

LUSSIVE AUDIO

INSTRUMENTS 1.5 UPDATE

DRAG & DROP SAMPLE IMPORT



Lussive Audio presents

KONTAKT INSTRUMENTS

1.5 UPDATE

DRAG & DROP SAMPLE IMPORT

The following Lussive Audio instruments have been updated to version 1.5

- Hardstyle Kick Configurator *(by A-lusion)*
- Screech Designer
- Hardcore Kick Configurator *(by Tha Playah)*
- Rise & Fall Lab *(Synth Edition)*
- Kick & Bass Machine *(by A-lusion)*
- Hardstyle Vocal Editor

Requirements & terms of usage

The updated versions require Kontakt 6.3.2 *full edition* or newer. The 1.0 versions are still available for those who have a version between 5.6 and 6.3.2.

The full, paid version, of Native Instruments Kontakt is required to load the instruments in. It can be used in the free Kontakt Player for 15 minutes in demo mode per session. So they are meant for loading in the full Kontakt version.

Use of these instruments is bound by the following license terms:

- All the sounds/samples in these instruments are royalty-free and there is no need to credit Lussive Audio (although we love to hear it when you use our products).
- Only the purchaser of the instruments is granted rights to use it.
- You may not redistribute the instruments or samples. If you wish to share these instruments then please direct people to our online store. We have kept the purchase fee low so they're accessible to a large group of producers.

KONTAKT SAMPLER INSTRUMENTS

Installation

These instruments are created for Kontakt Full Edition v6.3.2 and newer, like Kontakt 7.

In case you have used the earlier versions before, **it is advised not to overwrite these as it might break your projects loading**. Please use a new folder to store the 1.5 updates in and load them from there. The main feature upgrade in the 1.5 versions is the drag & drop sample import. If you plan on not using this you can keep using the old versions.

Loading an instrument

- Start your DAW and load Kontakt 6.3.2 or newer.
- Locate the Instrument in the folder.
- Open the .nki file via the Kontakt File Browser.
- The instrument is loaded and is ready to use.

Note: if you use Drag and Drop to load the .NKI in Ableton Live, issues might occur. Please load the .NKI from within Kontakt itself instead via the Kontakt file browser.

Feature upgrade - drag & drop sample import

Drag & Drop sample import

The main new feature is drag & drop sample import to load your own sounds. In the 1.0 versions of the instruments, it was only possible to load own audio by exactly replacing the “custom” audio files.

At the time, it was the only possibility with Kontakt 5.

The instruments are now upgraded to support sample import via drag and drop in various layers per instrument type. In all instruments, the import process is the same. Some instruments have their own options and need-to-knows, as described below.

How to load your own sounds

We think it’s a fairly simple process. However, you are reading the manual so this means you are interested in learning more.

Here we go...

Locate the “add samples” button in the instrument. It is located in the bottom center or bottom right, varying per instrument design.



Step 1:

Select the layer slot you want to load your sound in.

Available slots vary per instrument.

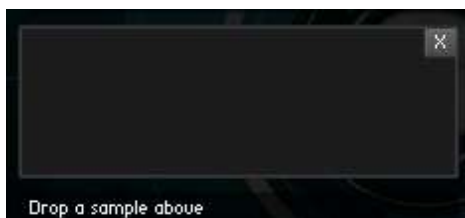


In the 1.0 versions of the instruments, the same custom layers were present but you had to replace the “physical” audio files to use the layers.

Now it’s much more simplified as you can read in step 2.

Step 2:

Drag & Drop your audio file onto the sample drop area.



WAV and AIFF file types are supposed.

You can drag from either the Kontakt File Browser, your DAW’s audio tracks or directly from MacOS Finder or Windows Explorer. When the sample is loaded you’ll see a waveform representation to confirm your sample including filename.

