

DROP PAD 3

OPERATION MANUAL



WELCOME TO DROP PAD 3

Drop Pad is a unique and inspiring sample-based playback instrument for Kontakt 8.

Its engine allows for the dynamic morphing between four different samples with additional extensive modulation and effects options.

Drop Pad 3 includes a vast sound library as well as a selection of the best patches of Drop Pad 2, which can be loaded in Drop Pad 3 too.

You can easily create your own sounds by simply dragging your samples, or one of the Drop Pad library samples right onto the user-friendly interface.

Drop Pad 3 is a major update from Drop Pad 2.2 and brings exciting new features and performance enhancements:

a new Sample Randomizer, a powerful modular effects section and the on-board Preset Browser for quick and easy loading, saving and renaming of Presets.

Drop Pad 3 is a Kontakt Player library and has full NKS compatibility.

We hope you will enjoy Drop Pad 3!



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1 INSTALLATION

Libraries powered by Native Instruments Kontakt Player need to be activated through Native Access. Please follow these steps to set up the Drop Pad 3 library:

1. Download and extract the Drop Pad 3 library. Move or copy the library to your preferred disk location.

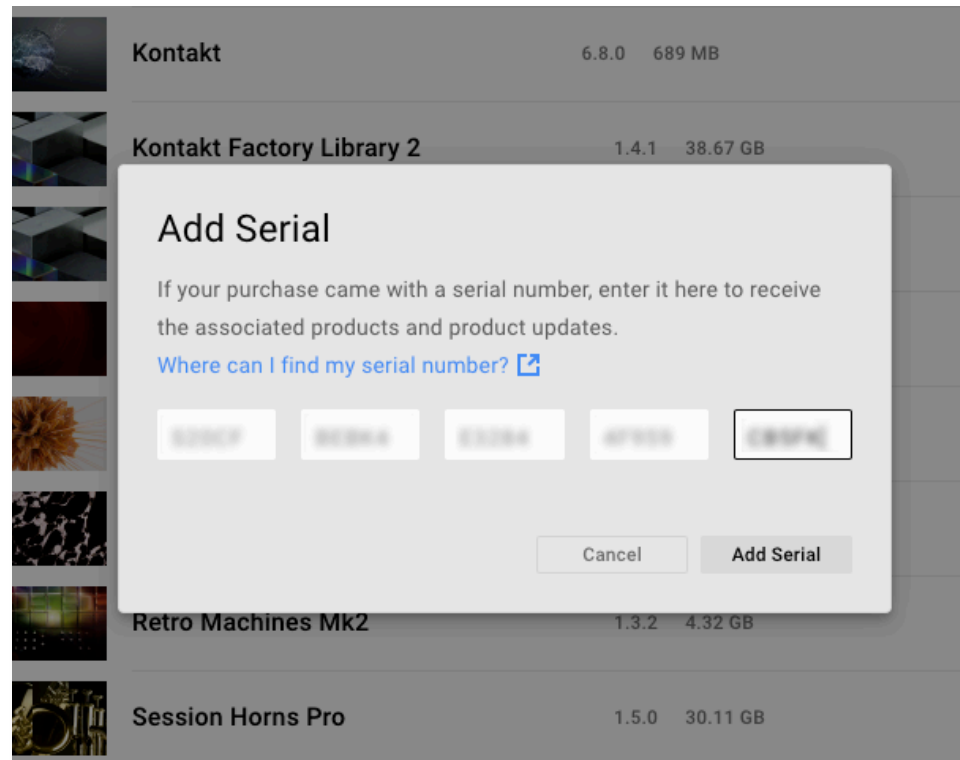
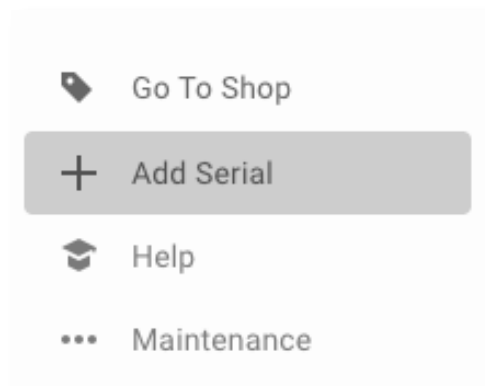
2. You need to have **Native Access** installed on your system (if you haven't already)

3. You need to have **Kontakt** Player (or Kontakt 8 Full) installed.

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-8-player/>

In case you already own Kontakt 8 (Full), you don't need to install Kontakt Player!

4. Open Native Access. After you log into Native Access, click on the “Add Serial” button in the left lower corner of the interface. Please insert the Drop Pad 3 serial number you received. After you have typed in or pasted the serial number, please click on “Add serial” again.



4. Navigate to “Library” and the “All” tab in Native Access. Check if the Drop Pad 3 library is already in the list (If not, click on the ‘Refresh’ button on the top right) then click on the “Locate” button.

Native Access will then prompt you to the actual location the Drop Pad 3 library has been stored on.
Navigate to the main Drop Pad 3 library folder and click OK.

5. Now that Native Access knows where to search for the Drop pad library content, you should be able to see it in the “Installed” tab. You’re all set - now you can open Kontakt Player (or Full) and you should see the Drop Pad 3 library picture in the library tab.

SYSTEM REQUIREMENTS

- macOS 13, 14, and 15 (latest update)
- Windows 10 or 11 (latest Service Pack)

Intel Core i5 or equivalent CPU, or Apple Silicon, 4 GB RAM (6 GB recommended)

Graphics hardware support for Direct 3D 11.1 (Feature Level 11_0) or higher

2 GB free disk space

Supports ASIO, Core Audio, and WASAPI

Supported interfaces:

macOS (64-bit only): Stand-alone, VST3, AU, AAX

Windows (64-bit only): Stand-alone, VST3, AAX

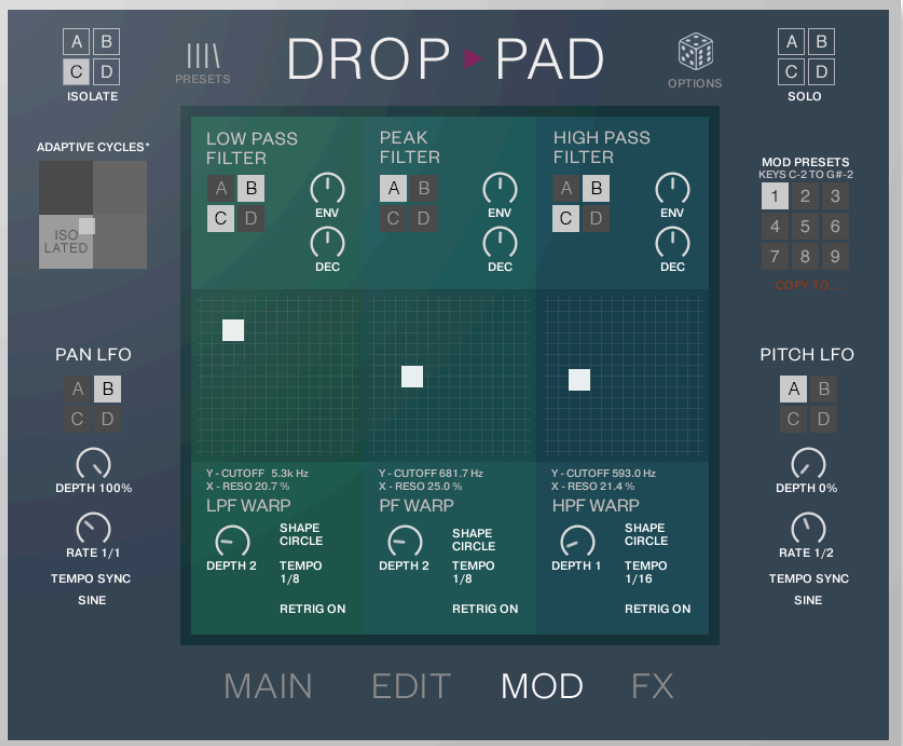
2 OVERVIEW

Drop Pad operates using four tabbed window views: **MAIN**, **EDIT**, **MOD** and **FX**. Though the operation of Drop Pad is extremely intuitive, please read through these instructions to ensure that you understand all its features and the creative possibilities that these offer.



MAIN EDIT MOD FX

Click on **MAIN**, **EDIT**, **MOD** or **FX** to navigate through the four Drop Pad windows



THESE CONTROLS ARE ACCESSIBLE FROM ALL WINDOWS:**PLAY / STOP SOUND**

To listen to the currently loaded sound, play a key or click on the DROP > PAD logo to play back or stop the current sound - The triggered note will be C3.

**SOLO / MUTE BUTTONS**

Soloing a pad will mute all other pads and will also interrupt MORPH and WARP. The main XY cursor will jump to one of the four corners.

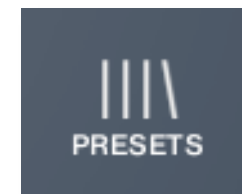
When the MUTE button is activated, single pads can be muted, but all cursor movements (MORPH and WARP) will continue.

**ISOLATE BUTTONS**

Isolate can be used to exclude one or more samples from the MORPH and WARP movements of the main XY cursor. An isolated pad will be played at a constant volume. This can be useful if a steady foundation is needed for a sound. Isolated pads are indicated by a brighter layer on top of the waveform pad.



PRESETS opens up the on-board Presets Browser



SAMPLE RANDOMIZATION click on the dice symbol to replace all currently loaded samples with a random selection of new ones. Please read the Randomization section in this manual for details.



3 PRESETS

Click on the **PRESETS** icon to open the Drop Pad Preset on-board browser. Select Bank **A B C D** and click on a Preset to load it. It will replace all current samples and settings.

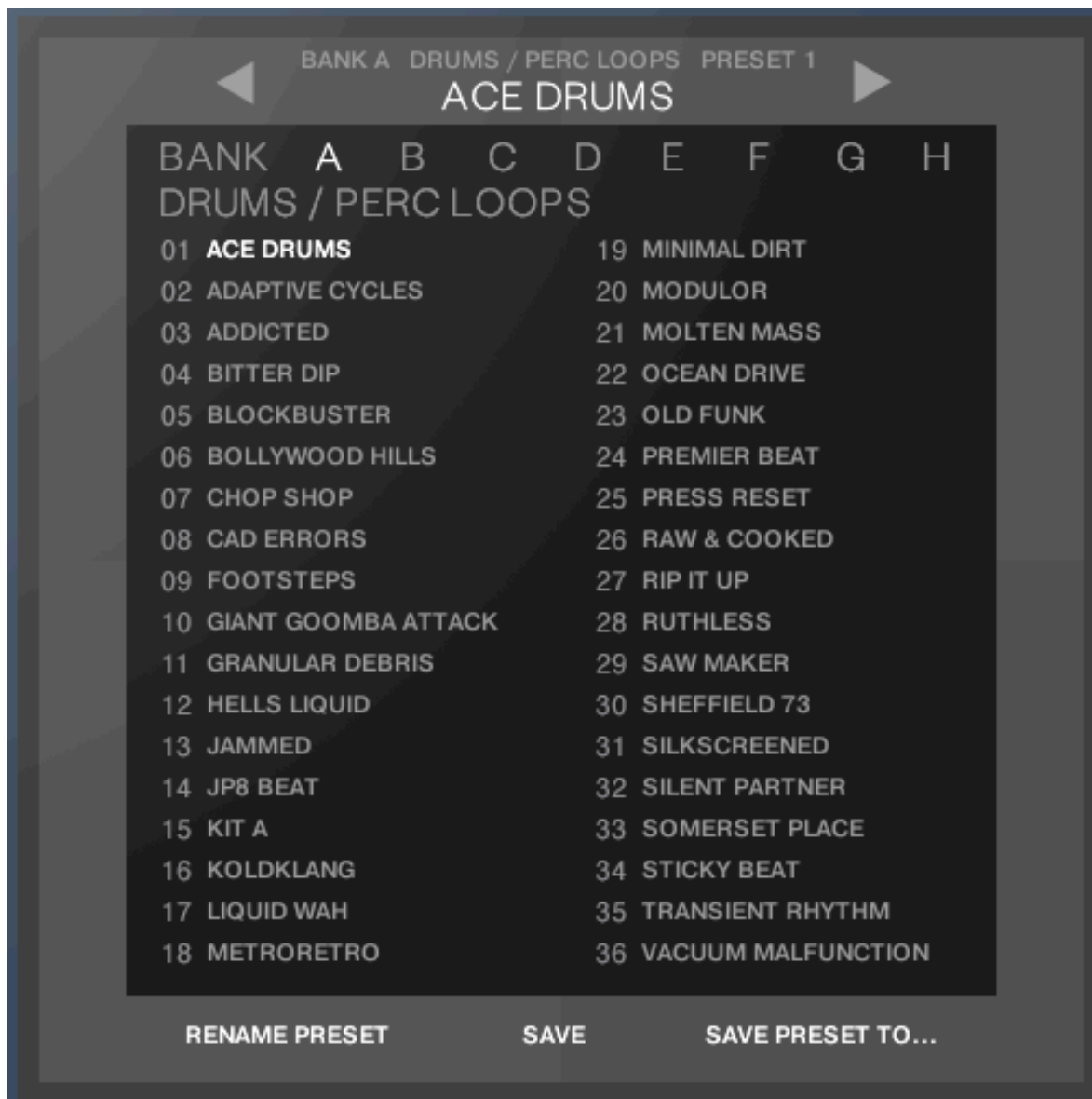
The Factory Presets are divided in four different categories in Bank A-D:

Bank A: **Drums / Perc Loops** (TM PRO)

Bank B: **Tonal Loops** (TM PRO)

Bank C: **Ambient / FX** (SAMPLER MODE)

Bank D: **Pads / Textures** (SAMPLER MODE)



Each of the 4 Factory Banks contains 36 Presets (144 in Total) and there are another 144 blank Presets available (Banks E-H) for User sounds. If necessary, Factory Presets can also be overwritten. All settings of a patch incl. Sample locations, MOD and FX settings will be saved here.

