



# BUTCH VIG DRUMS

# Table of Contents

1. Disclaimer .....	1
2. Welcome to BUTCH VIG DRUMS .....	2
3. Document Conventions .....	3
4. Installation and Setup .....	4
5. Snapshots .....	5
5.1. Overview of Snapshots .....	5
5.2. Saving a User Snapshot .....	5
5.3. Loading a Snapshot .....	6
5.4. Deleting a User Snapshot .....	7
6. Main View .....	8
7. Kit View .....	10
7.1. Sample .....	11
7.2. Browser .....	12
7.3. Pads .....	13
8. Pattern View .....	15
8.1. Overview of the Pattern View .....	15
9. FX View .....	16
9.1. Overview of the Insert FX .....	16
9.2. Overview of the Global FX .....	17
9.3. Overview of the Send FX .....	18
9.4. Managing FX Presets .....	19
10. Macros View .....	22
10.1. Overview of the Macros View .....	22
10.2. Macro Assignments .....	23
10.3. Macro Options Menu .....	26
10.4. Managing Macro Shaper Presets .....	27
11. Credits List .....	28

# 1. DISCLAIMER

The information in this document is subject to change without notice and does not represent a commitment on the part of Native Instruments GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Native Instruments GmbH, hereinafter referred to as Native Instruments.

“Native Instruments”, “NI” and associated logos are (registered) trademarks of Native Instruments GmbH.

Mac, macOS, GarageBand, Logic and iTunes are registered trademarks of Apple Inc., registered in the U.S. and other countries.

Windows and DirectSound are registered trademarks of Microsoft Corporation in the United States and/or other countries.

All other trademarks are the property of their respective owners and use of them does not imply any affiliation with or endorsement by them.

Document authored by Hannah Lockwood

Software version: 1.0 (8/2020)

## 2. WELCOME TO BUTCH VIG DRUMS

As part of the KONTAKT Play Series of instruments, BUTCH VIG DRUMS captures the spirit of the legendary producer's pioneering drum sound. Created with the Grammy Award winning writer and producer, it offers 21 individual drum kits, each with 16 one-shots created using Vig's distinctive approach to drum recording and percussive sound design. Each kit also contains 16 preset MIDI patterns, which can be triggered using a MIDI controller and edited within any DAW. All sounds can be further processed using a range of powerful Kontakt insert and send effects.

As a musician, songwriter and record producer, Butch Vig is famed for his signature production of modern drum sounds. This Play Series offering gives you heavily processed hybrid drum sounds with punchy, production-ready grooves. Choose from a selection of preset MIDI patterns, which you can launch from the instrument itself, or drag and drop to your DAW for further editing.

As with all Play Series instruments, BUTCH VIG DRUMS aims to combine an intuitive, performance-focused interface with detailed sound editing. Six macro controls offer quick access and easy control over a range of different sound and effects parameters, allowing you to easily tweak each preset kit and individual drum sounds, to create alternative timbres that work in a variety of drum styles. For those who wish to go deeper in sound design, you will find powerful sound editing tools and flexible effects chains that allow you to further customize your drum sounds.

Thank you for using BUTCH VIG DRUMS, we hope you enjoy it!



### 3. DOCUMENT CONVENTIONS

This document uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing the following notes let you see what kind of information can be expected:



The speech bubble icon indicates a useful tip that may help you to solve a task more efficiently.



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



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

Furthermore, the following formatting is used:

- Paths to locations on your hard disk or other storage devices are printed in *italics*.
- Important names and concepts are printed in **bold**.
- Square brackets are used to reference keys on a computer's keyboard, e.g., Press [Shift] + [Enter].

## 4. INSTALLATION AND SETUP

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

### Native Access

Native Access is where you will install the software for BUTCH VIG DRUMS. If you are new to Native Instruments, you will first have to create your Native ID.

1. Download and install Native Access [here](#).
2. Login to Native Access using your Native ID.
3. Click the **Not installed** tab.
4. Click **INSTALL** for the following products:
  - KONTAKT or KONTAKT PLAYER
  - BUTCH VIG DRUMS

The software is installed automatically.



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

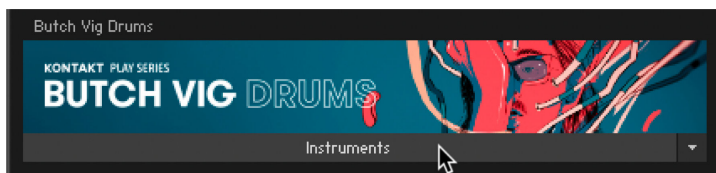


To learn more about Native Access, visit our support page [here](#).

