

ZERO-G BIORHYTHMS

USER MANUAL



1. INTRODUCTION

BioRhythms is a sample library for Native instrument's Kontakt. A loop based - tempo synced workstation that gives the user the ability to construct, manipulate, automate, mix, and edit samples in a 16-channel environment. The library includes 13 mix presets as snapshots in different tempos and feels. 12 Banks X 12 Variations offered as key-switches to load not only samples but also the mix preset for each variation. Users can save their own variations and mix presets by enabling user mode.

2. FEATURES:

- ✓ 3.14 GB, 2303 loops - 48.000 Hz, 16-bit compressed samples.
- ✓ 13 Mix snapshots covering different styles, feels, and tempos.
- ✓ 16 channels tempo synced loops instrument.
- ✓ Automated FX controllers: Eq, Filter, Comp, Transients, Tape Saturator, LO-FI, Chorus, Flanger, and Phaser.
- ✓ Automated controllers: Variation, Volume, Tune, Pan, Mute & Solo, Speed, Reverb & Delay Sends, Slice Attack & Release, Envelope Order & Formant.
- ✓ Master Transparent Limiter, Delay & Reverb with 114 IR samples.
- ✓ 12 Banks X 12 Variations.
- ✓ 2 Sync Modes: Beat Machine & Time Machine.
- ✓ User mode: Change variation of each channel separately.
- ✓ Randomization of Variations & Speed of all channels – create endless possibilities.
- ✓ Link option to edit parameters of all channels at once.
- ✓ Latch note option for real time auditioning.
- ✓ Reset mix option to enable user to build their own mixes from scratch.
- ✓ Kontakt 7 compatible – browsing & previews.
- ✓ NKS ready user library – Komplete Kontrol & Maschine 2 software/hardware compatible.
- ✓ Extra KK midi template for KOMplete KONTROL MK2 hardware enabling full instrument control.
- ✓ Ships with Novation (remote control) midi template to use with Launchpad Mini & Launchpad X.

3. CONTENT:

Loops included in this library are arranged to fit different genres and styles, the editing and mixing capabilities along with changing variations, speed, and tune options can create new material that can be used in creating songs, scoring music, effects, and breakbeats. Not all included samples are RAW tracks, some are compressed or processed by reverb etc.

Ch 1 - Bass Drum 1
Ch 2 - Bass Drum 2
Ch 3 - Snare
Ch 4 - Close Hihats
Ch 5 - Open Hihats
Ch 6 - Clap 1
Ch 7 - Clap 2
Ch 8 - Bongos

Ch 9 - Congas
Ch 10 - Shaker
Ch 11 - Tambourine
Ch 12 - Percussion
Ch 13 - FX 1
Ch 14 - FX 2
Ch 15 - FX 3
Ch 16 - Rise

4. ABOUT KONTAKT / KONTAKT PLAYER:

BioRhythms is a KONTAKT Instrument; you will, therefore, need to have KONTAKT installed on your computer in order to use this instrument. Refer to the KONTAKT documentation to learn how to load and configure KONTAKT Instruments. This library requires full KONTAKT player V 7.8.1 or later to work, otherwise it won't run or you will get library running in demo mode, the library cannot be added to KONTAKT using the add library tab, just use file browser or quick load to load it. KONTAKT and KONTAKT PLAYER are trademarks or registered trademarks of Native Instruments GmbH.

5. ABOUT COMPLETE KONTROL:

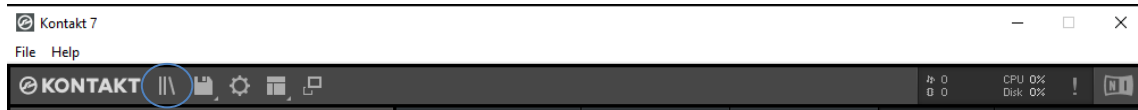
BioRhythms is an NKS ready user library; you will need to have COMPLETE KONTROL installed on your computer to use this feature. Please refer to the COMPLETE KONTROL documentation to learn how to load and configure COMPLETE. This library requires COMPLETE KONTROL V 2.8.1 or later to work. The included NKS files and midi template (COMPLETE KONTROL MK2) are extra add-on for this library, there is no guarantee that it will work on all systems and/or all COMPLETE hardware, users might also have different graphics on different hardware. COMPLETE and MASCHINE 2 are trademarks or registered trademarks of Native Instruments GmbH.

6. ABOUT NOVATION:

The included (Remote Control) template is made for Novation Launchpad Mini & Launchpad X. You will, therefore, have to have NOVATION COMPONENTS installed on your computer or use the online version of [COMPONENTS](#) in order to use this feature. The template is designed to work with KONTAKT standalone, yet it can be used with most DAWs. It is an extra add-on distributed with BioRhythms library – not sold, there is no guarantee that it will work on all systems and/or all DAWs. NOVATION is a trademark or registered trademark of Focusrite Audio Engineering Limited.

7. INSTALLING LIBRARY:

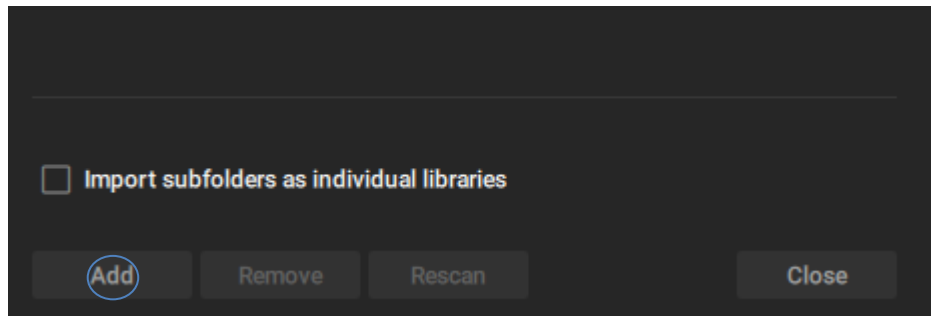
7.1 Open Kontakt 7 in standalone mode and click the content browser.



