Switches **Tune Quantization** on or off. When on, the **Tune** is quantized and adjusted in semitones, represented by the step icon. When off, the **Tune** is adjusted in cents and is represented by a straight line.
10. **Tune:** Adjusts the global tuning of all drum sounds loaded into the 16 pads. Adjustments are made in cents or semitones in the range of -12 to +12 semitones, depending on the **Tune Quantization** setting.
11. **Volume:** Adjusts the volume level of the main output.
12. **Noise:** Serves as a toggle for the noise layer and brings up the noise layer options when clicked.

6. Kit Editor

The Kit Editor displays all controls related to the selection and editing of the individual drum sounds that make up your kit. Here you can search for sounds in the Browser and access parameters that determine the playback behaviour of these sounds. You can also load and rearrange your Insert FX and adjust the Send amount of your individual drum sounds to the Send FX units.

The Kit Editor contains the following sections and controls:



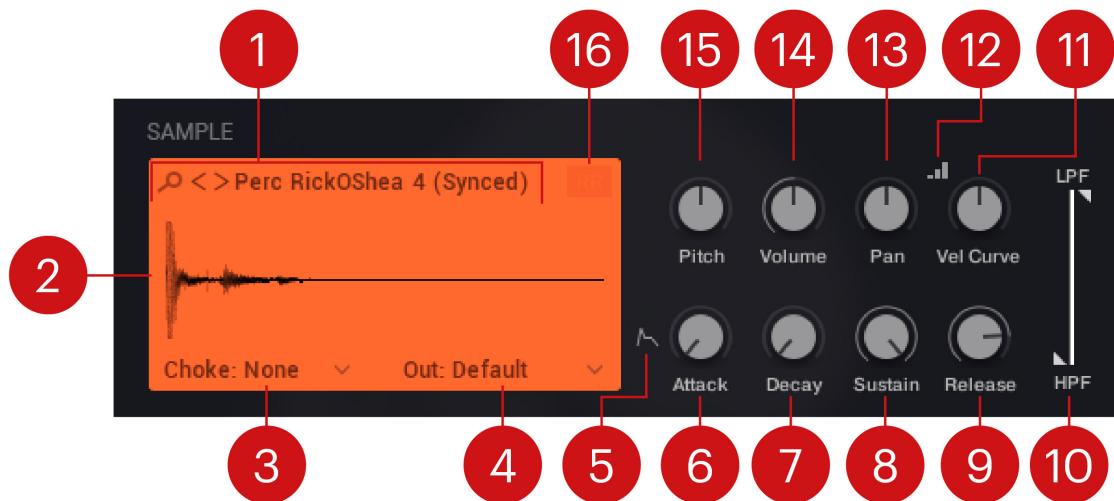
- 1. SAMPLE:** Provides controls for parameters including pitch, volume, pan, velocity, envelopes, and filter. For more information, refer to [Sample](#).
- 2. INSERT FX:** Displays the Insert FX chain for the currently selected pad. From this view, you can load FX from the Insert FX menu and turn the individual FX units on or off. You can also reorder the FX chain by clicking + dragging. Clicking the **Edit** button will take you to the Insert FX page, where you can access the parameter controls that make up each unit. For more information, refer to [Insert FX Overview](#).
- 3. SEND LEVELS:** Provides the Send Level controls for the two Send FX units. Turning the control right sends the currently selected pad to the corresponding Send FX unit. Clicking the **Edit** button will take you to the Send FX page, where you can access the parameter controls of the two Send FX units. For more information, refer to [Send FX Overview](#).
- 4. PADS:** Displays the 16 pads that contain the individual drum sounds that make up your kit. Here you can solo and mute sounds, trigger pads, and have a visual overview of what sound sources are being used in your kit. For more information, refer to [Pads](#).
- 5. MIDI Pad Select:** When activated, pad selection is determined by MIDI note input. Activating the control allows you to select a pad for editing from your MIDI device.

Sample

The Sample section sets the foundation of your drum sounds. Here you can select a sound source, set the **Pitch** and adjust the **Volume**. Additionally, you can place the sound source in the stereo field using **Pan**, to ensure that all instruments can be heard. You might want to pan your drum kit like a typical acoustic kit, with Kick and Snare centered, and Toms, Hi-Hats, Crash and Ride panned accordingly. Alternatively you can use the **Pan** control as a creative effect that allows you send percussion and FX in any direction you wish. Use the **Attack**, **Hold** and **Decay** envelope controls to shape the contour of the volume of the sound over time. This allows you to adjust the snappiness of the sound's onset, and determine the length of the sound's tail, or the time it takes for sounds to fade out.

Choke and **Out** routing options provide further flexibility and control over your drum mix. Using choke groups on parts of your drum kit helps to reduce the overlapping of certain drum sounds. You might choose to group certain hi-hat sounds together so that one sound with a longer **Decay** time, is cut off when another hi-hat sound is triggered. This creates further space in your mix, and creates tighter sounding drums. Use the **Out** setting to bypass the Global FX section for certain pads. This also helps to keep you drums sounding tight and controlled, whilst still being able to make full use of the Global FX.