### BUTCH VIG DRUMS via KONTAKT

Once installed, you can start using BUTCH VIG DRUMS in KONTAKT. BUTCH VIG DRUMS 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 **BUTCH VIG DRUMS** in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product's content.
4. Double-click the **Butch Vig Drums.nki** file to load the instrument.



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

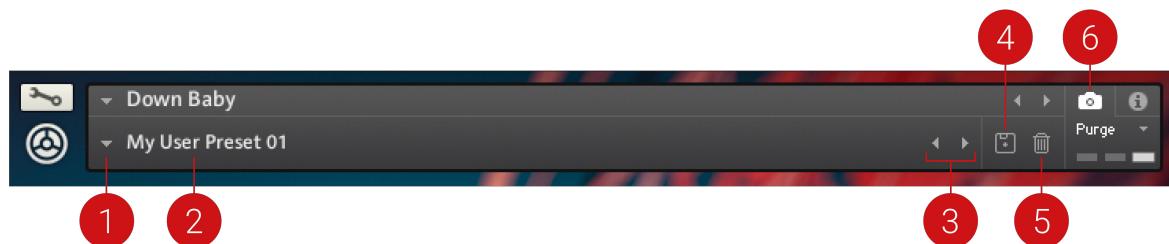
## 5. SNAPSHOTS

BUTCH VIG DRUMS contains 21 different kits, each with their own unique combination of samples, effects, grooves and macro assignments. These kits have been specially designed and curated by Vig to suit a wide range of drumming styles and musical genres. These kits also aim to provide you with inspiration for your own drum kits, using the available sounds, effects and assignment to customize kits for your own drum production needs.

The included preset kits act as a great starting point from which you can tweak and tailor your own 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 preset kits, save them in the .nksn file format and use them in other projects, across computers or even share them with other users.

### 5.1. Overview of Snapshots

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



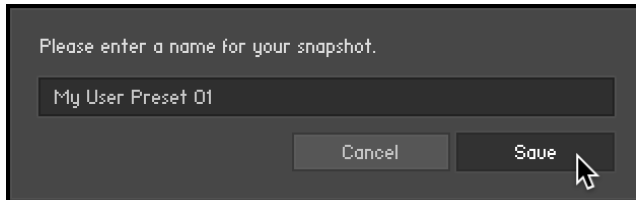
1. **Load Snapshot:** Opens the Snapshot menu where you can load your User Snapshots. For more information, see [Loading a Snapshot](#).
2. **Snapshot Name:** Displays the name of the currently selected User Snapshot.
3. **Snapshot Previous/Next** (<> icons): Allows you to quickly browse and load Snapshots. 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, see [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, see [Saving a User Snapshot](#).
5. **Delete Snapshot** (bin icon): Deletes the currently selected Snapshot from the Snapshot library. For more information, see [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.

### 5.2. 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:

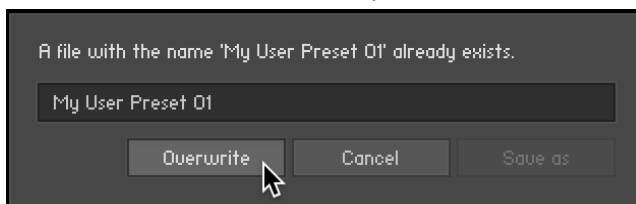
1. Click the Snapshot View button (camera icon) to open Snapshot view.
2. Click the Save button (floppy disk icon).
3. Enter a name for your new Snapshot in the **Save** dialog box.
4. Click **Save** to finish the process and close the dialog box.



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.



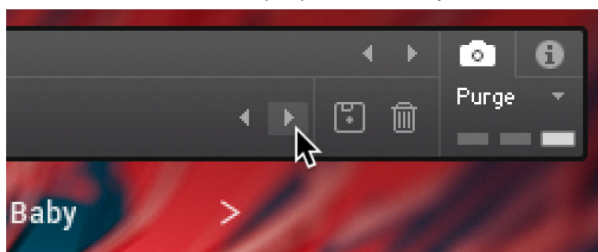
Your Snapshot .nksn file is saved to the User Snapshot menus in replace of the old file.

