



TETRALITY

USER MANUAL

April 2021

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Audiofier EULA

BY DOWNLOADING AND INSTALLING TETRALITY YOU AGREE TO THE FOLLOWING:

TETRALITY library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use TETRALITY in your compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

YOU MAY install TETRALITY on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file-sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of TETRALITY content in another virtual instrument or sample library.

Installing TETRALITY library implies that you agree to the above EULA. © 2021

A FEW IMPORTANT CONSIDERATIONS:

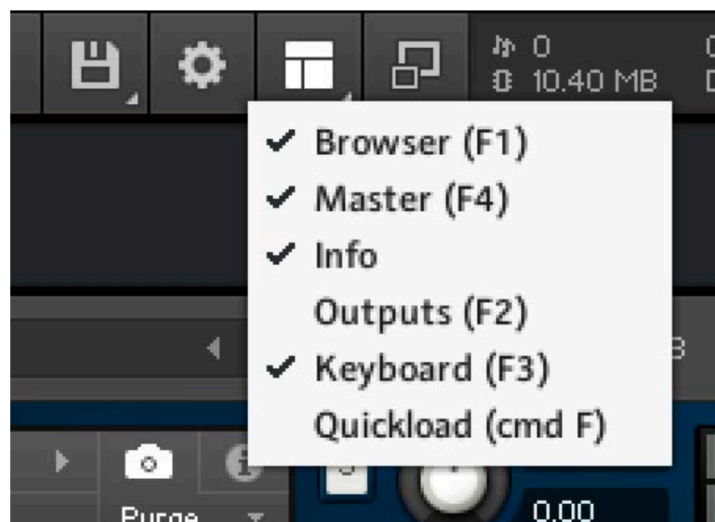
TETRALITY is NOT a Kontakt player library. Therefore it does not come with an installer and won't require a Native Instruments serial number to be installed.

TETRALITY's presets use Kontakt Snapshots feature. As TETRALITY is NOT a Kontakt player library, the snapshots/preset will have to be installed manually by the user.

TETRALITY will not show up in the Libraries panel of Kontakt.

There are a few ways to load it into Kontakt:

- Drag TETRALITY.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 TETRALITY to your Favourites libraries list. To access the Quick load list, click on the workspace management icon and select the Browser.



MAC RECOMMENDED SYSTEM

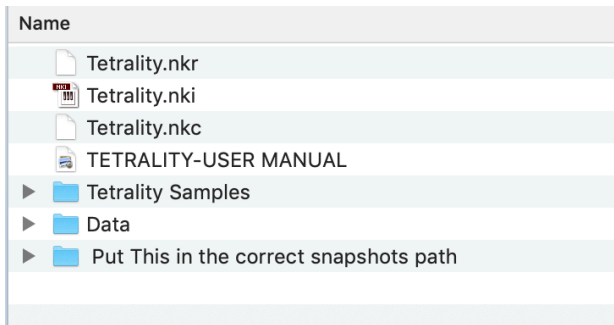
- MacOS 10.12, 10.13 or 10.14 (latest update), i5, 8GB RAM
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

PC RECOMMENDED SYSTEM

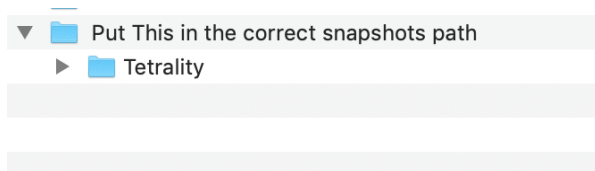
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM
- Sound card with ASIO drivers
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

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 (TETRALITY).



Drag/copy that folder to the following path:

Mac OS Snapshots Folder:

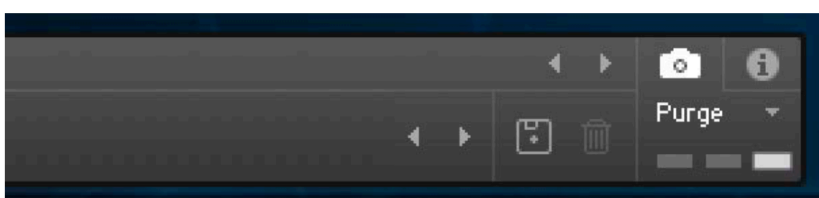
System Drive/Users/<your username>/Documents/Native Instruments/UserContent/Kontakt/

PC Snapshots Folder:

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

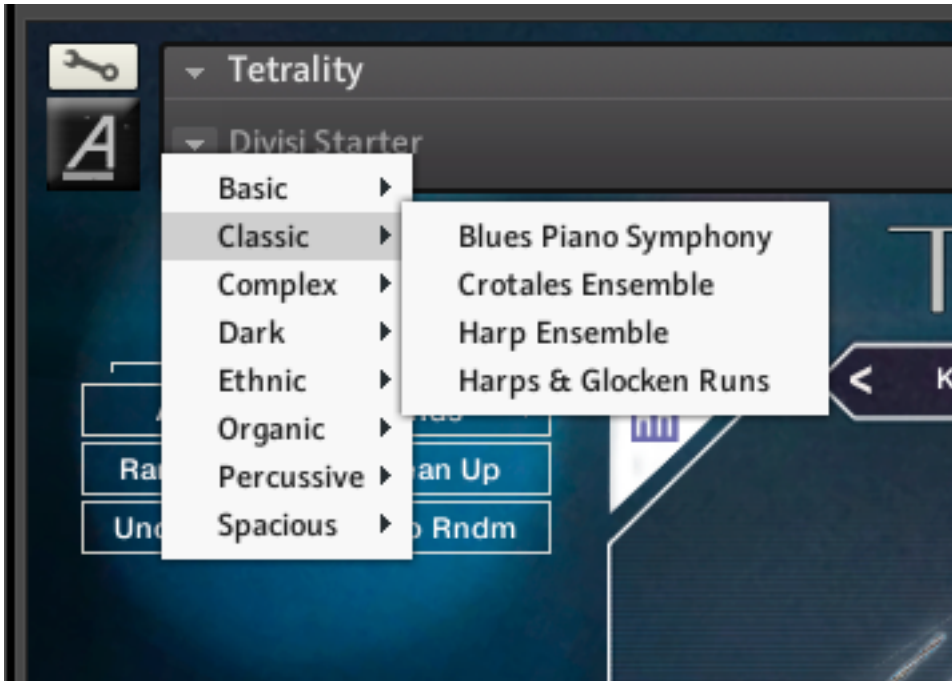
Once all the files have been moved or copied (depending on what drive you unzipped the files into), we can close all the windows and go back to Kontakt.

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



Now, by clicking on the arrow icon near the Snapshot title which is

located underneath TETRALITY title, the snapshots menu should be visible.



SO HOW DOES IT WORK?

TETRALITY can be a very deep library, full of features, but it is also very straightforward if used in its basic functionality. At the core of the instrument, there are four instruments layers, which are meant to work in sequence mode, that is, using the four included sequencers, one per instrument layer. When a note or a chord is played using a midi controller (or when the DAW triggers a note or a chord), TETRALITY will play four melodic and rhythmic musical lines, one per instrument, as an ensemble. The melodic and rhythmic lines can be randomised, programmed, or chosen among several included presets. Each instrument layer's sequencer can be switched off, and therefore, the layer can be played normally (as a piano). Additionally, each layer's instrument can be switched off (to reduce the number of playing instruments).

At a more complex level, TETRALITY can recognise up to four notes chords in DIVISI mode, and it can assign a different musical line (sequence) to each note. The user can also assign which note to which sequence, even when less than four notes are played.

The instruments mappings can be edited (pitch, range and position) independently to the user's needs.

All these parameters and more can be stored in eight configurations we call SCENES.

Moreover, all the sequences parameters can be randomised, temporarily or permanently, to create variations.

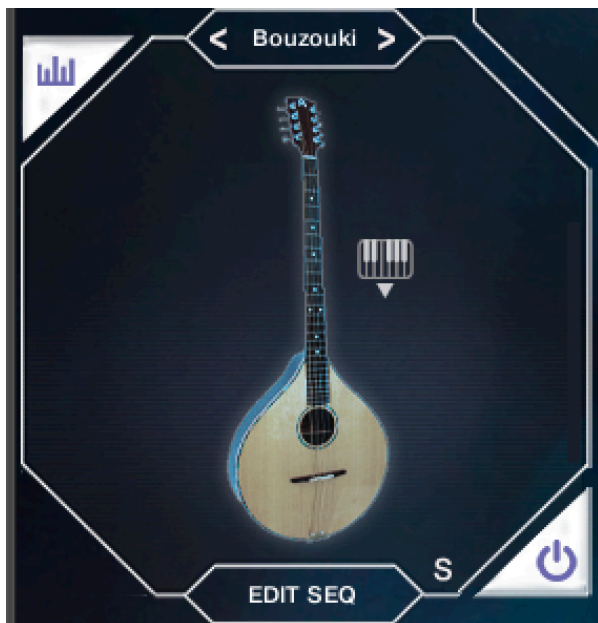
TETRALITY can be a very library to create ideas on the spot, but it also offers complex features for all the users who like to program every little detail of the final performance.

THE INTERFACE



TETRALITY's interface includes several sections, the main ones being the four instruments layers panels. Each instrument layer panel includes the same features as the others, so in the following section, we will discuss Layer one, but the same controls can be found in all the other three panels.

THE INSTRUMENT LAYER PANEL



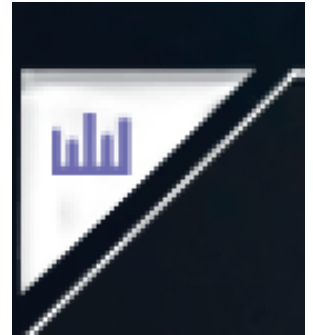
This panel includes all the main controls that relate to an instrument. In its default state, it displays the picture of the currently selected instrument.

On the upper side of the panel, it displays the instrument's name. When the instrument's name is clicked, the **instruments menu** list appears. There are twenty available multi-sampled instruments in each list. The same instrument can be loaded in more

than one layer at once. Using the **search arrows** (on either side of the instrument's name), the user can flick through the menu list moving

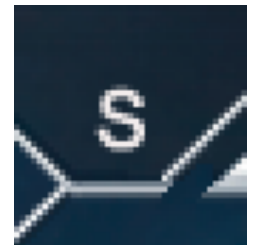
forward in the list (right arrow) or backwards (left arrow). Selecting the **Empty**— item in the list will unload the samples in this layer (Note: this is only true if the same instrument is not used in the same layer in other **Scenes** - more about Scenes later).

