

User Manual

ROLA-78

KONTAKT instrument



Version 2.2.0

ROLA-78 - User Manual

Revision: 2022-11-20

Forgotten Keys
www.forgottenkeys.co.uk

© Copyright 2018-2022 Forgotten Keys

Contents

1	Introduction.....	4
2	Usage.....	6
2.1	Rhythms.....	7
	Main section.....	7
	Programmer section.....	10
	Footer section.....	11
2.2	Sounds.....	14
	Mixer section.....	14
	Footer section.....	15
3	Version History.....	16
4	License.....	18

1 Introduction

Welcome to the ROLA-78 KONTAKT Instrument.

Requirements

Requires the full version of Native Instruments KONTAKT 5.8.1 or higher.

Important: This instrument will not work as expected in the free KONTAKT Player.

Description

ROLA-78 is a virtual re-creation of the legendary ROLAND CompuRhythm CR-78 programmable drum machine from 1979.

It has featured on many hit songs over the years.

This KONTAKT instrument has been carefully created to be as accurate to the original as possible.

Setup

Unzip the archive to a folder of your choice. This will create a sub-folder called *Forgotten Keys*. All recent Forgotten Keys instruments (those that require KONTAKT 5 or higher) can safely be unzipped to the same folder.

Backup

It is recommended that a backup of the archive file is made in case it needs to be re-installed at a later date.

Snapshots

Inside the folder where you unzipped the downloaded archive is a snapshots folder. Open it and copy the ROLA-78 folder to the clipboard and place it in the following location:

- **On Mac OS X:** Macintosh HD/Users/<User Name>/Documents/Native Instruments/User Content/
- **On Windows:** C:\Users\<User Name>\My Documents\Native Instruments\User Content\

It's important to get the path correct and to not rename the ROLA-78 folder or the snapshots will not work.

If upgrading ROLA-78, replace the existing snapshots with the new ones provided.

Please see the KONTAKT user manual for how to select snapshots.

The *Default* snapshot resets all controls and disables any effects and other settings that may have been set by the other snapshots.

2 Usage

Drag ROLA-78.nki onto the KONTAKT rack or browse for it within KONTAKT in the usual way (see the KONTAKT documentation).

Note: This instrument will not show in the KONTAKT library tab.

The KONTAKT instrument interface has two tabs: *Rhythms* and *Sounds*.

2.1 Rhythms

The Rhythms tab comprises of a main section that resembles the real drum machine and a footer section with additional controls. The rhythm programmer, although part of the main section, has been given its own section in this manual.

Main section

Power switch

The power switch removes some restrictions that the real CR-78 has. If enabled:

- Any number of rhythms can be combined (otherwise a maximum of two).
- If a rhythm or manual variation (fill-in) is selected while the rhythm is playing, it will change immediately (otherwise it will wait until the start of the next bar).

Accent knob

Each of the preset rhythms has an accent pattern associated with it that affects the volume level and attack of certain beats (depending on the sound). This knob adjusts the amount of accent applied.

Note: All sounds affected by accent have been sampled at several accent levels rather than just increasing the volume level which would not be sufficiently authentic.

Tempo knob

Adjusts the tempo between 30-300 beats per minute. Only active when the sync switch is off (see below).

Cancel Voice switches

Cancels the selected voice from the playing rhythm.

Rhythm controls

Each of the preset rhythm switches has two rhythms associated with it. You select between them by using the toggle switch labelled A/B.

By default, selecting a rhythm cancels any other selected rhythm. You can combine rhythms by enabling the combine switch or by holding the control/command key on the computer keyboard while selecting a rhythm.

If the power switch is off, a maximum of two rhythms can be combined (like the CR-78). Priority is from top left to bottom right, so if rock 1, disco 1 and swing are all selected, only rock 1 and disco 1 will be heard.

Start/Stop switch

Starts and stops the rhythm.

Variation controls

Rhythm variations can be activated manually or automatically depending on the position of the auto/manual toggle switch.

When in auto mode, the measure knob sets how often the variation will play. For example, if set to 4, there will be 3 bars of normal rhythm followed by one bar of variation.

The variation knob is used to select one of the following:

- Rhythm A ↔ B
Same as toggling the rhythm A/B switch.
- Break
One bar of silence except for the first beat.
- Fill-in 1

For the waltz rhythms.

