EkoRain

USER MANUAL

September 2020

Audiofier EULA

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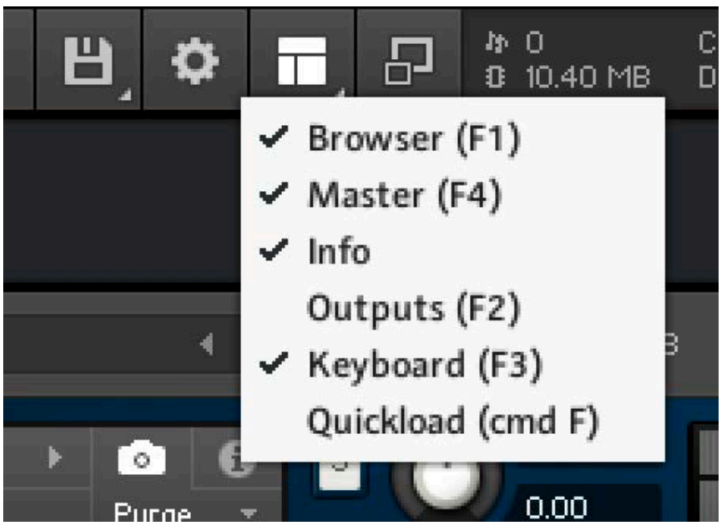
Installing EKORAIN library implies that you agree to the above EULA. © 2020

A FEW IMPORTANT CONSIDERATIONS:

EKORAIN is NOT a Kontakt player library. Therefore it does not come with an installer and won't require a serial number to be installed.
EKORAIN's presets use Kontakt Snapshots feature. As EKORAIN is NOT a Kontakt player library, the snapshots/preset will have to be installed manually by the user.
EKORAIN will not show up in the Libraries panel of Kontakt.
There are a few ways to load it into Kontakt:

- Drag EKORAIN.NKI file directly into Kontakt's GUI.
- Use the file browser by accessing the "Floppy disk" icon located on the top of Kontakt's
- GUI.
- Use the "Files" Tab located on the left panel of Kontakt's GUI (if it is not visible, click on
- The workspace management icon and select the Browser.
- Once you load it the first time, use the Quick load function to add EKORAIN to your
- Favourites libraries list. To access the Quick load list, click on the workspace management icon and select the Browser.



MAC RECOMMENDED SYSTEM

● MacOS 10.12, 10.13 or 10.14 (latest update), i5, 8GB RAM • FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

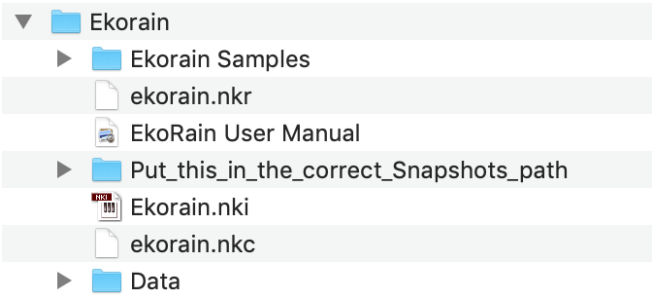
PC RECOMMENDED SYSTEM

● Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM
• Sound card with ASIO drivers
• FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

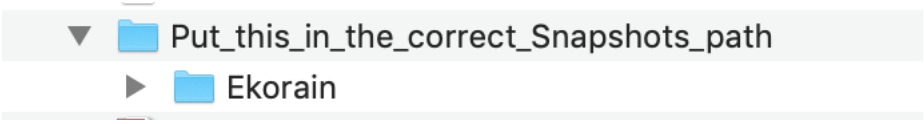
SNAPSHOTS INSTALLATION

Since PULSE DOWNLOADER has already placed all the folders in the correct file structure, the only thing left to install are the snapshots/presets.

Locate the folder called “Put This in the correct snapshots path”.



Inside it you’ll find another folder with the same name/s as the instrument you purchased (EkoRain).