## 5.3. 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.

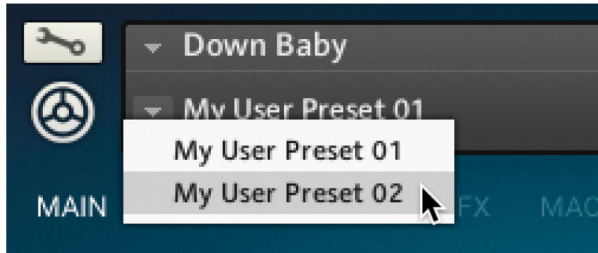


The previous or next Snapshot will load immediately each time an arrow icon is clicked.

To load a Snapshot from the library:

1. Click the Snapshot View (camera icon) to open Snapshot view.

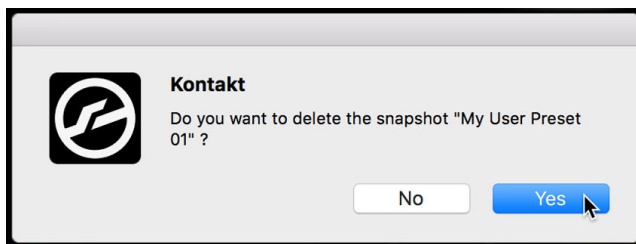
2. Click the arrow next to the Snapshot name field.
3. Click a Snapshot to load it.



## 5.4. 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.





## 6. MAIN VIEW

BUTCH VIG DRUMS offers a simple interface built around 16 drum pads and six macro controls. Five views—Main, Kit, FX, Pattern and Macros—provide a range of control and editing options for different parts of the drum engine.

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

BUTCH VIG DRUMS contains the following key elements and controls:



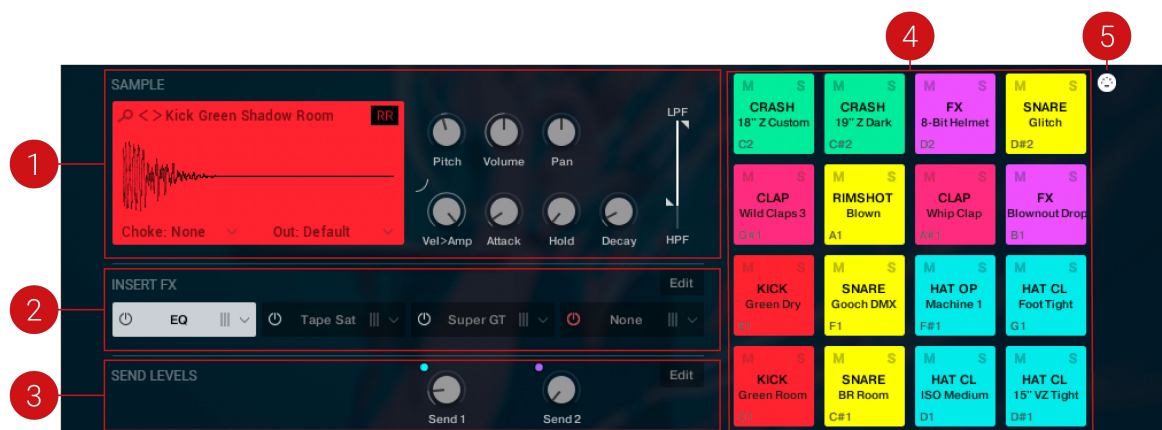
1. **MAIN:** Opens the Main view. Here you can access the six macro controls, set the global tuning and level, and use the 16 pads to trigger your drum sounds.
2. **KIT:** Opens the Kit view. Here you can edit the individual drum sounds and access parameters for pitch, volume, pan, velocity, envelopes, filtering, and effects. For more information, see [Kit View](#).
3. **PATTERN:** Opens the Pattern view. Use the Pattern view 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. For more information, see [Pattern View](#).
4. **FX:** Opens the FX view. 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. For more information, see [FX View](#).

5. **MACROS:** Opens and closes the Macros view. Here you can assign macros, set minimum and maximum macro values, adjust the Macro Shaper Curve and change the order of the macro controls. For more information, see [Macros View](#) 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.
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 view (5). The macro control knobs are available in all kits. For more information, see [Macros View](#)
9. **Tune Quantization** (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** (9) setting.
11. **Volume:** Adjusts the volume level of the main output.