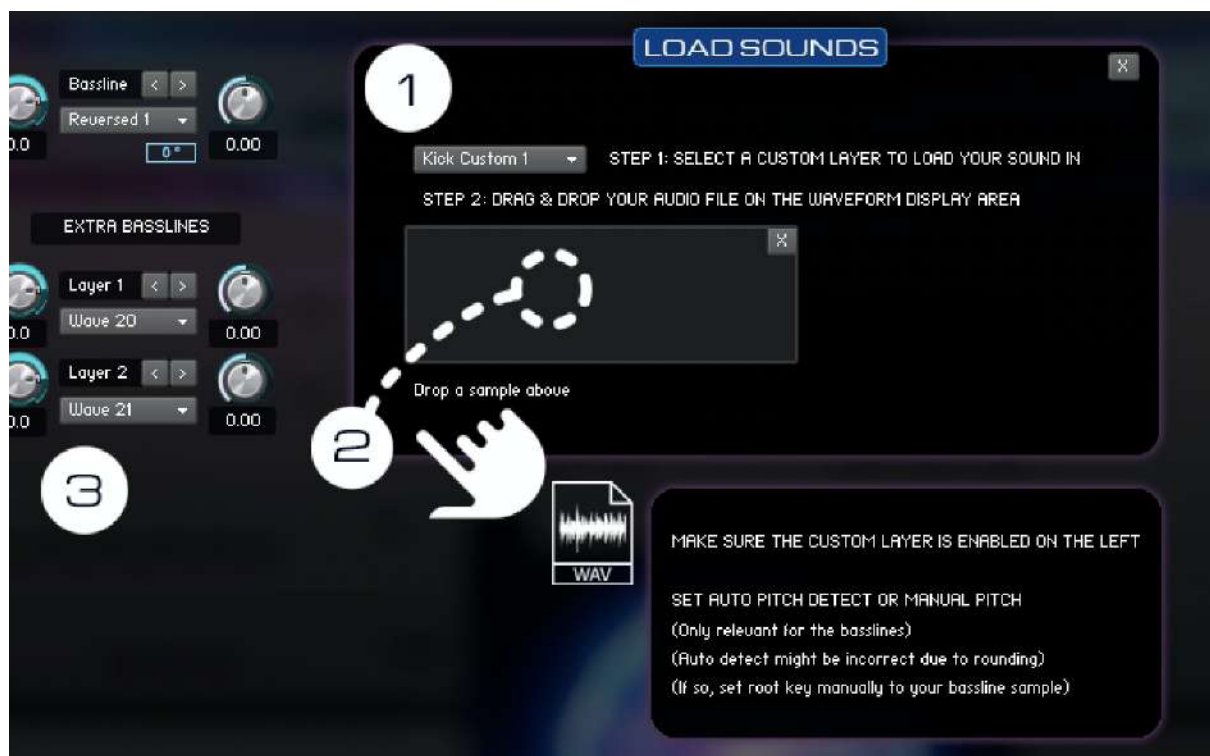
Step 3:

Make sure you have enabled playback of the specific layer by selecting it in the available layer slots. Depending on the instrument you can play multiple layers at the same time.

For example:



Flow:



Optional steps:

Depending on the instrument, several options might be available like pitch detection and loop mode. See specifications per instrument below.

General information

General usage

You can replace a layer by just dragging a new sample on it or by clearing the sample by clicking on the “X” button in the waveform display area.

You can close the “Add Samples” screen by clicking on the “Add Samples” button again or clicking the “X” button in the top right of the panel.

Pitch

Some layers have an auto pitch detect option.

For clean bass, tail and single note layers this works really well.

However, with complex sounds like a full kick with attack included, it might be off due to rounding. In this case it is advised to set it to manual pitch control.

You can set the root note via a slider then.

As soon as you switch from Manual to Auto Detect the sample will be processed again.

Loopmode / roarmode

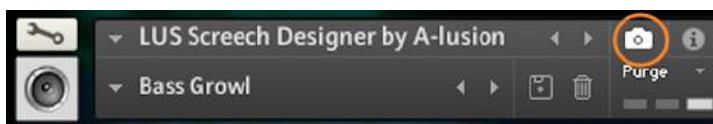
Some layers have loop mode. In case the instrument has a “ROAR” mode, then the loop mode must be enabled for the layer for the roar effect to work.

Snapshots / presets


A snapshot is what is best described as a preset for Kontakt.

Working with snapshots and your own audio samples is now fully supported..

You can access snapshots in Kontakt by clicking the camera icon.

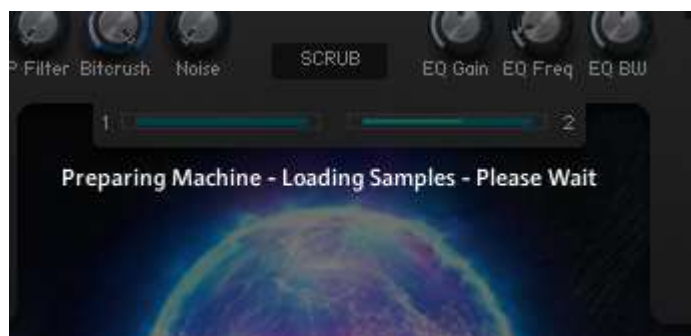


You can save your sound and all parameter configurations by

clicking the “save” icon. 

While loading a snapshot you will see a loading screen.

It will show until your custom sound layers are loaded. So it will take longer when you have stored many sounds in the snapshot.



Important: snapshot custom sample file locations are stored based on local path. So unfortunately you can't share them between different computers. This is default Kontakt behavior.

Specifications per instrument

Hardstyle Kick Configurator

Available custom sound layers

- 1x ATTACK
- 5x TAIL
- 2x EXTRA ATTACK
- 3x SWEEP

Extra features

- Auto pitch detection and manual root note control for tails & sweeps
- Fade in (AMP ENV ATTACK) control for the tail to play the full kick or fade in.



Screech Designer

Available custom sound layers

- 3x CUSTOM SCREECH

Extra features

- Auto pitch detection and manual root note control
- Loop mode.

Important: turn loop mode on to use the ROAR mode. ROAR mode only works with looped sounds.