- Fill-in 2 and 3
For the triplet rhythms (shuffle to boogie).
- Fill-in 4 to 7
For all other rhythms.
- Rolling HB (high bongo) and SD (snare drum).
Adds a 16th note pattern to the rhythm at the end of the bar.

Add Voice sliders

The two add voice sliders control the volume level of their associated sound. These sounds are always playing a fixed preset pattern.

CY HH Metallic Beat slider

Controls the level of metallic attack added to the cymbal and hi-hat sounds.

Balance slider

Controls the relative volume levels between the drum and cymbal sounds.

Volume slider

Adjusts the overall instrument volume mirroring the KONTAKT instrument volume slider.

Tip: Click on a slider or knob while holding the control/command key on the computer keyboard to set it to its default value.

Tip: Hold the shift key on the computer keyboard while moving a slider or knob to get a higher resolution for more accurate control.

Programmer section

The programmer section comprises of several controls on the front panel plus a pop-up window with a virtual WS-1 programmer.

Follow this procedure to program a rhythm:

1. Select one of the four yellow program rhythm switches.
2. Move the black lever to the *all* position and press the clear switch.
3. Move the black lever to the *memory* position.
A virtual WS-1 programmer will pop up.
4. Select a sound from the instruments selector knob.
5. Select a suitable division step to program in.
If unsure, chose 8 or 16 to start with.
6. Enter notes or rests using the two white buttons on the virtual WS1 until the sequence ends.
7. Choose another sound from the instruments selector knob and repeat from step 6.
8. When finished, press start/stop to exit program mode and hear the results or just move the black lever to the *play* position.

Follow this procedure to clear one sound from the program rhythm:

1. Select a sound from the instruments selector knob.
2. Move the black lever to the *memory* position.
3. Press the clear switch.
4. Move the lever back to the *play* position.

WS-1 Clear/Write switch

If the clear/write switch on the virtual WS-1 programmer is set to clear, pressing the *rest* switch clears any previously entered note at that position.

Footer section

Values switch

Displays the value of knobs and sliders briefly in a pop-up window while adjusting them.

Tip: To show the tempo value only: Turn the switch off then click on it while holding the control/command key on the computer keyboard.

UI FX switch

Adds a touch of realism to the interface by playing real sounds of controls while interacting with them.

Sync switch

Allows the tempo to be controlled by the host. This will likely be a DAW or KONTAKT itself if in stand-alone mode. The start/stop controls of the host will also start/stop rhythm playback. When the switch is off, the tempo control on the interface will become active.

Swing controls

Shifts the timing of notes to produce a triplet/swing/shuffle feel. You can adjust the amount of shift by using the swing knob. You can also select 8th or 16th triplet feel.

Note: Experimentation is recommended for the swing controls. Not all rhythms are suited to it.

Free Fills switch

When free fills switch is on, the manual or auto variation will play a fill-in created from randomly chosen snippets of the existing fill-ins.

MIDI file recorder

A MIDI file can be recorded and exported using this section. It is the recommended way to play this instrument from a DAW because you can start and stop playback anywhere, even mid bar, and it will always be in the right place.

The procedure is as follows:

5. Select a rhythm and any other desired settings such as swing.
6. Press the record button to start recording.
You can change rhythms during recording if desired.
7. Press the button again when enough has been recorded.
8. Save the MIDI file by doing either of the following:
 - Drag the file to a folder or to a track on a DAW using the control with the drag and drop symbol.
 - Click where it says <enter name here>, enter a name for the file then press the save button or press enter on the computer keyboard.

The file will be saved in the same location as the instrument file running in KONTAKT.

Important: If no name is entered, the file will be saved as *untitled.mid* and will overwrite any existing file with the same name.

9. Press the erase button to clear the recording.

Note: Only note information is recorded. Volume and other controls will have no effect on the final MIDI file.

Note: The sync switch should be set to *off* when playing back a MIDI file from a DAW.

2.2 Sounds

The Sounds tab comprises of a mixer section and a footer section with additional controls.

Mixer section

Output menus

Allows you to send each sound to any of the currently available outputs. What outputs are available depends on how this has been set up in KONTAKT. If in doubt, leave on *Def* (default).

Tune sliders

Raises or lowers the pitch of the sound by up to one octave either way.

Pan sliders

Sends the sound to the left or right channel or somewhere in-between.

Solo switches

Mutes all other sounds except the soloed sound. Multiple solo switches can be active at the same time.

Mute switches

Mutes the selected sound. Multiple mute switches can be active at the same time.