As discussed above, each layer is associated with an independent step sequencer. The sequencer can be activated by clicking on the **sequencer switch icon**, represented by the picture on the right. This switch position is mirrored to the opposite side in the third and fourth instrument layers. When the sequencer is not active, the instrument will still produce a sound and it will act as a normal playable instrument (piano like).



The entire layer can be switched off, therefore it will not produce any sound, by clicking on the **instrument's switch**. this action will unload the samples in this layer (Note: this is only true if the same instrument is not used in the same layer in other **Scenes** - more about Scenes later). The same can be achieved using the **four light blue key switches from E-2 to G-2**.

At the bottom of the panel, we find the **Solo switch**, represented by the letter "S". This switch has a multi-instrument functionality, meaning the user can solo more than one instrument layer at once. When one instrument is soloed, the other layers will be muted and their pictures will be greyed out.



By clicking on the instrument's picture or on the **mapping switch**, the user can access the layer's **Mapping Panel**. More on this feature later in this manual.

The last button in this panel is the **Sequencer Edit button**, located at the bottom of each instrument's layer panel. This button gives access to the sequencer parameters for this layer.

SEQUENCER PANEL



This panel is the heart of TETRALITY. Four combined sequencers work together to create complex melodies and rhythms which can be edited, constructed, programmed or randomised using all four Sequencer panels, one for each instrument layer.

While this panel is visible, the instruments menu (with its left and right search arrows), the instrument's layer switch, the solo button and the sequencer's switch are still visible and clickable.

From the upper left of the panel, the available controls are:

- **Sequence steps:** the amount of steps for the current sequence.
- **Improvisation button:** when this button is active, TETRALITY will introduce in the sequence small random variations in pitch and velocity. This feature can be also activated/deactivated by using the yellow **Improvisation key switches** from G#-2 to B-2 (displayed in Kontakt's keyboard). The velocity at which these key switches are pressed will determine the degree of variation of the improvisation. These key switches behave as on/off switches.
- **Variation Button:** this feature adds an ornament variation to the sequence, creating a random group of notes within a sequence step, subdividing it.
- **Randomisation button** (Dice): using this button, a random sequence will be created, with new velocities and pitches values.
- **Record button:** this feature allows recording a custom sequence into the sequence by using the midi controller. The first note will determine the phrase's root. The following note will have to be played within 12 semitones below or above the root note. When the step sequencer re-plays the recorded musical phrase, it will pitch the whole sequence starting from the played note, and all the remaining intervals will be adjusted accordingly. That means, for instance, that if the user records the following notes: G2, A2, G2, F2 (etc.), when the user presses the note C4, the sequence will be transposed to C4, D4, C4, Bb4, maintaining, therefore, the original intervals in relation to the root note.
Note: using TETRALITY's **key/scale manager**, it is possible to maintain

each sequence within a specific key/scale, so that when a sequence is played starting from a note other than the recorded one, the musical phrase will adapt, containing only notes belonging to the desired key/scale. A note rest can be inserted by pressing the **white A-1 key switch**.

- **Sequence speed:** this menu includes a list of time user selectable bar divisions which represent the speed at which each sequencer step will play.
- **Left and Right Steps nudge buttons:** these buttons allow nudging the sequence to the right or the left, therefore changing the way the musical phrase plays. When the steps are nudged to the right, the first steps will be replaced with the last steps. When the steps are nudged to the left, the opposite will happen.
- **Pitches sequence table:** in this table, each column represents a step, which extends from -12 to +12. Each value will alter the pitch in semitones.
- **Sequence cursor:** indicates the sequence step that is currently playing.
- **Velocities sequence table:** in this table, each column represents the velocity of a step. At zero velocity, the step will be silent.
- **Sequence presets button:** this button reveals the **sequence presets panel**, which will appear in the middle of the GUI.
- **Sequence preset's name:** if a sequence preset is being used, the name will be displayed here. Otherwise, the label random or edited will be showing.
- **Sequence copy button:** by pressing this button, the sequence (pitches and velocities) in this layer will be copied into memory, and it will be available to be pasted onto another layer.
- **Sequence paste button:** by pressing this button, a sequence copied from another layer can be pasted onto this layer.
- **Harmonic Shift:** a sequence can be pitch transposed by the value set with this control. When the **key/scale manager** feature is active, the shifted sequence will include only note within the chosen key/scale.
- **Sequence panel close button:** by clicking this button, the panel will close, revealing the instrument's picture as the default state.

SEQUENCE PRESETS PANEL



This panel is accessible by pressing the **Sequence presets** button, which resides in each layer's **sequence panel**.

This panel includes several presets categorised in three types of presets:
Rhythmic: These sequences will mostly have rhythmic attributes and no melodic content.

Melodic: These sequences will mostly be melodic in nature.

Fragmented: These sequences will be sparse, with only very few notes. These are very useful to create sequence embellishment, which won't create notes clutter when all four layers sequences are playing.