The Layer section contains the following controls and settings:



1. **Sound Browse:** Click the Browser icon (magnifying glass) or sound name to open the Browser and search from the full list of sound sources. Click the arrow icons (<>) to browse and load sounds for the currently selected pad. For more information, refer to [Browser](#).
2. **Waveform Display:** Displays a visual representation of the loaded sound. Clicking the waveform will open the browser for the currently selected pad.
3. **Choke:** Selects one of four available choke groups (Group A-D) for the currently selected pad. Select none if you do not want to assign the pad to a choke group. When sounds that are group together are triggered, they cut each other off, reducing overlapping. This helps keeps your drum sounds tight and leaves more room space in your drum mix.
4. **Out:** Selects the output for the currently selected pad. When **Default** is selected, the pad is routed to the main instrument output. Select **Bypass Master FX** to route the pad to the main instrument output whilst bypassing the Global FX. Other output options allow you to route the pad to any of the available individual audio outputs.
5. **Amp Envelope Mode:** Toggles between AHD (Attack, Hold, Decay) and ADSR (Attack, Decay, Sustain, Release) envelope mode for the currently selected pad. The availability of envelope parameters depend on the selected mode.
6. **Attack:** Adjusts the time it takes once a key is pressed for the envelope takes to reach the peak level. Turned fully left, the envelope will start immediately. As you turn the control right, the Attack becomes longer, and your sound will have a smoother start. A fast Attack is necessary for achieving a snappy drum sound.
7. **Decay:** Adjusts the amount of time it takes to fall from the attack's maximum Peak level. Turned fully left, the Decay stage will start immediately, and turning the knob right increases the Decay time.
8. **Sustain:** Sets the amplitude of the sustain stage.
9. **Release:** Adjusts the time it will take the envelope to fall from its sustain level back to zero after the key has been released.

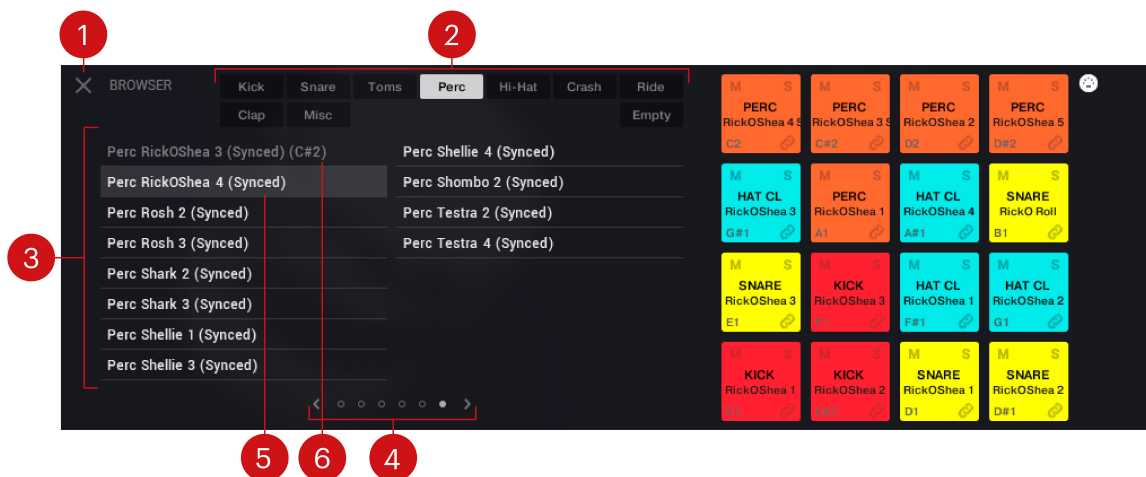
10. **LP/HPF:** Adjusts the LP (low-pass) and HPF (high-pass filter) that is applied to the sound source. This is a quick way to tame high and low frequencies of a sound source without the need for the detailed control of an EQ or filter effect.
11. **Velocity Sensitivity/Curve:** Adjusts the **Vel>Amp** and the **Velocity Curve** of the currently selected pad. Both controls are always active and you can move between the two by pressing the **Velocity Adjust Mode** button, above and left of the knob. **Vel>Amp** determines how much note velocity affects the volume of the sound, and **Velocity Curve** adjusts the velocity curve of the sound.
12. **Velocity Adjustment Mode:** Toggles between settings of the velocity amount and the velocity response curve. Both settings are always active.
13. **Pan:** Adjusts the panning of the currently selected pad. At center position the sound is panned directly at center. Values range from 0-100% L (left) and 0-100% R (right).
14. **Volume:** Adjusts the volume for the currently selected pad.
15. **Pitch:** Adjusts the tuning of the sound source in cents in the range of -36/+36 semitones. Hold [Alt] / [Opt] to quantize the adjustments to semitones.
16. **Round Robin:** Switches round-robin shuffling on or off. When on, the pad will shuffle between different sampled variations of the loaded sound. Not all sounds offer round-robin functionality, in which case the RR icon will appear dimmer.

Browser

The Browser contains a collection of 368 custom sound sources, organized into the categories Kick, Snare, Toms, Perc, Hi-Hat, Crash, Ride, Clap, and Misc. These are created from organic and synthetic drum samples, all heavily treated with outboard gear. Using the Browser you can search and load different sound sources to each of the 16 pads.

► To open to Browser, click the magnifying glass icon or sample name in the Kit view.