## 7. KIT VIEW

Kit view 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 view contains the following sections and controls:



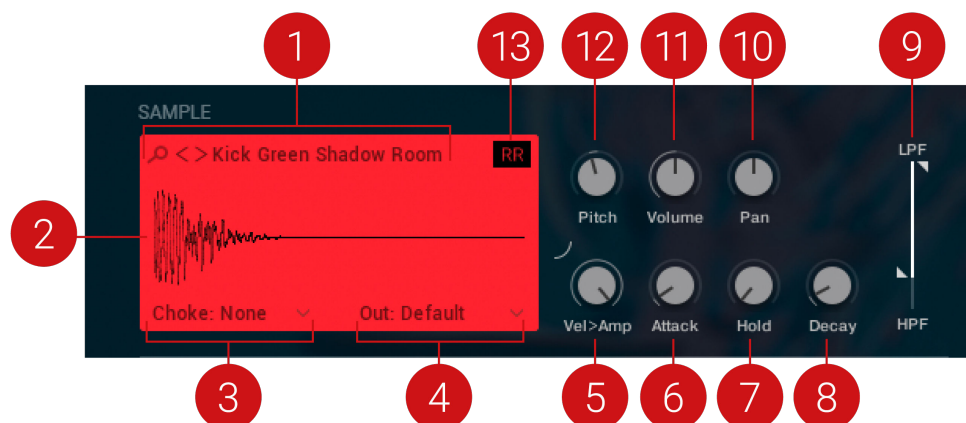
1. **SAMPLE:** Provides controls for parameters including pitch, volume, pan, velocity, envelopes, and filter. For more information, see [Sample](#).
2. **INSERT FX:** Displays the Insert FX chain for the currently selected pad. From this view, you can load FX from the Insert FX menu and turn the individual 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 parameters controls that make up each unit. For more information, see [Overview of the Insert FX](#).
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, see [Overview of the Send FX](#).
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, see [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.

## 7.1. 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, see [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. **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

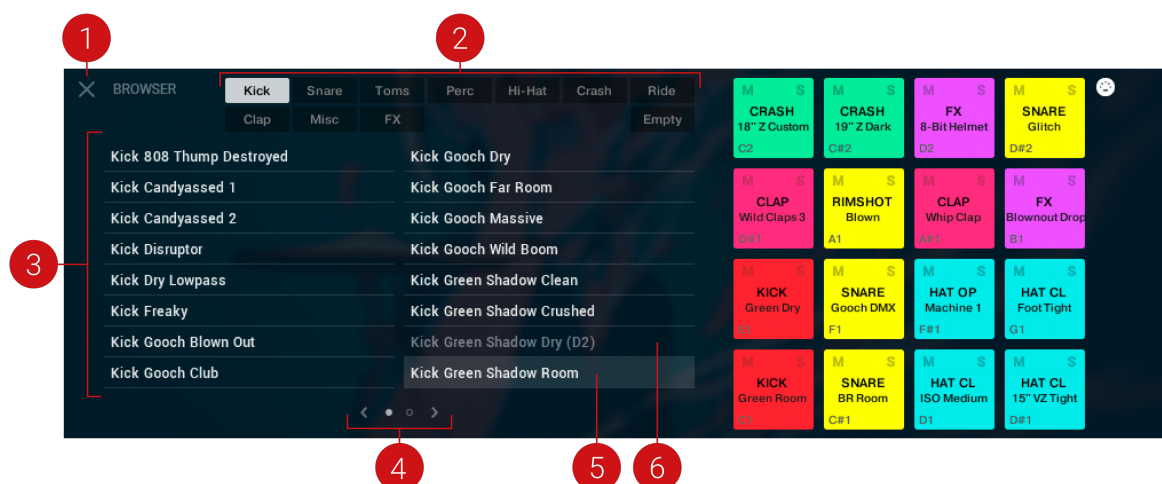
much note velocity affects the volume of the sound, and **Velocity Curve** adjusts the velocity curve of the sound.

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. **Hold**: Determines the fixed amount of time that the peak level of the envelope is held between the end of the **Attack** stage and the start of the **Decay** stage.
8. **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.
9. **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.
10. **Pan**: Adjusts the panning of the currently selected pad. At centre position the sound is panned directly at center. Values range from 0-100% L (left) and 0-100% R (right).
11. **Volume**: Adjusts the volume for the currently selected pad.
12. **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.
13. **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.