Drag/copy that folder to the following path:

Mac OS Snapshots Folder:

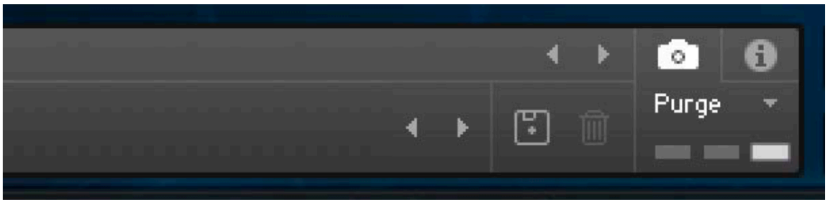
System Drive/Users/<your username>/Documents/Native Instruments/UserContent/Kontakt/

PC Snapshots Folder:

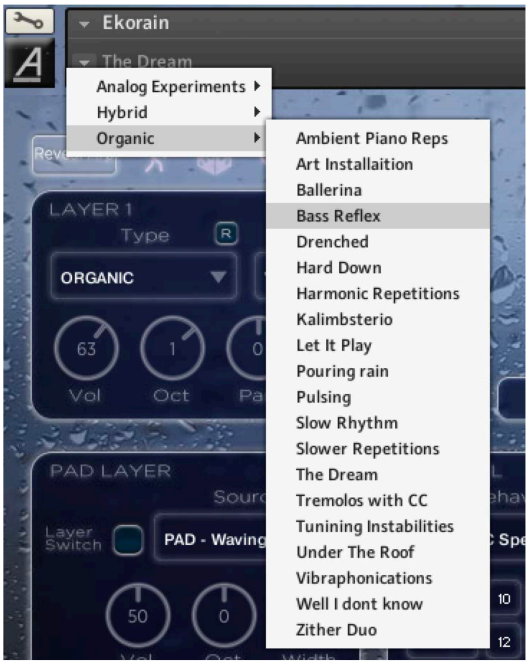
C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\

Once all the files have been moved or copied (depending on what drive you unzipped the files into), we can close all the windows and go back to Kontakt.

Make sure Kontakt UI shows the SNAPSHOTS VIEW by clicking on the CAMERA ICON:



Now by clicking on the Arrow near the Snapshot title (underneath EKORAIN title), the
snapshots menu should be visible.


Ekorain
The Dream
Analog Experiments
Hybrid
Organic
Ambient Piano Reps
Art Installaition
Ballerina
Bass Reflex
Drenched
Hard Down
Harmonic Repetitions
Kalimbsterio
Let It Play
Pouring rain
Pulsing
Slow Rhythm
Slower Repetitions
The Dream
Tremolos with CC
Tunining Instabilities
Under The Roof
Vibraphonications
Well I dont know
Zither Duo
LAYER 1
Type
ORGANIC
63
1
Vol
Oct
PAD LAYER
Layer Switch
50
0

SO HOW DOES IT WORK?

EkoRain is a simple instrument at its core. While the user plays their notes, EkoRain complements the melodies with generated Ekos or repetitions, which at times harmonise following a pre-determined scale and key, giving the user the freedom to speed up or slow down their tempos. In other occasions, the Ekos just happen randomly, and randomly they change sound, octave and pan. Add to all this a Pad layer and a Decay knob to set a time for the Ekos to die out, or stay there as a constant backdrop.
The best way to experience EkoRain is to press the DICE button (top left of GUI) to generate new sounds combinations and Ekos and explore all the sounds possibilities that EkoRain has to offer. The snapshots presets also present a few interesting options that show off what EkoRain can do, so it is also suggested to test them out.

THE INTERFACE

LAYER ONE

Layer 1 offers a few controls which allow the User to choose the sounds and manipulate a few basic parameters.

The TYPE MENU lists the five sound categories available, among which a sound source can be chosen. After choosing a TYPE of sound, the User may use the SOURCE MENU to select the desired sound source among the 19 available for each TYPE (a total of 95 Sound sources are available for both LAYER one and LAYER 2).

Furthermore, the User can adjust the VOLUME, PITCH OCTAVE and PAN for the selected sound source.

On the top right, we find the Mute and Solo buttons for this layer.

Further controls are available in this layer, and they are the two small “R” buttons which are located on top of each menu. These buttons, when activated, add the menus to the parameters that can be randomised when using the DICE (randomiser button). In short, when the TYPE “R” button is selected, the category of sound for layer 1 will be randomised as well as the sound source. When the TYPE “R” button is NOT selected, only the sound source will be randomised, within the set category, when using the DICE. When SOURCE “R” button or TYPE “R” button are active, also the VOLUME, PITCH OCTAVE and PAN will be added to the parameters that can be randomised when using the DICE.