The Browser contains the follow features and controls:



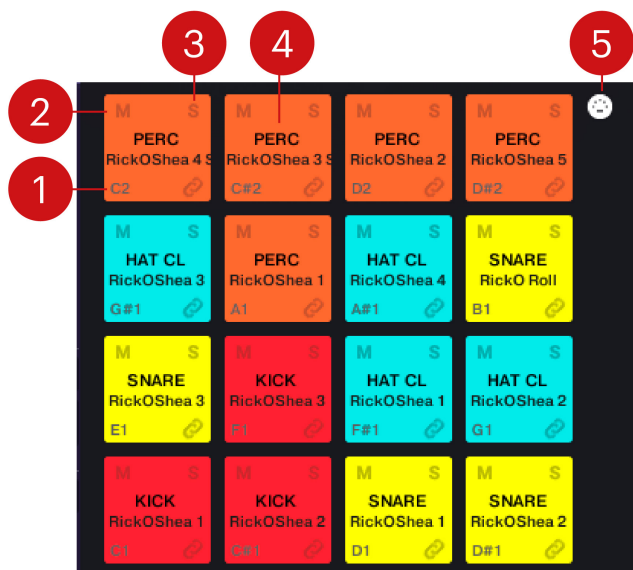
1. **X:** Exits the Browser and returns to the Kit view.
2. **Sound Category:** Selects the sound category for the currently selected pad. Click on the category to view the available samples.
3. **Sound Sources:** Lists the samples that are available in each sound category. Click a sound source to select it for the current layer.

- Pages:** Provides access to the different pages of the Browser. Click the dot symbols to open the corresponding page of sound sources, or use the arrow icons (<>) to browse through each page.
- Current Sound:** The currently selected sound is highlighted.
- Used Sounds:** Sound sources that are already being used in the kit appear dimmed out.

Pads

The 16 pads represent the individual drum sounds that make up your kit. Each pad contains a sound source that you can edit in the Sample section. The pads allow you to trigger, solo, and mute sounds, and provide a visual overview of what type of sounds make up your kit.

The Pads section contains the following controls:



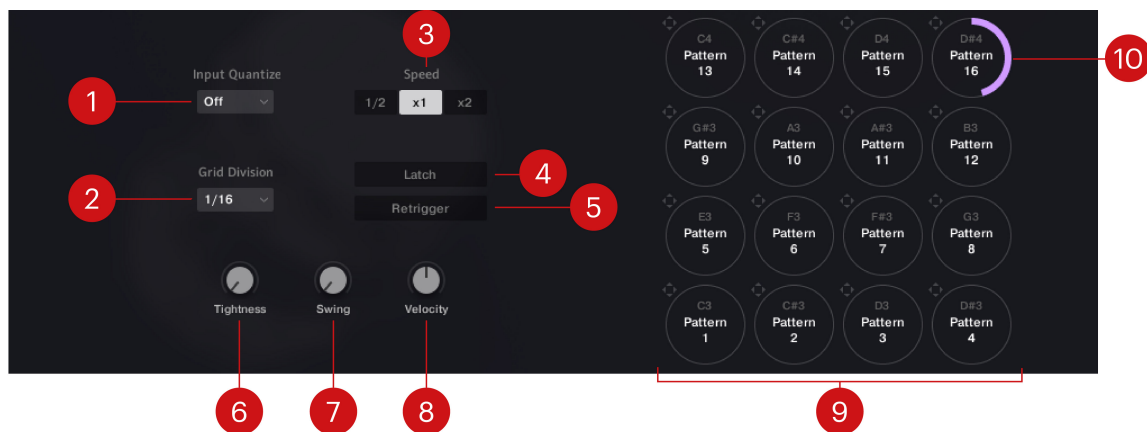
- MIDI Note:** Displays the corresponding MIDI note to the respective pad. Play the corresponding note on your MIDI device to trigger that specific drum sound.
- M (Mute):** Switches **Mute** on or off for the audio output of the currently selected pad. Press [Ctrl] / [Cmd] +click **M** to exclusively mute a pad when multiple pads are muted.
- S (Solo):** Switches **Solo** on or off for the audio output of the currently selected pad. Press [Ctrl] / [Cmd] +click **S** to exclusively solo a pad when multiple pads are soled.
- Sound Category/Name:** Displays the Sound Category and Sound Source name of the respective pads.
- MIDI Pad Select:** Switches MIDI Pad Select on or off. When activated, pad selection is determined by MIDI note input. Activating the control allows you to select a pad for editing from your MIDI device, and is useful if you wish to play the pad as you adjust the relative sound editing controls.

7. Pattern Editor

In the Pattern Editor, you can access 16 clips that provide a range of rhythmic patterns that are used to trigger your drum sounds. Each kit comes with 16 pre-defined grooves that are tailored to the preset kit sounds. These grooves provide a great base for exploring the intricacies and sonic potential of each kit, and can give you inspiration for creating your own drum beats. You can also edit clips in any DAW, which allows you to create tailored grooves and rhythms for your kit. You can make slight rhythmic variations to these grooves, or lay out full song structures, with Intro, Verses, Choruses and Outros. **Latch** and **Retrigger** controls enable you to determine how MIDI triggers interact with the playback of each clip, and the **Speed** control allows you to experiment with different playback speeds.