## 7.2. Browser

The Browser can be used to search and load different sound sources for each of the 16 pads. Sounds are grouped into 10 different sound categories, for quick sound selection. The Browser contains a collection of custom drum sounds that were recorded at United Recording's iconic Studio A in Hollywood. Using a range of old school studio techniques, these recordings were then further processed through a bespoke selection of analogue and digital preamps, compressors, stompboxes and more at Vig's home studio 'GrungelsDead'. Access the Browser by clicking the Browser icon (magnifying glass) in the Kit view.

The Browser contains the follow features and controls:





1. **X**: Exits the Browser and returns to the Main view.
2. **Sound Category**: Selects the sound category for the currently selected pad. 11 categories are available for selection; Kick, Snare, Toms, Perc, Hi-Hat, Crash, , Ride, Clap, Miscellaneous, FX and Empty. Click on the category to view the available samples in that category.
3. **Sound Sources**: Lists the samples that are available in each sound category. Click a sound source to select it for the current layer.
4. **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.
5. **Current Sound**: The currently selected sound is highlighted.
6. **Used Sounds**: Sound sources that are already being used in the kit appear dimmed out.

## 7.3. 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. Sound categories are represented in different colors; Red (Kick), Yellow (Snare), Orange (Toms, Perc), Blue (Hi-Hat Open, Hi-Hat Closed), Green (Crash, Ride), Pink (Clap), Miscellaneous (Blue) and Purple (FX). The sound category and sound name are also displayed on each pad.

The Pads section contains the following controls:



1. **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.
2. **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.
3. **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.
4. **Sound Category/Name**: Displays the Sound Category and Sound Source name of the respective pads.
5. **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

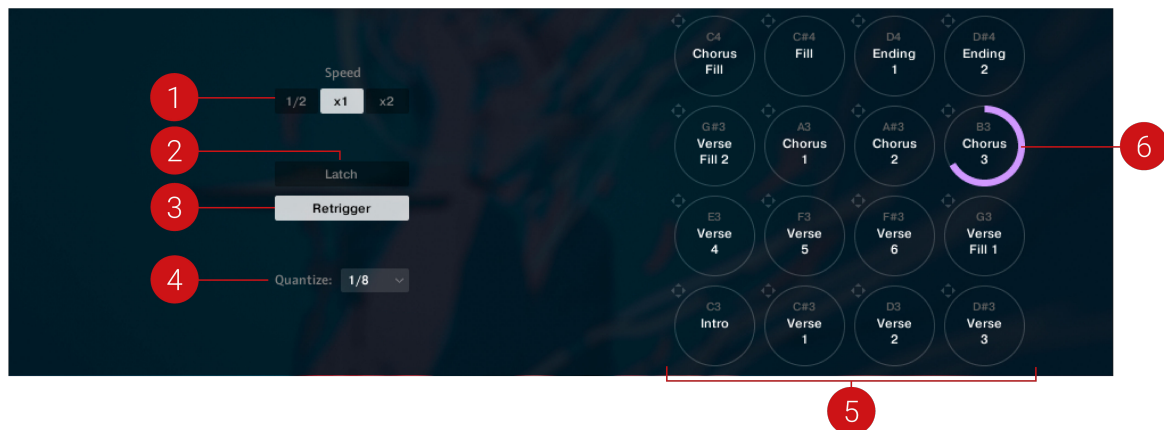
your MIDI device, and is useful if you wish to play the pad as you adjust the relative sound editing controls.

## 8. PATTERN VIEW

In Pattern view, 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 pre-set 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.

### 8.1. Overview of the Pattern View

The Pattern view contains the following control:



1. **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.
2. **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.
3. **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.
4. **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.
5. **Patterns:** 16 patterns that hold different MIDI clips. These patterns are triggered by the corresponding note value displayed, from C3 to D#4. Patterns can be loaded and edited via MIDI drag and drop.
6. **Playback Display:** Displays the playback of the currently triggered pattern.

## 9. FX VIEW

In FX view you can 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 drop-down menus and quickly change the order of effects with drag and drop. Additionally, you can assign loaded effects parameters to a macro control, see [Macros View](#) for more information.