All Drop Pad 3 Presets are also included as Snapshots.

In addition, there is a selection of Legacy patches (Drop Pad 2 OE+RE) available. They are included as snapshots only.

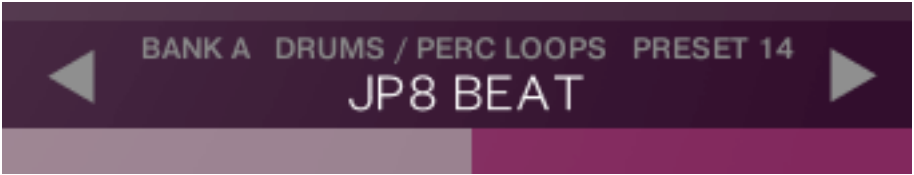
Presets can be renamed by clicking on **RENAME PRESET**.

Simply enter a new name in the text box at the bottom of the browser panel and click on **OK**.

SAVE will write all current tweaks to the currently selected Preset.

SAVE PRESET TO... saves the current Preset to a new location in the Preset Browser. Choose the Bank, then click on a Preset to replace it with the currently loaded samples and all settings.

After loading a Preset, its name will be displayed on top of the panel and it will be highlighted in the browser list. In the EDIT, MOD and FX pages, the Preset name will be also displayed on the left side of the interface on top of the smaller sized morph display.



The asterisk symbol (*) after the Preset name indicates that the loaded Preset has been modified and is different to the stored version.

RENAMING A PATCH



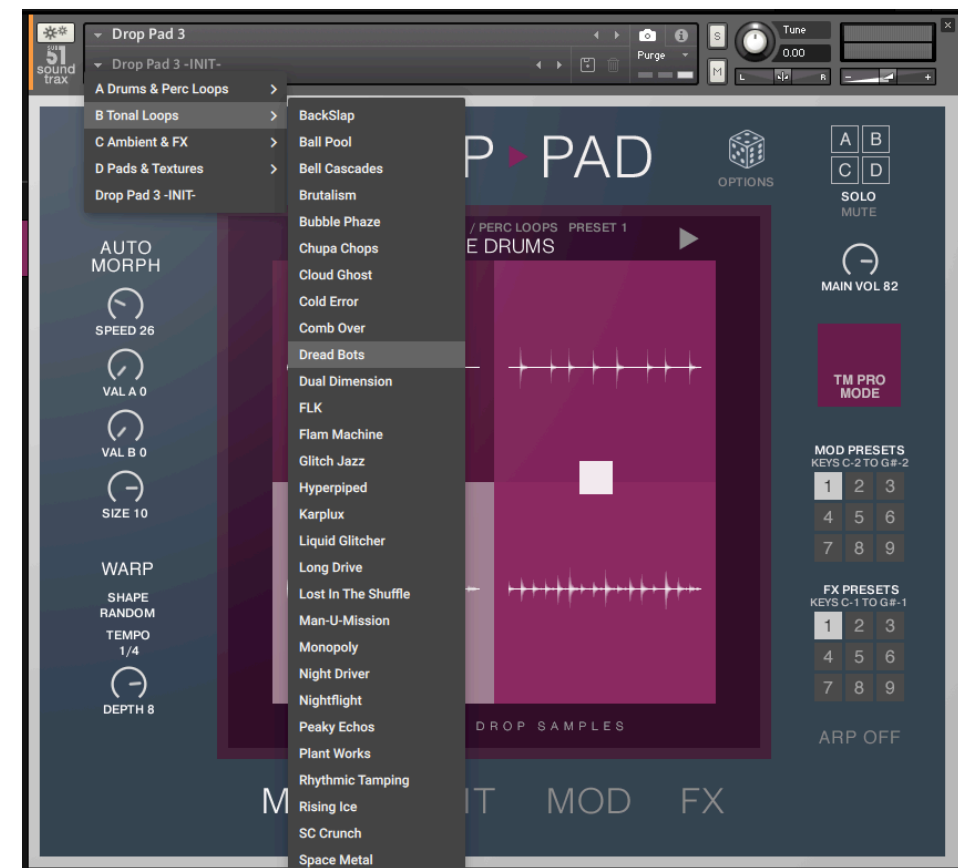
ALT-click on the Preset name to rename the currently loaded patch. Click on OK to apply the changes and to return to the MAIN tab.

KONTAKT SNAPSHOTS

All on-board Drop Pad 3 presets are also available as Kontakt snapshots. Snapshots (.nksn files) can be loaded in Komplete Kontrol, Machine 2 and directly from Kontakt 8's new library browser. It is also possible to save any newly created user preset as a snapshot. All settings and the four samples of a patch/snapshot will be saved with their absolute paths.

There is an additional **Drop Pad Legacy** snapshots folder - a huge selection of 293 patches from Drop Pad 2's Original Edition and Rhythmic Edition - which can be loaded into Drop Pad 3.

The Drop Pad Legacy patches are available as Snapshots only, but they can be saved into Drop Pad 3 on-board browser to be used by the Randomization tool. (If you want to include samples in the **Randomize** function, it is necessary to save the presets in the on-board browser - please check the next chapter for details!)



Double click on one of the Snapshots (to the left) to load or use the classic Snapshots menu to load / save (top).

Please be aware that Snapshots (or a duplicate of the nki) won't save the state of the on-board Preset browser, i.e. it is not possible to save different versions of the Factory + User Banks!

SAMPLE RANDOMIZATION

Drop Pad's new Sample Randomizer is a fantastic tool to quickly create new and unusual sound combinations.



Click on the **dice symbol** to replace all currently loaded samples with a random selection of new ones.

Be aware that all current samples will be replaced immediately (without a warning).