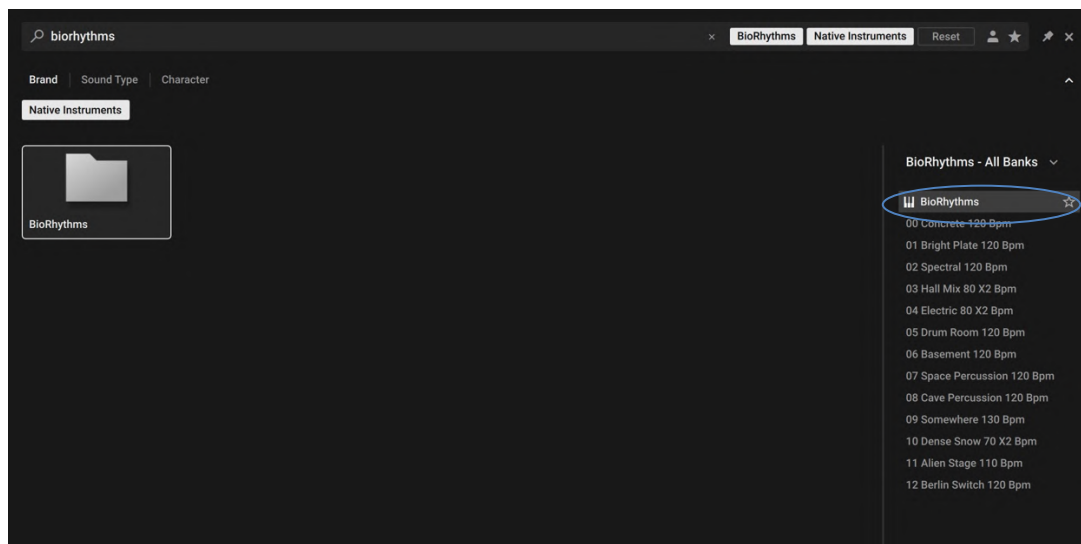
7.2 At the bottom left of the browser click the import content icon



7.3 In the import content window – under custom libraries click add and browse for the location where the library folder is located on your hard drive, once added click close



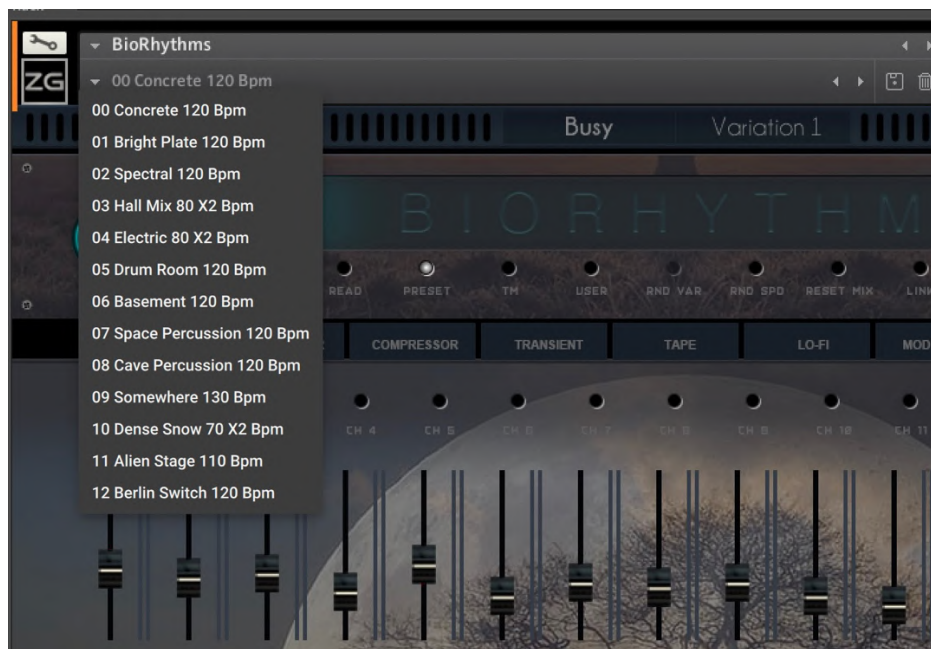
7.4 While content browser is open type “BioRhythms” in the search bar, the library artwork picture will show, click it and you will see the presets list. It includes 1 nki file and 13 numbered snapshots. Double click the nki patch.



- 7.5** The library is now loaded and you can see the interface, click the Wrench icon then 'Instrument Options' tab then select 'Snapshot' and click the 'Show' button.



- 7.6** A window will appear asking to create snapshot folder – click yes and copy all contents inside the 'Snapshots' folder located inside the library folder to that location.
- 7.7** Once done and you can see/load the snapshots list within the instrument, the installation is complete and you are done.

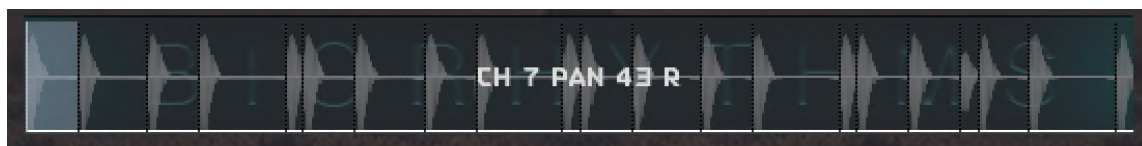


8. SETTINGS TAB:

The Settings Tab gives you various options such as READ, PRESET, TIME MACHINE MODE and USER. We will explain the options below:



- 8.1 READ:** When enabled and the Settings tab is selected, it shows the value readout of any control on the interface in the waveform display area. If link is enabled it shows the value readout of all channels. All the readout values end with a value unit (eg db, Hz, and st), if the controller adjusted shows no unit after the number value, the unit will be a percentage (%).



- 8.2 PRESET:** The preset system is enabled by default; it enables the load of mix presets for each variation when using the variation menu or keyswitches. If disabled it will use the current mix preset for all variations. Mix presets includes all effects parameters for each channel plus the interface parameters; Vol, Pan, Tune etc.
- 8.3 TM:** enables the Time Machine mode with stretching options, using this mode uses twice the CPU power compared to the Beat Machine mode. You can control envelope order & formant knobs in Time Machine mode and slice Attack & Release in Beat Machine mode. Disabling TM will put the instrument in Beat Machine mode which is enabled by default.
- 8.4 USER:** This switches between factory and user modes for variations, it enables the change of variation for a single channel or all channels, it also enables the RND VAR switch that randomizes variations for all channels.
- 8.5 RND VAR:** randomizes variations of all channels when User mode is enabled.
- 8.6 RND SPD:** randomizes speed for all channels (User & Factory modes). It can create some unusual rhythms. Sometimes good sometimes bad!!
- 8.7 RESET MIX:** When the Preset switch is enabled the Reset Mix switch resets all mix parameters including effects parameters of the selected variation to their default value. It also powers off all effects and mutes all channels excluding selected channel, allowing users to start a new mix from scratch.
- 8.8 LINK:** Links all 16 channels together. When Link is enabled and the user changes any parameter on the interface including effects parameters, the change is applied to all 16 channels.
- 8.9 LATCH:** MIDI note latch – useful for real time auditioning, once Latch is enabled the played note is held forever until user disables Latch.