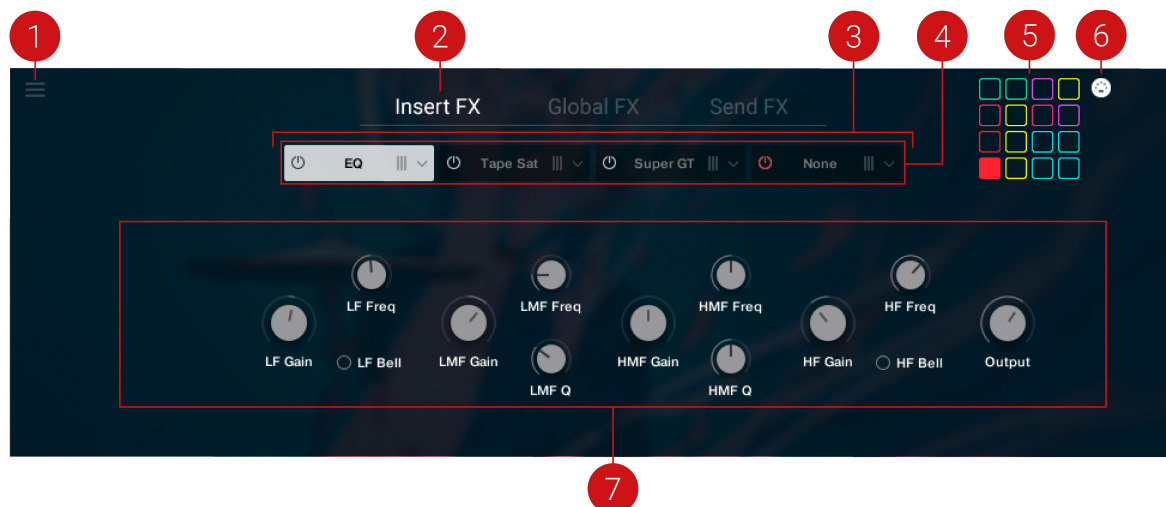
From classic time-based effects like reverb, delay and chorus, to dynamic effects, saturation, amp emulations and more, the FX view encourages creativity and provides controls that determine the behavior of the FX unit and allow you to further define the character of your sound. BUTCH VIG DRUMS contains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

### 9.1. Overview of the Insert FX

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 see, [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** (3). 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 (7). 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](#).

## 9.2. Overview of the Global FX

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:





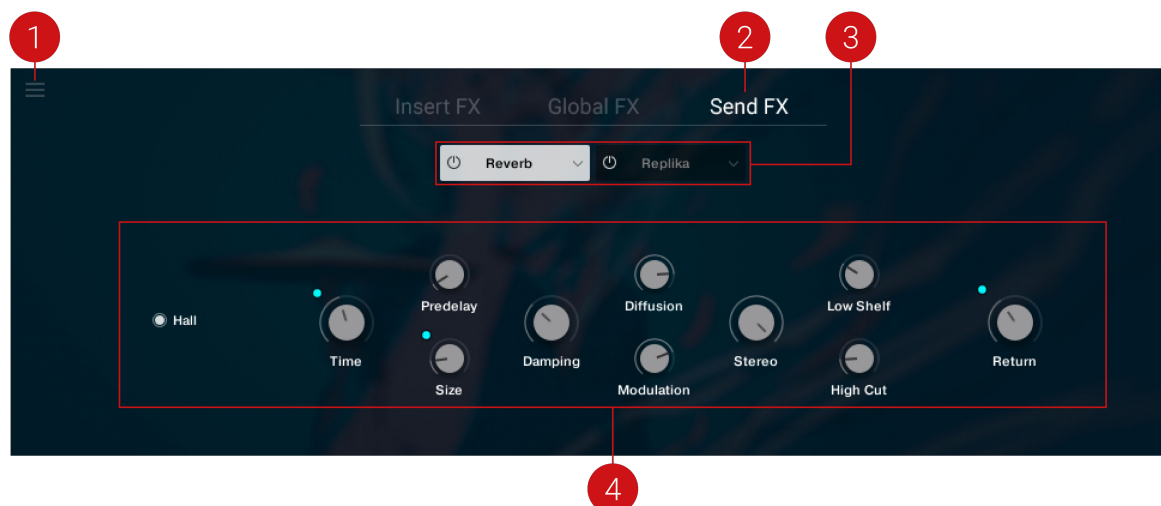
1. **FX Preset Menu:** Enables you to save, load and clear your FX unit and FX chain presets. Also allows you to reset FX units to their default state. For more information see, [Managing FX Presets](#).
2. **FX Tabs:** Displays the **Insert FX**, **Global FX** and **Send FX** tabs. Select the **Insert 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** (3). 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 (5). 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. **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](#).