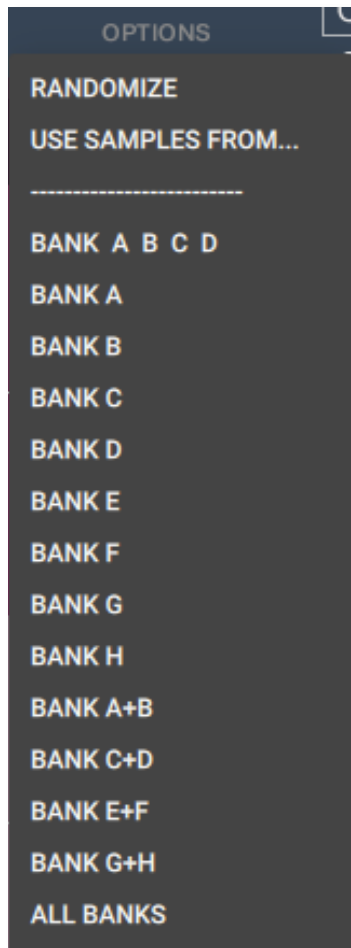
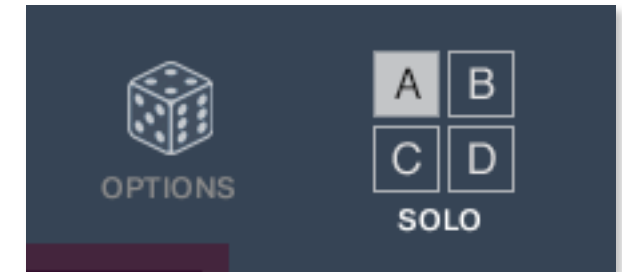
All current sample settings and all MOD and FX setting will not be changed.

If you are in TM PRO mode it might be necessary to adjust the Tempo settings of the samples in EDIT.

The new (random) samples will be selected from the pool of the audio files that were saved as Presets in the on-board preset browser. You can limit or extend the range of the random sample pool by clicking on OPTIONS.

RANDOMIZING SINGLE PADS

To randomize only **one** pad, simply **SOLO** the pad, then click on the dice symbol to randomize. For example, if pad A is soloed, clicking on the DICE will only replace sample A with a new random sample. **MUTE** works the same way - if a pad is muted, it will be excluded from randomization.



RANDOMIZE OPTIONS

Determines the pool of samples which are used by the randomize tool.

For example: If **ALL BANKS** is selected, samples will be chosen from **all** saved Presets - this will include drums, tonal loops, FX, pads and all four User Bank samples. If **BANK A** is selected, Randomize will only choose samples from all **BANK A** samples, which are mainly drum samples. By limiting the sample sources it is possible to influence the possible character of a randomized patch.

By default, the Randomizer picks random samples from **BANK A B C D**

4 MAIN

The **MAIN** window provides an overview of the four samples used in the current Preset along with their waveforms. To the left are the controls relating to the MORPH and the WARP controls, which allows the balance of the four sample layers to be modulated and warped in order to create a constantly changing texture.

To the right is the Main Volume control of the instrument, a switch to select Drop Pad's two different sample playback modes: SAMPLER MODE or TM (Time Machine) PRO MODE, the MOD+FX Presets pads and a simple switch to turn the ARP on or off.

In SAMPLER MODE, the PLAY button and the waveforms are coloured in blue, when in TM PRO MODE, they will be red.



Drop Pad's Main Panel set to *Sampler Mode*



Drop Pad set to *TM Pro Mode*

AUTO / MANUAL MORPH Switches between auto or manual movement of the main cursor.

AUTO MORPH CONTROLS

MORPH is a circular/sinusoidal movement of the cursor on Drop Pad's main XY-pad. Depending on the cursor position, the volume of each sample will change and cross-fade with the other samples.

SPEED Determines the Speed at which the X/Y cursor moves around the 4 pads.

VAL A Determines the shape of the up and down movement of the X/Y cursor.

VAL B Determines the shape of the left and right movement of the X/Y cursor.

Note that the default modulation shape is circular and the A/B controls set how much the path deviates from a circle.

SIZE Determines the size of the area the X/Y cursor moves around the 4 pads.

AUTO MORPH is not tempo synced - it will always run independently from any tempo setting of the host.

MANUAL MORPH CONTROLS

Can be used if no cursor movement is needed or to record tempo-synced cursor movements.

To record a cursor movement:

1. Adjust the **DURATION** of the recording (from 1/4 to 16 Bars)
2. Press **REC** and then **PLAY** (or activate **SYNCED TO DAW** and press Play in your DAW).
3. Move the cursor with the mouse or via automation.
4. When the end of **DURATION** is reached, it will automatically go back into **PLAY** mode.
5. If **SYNCED TO DAW** is activated, the **PLAY** button is controlled by the DAW and the movement will start when the DAW is running. When **FREE SYNC** is selected, PLAY works independently from the Host/DAW.
6. Click on **CLEAR** to delete the recording of the movement

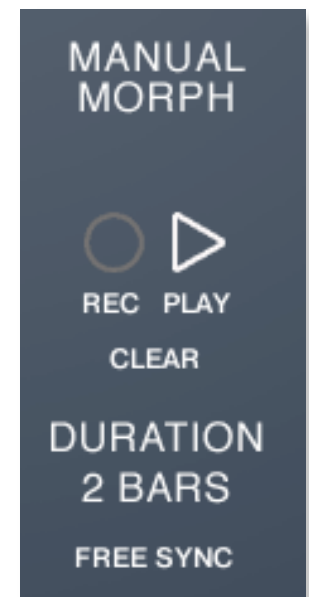
WARP CONTROLS

Warp movements are immediate cursor jumps to different XY-pad locations. They are always **synced** to the host tempo and need a key (or PLAY button) trigger to start.

SHAPE Determines the direction/shape of the Volume Warp movements.

TEMPO Adjusts the tempo of the Warp movement in note value length.

DEPTH Increases the range over which the parameters are modulated.





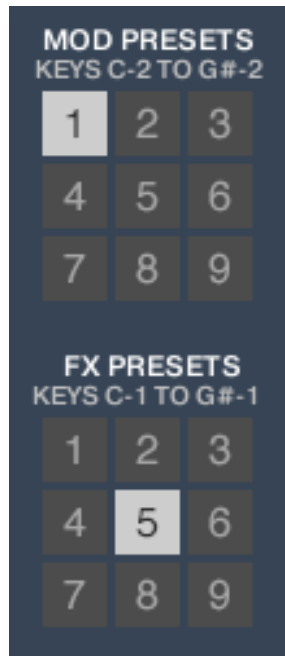
MAIN VOL Adjusts the overall Volume level of the four loaded samples.



SAMPLER MODE Samples mapped across several keys will play **tonally**. Recommended for non-rhythmical samples like soundscapes, strings or pads. This mode is very CPU efficient. When set to Sampler Mode, the four waveforms are coloured in blue.