Pattern Editor Overview

The Pattern Editor contains the following settings and controls:



1. **Quantize:** Provides five options (Bar, 1/2, 1/4, 1/8, 16) for quantizing input MIDI notes. When one of the five values is selected, MIDI notes triggering the patterns will be delayed by the specified duration so that newly launched patterns playback to the grid. When **Off** is selected, patterns will be launched as soon as the note is pressed.
2. **Grid Division:** Adjusts the grid division to a specific note value, which affects how the Tightness and Swing parameters modify the MIDI pattern. Triplet grid divisions are only used for the Tightness parameter.
3. **Speed:** Selects from three options that determines the playback speed of the pattern. **x1** plays the pattern back at the original speed, **1/2** plays the pattern at half the original speed, and **x2** plays the pattern at double the original speed.
4. **Latch:** Latches the pattern on or off. When **Latch** is on, the pattern will run continuously in loop from a single note trigger. Releasing the key will not stop the pattern playback until the note is pressed again. When **Latch** is off, the pattern will only play back for the time the note is held.
5. **Retrigger:** Switches retrigger on or off. When **Retrigger** is off, triggering a new pattern while another is already playing will continue to play from the same position. When **Retrigger** is on, the pattern will restarts from the beginning each time a note is played.
6. **Tightness:** Adjusts the amount of groove in the MIDI pattern. At minimum position, the pattern is unaltered. As the knob is turned to the right, the pattern gets progressively more quantized to the selected Grid Division. The parameter is applied only after releasing the mouse from the control.

7. **Swing:** Adjusts the amount of swing in the MIDI pattern. Swing pushes every other 16th note ahead so that a straight 16th note pattern becomes progressively more syncopated. The parameter is applied only after releasing the mouse from the control.
8. **Velocity:** Changes the velocity scaling in the MIDI pattern. At center position, the original pattern is unaltered. As the control is turned to the right, the range is compressed towards higher velocities. When turned to the left, the range is compressed towards lower velocities. This parameter is applied only after releasing the mouse from the control.
9. **Patterns:** Contains 16 patterns that hold different MIDI clips. Patterns are triggered by the corresponding note value displayed, from C3 to D#4. They can also be triggered manually by clicking on the respective pattern button. Clicking the top left icon of a pattern will stop playback. Patterns can be loaded and edited via MIDI drag and drop.
10. **Playback Display:** Displays the playback of the currently triggered pattern.

8. FX Editor

The FX Editor allows you to customize the effects chain of any preset and build your own effects chains for your custom user presets. Activate or deactivate a loaded effect, replace effects from the dropdown menus and quickly change the order of effects with drag and drop. Additionally, you can assign loaded effects parameters to a macro control, refer to [Macros Editor](#) for more information.

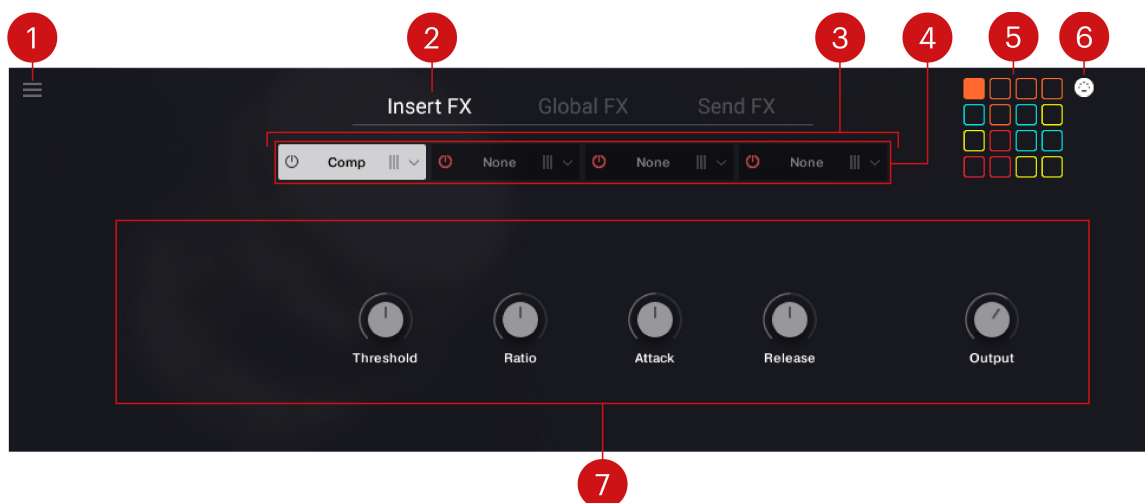
From classic time-based effects like reverb, delay and chorus, to dynamic effects, saturation, amp emulations and more, the FX view encourages creativity and provides controls that determine the behavior of the FX unit and allow you to further define the character of your sound. Rudiments contains three different types of effects; [Insert FX Overview](#), [Global FX Overview](#) and [Send FX Overview](#). Each FX page is designed for different functions and best use cases, which will be described in the overviews below.

Insert FX Overview

The Insert FX section provides a range of Kontakt effects that can be directly added on to your individual drum sounds. Four FX unit slots are available for each pad, and will process the signal of the selected pad in the order of their placement in the FX chain. When a pad is selected, its FX chain and FX units will be displayed, and you can quickly move between different pads using the Pad Select buttons in the top right corner.

As Insert FX are specific to each sound source, they can be used for corrective purposes, for example using an EQ to contour sounds and cut certain frequencies so they sit better in the mix. Dynamic tools can also be used here to help tame sounds that are sticking out, to help create a more well balanced mix. Creative effects can have significant impact on the individual sounds of your kit and are a way to tailor you kit to suit your drumming style and musical sound. Saturators, amp emulations, choruses, flangers and phasers are all available and should be experimented with across your kit. These effects ultimately shape the sonic character of the sound sources and contribute significantly to the distinct coloration of the different drum sounds.

The Insert FX contains the following elements and controls:



- 1. FX Preset Menu:** Enables you to save, load and clear your FX unit and FX chain presets. Also allows you to reset FX units to their default state. For more information, refer to [Managing FX Presets](#).