Also, on the upper right of this panel you will find the MUTE and SOLO buttons for this layer.

LAYER TWO

The controls of Layer 2 are the same as Layer 1, however, in Layer 2 there are a few more buttons which are very important:

INCLUDE IN EKOS: This button is kind of an On/Off Switch for this layer. When activated, Layer 2 will produce Ekos which will alternate with Layer 1.

PLAY NOTE ON PRESS: When this feature is active, Layer 2 sound will play at each keypress.

The “R” buttons in this layer work the same way as in layer 1.

Similarly when SOURCE “R” button or TYPE “R” button are active, in addition to VOLUME, PITCH OCTAVE and PAN, also INCLUDE IN EKOS and PLAY NOTE ON PRESS will be added to the parameters that can be randomised when using the DICE.

When INCLUDE IN EKOS button is on, layer 2 sound will just act as Eko and won’t play at each key press, unless PLAY ON NOTE PRESS is active as well.

Also, on the upper right of this panel you will find the MUTE and SOLO buttons for this layer.

PAD LAYER

This is a complementary layer which offers 35 sound sources to enrich the soundscape of EkoRain.

The available controls are:

LAYER SWITCH: On/Off switch for this layer.

STEP VOLUME FX PANEL SHOW/HIDE TOGGLE BUTTON: This button, when active, will reveal the STEP VOLUME PARAMETERS PANEL (more on this later on.)

SOURCE MENU: The list of the 30 available sound sources.

FREEZE BUTTON: When activated, the last performed note will hang and continue until the FREEZE Button is pressed again. Very useful in Live Performances to create a one note drone. This function will work also when the pad layer is OFF.

VOLUME, PITCH OCTAVE and WIDTH controls.

Located on top left, the “R” button in this layer works the same way as in layer 1.

Similarly, when “R” button is active, in addition to VOLUME, PITCH OCTAVE and WIDTH, also PAD LAYER SWITCH will be added to the parameters that can be randomised when using the DICE.

FREEZE and STEP VOLUME TOGGLE buttons will not added to the parameters that can be randomised when using the DICE

Also, on the upper right of this panel you will find the MUTE and SOLO buttons for this layer.

EKOS ENGINE PANEL

This panel is the heart of EkoRain. Starting from the EKO BEHAVIOUR MENU, we can dig into the potential of EkoRain.

The six options listed in this menu are:

•OFF: Ekos will not happen.

•NORM + CC SPEED: The Ekos will be acting like a normal delay effect, repeating each played note. CC1 or the Modwheel will control the Speed of the Ekos.

•RANDOM TIMING: Like the previous option, the Ekos will be acting like a normal delay effect, repeating each played note, with the difference that the Speed of the Ekos will be random.

- MELO + CC SPEED: Each Eko will harmonise the played note using the EKO DROPS values in a random way (See below). CC1 or the Modwheel will control the Speed of the Ekos.
- MELODIC RANDOM: Each Eko will harmonise the played note using the EKO DROPS values in a random way (See below) like the previous option, with the difference that the Speed of the Ekos will be random.
- MELO RNDM + CC: Each Eko will harmonise the played note using the EKO DROPS values in a random way (See below) like the previous option, their timing will be random, but the Speed can be further increased by using CC1 or the Modwheel.
- Further, we find the TIMED RANDOMS button: when this is active, all the Ekos will follow a time grid with its bar subdivisions from 1/4 to 1/128 even when the Ekos tempo is random. When this button is not active, the Ekos will be playing freely without any constrain of tempo, creating at times irregular subdivisions of quintuplets, septuplets and so on.

THE CREATE DROPS BUTTON allows to generate combinations of EKOS pitches automatically.

With the EKO DROPS AMOUNT value edit, the user can set how many types of harmonised repetitions will be generated. The pitches for each repetition (Eko) can be set using the eight adjacent cells. Pitches from -12 semitones to +12 semitones can be selected. EkoRain will generate Ekos choosing the pitches set in these cells. Fewer EkoDrops will produce fewer variations in pitch, while when all 8 EkoDrops are set, many more variations will be happening. Also, this panel includes a “R” button. When active, it will add all the EKOS ENGINE controls to all the parameters that can be randomised when pressing the DICE button.