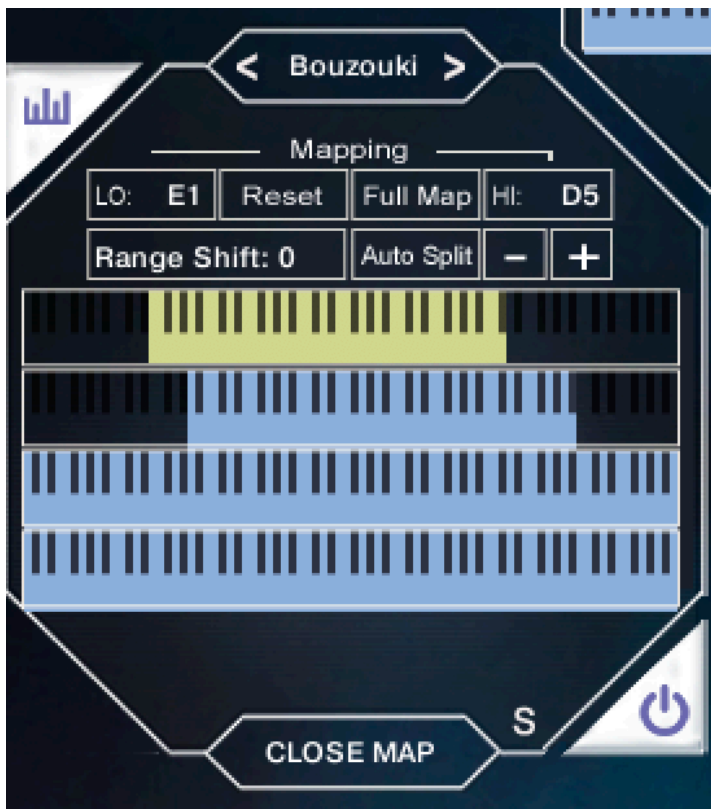
The first control is the **Steps amount**. This control will set the length of the sequence in steps.

Besides the Steps amount control, the three **presets category buttons** allow the sorting and display of the available presets.

On the upper left, the **cancel selection** or **confirm selection** buttons are found. Both will close the panel. **Note: when the panel is closed using the confirm button, the sequence preset will be applied to the layer, with the length set on the **Steps Amount**.**

Below those controls, **25 presets buttons** allow choosing the desired preset. When pressed, the sequence will play for the length set with the Steps amount, starting from the latest note played on the keyboard.

MAPPING PANEL



This panel includes useful controls, which makes TETRALITY very versatile. Each instrument's range comes as default from C1 to C7, but for most of the instruments, the samples are stretched at either side of the range (except for instruments like Harp, Piano and others with extensive natural range).

Each instrument's range can be adjusted and shifted. The user can create custom mappings in which all instruments could even live in different areas without overlapping (if desired).

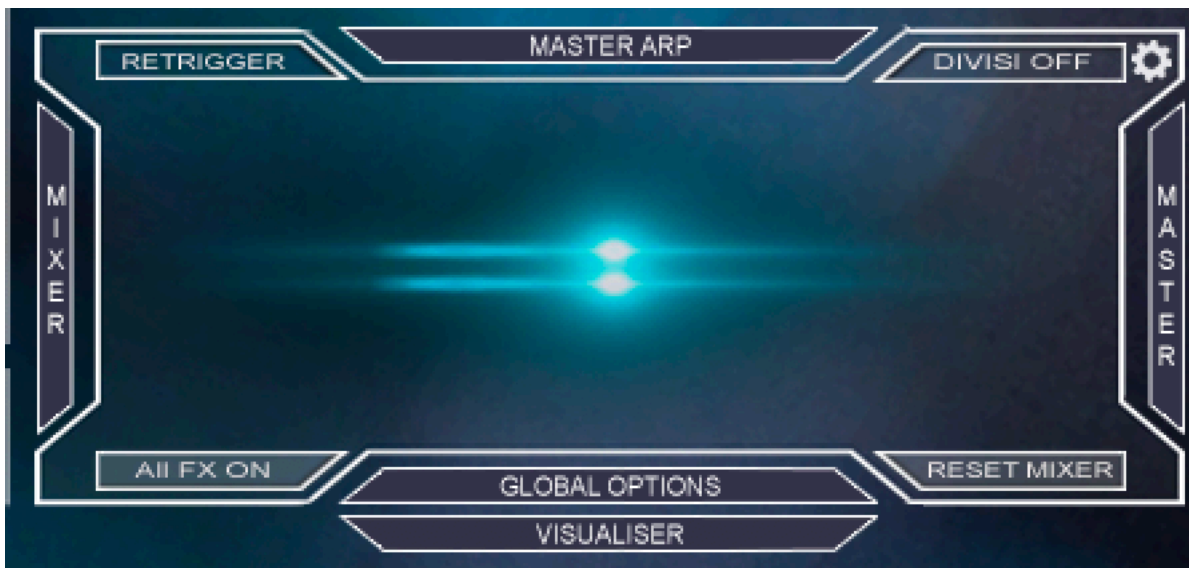
The available controls are:

- **Lowest range Note (LO):** This value indicates the lowest note for this instrument. When adjusting this value, the corresponding keyboard graphic will change, displaying the actual range with the colour assigned to the instrument the user is currently editing.
- **Reset button:** When this button is pressed, it will cause the range to be reset to the instrument's real range. As a result, all the notes above its highest note and the notes below its lowest note will not emit any sound for this instrument.
- **Full map:** When this button is pressed, it will cause the range to extend from C1 to C7, stretching the lowest and highest samples when required.
- **Highest range Note (LO):** This value indicates the highest note for this instrument. When adjusting this value, the corresponding keyboard graphic will change, displaying the actual range with the colour assigned to the instrument the user is currently editing.
- **Range shift Label:** this label displays the amount of octaves shifting has been applied to the instrument's range.
- **Auto split:** click on this button to adjust the mapping area for this layer and the layer/s adjacent to it, so that no notes overlap will occur.
- **Octave shift (- +):** by pressing this buttons the range will be shifted in octaves amounts. **Note: this is not a transposition feature. Example: if the range is shifted 1 octave above, the pitch of C4 will play one octave lower**

(C3), the opposite of what would happen with transposition. This because the actual C4 pitch sample has been moved one octave above, therefore to C5.

- **Keyboards displays:** this is just for reference. When mapping is edited, this graphics will change accordingly.
- **Close Mapping button:** by clicking this button, the panel will close, revealing the instrument's picture as the default state.

MAIN PANEL



This area of TETRALITY includes several buttons which activate functions and others that reveal hidden panels.

The functions buttons are:

- **Re-trigger:** this button toggles between **RETRIGGER** and **LEGATO** modes:
 - RETRIGGER will start each sequence from step 1 at each keypress.
 - LEGATO will pick up from the last played step onwards, if the next note is played within the time indicated by the LEGATO GAP, which resides in the **Master panel**.
- **Divisi ON/OFF:** when on, the played chords (up to four notes) will be distributed to each instrument in a divisi fashion. This will cause each layer to play only one sequence starting from a different note within the played chord notes. Otherwise, each note will trigger all four layers sequences, each starting from all played chord notes.
- **All FX ON/OFF:** This button will activate, deactivate all the FX at once.
- **Reset Mixer:** use this button to reset all mixer controls to default settings: including no Convolution, no Delay, default **Stage Positions**, octaves transpositions, and volume resets.

The other buttons in this panel will hide/reveal all the corresponding panels. Please read further.

MIXER PANEL



This panel includes all mixing controls for all layers at once:
Each layers instruments names are included in the labels at the bottom of each layer column.

From top to bottom, each layer column includes:

Convolution type menu, a list of all the available convolution impulse responses for the layer. The user can also use the **IRs search arrows** at either side of the convolution impulse response name to choose the next or previous impulse response.

Convolution amount slider, which sets the amount of convolution effect for this layer.

Delay send amount for this layer. Further master delay parameters are located in the **Master panel**.

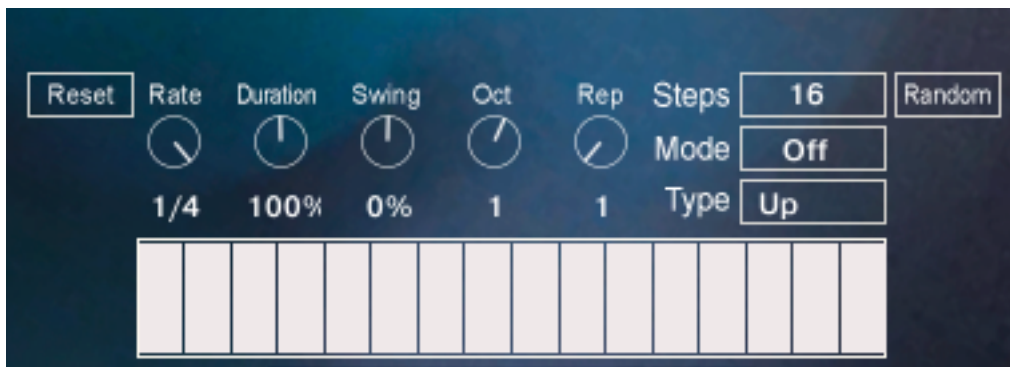
Layer volume.

Layer panpot slider. Note: this control is only visible if the **Pre-pan button** (the little circle button on the right of the pan slider) is pressed. When the pre-pan button is not active, and the panpot slider is not available, the instrument will be placed in the original sampled stage position.

Width control (circle shaped button, on the left side of the pan slider), which widens the stereo image of the layer. This control is only available when the **pre-pan button** is pressed.

Octave transposition. Note: this is not the same as the **Harmonic shift** or the range **octave shift**.