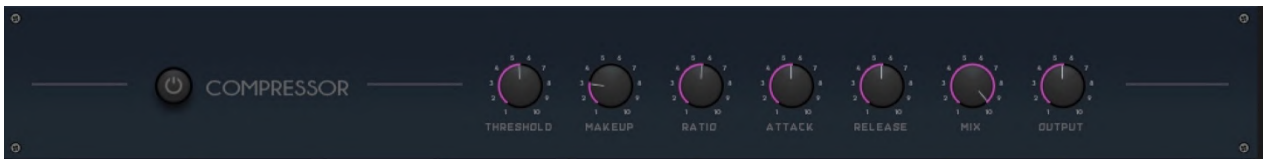
9. EQ | FILTER TAB:



Unlike settings tabs, effects tabs are not global, they show effects parameters of the selected channel, or all channels when Link is enabled.

- 9.1** EQ Power: Toggles the selected channel's EQ effect on/off.
- 9.2** Low Freq Level: Sets the level of the pre-defined 250Hz low frequency +- 18dB.
- 9.3** Mid Freq Level: Sets the level of the pre-defined 1.5kHz mid frequency +- 18dB.
- 9.4** High Freq Level: Sets the level of the pre-defined 7.5kHz high frequency +- 18dB.
- 9.5** Filter Power: Toggles the selected channel's filter effect on/off.
- 9.6** Filter Cutoff: Controls the cutoff frequency of the filter effect.
- 9.7** Reso: Controls the resonance of the filter effect.
- 9.8** Filter Gain: Controls the amplitude increase after the filter effect.

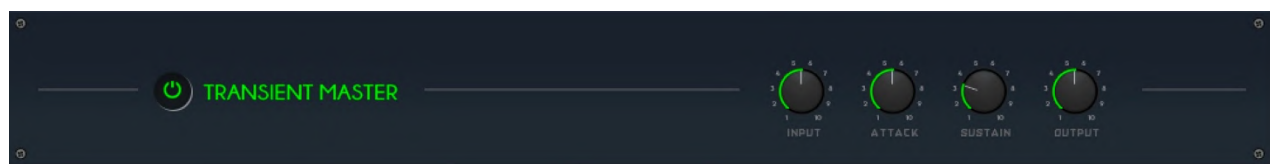
10. COMPRESSOR TAB:



- 10.1** Compressor Power: Toggles the Compressor effect on/off
- 10.2** Threshold: Sets a level threshold above which the Compressor starts working. Only levels that rise above this threshold will be reduced by the compression; signals that stay below it will be left unprocessed.
- 10.3** Makeup: Controls the output gain of the compressed signal. Used to compensate for the gain reduction of the effect.
- 10.4** Ratio: Controls the amount of compression, expressed as a ratio of input level change against output level change. A Ratio of 1:1 means that no compression will be happening. A setting of 4 represents the ratio 4:1, which means for every 4 decibels increase of amplitude above the threshold, the output will increase by only 1 decibel.
- 10.5** Attack: Adjusts the time the Compressor will take to reach the full ratio value after an input signal exceeds the Threshold level.
- 10.6** Release: Adjusts the time the compressor will take to fall back to non-compression after the input signal falls below the threshold.

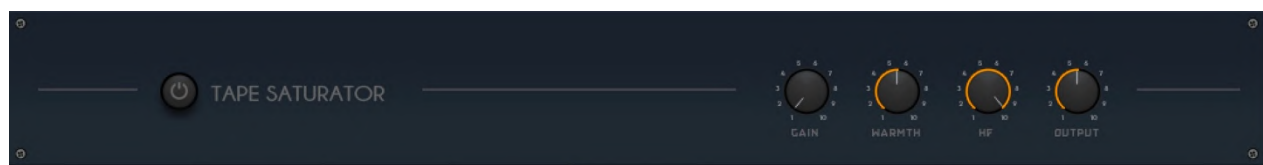
- 10.7** Mix: Controls the dry / wet mix of the effect.
- 10.8** Output Volume: Controls the output level of the effect.

11. TRANSIENT MASTER TAB:



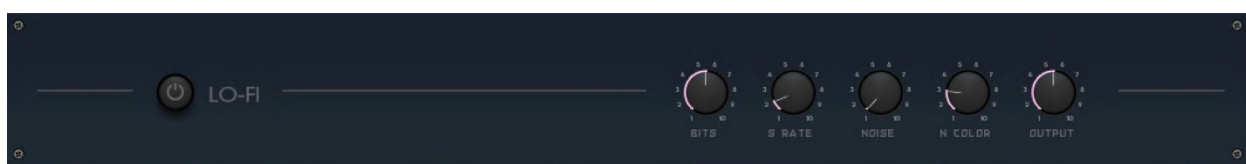
- 11.1** Transient Power: Toggles the Transient effect on/off.
- 11.2** Input Level: Sets the gain or reduction at the effect input.
- 11.3** Attack: Controls the level of signal's attack.
- 11.4** Sustain: Controls the level of signal's sustain.
- 11.5** Output Volume: Controls the output level of the effect.

12. TAPE SATURATOR TAB:



- 12.1** Tape Power: Toggles the Tape Saturator effect on/off
- 12.2** Gain: Controls the input gain of the effect. This will increase the amount of tape distortion and compression.
- 12.3** Warmth: Controls the low frequency boost/cut of the effect.
- 12.4** HF Roll off: Controls the high frequency roll off starting frequency. Frequencies above this point will be attenuated.
- 12.5** Output Volume: Controls the output level of the effect.

13. LO-FI TAB:

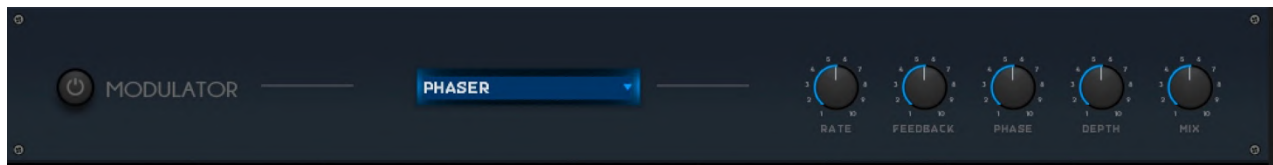


- 13.1** Lo-Fi Power: Toggles the lo-fi effect on/off.
- 13.2** Bits: Determines the sound's resolution in bits.

- 13.3** Sample Rate: Reduces the sound's sample rate thus its high frequency response and overall signal quality.
- 13.4** Noise: Adds hiss noise to the signal.
- 13.5** Noise Color: Determines the tonality of the noise applied to a signal.
- 13.6** Output Volume: Controls the output level of the effect.