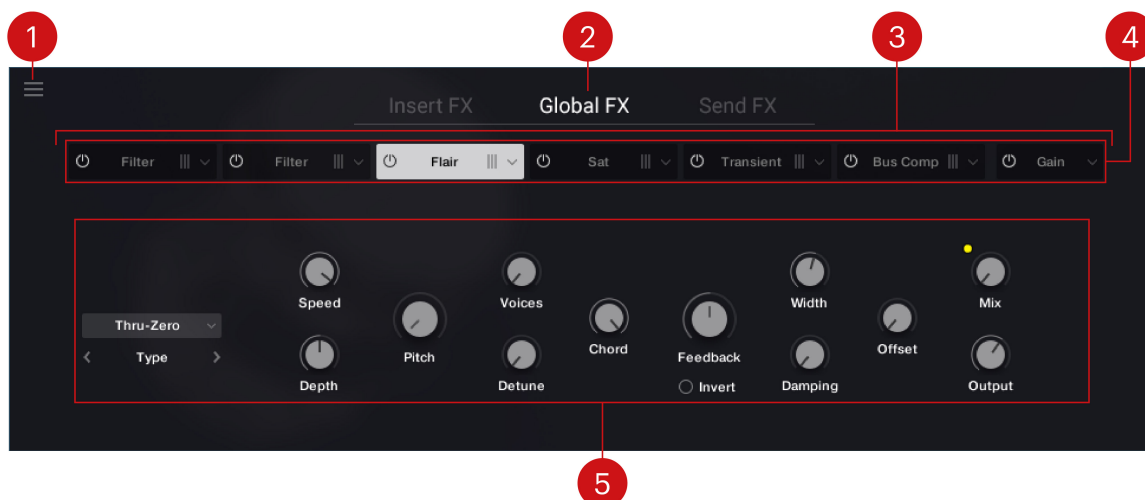
2. **FX Tabs:** Displays the **Insert FX**, **Global FX** and **Send FX** tabs. Select the **Insert FX** tab to display the related controls and parameters for editing.
3. **FX Chain:** Represents the effects chain i.e., the order of the effects for the selected drum sound. You can change the order of the effects by clicking + dragging an FX unit left or right.
4. **FX Units:** Represents each effect within the **FX Chain**. Switch the effect on and off by clicking the power button. Use the drop-down menu on the right of each unit to select an effect. The controls for the selected FX unit are displayed below in the parameter display area. For more information on each effect, refer to the KONTAKT manual available from the Help menu, or online at the Native Instruments website [here](#).
5. **Pad Select:** Selects a pad for editing. The selected pad is represented by a filled color and the Insert FX applied to this pad sound are displayed.
6. **MIDI Pad Select:** When activated, pad selection is determined by MIDI note input. Activating the control allows you to select a pad for editing from your MIDI device, and is useful to play the pad as you adjust the relative Insert FX controls.
7. **FX Parameter Controls:** This area displays the parameter controls for the selected effect. Each effect unit has a different range of controls that are specific to its function. For more information on the FX and their related controls, refer to the KONTAKT manual available from the Help menu, or from the Native Instruments website [here](#).

Global FX Overview

The Global FX chain operates on the summed output signal of all Insert FX and Send FX—unless **Bypass Master FX** is selected as the output of a sound. The chain is comprised of seven FX units which act as the final processor chain of your signal before the main output. The Global FX process your entire drum kit in the order of their placement in the chain.

Effects in this chain should be applied with the intention of operating on the full drum kit in its entirety, considering how the effect will impact all drum sounds. Typical applications include applying a limiter or compressor to the final output of your drum kit. A limiter can be used to ensure that the signal level stays below 0 dB to avoid digital clipping, and to increase the overall perceived volume of the signal. Adding compression to the final signal path can add cohesion between various instruments, working like a glue that balances and binds sounds together.

The Global FX contains the following elements and controls:



1. **FX Preset Menu:** Enables you to save, load and clear your FX unit and FX chain presets. Also allows you to reset FX units to their default state. For more information see, [Managing FX Presets](#).

- FX Tabs:** Displays the **Insert FX**, **Global FX** and **Send FX** tabs. Select the **Insert FX** tab to display the related controls and parameters for editing.
- FX Chain:** Represents the effects chain i.e., the order of the effects for the selected drum sound. You can change the order of the effects by clicking + dragging an FX unit left or right.
- FX Units:** Represents each effect within the **FX Chain**. Switch the effect on and off by clicking the power button. Use the drop-down menu on the right of each unit to select an effect. The controls for the selected FX unit are displayed below in the parameter display area. For more information on each effect, refer to the KONTAKT manual available from the Help menu, or online at the Native Instruments website [here](#).
- FX Parameter Controls:** This area displays the parameter controls for the selected effect. Each effect unit has a different range of controls that are specific to its function. For more information on the FX and their related controls, refer to the KONTAKT manual available from the Help menu, or from the Native Instruments website [here](#).

Send FX Overview

In contrast to the Insert FX, the Send FX work in parallel, and only receive signals that you explicitly send to them from the Send controls for each pad, found in the Kit View.

Four reverb effects and two delay effects are available for selection in the Send FX section. Reverbs and delays are the most typically used Send effects, as you may want to send different levels from different instruments but control the device as a single effect unit. The amount of signal that's being sent to the effect is called the send level, and the effect's output level is called the return level. The Return control is found to the far right of each Send FX unit, and adjusts the return level for that effect.