TM PRO MODE Syncs to your host/DAW. Recommended for drum / rhythmic loops. The sample length will be retained when played in higher or lower pitches. TM PRO is more CPU intensive than Sampler mode. When set to TM PRO Mode, the four waveforms are coloured in red and additional sample controls become available in the EDIT window.

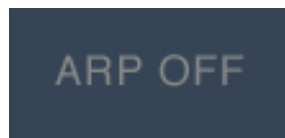


MOD PRESETS Click on one of the numbers to apply a MOD preset (or press key C-2 to G#-2)

The nine MOD PRESETS memory locations can be edited in the MOD page

FX PRESETS Click on one of the numbers to apply a FX preset (or press key C-1 to G#-1)

The nine FX PRESETS memory locations can be edited in the FX page



ARP ON/OFF switch (the arp settings can be edited in the EDIT page)

DRAG + DROP SAMPLE IMPORT

To import a new sample, simply **drag and drop** a WAV or AIF file from any disk location onto one of the four blue (or red) squares on the **MAIN** window or on the four squares in the **EDIT** window. If there is already an audio file present, dropping a new sample will replace the previous audio file.



After a successful import, you should see the waveform of the imported sample. If there is loop point metadata present in the audio file, Drop Pad will recognise these.

When the option **PITCH DETECTION** (in EDIT) is enabled, Drop Pad will attempt to find the root key of the sample and adjusts the pitch correspondingly during import. If there are no harmonic elements in an audio file (i.e. a drum loop or a sound effect) Drop Pad will set its root key to C3.

Each imported sample will be automatically mapped across the keyboard from C0 to C6. Different velocity layers aren't supported. The lower keys (C-2 to G#-1) are used by the MOD and FX Key switches.

Supported file formats are WAV, AIFF, NCW and REX in Mono or Stereo.

*Please note that Kontakt does **not** support mp3, OGG or FLAC formats. Also, 32 bit float AIFF+WAV files created by some DAWs (like Cubase) and 64 bit float files will not work unless converted into standard WAV or AIFF files.*

SAMPLE LOCATIONS

All 'Factory' Drop Pad 3 samples are located here: `"/Samples/DP3 Samples/"`

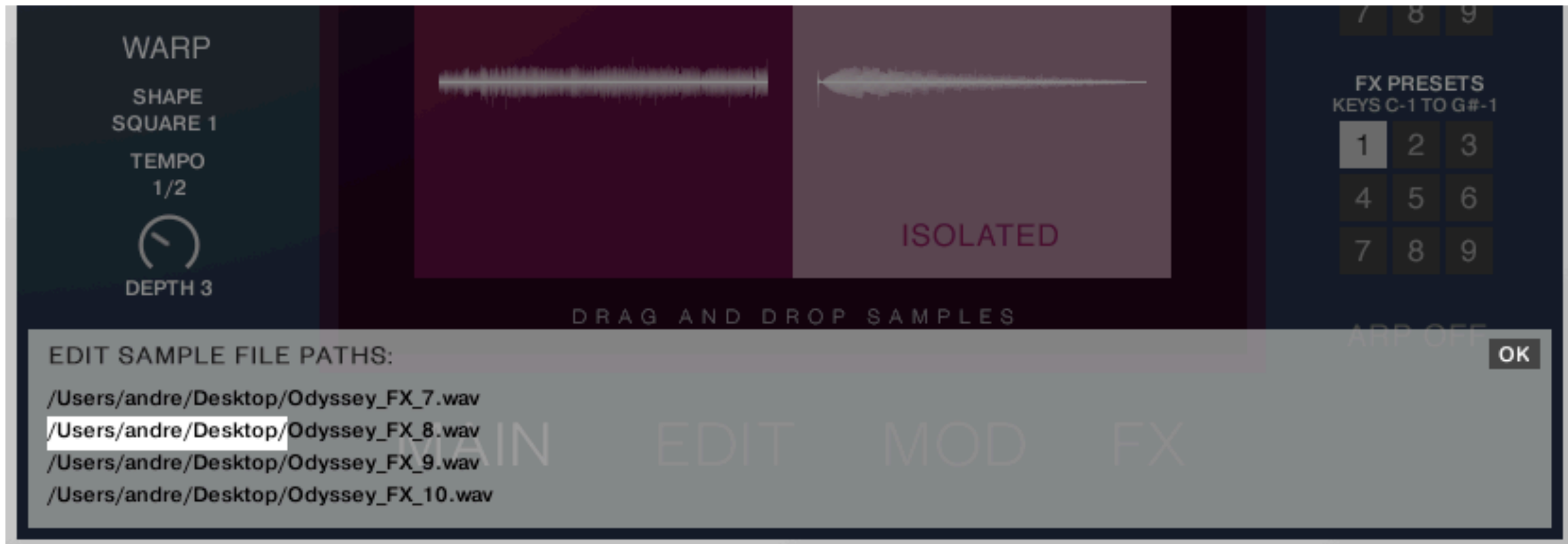
Legacy (Drop Pad 2) samples are located here: `"/Samples/DP2 Samples/"`

User samples can be imported from any disk location - when saving a patch in the on-board browser or as a Snapshot, their disk location will be stored as an **absolute path**.

When working between systems, user samples should be placed within Drop Pad 3's **"DP2 Samples"** or **"DP3 Samples"** folders (inside the **"Samples"** folder) and the patch should be saved as a Snapshot.

When loading a Snapshot, Drop Pad will always check these two folders first - if it can't find a sample, it will look at its absolute path and will try to load the file.

If Drop Pad can't find one or more samples saved within a Snapshot, it is possible to ALT-click on **DRAG AND DROP SAMPLES** (below the four waveforms) to show and - if necessary - edit the audio files or its paths included in the Snapshot. Click OK to apply the changes and to return to MAIN.



5 EDIT

The EDIT page is where you can again **drag and drop** your own samples but there are also controls relating to the pitch and envelope of each sample and to its playback speed. It is also possible to change the start point of each sample simply by dragging the start line to a new position.

To the left is a smaller sized morph display which shows the current Morph movement and. Below is the **ARP** with adjustable pitch (octave) and swing setting. There's also a Hold mode that latches the arpeggiator until a new note is played.

To the right are the following controls: **MAIN VOLUME** (0-100%), **SAMPLER/TM PRO MODE** switch, as well as **KEY BAL** (Volume Balance of the Keyboard), **VELO** (Velocity Sensitivity 0-100%) and **PITCH BAND RANGE** (0-12 Semitones)



You can also find a switch to activate or deactivate the automatic **PITCH DETECTION** when importing samples via Drag+Drop. If Kontakt's automatic Pitch Detection does not lead to good results, you should deactivate it.