14. MODULATOR TAB:

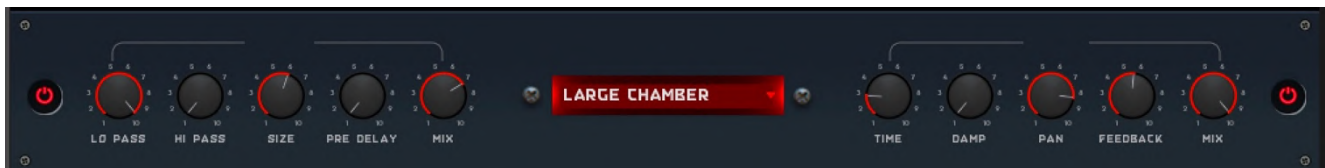
The modulator tab has 3 time-based effects: Chorus, Flanger, and Phaser. These effects can be selected by the modulator dropdown menu (type). The user can activate all three modulator effects to process a signal.



- 14.1** Mod Power: This button toggles the mod effect on/off.
- 14.2** Mod Menu (type): Use this dropdown to select the mod effect: Chorus, Flanger or Phaser.
- 14.3** Rate: Controls the rate of the active mod effect.
- 14.4** Feedback: Controls the feedback of the active mod effect (not available in Chorus).
- 14.5** Phase: Controls the phase of the active mod effect.
- 14.6** Depth: Controls the depth of the active mod effect.
- 14.7** Mix: Use this knob to control the wet/dry mix of the mod effect. Left-of-center is drier, right-of-center is more wet.

15. REVERB | DELAY TAB:

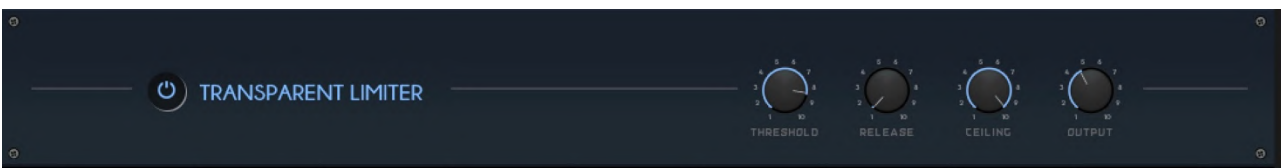
Reverb, delay, and limiter effects are master effects, they are global instrument effects that are applied on an instrument level not on a channel level such as eq and compressor etc.



- 15.1** Reverb Power: Toggles the convolution reverb effect on/off.
- 15.2** IR Menu: Select the impulse response sample you wish to use with the convolution reverb.
- 15.3** Lowpass: Attenuates frequencies above the chosen cut-off frequency.
- 15.4** Highpass: Attenuates frequencies below the chosen cut-off frequency.
- 15.5** Reverb size: Controls the size of reverb.
- 15.6** Pre-delay: Determines room size.

- 15.7** Reverb Mix: Use this knob to control the wet/dry mix of the Reverb effect.
- 15.8** Delay Power: Toggles the delay effect on/off.
- 15.9** Delay Time: controls the delay time which is synced to tempo at /16th intervals.
- 15.10** Damping: Attenuates high frequencies of the delayed signal.
- 15.11** Delay pan: Controls the stereo spread of the delayed signal.
- 15.12** Delay Feedback: sends a portion of the output signal back into the input, a value of 0 produces 1 echo and higher values produce multiple echoes.
- 15.13** Delay Mix: controls the wet/dry mix of the delay effect.

16. MASTER LIMITER TAB:



The Limiter is a master insert effect that does not process the reverb or delay signals. It is recommended to compensate for the gain in dB using the reverb/delay send knobs or reverb/delay mix knobs. The threshold of the limiter is set to -6 dBs for all mix snapshots included, allowing some headroom for users to add more instruments since we are dealing with a full blasting 16 channels.

- 16.1** Limiter Power: Toggles the limiter effect on/off.
- 16.2** Threshold: Determines the threshold at which the limiter begins to affect the input signal.
- 16.3** Release: Determines how long it takes for the limiter to stop working after the input signal falls below the threshold level.
- 16.4** Ceiling: Sets the maximum output level of the limiter in dB.
- 16.5** Output: Sets the output level of the module in dB.

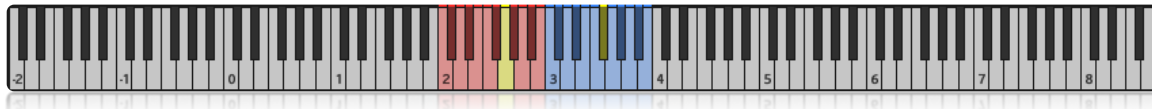
17. THE INTERFACE CONTROLLERS:



- 17.1** Bank Menu: Selects banks – the bank menu is linked to the bank keyswitch.
- 17.2** Variation Menu: Selects the variation – the variation menu is linked to the variation keyswitch.
- 17.3** Slice Attack: (Beat Machine) Since slicing can occur at spots in a sample that can cause clicks when played back in isolation, slices are crossfaded into each other instead of just being played back in succession. This control adjusts the attack time of the crossfade envelopes. As large values can weaken your transients, you should generally adjust this control to the lowest possible value that just avoids clicking.
- 17.4** Slice Release: (Beat Machine) Adjusts the release time of the crossfade that occurs between slices.
- 17.5** Envelope Order: (Time Machine) Sets the order of the spectral envelope (formant) estimation. The default is set to 25% which works fine for most material. If the input audio is really high-pitched the order should be lowered. If the input audio is low-pitched the value should be raised.

- 17.6** Formant Shift: (Time Machine) This control shifts the formant frequencies, which are the parts of the signal frequency content that decide its predominant timbral characteristics, independently of the pitch.
- 17.7** Wave Display: displays the waveform of the selected channel.
- 17.8** Channel Select: Selects a channel to view properties and edit.
- 17.9** Channel Volume: Controls the output volume of the selected channel. Volume controllers also trigger the (select channel function) to use with Komplete hardware to enable selecting channels through touching knobs.
- 17.10** Solo: Blocks the signal of all other channels that do not also have solo turned on from reaching their outputs, effectively setting their volumes to zero. Solo buttons also trigger the (select channel function) to use with Novation Launchpad to enable selecting channels through solo buttons.
- 17.11** Mute: Blocks the signal of the channel from reaching its output, effectively setting the volume to zero.
- 17.12** Pan: Controls the stereo panorama of the selected channel.
- 17.13** Tune: Controls the pitch of the selected channel +/- 12 semi-tones.
- 17.14** Speed: Controls the speed of the selected channel. There are 3 options - half, normal, and double.
- 17.15** Reverb send amount: Controls the amount of signal sent from the channel to the reverb effect.
- 17.16** Delay send amount: Controls the amount of signal sent from the channel to the delay effect.
- 17.17** Variation: When User Mode is selected this control will change the sample of the selected channel.