In this panel we also find the TIMED RANDOMS button. When activated, the random Ekos rate will always follow a bar subdivision grid when the BEHAVIOUR is set to RANDOM TIMING or MELODIC RANDOM.

The EKOS SPEED arrows buttons allow to set the speed of the Ekos manually (instead of using the Mod wheel) when the BEHAVIOUR is set to NORM + CC SPEED or MELO + CC SPEED.

DECAY PANEL

This panel includes an essential control, the DECAY FEATURE. When this is off, the Ekos will last for very long, without any decay in volume. When DEACY switch is on, a volume drop will be applied to the Ekos, and the TIME knob will set the speed at which the Ekos will get to silent.

CONVOLUTION

This panel includes:

-
- CONVOLUTION TYPE menu, a list of IMPULSE RESPONSES which will be applied at instrument level.
-
- ON/OFF SWITCH, which will activate/deactivate the CONVOLUTION effect.
-

- The CONVOLUTION DRY and WET knobs. Note that when the DRY knob is set to “0”, interesting ethereal effects can be achieved according to what IMPULSE RESPONSE is chosen.

- IRs SCROLL ARROWS, which allow scrolling backwards and forwards through the IMPULSES list.

- Also, this panel includes a “R” button. When active, it will add all the CONVOLUTION controls to all the parameters that can be randomised when pressing the DICE button.

PITCH ENVELOPE PANEL

This panel adds PITCH Envelope functionality to each generated Eko. the PITCH ENV DIRECTION MENU offers four choices:

DOWN and UP, indicating if the PITCH direction will start from a LOWER or HIGHER pitch and then get to the desired pitch, or both randomly when RANDOM is selected. Additionally, the "RANDOM ENVELOPE OCCURRENCE" option will make this effect happen seldom.

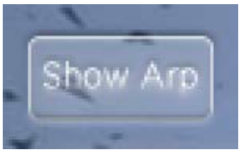
The time it will take to get to the new pitch is set with the RATE knob below the menu.

The starting pitch can be set with the PITCH knob.

The RANDOM ENV button's function will replace the PITCH knob applying randomness to the Envelope starting pitch.

Also, this panel includes a “R” button. When active, it will add all the PITCH ENVELOPE controls to all the parameters that can be randomised when pressing the DICE button.

ARPEGGIATOR



The ARPEGGIATOR panel is revealed by pressing the SHOW ARP button located on top of Layer 1.

It includes the usual suspects plus one nice feature that was first introduced in Audiofier's Randomisers Series:

MODE MENU:
• ON: the Arpeggiator is on,
• OFF:, the Arpeggiator is Off

ORDER MENU: Many options available to change how the pressed note are alternating within the arpeggiation. Experimentation is advised.

RATE KNOB: speed of the Arpeggiator.

DURATION KNOB: if a sound with short release is chosen, this knob will cut the length of the arpeggiated sound, making if very short at will.

SWING KNOB: percentage of Arpeggiator swing.

OCTAVE KNOB: this knob extends up to 6 octaves lower or higher the arpeggiated notes, adding alternating octaves to the pressed keys.

REPEATS KNOB: number of times each pressed key is repeated before the next note is arpeggiated (and repeated as well.)

STEPS NUMBER: select the number of Arpeggiated steps, from 2 to 32

ARPEGGIATOR TABLE: use this table to adjust the velocity value of each arpeggiated note.

Also, this panel includes a “R” button. When active, it will add all the ARPEGGIATOR controls to all the parameters that can be randomised when pressing the DICE button.

MASTER CONTROLS

These controls are located on the top area of EkoRain’s GUI.
From left to right they are:

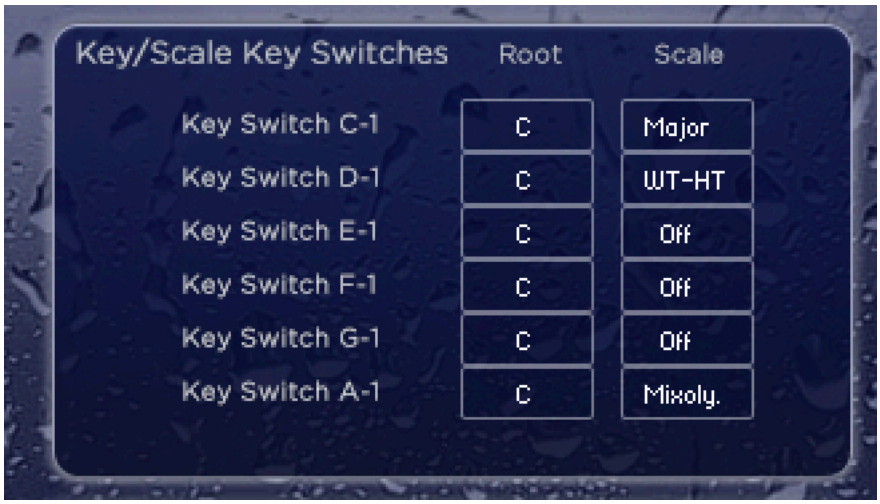
ANIMATION button: this is the ON/OFF switch for the rain animation, and it works at instrument global level.

DICE button: When pressed, a new sound and Ekos will be generated according to which “R” buttons are active.

UNDO, REDO buttons: these buttons will undo or redo the sound/patch randomisation.
RANDOM PAN button: This control overrides the main PAN controls and distributes the notes randomly in the stereo field.

KEY MENU and SCALE MENU: use these menus to select the key and scale type the Ekos will follow. As sometimes an interval of a third or a seventh can be chosen for the EkoDrops, the generated notes would end up being out of pitch with the played notes. Therefore these menus correct this problem, readjusting each Eko (and played bum notes) to the desired key and scale.

KEY/SCALE OPTIONS PANEL REVEAL BUTTON (GEAR ICON): this button reveals the options panel for the key/scale key switches. The panel offers six Key Switches options to which a key/scale combination can be assigned. The first Key Switch option always mirrors the main scale key combination, so that C-1 always will recall what is set manually using the key scale menus. Similarly, what is set manually in the C-1 key switch option slot will be mirrored in the key scale menus.



STEP VOLUME PANEL

This panel is revealed when the STEP VOLUME FX PANEL SHOW/HIDE TOGGLE BUTTON in the PAD LAYER is pressed.

When activated, this effect produce a sequence of volume changes that affect the pad layer, following the table in the centre of the panel, which can be edited to adjust the volume for each step.

The controls in this panel are:

STEP FX SWITCH: it turns the effect ON or OFF

RANDOM DICE BUTTON: when clicked, all the STEP VOLUME CONTROLS will be randomised.

RATE: this value edit allows to set the sped at which the steps and volume changes occur.

STEPS: the amount of steps in the sequence.

PRESET PANEL OPEN BUTTON: when pressed, this button will show a panel which list 10 available preset step volume sequences:

Each preset sequence can be selected for preview. By clicking on each sequence picture and then playing notes on the keyboard it is possible to preview the sequence without committing to it.

When a selection is made, it can be confirmed by pressing the “CONFIRM BUTTON (The V ICON), in which case the sequence will be applied to the pad layer step effect, or the action can be

cancelled by pressing the CANCEL BUTTON (X ICON), in which case, nothing will change in the step effect sequence.

The preset sequences can also be selected by using the PRESETS SCROLL ARROWS in the Step Volume Panel:

Also, this panel includes a “R” button. When active, it will add all the STEP VOLUME EFFECT controls to all the parameters that can be randomised when pressing the DICE button.

MIDI DRAG AND DROP FUNCTION

In order to create a midi file of the generated sequence performance, follow the steps listed below:

1. After having created one of more sequences with the instrument, record it on your DAW and quantise the played notes.

2. Press Capture button, it will turn into “Press play”

3. Place the transport bar immediately before the first note recorded/ before the just recorded midi region and press play on the DAW’s transport bar.

4. At the end of the performance/ midi region, press Stop on the DAW’s transport bar. The button now will ask you to confirm the capturing process.

5. Press Confirm and after 1 or 2 seconds the”Midifile drag and drop” icon will appear.

6. Drag and drop the Midifile drag and drop” icon to your DAW on a new midi channel.

We at Audiofier would like to thank first of all GOD for His ever-present help and inspiration.

A big thank to:

ICE NEAL, JAMES MICHAEL WOLK.