Pro Tip:

*Hold the **ALT** key to change similar controls for all four samples at once.*

(works with:

GAIN, PAN, ADSR, OCT, PITCH, FINE)

SAMPLE START Drag the cursor at the start of the waveform to alter the Sample Start.

X deletes the sample

GAIN Adjusts the playback level of the sample.

PAN Adjusts the left and right position of the sample

ADSR Standard envelope control affecting the level of the sample playback.

OCT Adjusts the Octave range of the sample....-2 / +2 octaves

PITCH Adjusts the Pitch range of the sample....-12 / +12 semitones (1 octave)

FINE Adjusts the Fine tuning range of the sample from -50 to +50 cents

RNDM Selects a random start time each time the sample is played

SPEED Adjust the speed of sample playback (Only available in TM PRO Mode)

LOOP OFF/ON Determines if the sample plays in Loop mode.

FORWARD/REVERSE changes the sample playback direction. When using this function it might be also necessary to adjust SAMPLE START.

TM SYNC TEMPO Syncs to the host/DAW....Recommended for drum / rhythmic loops.

TM SYNC FREE Plays sample at original tempo....Recommended for arps, strings and pads.



ARP ON/OFF Click text to turn Arp function on or off.

MODE 14 different modes which determine the note order the Arp is played.

RATE Adjusts the Arp rate in note value length.

OCT Adjusts the Octave range of the Arp....-3 / +3 octaves.

SWING Delays the position of every other note to achieve a swing /shuffle groove.

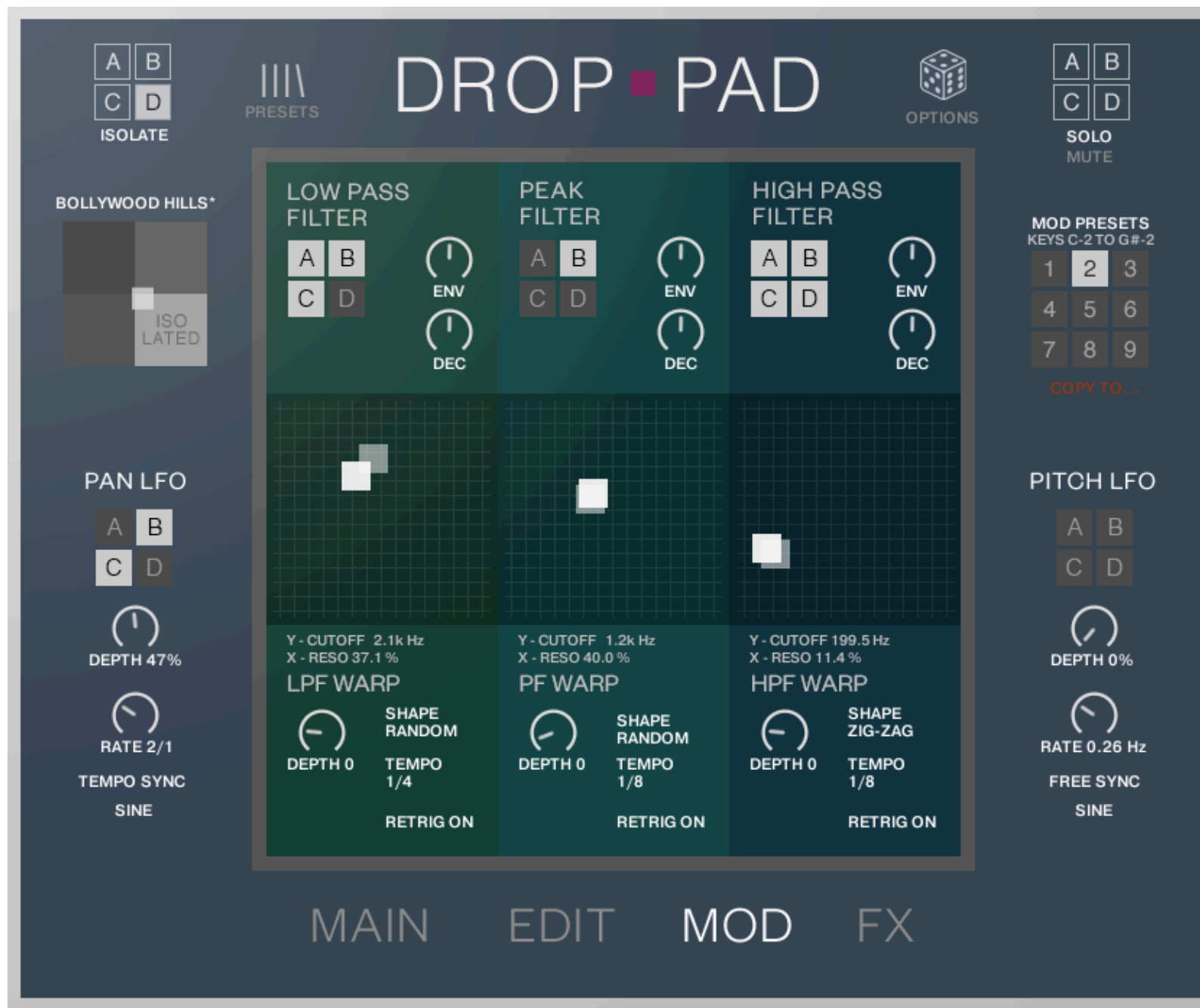
HOLD Holds the note(s) played by the Arp until a new note(s) is played.

6 MOD

The modulation section contains a **LOW PASS FILTER**, a **PEAK FILTER** and a **HIGH PASS FILTER**, each to be assigned to one or more of the four sample pads designated A,B,C and D.

It is further possible to modulate the filter setting via a choice of **WARP** shapes allowing both the X and Y parameters of each pad's cursor to be changed during playback. Note that the changes occur as small steps, locked to the song tempo, so for the smoothest result use the circular or up/down modulation modes.

There's also **LFO** modulation for **PAN** and **PITCH** that can be applied to each of the four samples.



The **MOD PRESETS** system can quickly store and recall 9 different MOD setups. Any tweak of a knob or control will be immediately written into the memory of the currently selected MOD PRESETS number.

