



Pulsor I for Kontakt

Manual and License

PulseSetter LLC

1) Welcome to Pulsor I sample library for Kontakt.

We want to thank you for purchasing Pulsor I Kontakt Sample library. Hopefully this soundsset will inspire you to create powerful sounding scores for film, TV and video games (or whatever media you are into!).

Pulsor I for Kontakt is a sample library made with "Pulsor I for Zebra2" soft synth soundsset that relies heavily on custom pulsating loops for hybrid film scoring. Every patch was carefully rendered into a wav file and edited so it loops perfectly. For these new samples, a custom Kontakt GUI was made to playback the loops. These loops are also available as separate wav files that can be grabbed from the samples folder and dragged directly into your DAW.

Pulsor I for Kontakt doesn't provide all the flexibility of the original soundssets from Zebra since is impossible to capture every possible modulation, but the custom GUI will help you bringing other playing and customization techniques which will be useful in other ways. Like having the ability to trigger different effects in real time with the keyboard fx keyswitches or have the ability to have a huge selection of cool tonal

pulsating sources on a single midi channel to mix and match for your own loops ideas. Plus, it comes with the convenience of separate wav files for those who use loops in different creative ways or want more source material to process with their own DSP.

The main idea and concept behind Pulsor I for Kontakt was to make it easy for composers to load a comprehensive selection of tonal loops in just a few patches which can live in a large composer template. This was a limitation on the Pulsor 1 Soundset for Zebra2 which every sound needed to be on a different channel.

2) Installation and Patches

Once downloaded, drag the main folder to your preferred sample library locations. Please make sure you have enough hard drive space. About 2gb will be needed for this library. You will need to own the full version of NI Kontakt 5.7 (or higher) to use the Kontakt GUI. The Wav files are 44,100 24 bit. To use for media scoring please convert to 48,000khz before or during importing to your DAW. Most of these wav files are pitched so make sure the pitch information is retained when converted.

Pulsor I for Kontakt is comprised of two .nki patches. "Pulsor 1 (Polyphonic).nki and "Pulsor I.nki". The Polyphony patches are a selection of loop patches stretched across the keyboard to be played as tonal pads which contain rhythmic and non rhythmic sounds. Pulsor I is the main patch for Pulsor I for Kontakt and contains all the loops from Pulsor I for Zebra2.

Within Pulsor I .nki there is a dropdown menu with 11 selections, which will load the loops onto your keyboard for playback. The "All Loops" patches are the same loops contained in Pulsor I for Zebra2 and are placed alphabetically in the dropdown menu as well as in the keyboard. When pressing a note, the waveform display will also contain the sound name for easy reference. This will enable finding the said loop in the samples folders if you need it in wav format, or if you own the Pulsor I for Zebra2, it will be easy to find the same sound and be able to modify it if needed.

The “Pulses I” and “Pulses II” patches will be a custom curated selection or “best of “ patches which have been multi-sampled. When either these two patches get selected a CC or VC will appear next to the dropdown menu. These options will give you the option to change the loops intensity either with CC (continuous controller) or with VC (Velocity sensitive). This gives the user the option to either play the loop soft or hard depending on how hard the keys are pressed or by changing the intensity via a CC controller like CC11, common for dynamics.

Drop Down Menu Patches



Main Window



Effects Window



Envelope Window



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