The Send FX contains the following elements and controls:



- FX Preset Menu:** Enables you to save, load and clear your FX unit and FX chain presets. Also allows you to reset FX units to their default state. For more information see, [Managing FX Presets](#).
- FX Tabs:** Displays the **Insert FX**, **Global FX** and **Send FX** tabs. Select the **Insert FX** tab to display the related controls and parameters for editing.
- FX Units:** Represents the two Send FX units. Switch the effect on and off by clicking the power button. Use the drop-down menu on the right of each unit to select an effect. The controls for the selected FX unit are displayed below in the parameter display area. For more information on each effect, refer to the KONTAKT manual available from the Help menu, or online at the Native Instruments website [here](#).

- 4. FX Parameter Controls:** This area displays the parameter controls for the selected effect. Each effect unit has a different range of controls that are specific to its function. For more information on the FX and their related controls, refer to the KONTAKT manual available from the Help menu, or from the Native Instruments website [here](#).

Managing FX Presets

While FX settings are automatically saved with each snapshot, the **FX Preset Management** allows you to save FX unit and FX chain presets separately and load them onto other sounds. The menu also includes a clear function that removes any loaded FX unit or FX chain, and an option to reset an FX unit to its default values.

The following workflows demonstrate how to save, load, reset and clear your FX units and chains:

Saving an FX Preset

To save an FX preset:

1. Click **FX** to enter the FX view.
2. Click the FX Preset Management icon in the top left corner.
3. Select **Save FX unit preset...** or **Save FX unit preset...**
4. Enter a name for your preset.
5. Click **Save**.



Any macro assignments made to effects parameters are not stored in the effects unit or effects chain presets.

Loading an FX Preset.

To load an FX preset:

1. Click **FX** to enter the FX view.
2. Click the FX Preset Management icon in the top left corner.
3. Select **Load FX unit preset...** or **Load FX chain preset...**
4. Select a preset file.
5. Click **Load**.



Loading an FX preset will overwrite any current user preset being used with the Snapshot.

Resetting an FX Unit

To reset an FX unit:

1. Click **FX** to enter the FX view.
2. Select the FX unit you want to reset.
3. Click the FX Preset Management icon in the top left corner.
4. Select **Reset FX unit**.

→ The FX unit will be restored to its default settings.

Clearing FX

To clear an FX unit or FX chain:

1. Click **FX** to enter the FX view.
2. Select the FX unit or FX chain you want to clear.
3. Click the FX Preset Management icon in the top left corner.
4. Select **Clear FX unit** or **Clear FX chain**.

→ The loaded FX will be removed and **None** will be displayed in the FX unit(s).



A few parameters require some processing latency so they will not respond in real-time. These are Cabinet/IRVerb Size, HPF and LPF.

9. Macros Editor

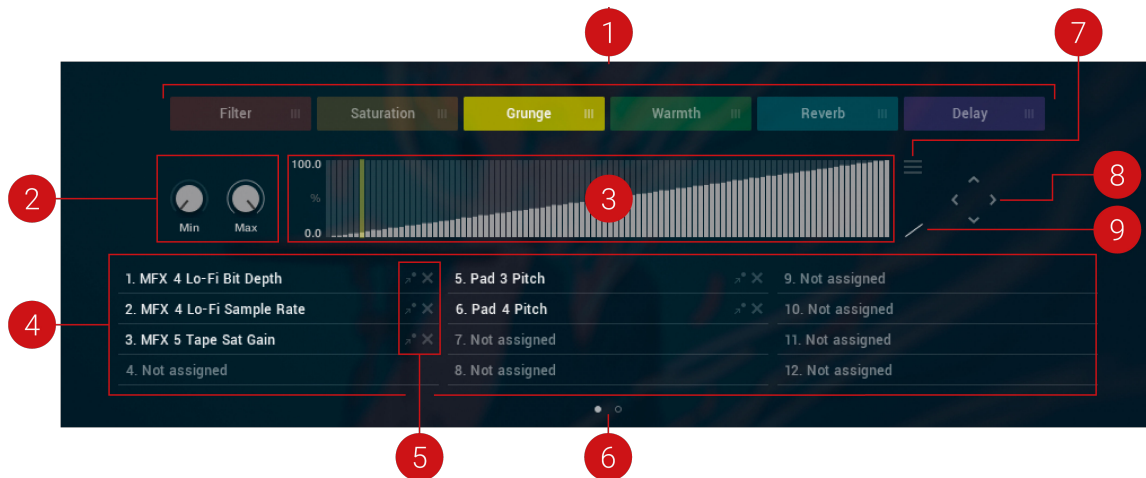
The six macro controls are a key element to the signature Play Series performance style and workflows. The macro controls, alongside the Tune and Volume knobs, are the only parameters that always remain visible and accessible, from any view within Rudiments. This indicates the importance placed on these controls. You can assign up to 24 parameters to each macro, with separately adjustable min/max range for each assignment, and a Shaper Curve that governs how the macro behaves within the defined min/max range. The Shaper Curve is also available for each assigned parameter.

The Snapshots that are provided with Rudiments all come with their own special macros. In the Macros Editor, you can edit the assigned macro controls of existing Snapshots and their parameter ranges or create your own macro assignments for your Snapshots.

Toggle between the six macros by clicking the colored buttons displayed horizontally across the top of the view. Clicking any of the buttons allows you to see the list of parameters assigned to them. Situated to the top-right of the Shaper Curve is the Macro Options menu. This provides various processing and editing options, as well as ways to manage your preset shapes.

