WAKANDA 808

user manual



loops de la Crème - Sept 2024

Thank you for purchasing WAKANDA 808!

WAKANDA 808 is a unique 'hybrid' Kontakt library featuring African percussions and electronic drums from the Roland TR-808.

The library includes a full kit with 4 octaves of drum sounds, 6 smaller GM drum kits, a hybrid electro-acoustic talking drum, and additional melodic 808 bass presets.

All drum kits feature tempo-synced rhythms and fill-ins, with intuitive rhythmic variations controlled by the modulation wheel.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named WAKANDA 808.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the WAKANDA 808 folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the WAKANDA 808 folder structure intact: Do not move or erase a folder or a file from the main WAKANDA 808 folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual

!!! NB: Native Instruments Kontakt 5.8+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

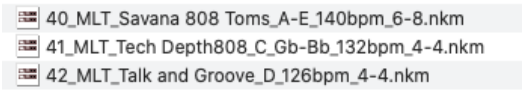
Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

WAKANDA 808 features four categories of instruments: A full kit, smaller GM drum kits, a hybrid talking drum, and melodic bass presets.

Each kit and talking drum preset comes in two alternative metrics for the built-in grooves (regular 4/4 metric, and traditional 6/8 metric). Find more info about the grooves below.





NB: The multis offer a combination of kits and/or talking drums. The presets have a tempo indication (ex: 140bpm) as well as a recommended note used for the grooves (ex: D and Db). These notes refer to the built-in grooves available from C4 to B4 for all instruments . These informations are simply meant as a guide: don't hesitate to use these presets at different tempo values and with different groove keys :)

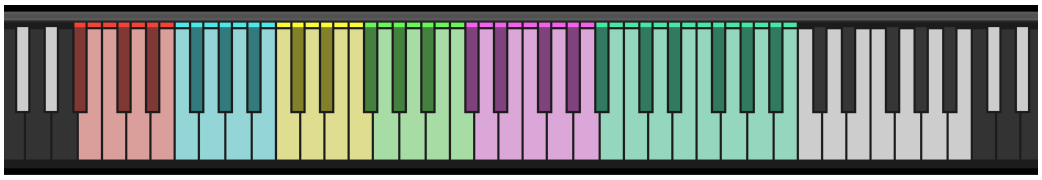
FULL KIT

This instrument offers all drum and percussion sounds organised by category:



KEYBOARD MAPPING

The coloured keys correspond to the different sound categories:



Red keys (between Bb-1 and E0): Bass Drums

Cyan keys (between F0 and B0): Snare Drums

Yellow keys (between C1 and F1): Claps and Cross-Sticks

Green keys (between F#1 and C2): Hi-Hats

Purple keys (between C#2 and A2): Toms and large skin percussions

Mint keys (between Bb2 and B3): Percussions

These keys are the main playing area. They correspond to the six channels in the mixer.

White keys (C4 to B4): Built-in rhythms. These keys offer 12 tempo-synced rhythms.

NB: In most presets, the black keys C#4, D#4, F#4, G#4 and A#4 are fill-ins.

NB: You'll find more info about these rhythms in the section 'GROOVE' below.

MIXER



Each sound category has its own channel in the mixer.
The controls let you change the sound in a powerful and intuitive way: Use the main knob to increase or decrease the volume before the effects. Use the switch to engage the effects. Each category has its own **effect chain**, using equalisers, filters, saturation, overdrive, convolution reverb, compression, and/or limiting.
Since the volume isbefore the effects, the knob controls the volume of the sound *before* this effect chain. Therefore, when the effects are engaged, you'll notice that **increasing or decreasing the volume will let you completely change the amount of compression and saturation**!

!!NB: use cmd+click (or ctrl+click) on the volume knob to bring it to its default value.

USING MULTI-OUTPUTS

It is possible to route each of the 6 categories of sounds in the drum kits to separate audio outputs. To do this, you need to use a multi-output version of Kontakt in your DAW, and set audio channels accordingly. Please refer to your DAW's user guide for advice on this.

You also need to set Kontakt's output configuration in order to have at least 6 outputs available: Press F8 to view the output section, and create a new configuration if needed. (You'll find all info about this in Kontakt's user manual).

Each category of instruments in the full kit (and in the smaller GM kits) is already routed to its own bus, (from left to right, **Bus 3= BD, Bus 4= SD, Bus 5= Claps and CS, Bus 6= HiHats, Bus 7= Toms, Bus 8= Percussions**). The Talking Drums are routed to Bus 8, and the 808 bass to Bus2. Each category can be assigned to a separate audio output: Click on the tool at the top left to 'open' Kontakt, and scroll down to the section Instrument Buses:



Select the bus you want to send to a separate output by clicking on the bus channel, or using the window menu.