### 9.3. Overview of the Send FX

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,

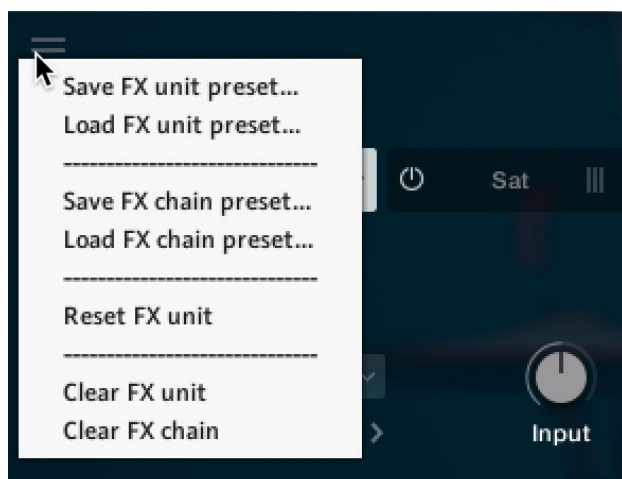
The Send FX contains the following elements and controls:



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](#).
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 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 (4). 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](#).

## 9.4. 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. Additionally, the menu provides an initialization function that enables you to reset any FX unit or FX chain to the 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 chain 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 it's default settings.

## Clearing FX

To clear an FX unit or 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.

## 10. MACROS VIEW

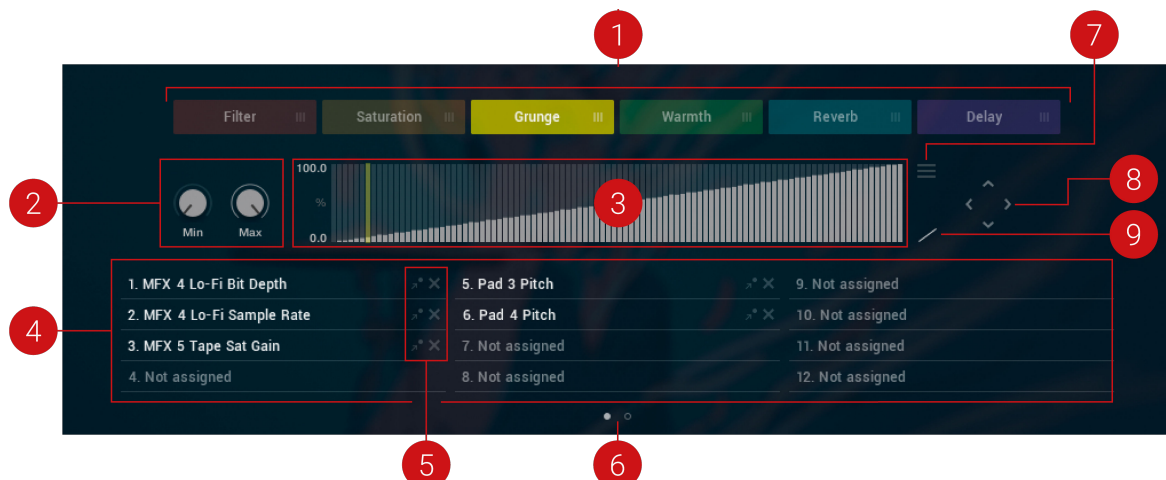
The six macro controls are a key element to the signature Play Series performance style and workflows. The Macro controls, alongside the Tune and Volume knobs, are the only parameters that always remain visible and accessible, from any view within BUTCH VIG DRUMS. This indicates the importance placed 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 BUTCH VIG DRUMS all come with their own special macros. In the Macros view, you can edit the assigned macro controls of existing Snapshots and their parameter ranges or create your own macro assignments for your Snapshots.

You can 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.

### 10.1. Overview of the Macros View

The Macros view 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, see [Macro Assignments](#).
2. **Macro Range:** Sets the minimum and maximum range for the parameter selected in the Macro Slot list (4).
3. **Macro Shaper Curve:** Sets the shape of the curve for the selected parameter in the Macro Slot list (4).
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 (3) and Range (2) 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, see [Macro 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.