Macros Overview

The Macros Editor contains the following elements and controls:



- 1. Macro Group:** Each colored block represents a macro control. Click on a macro to display the group of parameters assigned to it (4), and access the parameters' editing tools. Click + drag a colored block left or right to rearrange the order of the six macro controls. For more information, refer to [Macro Assignments](#).
- 2. Macro Range:** Sets the minimum and maximum range for the parameter selected in the Macro Slot list.
- 3. Macro Shaper Curve:** Sets the shape of the curve for the selected parameter in the Macro Slot list.
- 4. Macro Slot List:** Displays all parameters assigned to the selected macro control. Each macro has 12 Macro Slots, facilitating up to 12 different parameter assignments per macro. Click on a macro slot to access the editing options for that assignment, including the Macro Shaper Curve and Range controls.

5. **Macro Slot** (icons): The arrow dot icon jumps directly to the view containing the assigned parameter. After the view jump, The dot next to the parameter will blink to draw attention and indicate the assignment. The **X** icon deletes the assignment from the selected slot. Press the **X** icon to clear the macro slot of the assigned parameter.
6. **Macro Options Menu**: Provides options to manage your Macro Shaper presets, and contains predefined curve shapes which you can quickly recall for convenience or inspiration. For more information, refer to [Macro Shaper Options Menu](#).
7. **Macro Pages**: Selects from the two available pages of the Macro Slot list.
8. **Macro Shaper Shift** (arrow icons): Click the arrow icons to shift the values in the Macro Shaper Curve left, right, up or down. Press [Shift] + click the left or right arrows to move the values in the specified direction, but to retain the first or last value in the table. This creates a limiter-style effect, whereby the first value is repeated as you press [Shift] + click the right arrow. Holding [Shift] + clicking the up or down arrows will create expansion or compression. Pressing [Ctrl] / [Cmd] + clicking will repeat the process ten times.
9. **Macro Shaper Smoothing**: Switches the interpolation for the Macro Shaper Curve on or off. As the Macro Shaper contains only 100 values and macro knobs have a much higher resolution of 1,000,000 values, the shaper curve needs to be mapped to the larger range. When **Macro Shaper Smoothing** is turned off, transitions between curve steps are strictly quantized. This is useful in certain use cases, for example, a macro assigned to the **Tune** parameter, and a quantized Curve Shaper to hit various pitches of a scale. When **Macro Shaper Smoothing** is turned on, transitions between curve steps are linearly interpolated, which provides more fluid behavior. This is especially useful when assigning macros to a filter **Cutoff** or various effects parameters.

Macro Assignments

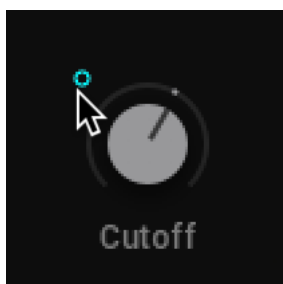
Assigning macros in Rudiments is intuitive and easy. Valid parameters for macro assignments are found in the Kit and FX Editors only. Some parameters, including buttons, menus, and Velocity Sensitivity/Curve are not available for assignment.

Macros are also a quick and useful way to navigate around the synth engine, allowing you to move between the Macros view and the assigned parameters with a mouse click. The following workflows demonstrate how to assign, remove, rename and rearrange your macro assignments.

Assigning a Macro

To assign a parameter to a macro:

1. In Kit or FX Editor, select the macro you want to assign.
2. Click the colored dot in the top-left corner of a macro knob. It will start blinking to show you that it's in Learn mode.



- While the dot is blinking, click on the parameter you want to assign to the macro. Valid parameters are found only on Sound and FX views.

→ The parameter is assigned to the macro, represented by it matching colored dot,

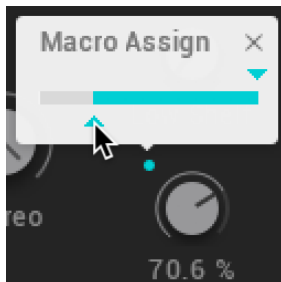
i If you no longer want to make an assignment, or you selected the wrong macro, you can exit Learn mode by clicking the same colored macro dot again.

Setting the Macro Range

When a macro is assigned to a parameter, a popup will appear. Here you can set the parameter range within which the macro will operate.

To set the Macro Range:

- Drag the arrows left or right to adjust the parameter range.
- Drag the bar in the middle to shift the whole range left or right
- [Ctrl] / [Cmd] + click this bar to restore the range to the default value (full parameter range).



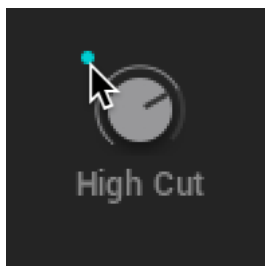
→ The range is set. When you have finished, click the **X** to exit the Macro Range popup.

Removing a Single Macro Assignment

In the Macros view, you can delete a parameter assignment from the Macro Slot list, using the **X** icon. Alternatively you can delete an assignment from the parameters.

To remove a macro assignment from a parameter:

- Locate the parameter in the Kit or FX Editor.
- Press [Ctrl] / [Cmd] + click the dot next to the assigned parameter.



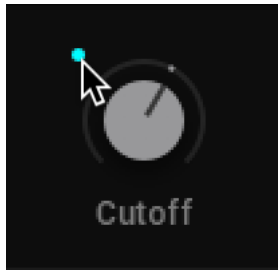
→ The assignment is removed from the macro.

i Press [Shift] + click the colored dot next to a parameter to instantly jumps to the Macros view where the assignment is listed. This provides a nice workflow if you often have to jump between pages.