18. KEYSWITCHES:



- 18.1** 12 Bank Keyswitches - red: Selects the bank. Selected active banks are indicated in yellow.
- 18.2** 12 Variation Keyswitches - blue: Selects the variation. Selected active variations are indicated in yellow.

19. NKS USER LIBRARY INSTALLATION:

This package will enable KOMplete KONTROL – hardware/software users to browse, preview, load, and control library parameters using hardware through 26 pages of controllers mapped using host automation mapping. This mapping excludes (Solo buttons, Settings/FX tabs, and Settings switches). To enable controlling those; we included a midi template for the KOMplete KONTROL MK2 keyboard owners that consists of 4 pages to use with KOMplete that uses CC# Mapping, which will give a full control of the instrument. Midi template installation is optional.

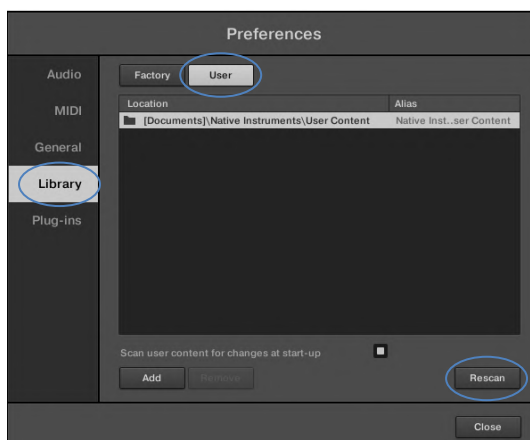
19.1 Make sure your KOMplete hardware/software is off then copy the content of: Library folder\NKS\image\ to:

- \Users\Shared\NI Resources\image\ (Mac)
- \Users\Public\Documents\NI Resources\image\ (Windows)

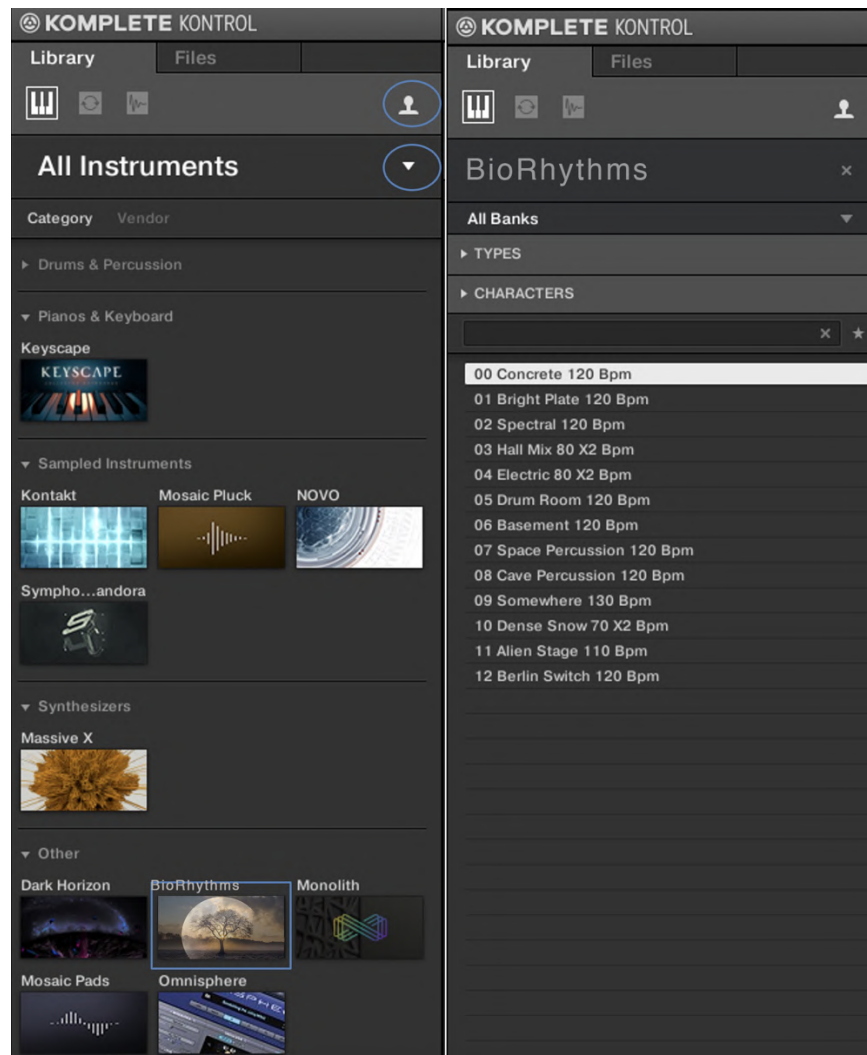
19.2 Copy the content of: Library folder\NKS\dist_database\ to:

- \Users\Shared\NI Resources\dist_database\ (Mac)
- \Users\Public\Documents\NI Resources\dist_database\ (Windows)

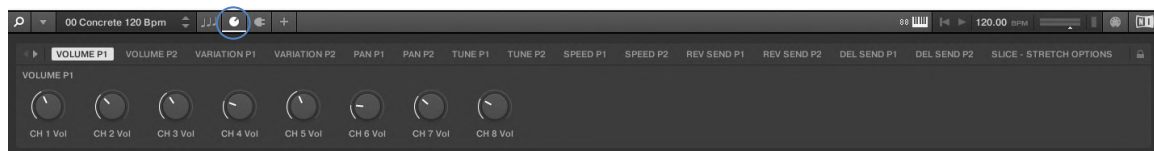
19.3 Open your KOMplete KONTROL software, from the menu select Edit - Preferences – Library – User and click the rescan button, if the NI Resources directory is not added, add it and rescan then click close.



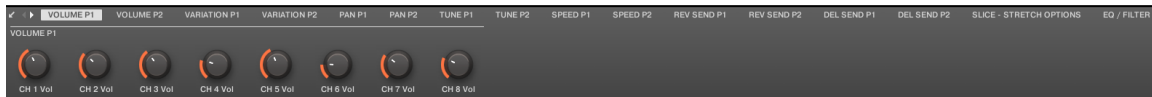
19.4 Click the User library icon then All Instruments in the KOMplete browser, the library artwork will show under (Other) category and under (Native instruments) vendor since this is not an encoded library. Click the library artwork and you will be able to see, load, and preview presets.