MASTER ARPEGGIATOR PANEL

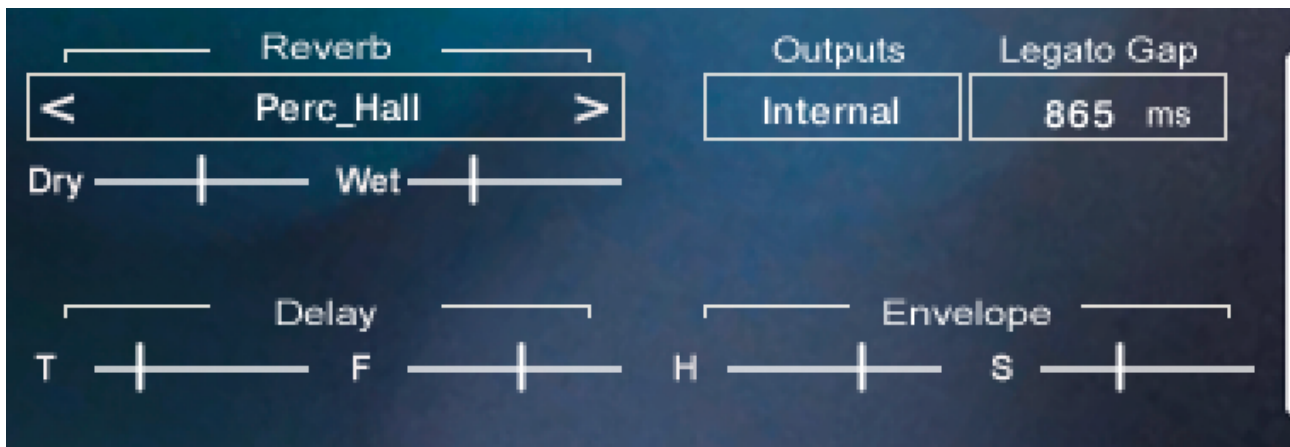


It includes the usual suspects plus one nice feature that was first introduced in Audiofier's Randomisers Series:

Its controls are:

- **RESET**: this button resets all the arpeggiators parameters to default.
- **RATE KNOB**: speed of the Arpeggiator in bars divisions.
- **DURATION KNOB**: if a sound with short release is chosen, this knob will cut the length of the arpeggiated sound, making it very short at will.
- **SWING KNOB**: percentage of Arpeggiator swing.
- **OCTAVE KNOB**: this knob extends the arpeggiated notes up to 6 octaves below or above, 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 AMOUNT**: select the number of Arpeggiated steps, from 2 to 32.
- **MODE MENU**: ON: the Arpeggiator is on, OFF: the Arpeggiator is Off
- **TYPE MENU**: Many options available to change how the pressed notes are alternating within the arpeggiation. Experimentation is advised.
- **ARPEGGIATOR TABLE**: use this table to adjust the velocity value of each arpeggiated note.
- **RANDOM**: when this button is pressed, a new random configuration of arpeggiator parameters will be created.

MASTER PANEL



This panel includes some controls that work at master level in TETRALITY:

- **Master convolution reverb menu**, a list of all the available convolution impulse responses for the whole library. The user can also use the **IRs search arrows** at either side of the convolution impulse response name to choose the next or previous impulse response.
- **Convolution dry and wet sliders**, which control the dry and wet amounts of the convolution reverb.
- **Master Delay time and feedback.**
- **Outputs menu**, which allows choosing whether each layer's sound will be output through the main stereo output of Kontakt, or through four independent Kontakt's stereo outputs. Please refer to Kontakt's the used Daw's user manuals to configure Kontakt's multi outputs.
- Legato gap. *Note, this parameters should only be changed if the legato mode seems to not work as expected.*
- **Master Envelope hold and sustain/release time** for all layers and instruments.

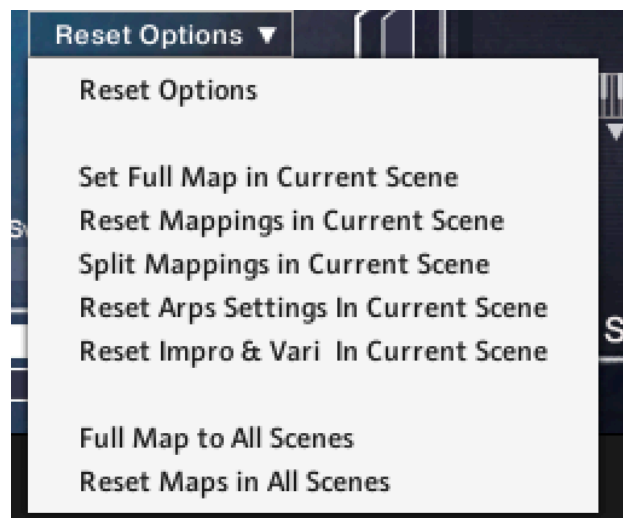
GLOBAL OPTIONS PANEL



The controls in this panel are:

Key/scale manager, which allow selecting a specific key and scale type for the current scene. When a scale is chosen, all notes that are foreign to this scale will be changed into notes within the scale. Furthermore a **“To all scenes” button** is also available to set the same key/scale in all eight scenes.

Reset options menu: This menu offers options to reset several features of TETRALITY to their default settings. these options are for the current scene only, while others are for all the scenes at once. Please see the list in the picture on the right.



Divisi settings to all scenes: when this option is selected, the currently divisi mode will be applied when a new scene is selected.