Tip: Hold the control/command key on the computer keyboard while selecting a solo/mute switch to cancel all other solo/mute switches.

Volume sliders

Adjusts the sound's volume from off to 0dB.

Footer section

Values switch

Displays the value of knobs and sliders briefly in a pop-up window while adjusting them.

Order switch

Displays a row of small switches marked < (left) and > (right) under each mixer channel. Clicking on one will move that channel left or right.

Holding the control/command key on the computer keyboard while clicking on a < or > switch will reset the mixer order as follows:

- > will reset to default order which is roughly in line with the keyboard layout and loosely based on the standard GM drum layout.
- < will reset to legacy order as used with previous versions of this instrument.

Info switch

Displays general information about this KONTAKT instrument such as the version number.

3 Version History

2.2.0

- Change rhythm cancel switches so that top and bottom rows are independent of each other irrespective of power switch position.
- Change pure switch to power switch and reverse its role.
- Remove coupling of combine and power switches to allow combining of rhythms in either power or authentic mode.
- Improve interface graphic with small tweaks.
- Improve UI effects by sending to dry output (only affected when using snapshots).
- Fix rhythm cancel switches staying on when combining rhythms.
- Fix snapshots not working properly in previous update.

2.1.0

- Change instrument name to ROLA-78.
- Add “free-fills” randomised fill-ins function.
- Add DAW automation of mixer controls.
- Add ability to change the order of mixer channels.
- Add switch to show/hide current value while adjusting controls.
- Allow start/stop switch to stop MIDI recording and playback.
- Change voice assignment of each sound to just one so that quick re-triggering sounds more authentic.
- Change volume slider range to mirror KONTAKT instrument volume slider.
- Improve various graphics and text.
- Fix tempo not changing when host tempo changes.

2.0.0

- Add dedicated switch for host sync control.
- Add UI effects switch.
- Add LED-style volume level meters to mixer channels.
- Add solo switches to mixer channels.
- Add swing feature.
- Allow host sync to respond to DAW transport controls.
- Improve and fix MIDI file creator.
- Improve various graphics.
- Move about switch to sounds tab.
- Remove In-built help.

1.2

- Move about menu out of the tabs area for KONTAKT 6 compatibility.

1.1

- Improve MIDI file player code and graphics.

1.0

- Initial release for KONTAKT 5.

4 License

This End-User license agreement (EULA) is a legal agreement between you and Forgotten Keys for the Forgotten Keys product that this agreement accompanies; including computer software and associated media or multimedia, printed materials and electronic documentation.

By installing or using this product you agree to be bound by the terms of the EULA. If you do not agree to the terms of this EULA you may not install or use the product. All audio samples provided with the product are the property of Forgotten Keys and are licensed to you, they are not sold.

1. Forgotten Keys grants the end-user (licensee) of the product the right to create finished musical works and performances using the audio samples and any other media or software included as part of the Forgotten Keys product.
2. The licensee may use the product for commercial purposes.
3. The licensee may alter the samples within the context of a finished musical work but may not distribute those altered samples outside of that musical context.
4. The creation of sound libraries in any form for commercial use or otherwise that use the Forgotten Keys audio or software, including single samples, loops, audio clips or similar is strictly prohibited. Violations will be prosecuted under local and international copyright law.
5. You may not under any circumstance make any part of the Forgotten Keys product available to others either by duplication, copy, distribution, transfer, upload, download, trade, resale, or loan.
6. The licensee may use this product on multiple computers under the following conditions:

- a. The use of multiple computers is part of a single audio workstation for the individual licensee.
 - b. The licensee has two non-concurrent sites of work, such as a studio desktop and a laptop for live performance.
- 7.** Forgotten Keys warrants and asserts that all audio samples, graphics, images, scripts, documents, and any other media included with the product is the sole property of Forgotten Keys and that Forgotten Keys has the authority to grant the rights in this EULA.
- 8.** The user agrees to read the manual before seeking help or support from Forgotten Keys.
- 9.** Forgotten Keys will not be responsible if the content of the product does not meet the particular purposes of the licensee.
- 10.** It is the licensee's responsibility to check that the product is compatible with their computer system.
- 11.** The product is licensed "as is". Forgotten Keys will not be responsible for any loss incurred by the licensee from the direct or indirect use of the product.
- 12.** If you have any doubts, concerns, or uncertainties about the terms in this EULA please contact Forgotten Keys before installing or using the product.