



Hardcore Kick Configurator

a Kontakt 5.6 and newer instrument
by Lussive Audio & Tha Playah



Documentation v1.0

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Installation & Requirements

This instrument is created for [Kontakt Full Edition v5.6](#) and newer versions.

Can be used in the Kontakt Player for 15 minutes in demo mode only. You need the full version.

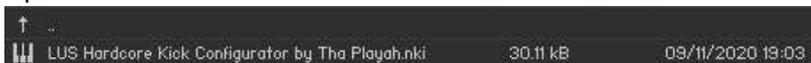
OS: MacOS or Windows

Loading the instrument

- Start your DAW and load Kontakt 5.6 or newer.
- Locate the Instrument in the /instruments folder



- Open the .nki file



- The Hardcore Kick Configurator is ready to use

Features

Kick Layers / Sick Mode / Twisted Mode / Bass Kick Mode / Why So Serious Mode / Hahaha Mode / Dice Effects



Kick Layers – choose your sound layers, set the volume and pitch

Browse through the available kick layer sounds by selecting them in the drop-down menus.



You can select an Attack sound, a Tail, an extra Punch sound and an additional Sweeptail. By-passing a layer can be selected – or clicking the speaker mute icon.

The left green knob can be used to set the volume. Default value = 0.0 DB

The right purple knob can be used to pitch the layer up or down. Default value = 0

The pitch range is different and configured specifically per layer type. The pitch and volume amounts can be seen in the display next to the green volume knob.

Use the left right buttons to navigate quickly between the sounds 

Attack Layer

A total of 28 attack layers is available.

When the attack layer is active, additional controls appear.

With these controls, the attack sounds can be modulated.



The left knob sets the modulation amount in semitones.

The right knob sets the intensity (mix) of the modulation with the original sound.

The invert knob sets the modulation to go up or down.

Tail Layer

A total of 25 tail layers and 5 custom tail layers are available.

The custom tail layers consist of a plain bass tone in F#. The audio can be replaced with a kick tail in the same key as F#.

Punch Layer

A total of 28 extra punch layers is available. The punch layers consist of various layers such as additional attacks, deep kick punches and 909 punches.

Sweep Layer

The sweep layer contains 25 tail sounds. When the sweep layer is active, additional controls appear. These controls are added to blend the sweep in the tail sound.

The left knob is an LFO drive feature. The second knob from the left is the amount of the sweep LFO drive. The second right knob is a high pass filter. The right knob is a speed timestrech knob.



Effects

Reverb

A convolution reverb is available which is added to the attack layer sound.

The pre-delay control can be used to set the timing of the reverb.

Default values of both knobs: 0



Speed

The speed of the kick changes the length of the tail. Depending on the BPM of the DAW changing the speed might be needed or provide interesting results. The higher the speed, the shorter the tail. Default value: 100.0.

Spike

The spike knob is a transient designer on the complete signal path. Only functions in case no extreme processing with Sick & Twisted and Why So Serious Modes is applied.

Turning the knob to the left puts the emphasis on the tail. Turning the knob to the right increases the attack transient which results in a more spiking attack sound.

Note range, Pitch Bend & Velocity



The note range is d#2 to e3.

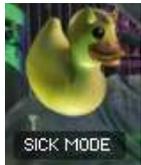
The Pitch Bend can be used for bending the layers + or – 12 semitones.

The velocity controls the overall volume of all layers. Set your midi notes to full volume for maximum power.

Sick Mode

The Sick Mode enables additional processing on the Attack layer. Use the Sick Mode to create sick, sicker or sickest resonating attack sounds.

Click the Duck to enable the Sick Mode.



When enabled, 5 individual controls can be used to create sick attack sounds.



Sick, Sicker, Sickest

A combination of filtering, EQ-ing and resonance will empower the creation of hardcore attack sounds.

Speed & Decay

The Speed can be used to lengthen or shorten the attack sounds.

The Decay can be used to shorten the overall processed attack sound. In some cases this is helpful for removing the low end tail that is generated in the processing.

Twisted Mode

The Twisted Mode enables additional processing on the Tail layer. Use the Twisted Mode to distort your tails beyond what's possible. Click the dynamite to enable the Twisted Mode



When enabled, 4 controls can be used to destroy the tail sound.
The amount knob can be used to control the amount of distortion.
When in full left position, no effect occurs.
When in full right position, some extra magic happens.



Twist More and Drive

The Twist More and Drive knobs can be used to create movement in the distorted sound.

Bass Kick Mode

Sometimes the sound needs some clean sub bass.
Click the shoe to enable the Bass Kick mode.



When enabled, the sub bass can be added with a Scrub knob, Volume control and Phase invert switch.

Scrub, volume and invert phase

The scrub knob can be used to align the sub in comparison to the playing kick sound.
Sometimes the waveforms can collide and this can be resolved by scrubbing through the sub bass wave form. The Phase invert will also do the trick in various cases. The Volume can be set to set the amount of sub bass to your taste.

Why So Serious mode

Click Tha Playah's mouth to enable the Why So Serious Mode.
Limits are exceeded in the WSO mode. Make sure you are ready.



When enabled, a total 6 controls can be used to set the WSO mode.
The first control is the input gain control. Use this to decrease or increase the effect.
The other 5 controls are a combination of EQ, Filter and Gaining to get the WSO effect.



Mr. Pickle Rick Stereo Mode

Don't underestimate the impact of Mr. Pickle.
He might be small but he can create a big stereo image or make the tail sound mono.
He's located right of the Twisted Mode.



When enabled, an extra knob appears which controls the mono / stereo image.
When in full left position, the tailsound is played Mono.
Turn the knob to the right for a bigger stereo image. Default position is in the middle. No effect occurs then.

Roll The Dice

A unique and innovative feature is the “Roll The Dice” feature. Click the dice to randomly select the layers.



In case you want to undo one dice roll you can click the Sorry button.



You can control which layers are included in the random selection, by enabling them with the “Dice Activate” switches. They are located next to the volume control of the layer group.

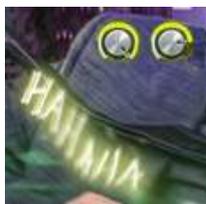


Hahaha mode

The Hahaha mode is a rhythmic feature which stutters the tail sound. Click the Hahaha text to enable the mode.



When enabled, 2 controls can be used to configure the Hahaha mode.



The left knob is the amount of the stutter and the right knob sets the speed (Hertz) of the effect.

Tips & Tricks

Automation

By default all knobs have been configured in the Host Automation. Ready to use. If needed, you can always automate your controls in your DAW by using the Automation Drag feature in Kontakt. After enabling automation on one of the features, you can use your automation lanes in your DAW and any knob you twist in record mode is automated.

Default values

Many knobs have a default setting value. Like 0,0 DB or 0,00 Tune. Ctrl / CMD + Mouse click results in the knob to be restored to its default position.

Precision knob set

You can set a knob with more precision by holding the SHIFT key while you change the value.

Loading your own samples

You can load your own samples by replacing the default audio files.

Locate the [*Samples/LUS Hardcore Kick Configurator by Tha Playah/Samples*] folder.

You can make a back-up of the original audio or copy the whole instrument folder.

Make sure you keep the exact filename and normalize your audio files. A few Custom Tail Layers are added which can be used to keep the original sounds. Make sure your Tail sounds are tuned to F# so you keep the correct pitch for the notes you play.