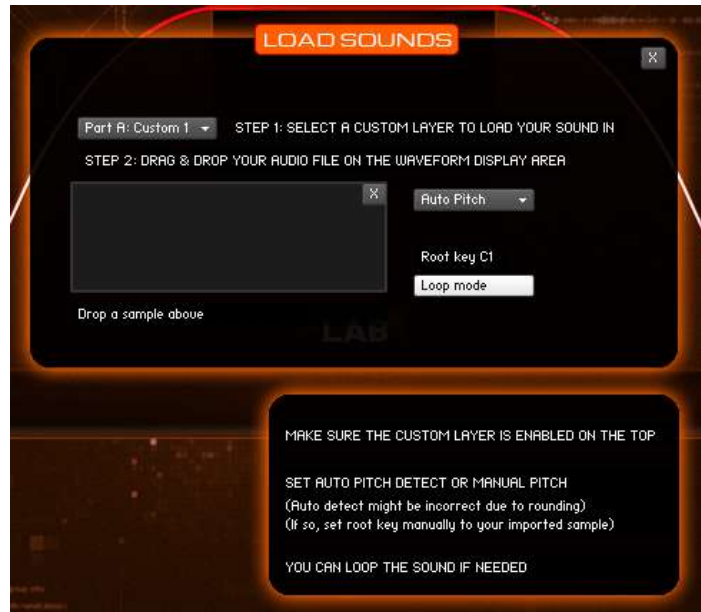
Rise & Fall Lab (Synth Mode)

Available custom sound layers

5x CUSTOM PART A
5x CUSTOM PART B

Extra features

- Auto pitch detection and manual root note control
- Loop mode. Can be good to use for short sounds to get the pitch down and up effect.



Kick & Bass Machine

Available custom sound layers

10x KICK
5x BASSLINE
10x BASS WAVETABLE
5x ATTACK

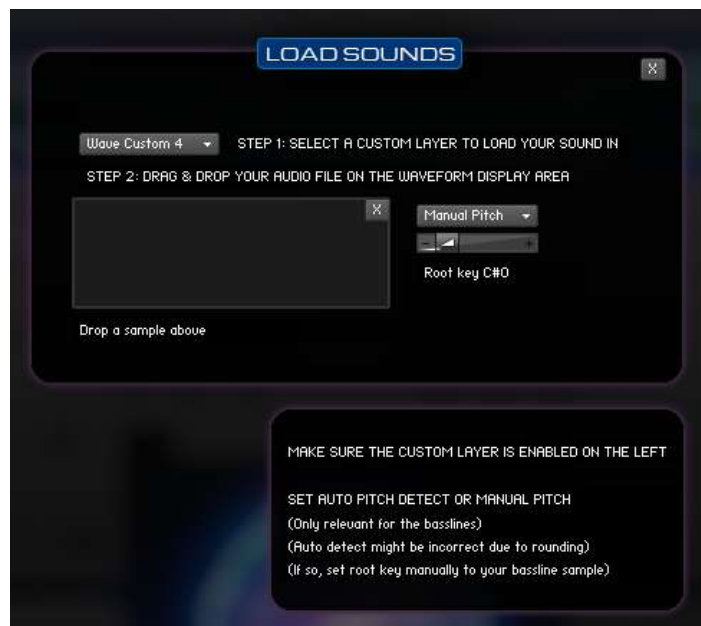
Extra features

- Auto pitch detection and manual root note control for bassline and bass wavetable layers.

Need to know

For best usage of loading your own Bassline layers, it is advised to have a little bit of silence in the start of the sample, about the length of where the kick usually is, so you can play around with the sample start to get a straight or triplet rhythm to your taste.

When you load your own *wavetables*, make sure they are long enough so they pitch nice and you have some length to scrub the wavetable position. 2 to 5 seconds works really well. Listen to the included BassWave samples to get the idea. Best tuned around G / G#



Hardstyle Vocal Editor

Available custom sound layers

3x CUSTOM VOICE

Extra features

- Manual pitch root note control for custom voices. By default they are set to the F note in the corresponding octave.
- Main voice grain length control to configure the timestretch grain size. Increasing usually results in better sound for pitching up a voice.



Need to know

Each custom voice is placed on its own octave in the middle of the octave at note F. This way you can instantly pitch up and down the voice via your keyboard to hear what sounds best. Of course, using the pitch controls in the instrument is the next step to alter the voice sound.

Hardcore Kick Configurator

Available custom sound layers

2x ATTACK
10x TAIL
2x PUNCH
3x SWEEP

Extra features

- Auto pitch detection and manual root note control for tails & sweeps
- Fade in (AMP ENV ATTACK) control for the tail to play the full kick or fade in.
- Enable or disable usage of the custom layers in dice mode. So this makes it possible to include your own samples in the “random dice” mode or stick to the kicks by Tha Playah.
- The Hardcore Kick Configurator has an extra “Add Samples” in the top left you can use to load the Add Samples screen.