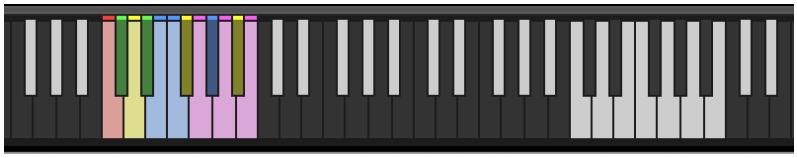
At the bottom right, click on the **Output section**, and choose the output you need for this instrument.

GM DRUM KITS

WAKANDA 808 features 6 smaller drum kits based on GM drum mapping, with 12 sounds each:



KEYBOARD MAPPING



The coloured keys represent the drum sounds. The mapping for these keys closely follows the standard GM drum mapping:

Red key (C1): Bass Drum
Green keys (C#1 and D#1): Claps and Cross-stick
Yellow key (D1): Snare Drum
Blue keys (E1 and F1): Percussions
Yellow keys (F#1 and Bb1): Hi-Hat and Open-Hat (or alternative Hi-Hat)
Blue key (G#1): light percussion (shaker, stick, clave...)
Purple keys (G1, A1, B1): Toms (low, mid, high)

White keys (C4 to B4): Built-in rhythms. *(see the groove section for more info)*

CONTROLS:

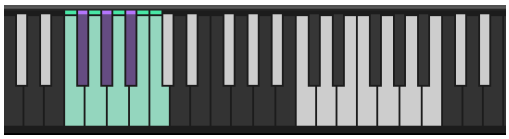
The GM kits feature the same mixer as the main full kit.

808 TALKING DRUM

This instrument is a hybrid talking drum model, based on layers of acoustic percussions and TR-808 bass drum:



KEYBOARD MAPPING



Green keys (F2, G2, A2, B2, C2): Tonal sounds, from lower to higher pitch, reproducing various tones achieved by a talking drum.
Purple keys (F#2, G#2 and Bb2): acoustic stick sounds.
NB: The key G#2 will mute the tonal sounds from the green keys, reproducing the typical talking drum muting effect.

White keys (C4 to B4): Built-in rhythms. *(see the groove section for more info)*

CONTROLS:

The 808 Talking Drum only offers a volume knob and a chain of effects instead of a full mixer. Here again, the volume is pre-effects. Experiment with various volume values to see how the overdrive and limiting react!



808 BASS

This melodic instrument lets you play typical 808 bass lines:



KEYBOARD MAPPING

White keys (E0 to E3): 3 octaves of chromatic bass sounds.

NB: This instrument is monophonic: playing a new note will mute the previously played note.

CONTROLS:

This instrument also offers a volume knob and a chain of effects:



MASTER EFFECTS

All ensembles and solo instruments use the same master effects:



PUSH!!: Distortion and overdrive
Use these two switches to activate two different types of saturation. The first switch engages a bright and cutting distortion, and the second switch controls a warm overdrive. Using the two saturations simultaneously can give a very distorted sound!



ADSR RELEASE:
Use this knob to control the length of release after a key is depressed.



STEREO:
Control the stereo width of the signal, from mono to extra wide stereo.



GAIN:
This knob activates a subtle saturation and controls the amount of drive. This effect is bypassed when the knob is at minimum value



LIM: Limiter
Use this knob to activate a limiter and control the amount of volume sent into the limiter. (bypassed when the knob is at minimum value)



REVERB
Use the knob to control the amount of master reverb, and choose between 20 custom Impulse Responses.

NB: In the signal chain, the master effects come after the instrument and mixer effects: they will react differently according to the instrument volume and FX settings!

A wide range of overdrive and limiting can be achieved using the instrument effects, the two 'PUSH!!' distortions, the master saturation and limiter.

GROOVES



Click on the GROOVES tab at the bottom of the interface to access the Grooves view:



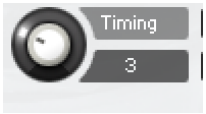
Here a few tips on how to use this interface:





Use this knob or press one of the white keys to choose the pattern you want to edit.

Use 'Edit Pattern' to copy, clear or paste a pattern



Use the **Timing knob** to change the placement of the steps and change the feeling of the groove. For instruments in 6/8, this knob changes the timing of step 2 and 3 of each beat. Going to a full value (between 30 to 40) will morph the groove into a 4/4 metric.
For instruments in 4/4, the knob adds a regular swing to the groove.
!!NB: Use a combination of instruments (Kontakt multi NKM) with various Timing settings for each instrument to create great organic rhythms.





Use this to go from a 1-bar pattern to a two-bar pattern.
I like to start by programming a 1-bar pattern only, and then use the function 'copy 1->2' to duplicate it into a 2-bars groove, before making small changes to the second bar.



Each track controls a specific note for the instrument.



Press 'Learn' and then press a key to assign a different note to a track



This is where you enter the notes and choose the velocity for the note.