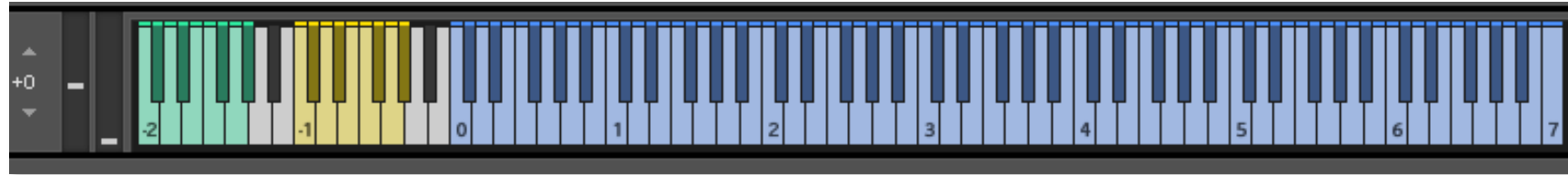
◀ To load a MOD setup, click on one of the 9 numbers or use the keys **C-2** to **G#-2**

Click on **COPY TO...** and choose one of the 9 numbers to copy a MOD setup to another number.

All MOD controls are stored: Filter, Warp and LFO settings.

ALT click on COPY TO... will export the whole bank of 9 MOD setups to disk.

ALT click on 1-9 : Loads a bank of 9 MOD setups from disk into memory and replaces all current settings of the 9 MOD Presets.



▲
Key triggers for
MOD Presets 1-9 (C-2 to G#-2)

LOW PASS FILTER Allows low frequency signals to pass while attenuating higher frequencies.

PEAK FILTER A filter that passes a narrow band of frequencies and attenuates all other frequencies

HIGH PASS FILTER Allows high frequency signals to pass but attenuates low frequencies.

A, B, C, D Select to assign one of the filters to sample A,B,C or D. You can assign a filter to multiple samples whereupon the same filter settings will be applied to all of the selected sample parts.

ENV Filter Envelope Amount

DEC Filter Envelope Decay

X/Y Cursor Controls horizontal and vertical movement by dragging after which the Warp modulator, when active, moves it from that point.

Cut Off Y Controlled by vertical movement of cursor. Used to adjust the point from where the frequency will start to Cutoff.

Reso X Controlled by horizontal movement of cursor. Used to attenuate the frequency set by the Cutoff frequency.

WARP FUNCTIONS

DEPTH Increases the range over which the parameters are modulated.

SHAPE Determines the direction/shape of the Filter Warp.

TEMPO Adjusts the movement of the Filter Warp in note value length.

RETRIG On: Warp resets position and restarts when a new note is played.
Off: Warp is free running regardless of notes played.

PAN & PITCH LFOS

A, B, C, D - Select to assign LFO to signal.

Depth - Control the amount of modulation assigned to each pad.

Tempo Sync - Click to switch between Tempo Sync and Free Sync

Rate (Tempo Sync) - Adjusts the movement of the LFO in note value length.

Rate (Free Sync) - Adjusts the movement of the LFO in Hertz.

LFO Waveform Menu - Selects a pre defined list of waves (Sine, Square, Saw, Triangle, Random).

7 FX

Drop Pad 3 has a new powerful FX chain presets system and can load different FX types for each of the 4 Inserts and 1 Main FX slots. Furthermore, there are 6 Delays and 6 Reverb Models available as Send FX. All FX work globally and will affect all four samples.

Each FX slot has an ON/OFF switch - when set to OFF, the FX slot will turn grey. Click on a FX name to change the FX type.



The **FX PRESETS** system can quickly store and recall 9 different FX PRESETS (the complete FX Chain with all its settings)

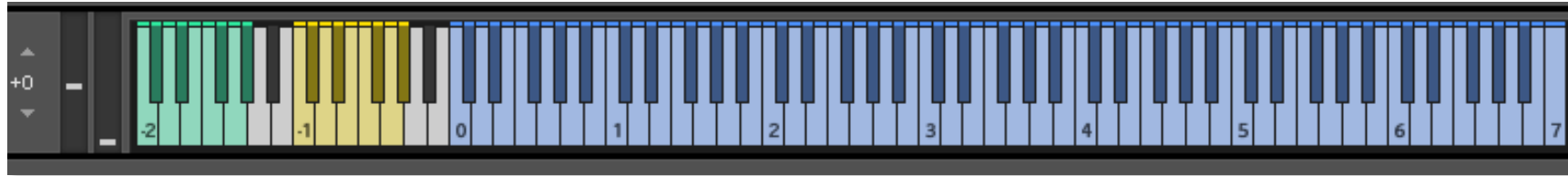
Any tweak of a knob or control will be immediately written into the memory of the currently selected Preset.

To load an FX Preset, click on one of the 9 Presets or hit a key in the range **C-1** to **G#-1**.

Click on **COPY TO...** and choose one of the 9 numbers to copy an FX Preset to another number.

ALT click on COPY TO... will export the whole Bank of 9 FX Presets to disk.

ALT click on 1-9 : Loads a Presets Bank from disk into memory and replaces all current FX settings of the 9 Presets.



▲
Key triggers for
FX Presets 1-9 (C-1 to G#-1)

INSERTS / MAIN FX

- CHORAL** Chorus - 4 different Chorus modes available
- FLAIR** Classic Flanger
- PHASIS** Classic Phaser with adjustable Notches
- FREAK** Amplitude Modulator
- FORMANT** Kontakt's classic Formant Filter
- TAPE** Wow/Flutter Tape Sim
- DRIVE A** Bass Pro Overdrive Pedal
- DRIVE B** Van 51 Dist / Overdrive Pedal
- BITE** Bit Crusher
- T-MASTER** Transient Master
- COMP** Super GT Compressor, the best sounding Kontakt comp
- EQ** a simple EQ, BASS 70 Hz, MID 486 Hz, HI 10 KHz
- LP FILTER** Low Pass Ladder Filter (12 dB)
- HP FILTER** High Pass Ladder Filter (12 dB)

Please check out the Kontakt 8 manual for further details about Kontakt's effects.

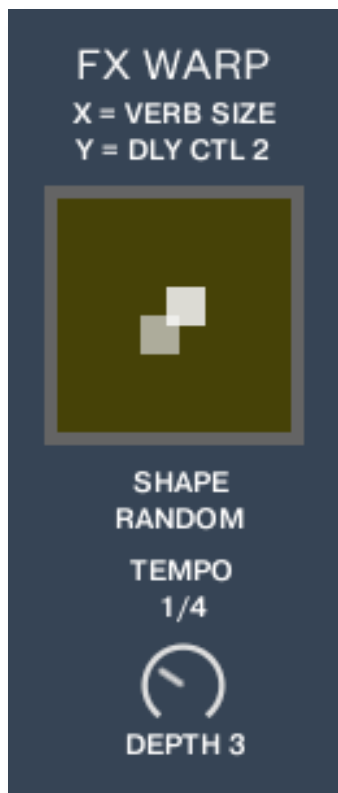


Loading a new effect into Insert 1 Slot

REVERBS**ROOM****HALL****PLATE****GROUND**ED (RAUM)**AIRY** (RAUM)**COSMIC** (RAUM)**DELAYS****MODERN** Digital Delay**BBD** Bucket Brigade Delay**TAPE** Tape Style Delay**VINTAGE** Analogue Delay**DIFFUSION** Delay**PSYCHE** Pitch Delay / Harmonizer

*It is recommended to use the **same** FX chain for all 9 FX PRESETS if you want to switch smoothly between different FX PRESETS in realtime while playing a sound.*

It is no problem to switch between different settings (within the same chain) while playing, but if multiple FX slots have to change their FX type, it may result in noticeable interruptions, CPU overloads or clicks.