## 10.2. Macro Assignments

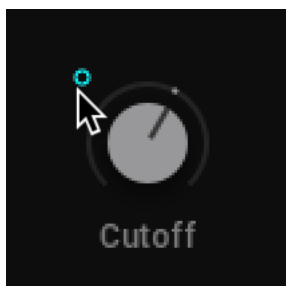
Assigning macros in BUTCH VIG DRUMS is intuitive and easy. Not all parameters are available for assignment, including buttons, menus, and Velocity Sensitivity/Curve. Valid parameters for macro assignments are found only in the Kit and FX views.

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 view or FX view, 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,



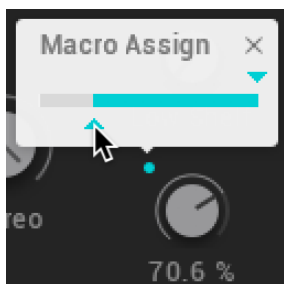
If you no longer want to make an assignment, or you selected the wrong macro, you can exit Learn mode by clicking the same colored macro dot again.

## 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).



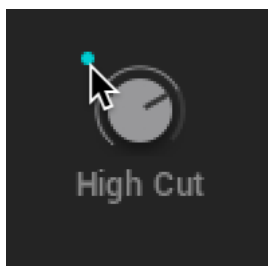
The range is set. When you have finished, click the **X** to exit the Macro Range popup.

## 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 Sound or FX view.
- Press [Ctrl] / [Cmd] + click the dot next to the assigned parameter.



The assignment is removed from the macro.

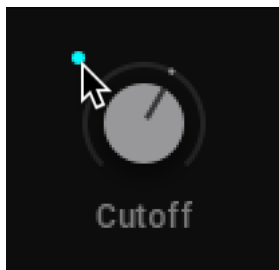


Press [Shift] + click the colored dot next to a parameter to instantly jumps to the Macros view where the assignment is listed. This provides a nice workflow if you often have to jump between pages.

## Removing All Macros Assignments

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

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



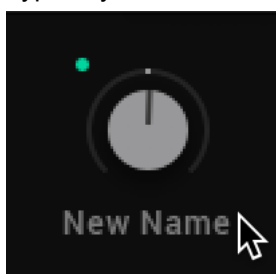
All assignments are removed from the selected macro.

## 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.



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.



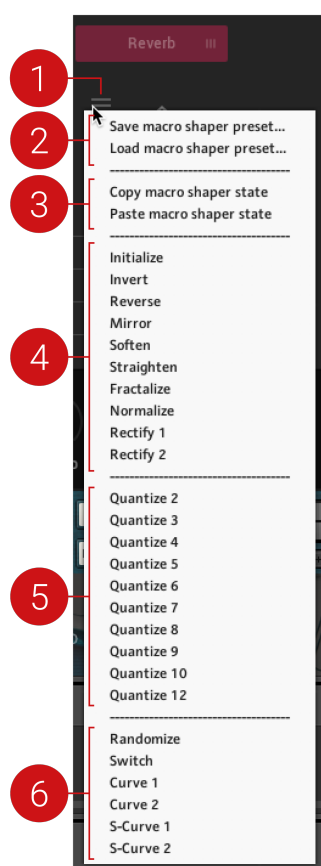
The order of the macros controls is changed.

## 10.3. Macro Options Menu

The Macro 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 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 Options menu contains the the following elements:



1. **Macro 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, see [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.

## 10.4. Managing Macro Shaper Presets

While macros are automatically saved with each Snapshot, the **Macro 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 Macros view:

### Saving a Macro Shaper Preset

To save a Macro Shaper preset:

1. Click the Macro Options menu icon.
2. Select **Save macro shaper preset....**
3. Enter a name for your preset.
4. Click **Save**.

### Loading a Macro Shaper Preset

To load a Macro Shaper preset:

1. Click the Macro Options menu icon.
2. Select **Load macro shaper preset....**
3. Select a preset file.
4. Click **Load**.

## 11. CREDITS LIST

**Product Design:** Mario Krušelj, Marc Adamo, Sebastian Müller

**Scripting and Programming:** Mario Krušelj

**User Interface Design:** Efflam Le Bivic

**Product Owner:** Barry McManus

**Sound Design:** Butch Vig, Justin Bandy, Sebastian Müller

**Recording:** Butch Vig, Ryan Gruss

**Quality Assurance:** Francesco Sabatini

**Finalization and Encoding:** Francesco Sabatini

**Artwork:** Carolina Rodriguez Fuenmayor

**Marketing Manager:** Grant Smith

**Documentation:** Hannah Lockwood