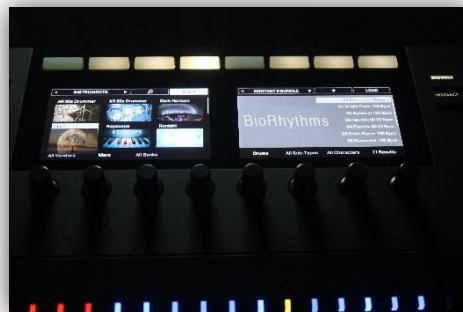
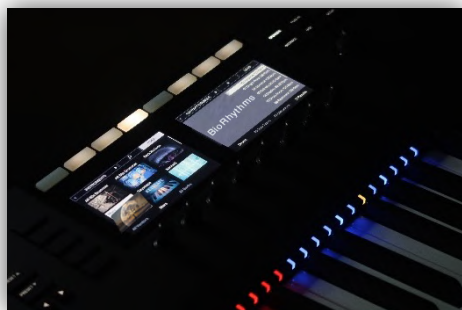
19.5 Turn on your KOMplete KONTROL hardware, you will see the library in the browser under category – Other or Vendor – Native instruments, click the Plug-in panel button in the KOMplete software header section to view the 26 pages of parameters mapping. If the mapping pages are not showing load a snapshot as mapping is saved with nksn snapshots, not with the nki patch.



For MASCHINE 2 users, load Kontakt, then the BioRhythms library. The mapping pages should show, if it is not showing load a snapshot, if still not showing make sure to rescan the NI Resources folder by going to: File menu – Preferences – Library – User – Select the NI Resources folder location and hit rescan, if the directory is not added, add it before you perform a scan.



19.6 You can now browse, load, and preview presets from within the hardware browser. Make sure the User library button is selected on the hardware.



You can also use the arrow buttons (left- right) on your hardware to move between pages to edit parameters. The graphics in the browser for the plugin page depends on the structure of your NI Resources folder and/or the model of your hardware.



19.7 Installing the Midi template (optional): COMPLETE KONTROL MK2 only.

- Close COMPLETE software if running.
- Browse to COMPLETE template location:

Mac: Mac HD > Users > Username > Library > Application Support > Native Instruments > Complete Kontrol > 'Komplete Kontrol MK2 Settings.dat'

WIN: C:\ > ProgramData > Native Instruments > Complete Kontrol > 'Komplete Kontrol MK2 Settings.dat'

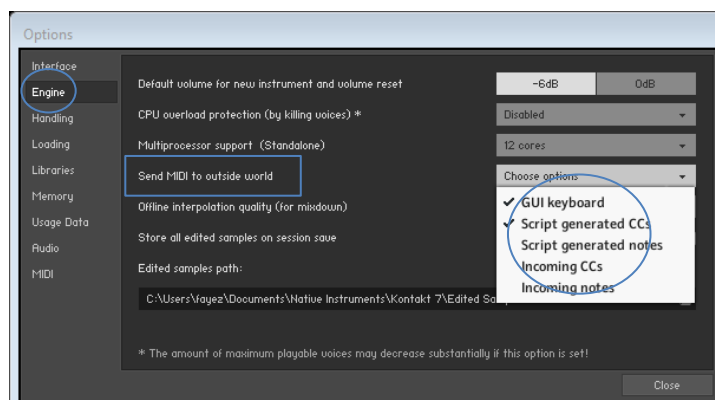
- rename the file to: 'Komplete Kontrol MK2 Settings.dat.old'
- Copy the file included inside the Library folder\NKS\Komplete Kontrol MK2 Settings.dat to template location.
- Start the application, click the midi button on the hardware, you will see that BIORHYTHMS template is loaded.



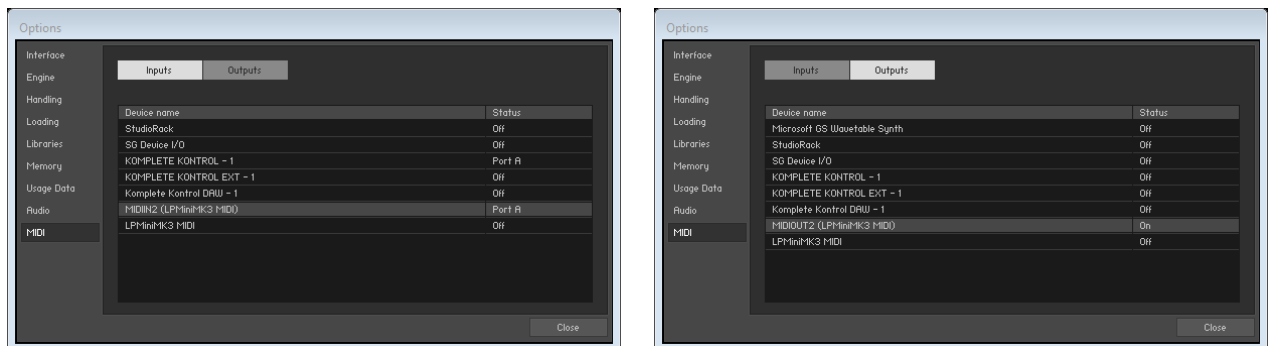
20. INSTALLING NOVATION REMOTE CONTROL TEMPLATE:

20.1 Make sure the BioRhythms library is installed for Kontakt – follow steps in section 7 of this manual.

20.2 Click the options icon in Kontakt – Send midi to the outside world, select script-generated CCs. Select GUI Keyboard (optional) if you want the mouse-pressed notes on the instrument to be reflected on the Launchpad. Select Incoming notes (optional) if you want the latched notes to be reflected on Launchpad.

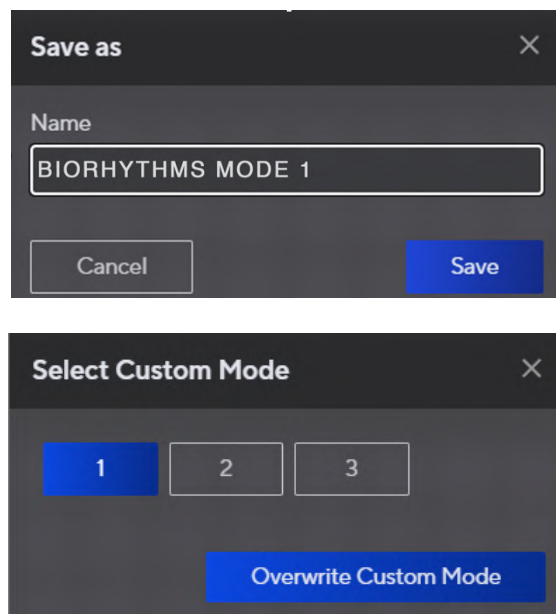


20.3 Go to the midi tab and make sure your Launchpad midi ports are selected for inputs and outputs.



20.4 Make sure to save/backup your previous custom modes if you haven't already done so before proceeding with this step.