**FX WARP**

A cool little tool to automate selected FX parameters (Tempo synced). The main cursor can be moved/adjusted with the mouse.

X = Selects a pre defined list of FX control parameters.

Y = Selects a pre defined list of FX control parameters.

X/Y CURSOR - Activated when X and/or Y parameters are selected

SHAPE - Determines the shape of the Warp cursor movement.

TEMPO - Adjusts the movement of the Warp cursor in note value length.

DEPTH - Amount of Warp assigned to the FX Warp pad.

If a control is selected (and controlled) by the FX WARP it cannot be tweaked with the mouse!

8 AUTOMATION

The following parameters are pre defined as 'Host Automation' to work within Komplete Kontrol or any DAW.

Page 1: #000 Pages (Main. Edit, Mod, FX) #001 Main Vol #002 TM Pro / Sampler Mode #003 Solo #004 Iso A #005 Iso B #006 Iso C #007 Iso D	Page 3: #016 Gain A #017 Gain B #018 Gain C #019 Gain D #020 Pan A #021 Pan B #022 Pan C #023 Pan D	Page 5: #032 Octave A #033 Octave B #034 Octave C #035 Octave D #036 Pitch A #037 Pitch B #038 Pitch C #039 Pitch D	Page 7: #048 HPF Warp #049 Pan LFO Depth #050 Pan LFO Rate #051 Pan LFO Sync #052 Pitch LFO Depth #053 Pitch LFO Rate #054 Pitch LFO Sync #055 -	Page 9 DELAY: #064 Delay Model #065 Delay Rate #066 Delay Feedback #067 Delay Cntr 1 #068 Delay Cntr 2 #069 Delay Cntr 3 #070 Delay Out #071 -
Page 2: #008 Auto Morph On/Off #009 Morph Speed #010 Morph Size #011 Cursor X #012 Cursor Y #013 Warp Depth #014 Warp Rate #015 Warp Shape	Page 4: #024 Attack #025 Decay #026 Sustain #027 Release #028 Forward/Reverse A #029 Forward/Reverse B #030 Forward/Reverse C #031 Forward/Reverse D	Page 6: #040 LPF Cutoff #041 LPF Resonance #042 LPF Warp #043 PF Cutoff #044 PF Resonance #045 PF Warp #046 HPF Cutoff #047 HPF Resonance	Page 8 MOD: #056 Insert FX 1 #057 Insert FX 2 #058 Insert FX 3 #059 Insert FX 4 #060 Reverb Send #061 Delay Send #062 Main FX #063 -	Page 10 REVERB: #072 Reverb Type #073 Reverb Decay #074 Reverb Cntr 1 #075 Reverb Stereo Width #076 Reverb Hi Damp #077 Reverb Lo Shelf #078 Reverb Pre-Delay #079 Reverb Out

It is also possible to add custom Automation assignments for Drop Pad 3 - To do so, open up the Kontakt Browser and navigate to 'Automation > Host Automation'. Then drag a free number onto the Drop Pad control you wish to automate. All controls except menus and XY-pads are assignable. You must save the nki to make automation changes permanent (save as patch only).

Alternatively it is possible to right click on a control and **MIDI Learn** to quickly connect a MIDI controller to one of the Drop Pad controls.

In addition, users of **Nektar Panorama** series can use the included **Nektarine Map** - It can be found in the "Samples/Additional Files/" folder. Nektarine mapping files are located in *HD/username/Documents/Nektar/Mapping Files/Instruments*. Please check the Nektarine manual for details.

9 CHANGELOG

DROP PAD 3.0 (May 2025):

- Kontakt 8 Player library, full NKS integration
- new on-board PRESET browser with 144 Factory Presets and 144 User Presets
- New sound library (144 Presets/Snapshots / 974 MB WAVs) + Drop Pad Legacy Library (293 Snapshots / 1.2 GB WAVs or AIFs)
- Sample Randomization tool
- Controller values are now displayed in all windows
- Fully editable FX chains with 4 Inserts, Delay / Reverb Sends and Main FX
- 14 insert or main effects: Choral, Flair, Phasis, Freak, Formant, Tape, Drive A / B, Bite, Transient Master, Super GT Comp, EQ, LP Filter, HP Filter
- 6 Delays Types: Replika Modern / Tape / BBD / Vintage / Diffusion and Psyche Delay
- 6 Reverb Models: Hall, Room, Plate, Raum Grounded / Airy / Cosmic
- MOD + FX PRESETS: Random warp patterns are now persistent and can be recalled
- MOD + FX PRESETS: tweaks of the settings are now immediately written into memory and don't have to be saved first
- MOD + FX PRESETS can now be loaded via key switches (C-2 to G#-2) and (C-1 to G#-1)
- Additional MUTE buttons for pads A, B, C, D
- EDIT: improved Fine Tuning ratio
- EDIT: option to enable/disable Pitch Detection when importing samples
- UI: Key Balance, Velo, PB Range controls are now accessible on the EDIT page
- UI: MOD + FX PRESETS are now also accessible on the MAIN page

DROP PAD 2.2 / DROP PAD 2.2 RHYTHMIC EDITION (Nov 2022):

- New PLAY / STOP button accessible from all windows
- New ISOLATE and SOLO buttons accessible from all windows
- Switching between SAMPLER MODE and TM PRO MODE now changes the main waveform / background colours
- MAIN: additional Volume Warp option
- MAIN: ARP On/Off button
- minor GUI and colour adjustments
- Bug fixes

DROP PAD 2.0 (March 2022):

- Additional MOD and FX PRESET quick loading/saving systems
- New Solo buttons in EDIT, MOD and FX
- MAIN: Morph Movements can now be recorded and exported/imported
- EDIT: New REVERSE playback option for each sample
- FX: Additional Drive Mode
- FX: New EQ
- new snapshot format

DROP PAD 1.0 (January 2022): initial release



THANK YOU

Thanks to our Beta-Testers and all Drop Pad users for their suggestions, comments and ideas!

If you have any questions or feature requests please contact **info@soundtrax.de**

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André Abshagen **<https://soundtrax-kontakt.bandcamp.com>**

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