Use the **LATCH** switch to change how the grooves are triggered: When activated, the groove will start when a key is pressed and will keep playing until the same key is pressed a second time. When de-activated, the groove will start only when a key is pressed and held.



Have fun jamming with the different rhythms :)

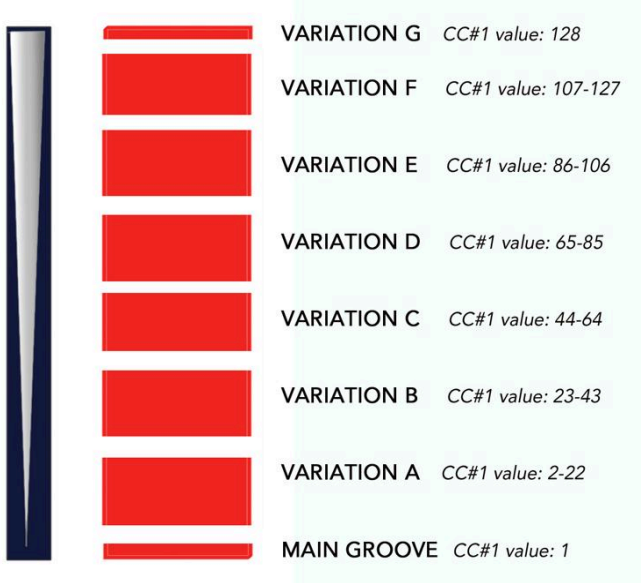
Use a main rhythm and experiment playing different keys

and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

WAKANDA 808 offers a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily get a groove variation by using the Modulation Wheel (or another controller sending Midi CC1). Eight variations are pre-programmed and directly accessible via the modulation wheel:



TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation play.*
- *To replicate a regular fill-in, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive rhythm tracks!*

!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Locate the Knob under the label 'Remix'. Right-click on this knob



Click on the option *'Remove MIDI Automation: CC#1 (1group)'*



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves:

To do this, click on the icon 'Options' at the top:

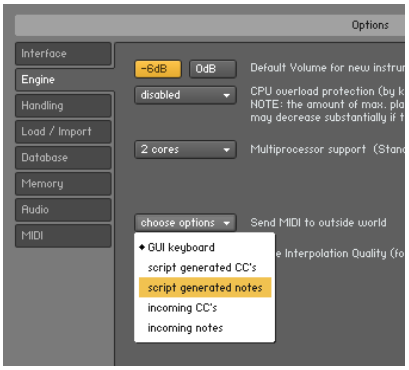


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWS have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



!!! Recording the rhythms as **AUDIO** in your DAW:

Set-up an audio track in your DAW, and make sure you route Kontakt's audio output to the input of this audio track. Please refer to your DAW's user manual for extra info on this configuration. You can then perform and record a few takes with the built-in grooves of WAKANDA 808, and then edit the recordings to keep only the best parts!



If you use the LATCH mode for the sequencer, you can simply program a 'starting note' in your DAW to make sure the beats will be synced and Start on time. Then you can switch rhythms, add fills or call & answers in a fun and intuitive way :)

!!! SAVING YOUR INSTRUMENTS:

If you make changes to the effects or grooves of an instrument, you can re-save the patch in the files menu:

For single patches, use the function 'save as...' , rename the instrument, and choose the option 'patch only'

For multi patches, use the function 'save multi as...'

Please save your instruments in the original folder.



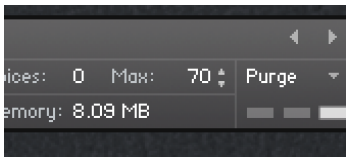
Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All instruments and presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here are a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- In Kontakt's 'Options' settings, find the Engine section, and use the 'relaxed' or 'medium' setting for the CPU overload protection
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares

- Decrease or increase the maximum polyphony of the patches:



SAMPLES

The library features 828 samples organised in 17 sub-folders.

The samples are mono or stereo WAV, in 24bit 48kHz format.

- Bass Drum Samples
- Bell Samples
- Claps Samples
- Clave Samples
- Djembe Samples
- DunDun Mallet Samples
- DunDun Muted Samples
- DunDun Stick Samples
- DunDun Tom Samples
- Electro Shaker Samples
- Extra Electronic Samples
- HiHat Samples
- IR Samples
- Shaker Samples
- Snare Drum Samples
- Sticks and Muted Talking Drum Samples
- Tom Samples





UPDATES

The included files are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

All samples recorded over a period of 10 years, between 2014 and 2024.

Most of the percussion samples were recorded at Studios Palace, Moulins, France in 2021 and 2024.

This library was inspired by the amazing soundtracks of the two movies Wakanda Forever and Black Panther :)

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with WAKANDA 808!

Best regards,

Julien Tauban

www.loopsdelacreme.com

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