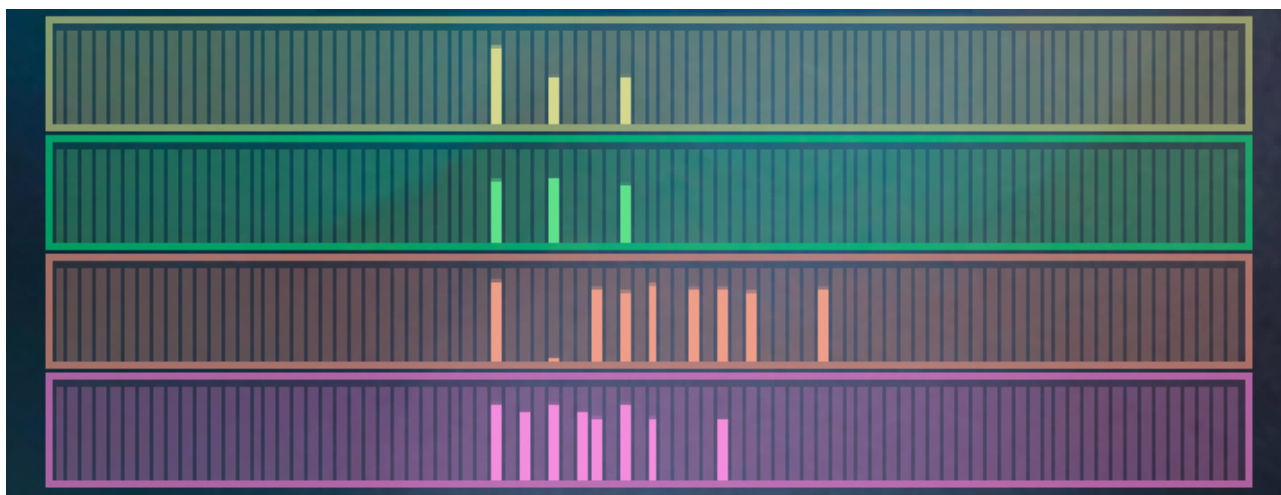
Scale settings to all scenes: when this option is selected, the currently key/scale settings will be applied when a new scene is selected, without the need to use the **“To all scenes” button**.

Sync control: sets the base speed to which the individual layers sequence speed will base upon. it works like a multiplier of divider of all the sequences speed at once.

Feel control: sets the sequences base tempo feel to straight or triplets.

Swing: sets the swing amount for all sequences.

VISUALISER PANEL



This panel is only for reference, and it display all the sequence generated notes in four colour coded tables, which represent the four layer.

DIVISI GRID PANEL



this panel is accessed by clicking on the **divisi gear icon**:

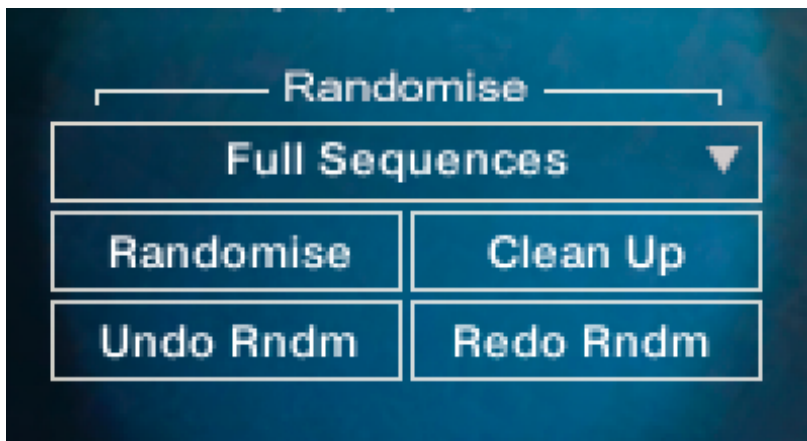
DIVISI GRID				
Reset Grid	Distribute up to 4 notes per chord to each layer			Transfer to all Scenes
Random Grid	Layer 1	Layer 2	Layer 3	Layer 4
2 Notes Chord	Root	2nd Note	2nd Note	2nd Note
3 Notes Chord	Root	2nd Note	2nd Note	3rd Note
4 Notes Chord	Root	2nd Note	3rd Note	4th Note

This panel offers the possibility to set which note of the played chord (up to four notes) each layer will play its sequence starting from, in **Divisi mode**. As default, layer one will play its sequence from the played chord root note; layer one will play from the second note and so on.

- The **reset button** will reset the grid to default values.
- The **random grid button** will generate a random grid configuration.

- **Transfer to all scene** button will send the current grid to all scenes. **Note:** when the **Divisi settings to all scenes** in **global options panel** is selected, the grid settings will be automatically applied to all scenes.

MASTER RANDOMISATION



This section's controls allow randomising many parameters of TETRALITY.

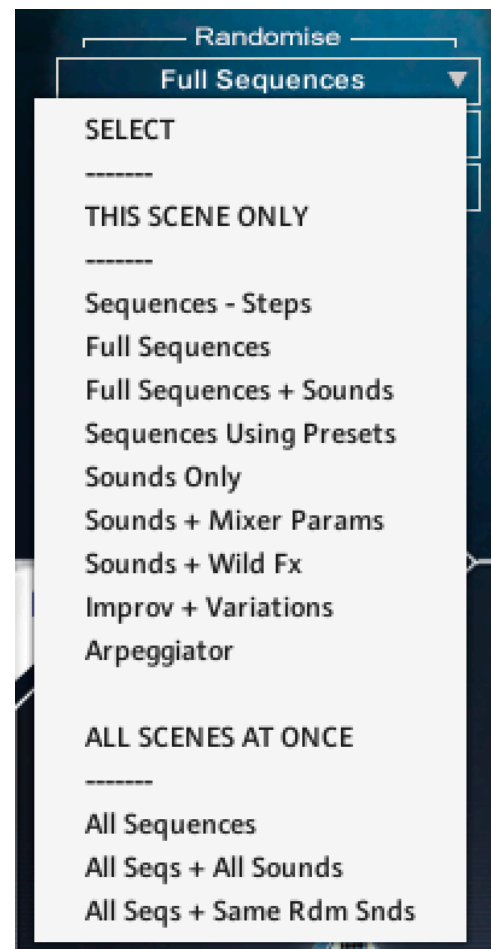
The **randomisation menu** offers a lot of options which will affect only the current scene or all scenes at once.