Open your Novation Components software then go to: File menu – Open – then browse to Library folder/Novation Template and load the file BIORHYTHMS MODE 1.syx, click save then click send to Launchpad and select custom mode 1 then overwrite custom mode, Do the same for the other 2 files file BIORHYTHMS MODE 2 and 3 sending them to custom modes 2 and 3 after saving.



20.5 On your launchpad click the User button – Custom Mode 3, In Kontakt load the library then load the last snapshot (12 Berlin Switch 120 Bpm). Use the Blue buttons (Variations) on the Launchpad to play notes, if you see the solo buttons updating and changing colors you are done.

21. NOVATION REMOTE CONTROL TEMPLATE FUNCTIONS & MAPPING:

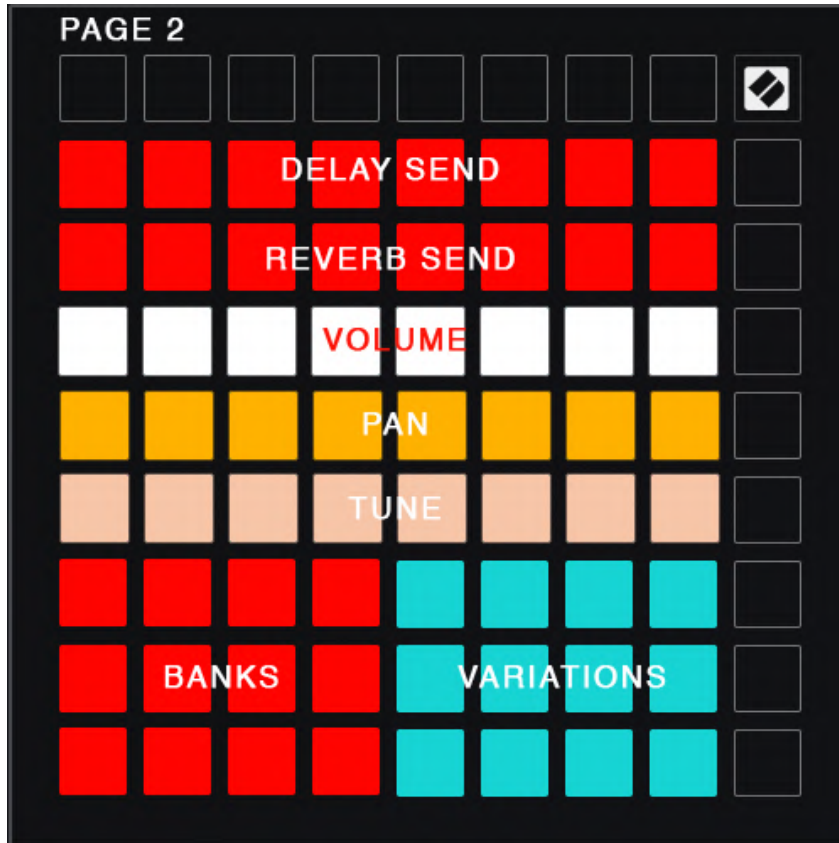
21.1 PAGE 1



1- USER BUTTONS ON LAUNCHPAD – CUSTOM MODE 3 – BIORHYTHMS MODE 3

- VARIATION KNOB: Horizontal Unipolar Fader – Controls the variation knob of the selected channel when User mode is enabled.
- SOLO/SELECT CH 1-16: Buttons – Press to solo/select channel.
- SETTINGS SWITCHES: Buttons – Settings switches order from left to right excluding RESET MIX: READ – PRESET – TM – USER – LINK – LATCH – RND VAR – RND SPD.
- FX SELECT TABS: Buttons – FX Tabs excluding limiter.
- BANKS: Note – Bank Keyswitches.
- VARIATIONS: Note – VARIATIONS Keyswitches.

21.2 PAGE 2



2- KEY BUTTONS ON LAUNCHPAD – CUSTOM MODE 2 – BIORHYTHMS MODE 2

- DELAY SEND: Horizontal Unipolar Fader – Controls delay send of selected channel.
- REVERB SEND: Horizontal Unipolar Fader – Controls reverb send of selected channel.
- VOLUME: Horizontal Unipolar Fader – Controls volume of selected channel.
- PAN: Horizontal Bipolar Fader – Controls pan of selected channel.
- TUNE: Horizontal Bipolar Fader – Controls tune of selected channel.
- BANKS: Note – Bank Keyswitches.
- VARIATIONS: Note – VARIATIONS Keyswitches.

21.3 PAGE 3



3- DRUM BUTTONS ON LAUNCHPAD – CUSTOM MODE 1 – BIORHYTHMS MODE 1

- SLICE RELEASE: Assignable Horizontal Unipolar Fader – Controls Slice Release (Beat Machine) or Formant Shift (Time Machine) of selected channel. This controller is re-assignable using midi learn function.
- SLICE ATTACK: Assignable Horizontal Unipolar Fader – Controls Slice Attack (Beat Machine) or Envelope Order (Time Machine) of selected channel. This controller is re-assignable using midi learn function.
- FILTER CUTOFF: Assignable Horizontal Unipolar Fader – Controls Filter Cutoff of selected channel. This controller is re-assignable using midi learn function.
- FX BYPASS 2: Buttons – FX Bypass of selected channel, the first 4 buttons are free – unassigned. Order from left to right: REVERB – DELAY – LIMITER – PHASER.
- FX BYPASS 1: Buttons – FX Bypass of selected channel, Order from left to right: EQ – FILTER – COMP – TRANS – TAPE – LOFI – CHORUS – FLANGER.
- BANKS: Note – Bank Keyswitches.
- VARIATIONS: Note – VARIATIONS Keyswitches.

22. USING NOVATION REMOTE CONTROL TEMPLATE WITH DAW:

This template sends MIDI CC messages through MIDI channel 1 that are generated by the nki patch, unlike KOMPLETE KONTROL where automation is done by the host automation, this template uses MIDI automation. Therefore, Launchpad should be configured as an external MIDI device to send and receive MIDI messages through the Launchpad MIDI ports. Even though the concept is the same, there is no guarantee that this will work on all DAWs. Listed are 4 ways to setup different DAWs that might help you to configure yours if not listed.