Removing All Macros Assignments

To remove all macro assignments from a macro control at once:

1. In the Kit or FX Editor, select the macro you want remove all assignments.
2. Press [Ctrl] / [Cmd] + click the colored dot next to a macro control.



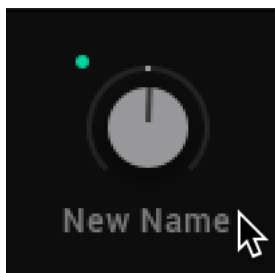
→ All assignments are removed from the selected macro.

Renaming a Macro

Renaming a macro can be used to help you remember what the assigned parameters do.

To rename a macro:

1. Click on the text below the macro knob to edit the current name. Double-click the text to enter a new name.
2. Type in your new macro name.



→ The macro now displays the new name.

i Note that text input is not possible when a pattern is playing.

Rearranging the Macros

Once you have set up all your macro controls, you might want to rearrange the order in which they appear. This is useful for keeping related controls close to each other, and can be tailored to suit your performance needs or playing style.

To change the order of the macros:

1. Click **MACROS** to enter the Macros view.
2. Click a colored macro button.



3. Drag the macro button left or right and drop at a new position.



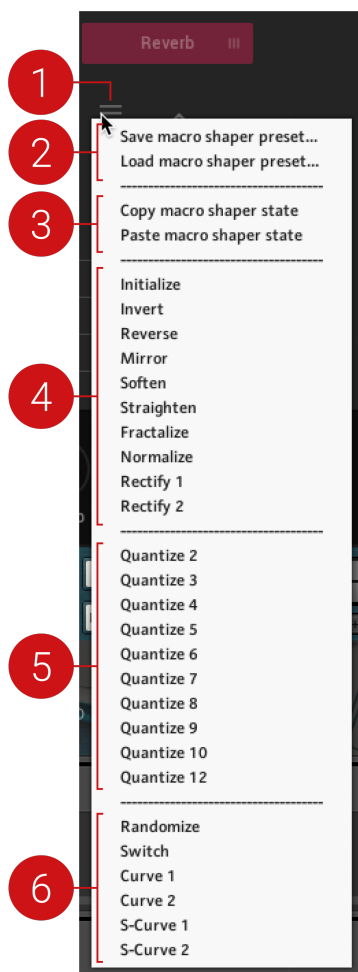
→ The order of the macros controls is changed.

Macro Shaper Options Menu

The Macro Shaper Options menu provides a range of tools for editing the Macro Shaper Curve and managing your Macro Shaper presets. Tools dedicated to editing the shape of your curve include options for copying, mirroring, inverting, and straightening. Additionally, the initialization function enables you to reset the Macro Shaper Curve to its default values.

The Macro Shaper Options menu also offers options for saving and recalling Macro Shaper presets, as well as pre-defined curves to help you get started. There are also a number of quantization options provided to suit your various needs; from smooth and free-running, to grid-snapped blocks, these additional editing options provide flexibility and inspiration for utilizing the full potential of the Macro controls.

The Macro Shaper Options menu contains the following elements:



1. **Macro Shaper Options Menu:** Opens the Macro Options menu, which provides a range of tools and options for editing the Macro Curve Shaper and managing your Macro Shaper presets. This menu also contains predefined curve shapes, which you can conveniently recall when needed.

2. **Managing Macro Shaper Presets:** Options for saving and loading your Macro Shaper presets. For more information, refer to [Managing Macro Shaper Presets](#)
3. **Copy and Paste:** Options that allow you to copy the Macro Shaper Curve of the currently selected parameter, and paste it onto other parameters. This is useful for testing Shaper Curves on various parameters, without having to save them as presets.
4. **Shaper Editing Tools:** A range of tools that provide various editing functions for creating shapes with the Macro Shaper Curve. Tools include Normalize, Rectify, Fractalize, Soften, and Straighten. Editing tools like Invert, Reverse, and Mirror, allow you to reflect states in the Macro Shaper, providing inspiration and further control over your shapes. Initialize allows you to reset the Macro Shaper Curve to its default state.
5. **Quantize:** Provides 10 options for quantizing values of the Macro Shaper Curve. The Quantize value (**2, 3, 4, 5, 6, 7, 8, 9, 10, 12**) indicates the numeric division that will be applied to your curve. For example, if Quantize **4** is selected, your curve values will be quantized to 0, 250, 500, 750 and 1000.
6. **Predefined Shapes:** Provides six options for predefined curve shapes that can be quickly implemented in the Macro Shaper Curve.

Managing Macro Shaper Presets

While macros are automatically saved with each Snapshot, the **Macro Shaper Options** menu allows you to save Macro Shaper presets separately and load them onto other sounds.

The following workflows demonstrate how to save and load your Macro Shaper presets from the Macro Editor:

Saving a Macro Shaper Preset

To save a Macro Shaper preset:

1. Click the **MACROS** tab to enter the Macro Editor.
2. Click the Macro Shaper Options menu icon.
3. Select **Save macro shaper preset...**
4. Enter a name for your preset.
5. Click **Save**.

→ The macro shaper preset is saved as an .nka file.

Loading a Macro Shaper Preset

To load a Macro Shaper preset:

1. Click the **MACROS** tab to enter the Macro Editor.
2. Click the Macro Options menu icon.
3. Select **Load macro shaper preset...**
4. Select a preset file.
5. Click **Load**.

→ The selected macro shaper preset is loaded into the Macro Shaper.

10. Credits

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