All the randomisation options are listed in this menu it is displayed in the picture on the right. **THIS SCENE ONLY** and **ALL SCENES AT ONCE** headers divide the list in two sections according to the selectable options' effect.

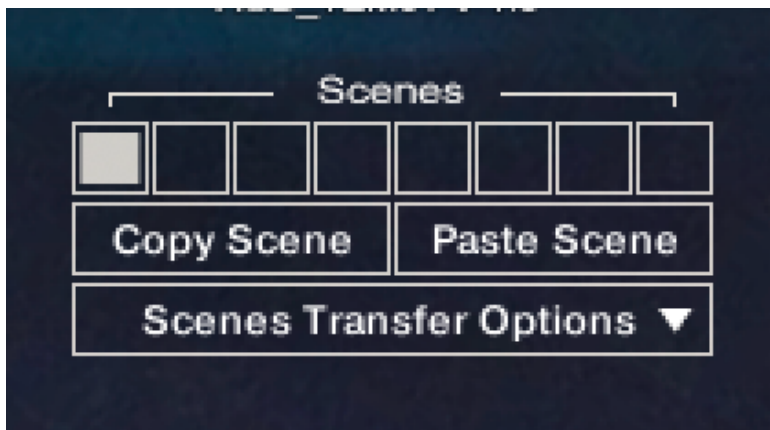
Once an option is chosen, the action can be triggered by pressing the **Randomise button**.

The randomisation can be undone by pressing **Undo**, or redone again by pressing **Redo**.

The **clean random button** allows to delete overlapping or clashing notes in all sequences to make the four sequences sound more cohesive altogether.



SCENES MANAGER

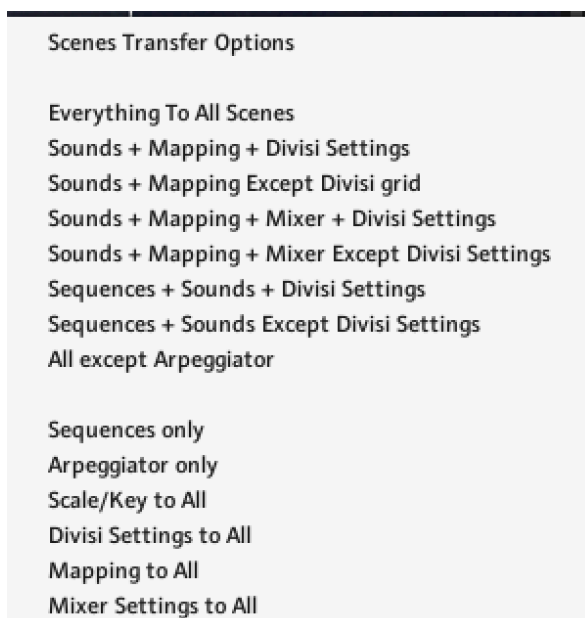


This section includes the selectable **eight scenes buttons**. Each scene is like a snapshots of the currently set sequences and sounds parameters. When the global divisi and key/scale settings are unchecked (in the **Global options panel**), each scene parameter will be stored automatically as they are currently.

There is no need to save each parameter into the currently selected scene. As soon as a new scene is selected, all the parameters will be stored into the scene before the scene change happens.

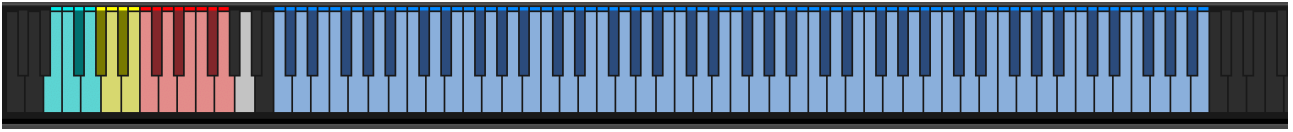
Note: the **red key switches** from C-1 to G-1 have the same effect as the **eight scenes buttons**.

The **copy scene menu** offers several options to copy specific parameters from one scene to another. To do so, first an options needs to be chosen from this menu items. Then the destination scene must be chosen using one of the **eight scenes buttons**. Then the **paste scene button** will have to be pressed to confirm the action.



The **scene transfer options menu** includes several choices to transfer specific parameters from the current scene to all the scenes. Some of these options are already in other panels (divisi and key/scale settings).

KEY SWITCHES



- **Light Blue keys from E-2 to G-2:** layers ON/OFF switch.
- **Yellow keys from G#-2 to B-2:** layers sequences Improvisation switches .The velocity at which these keys are pressed will determine the degree of momentary variations applied to the sequence.
- **Red keys from C-1 to G-1:** Scene selections switches.
- **White A-1 key:** rest in sequence record mode.

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, RICHARD SHOENFELD,
JOHN STILTON.

Presets creation: Theodore Chatzilamprou.