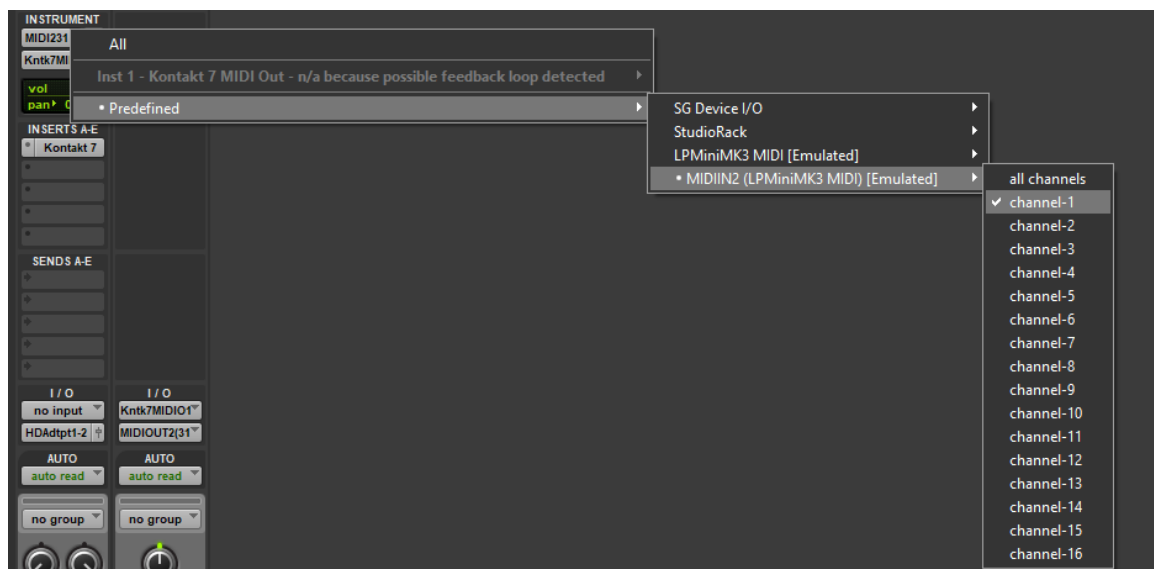
Automation cannot be recorded using this template, the purpose of the remote-control template is to act as a controller per channel unless the link function is activated, then it can be used to control all channels at once. If you would like to record automation, you can use the midi learn function to use with any controller, or see the midi CC mapping document included. You can also use your DAW to create automation lanes using mapped host automation. When recording automation inside a DAW, it is recommended to disable the preset function (button) as saved mix presets within snapshots will be overwritten by the DAW's automation.

Before you proceed to configure DAW, please make sure that:

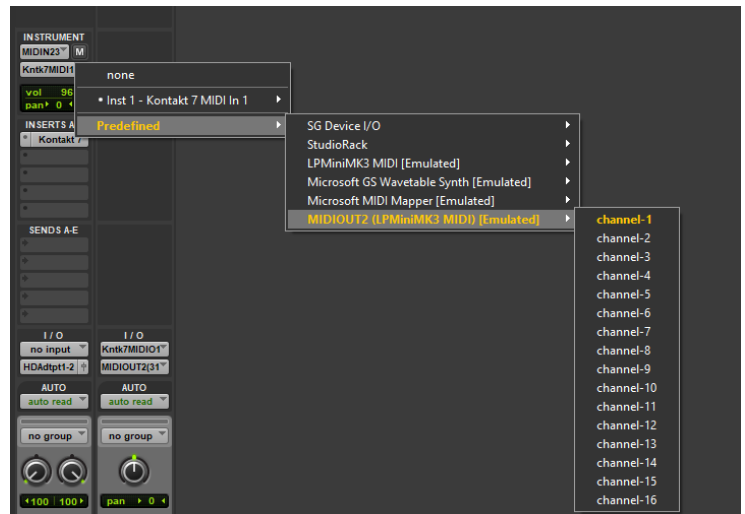
- Your Launchpad is connected.
- Launchpad MIDI Input/Output ports are configured and enabled in DAW.
- BioRhythms Library is installed – follow steps in section 7 of this manual.
- Novation remote control template is installed – follow steps in section 20 of this manual.
- Click the Options icon in the Kontakt plugin window - Engine – Send midi to outside world, select script generated CCs. Select GUI Keyboard (optional) if you want mouse-pressed notes on instrument to reflect on the Launchpad. Select Incoming notes (optional) if you want the latched notes to reflect on the Launchpad – (Same as step 20.2 of installing standalone.)

22.1 AVID PROTOOLS:

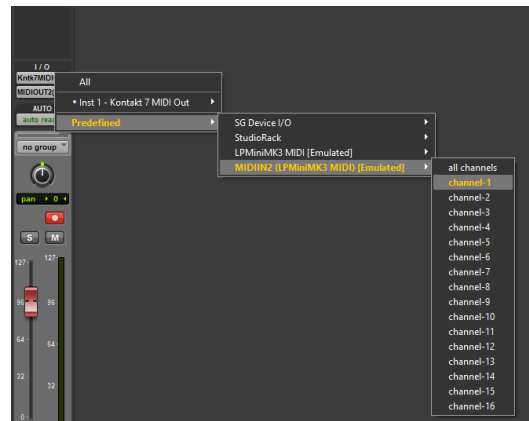
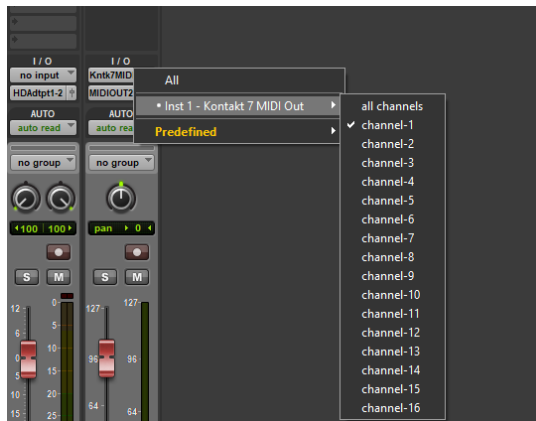
- Insert a new instrument track, then insert Kontakt to the track and load the BioRhythms library.
- In the MIDI input of instrument track define: MIDIIN2 (LPMiniMK3 MIDI) for Channel 1.



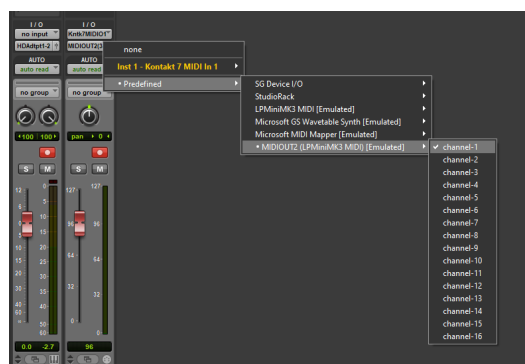
- In the MIDI output of instrument track define: Kontakt 7 MIDI IN and MIDIOUT2 (LPMInMK3 MIDI) for Channel 1



- Insert MIDI track and in the MIDI input section define: Kontakt 7 MIDI OUT and MIDIIN2 (LPMInMK3 MIDI) for Channel 1.



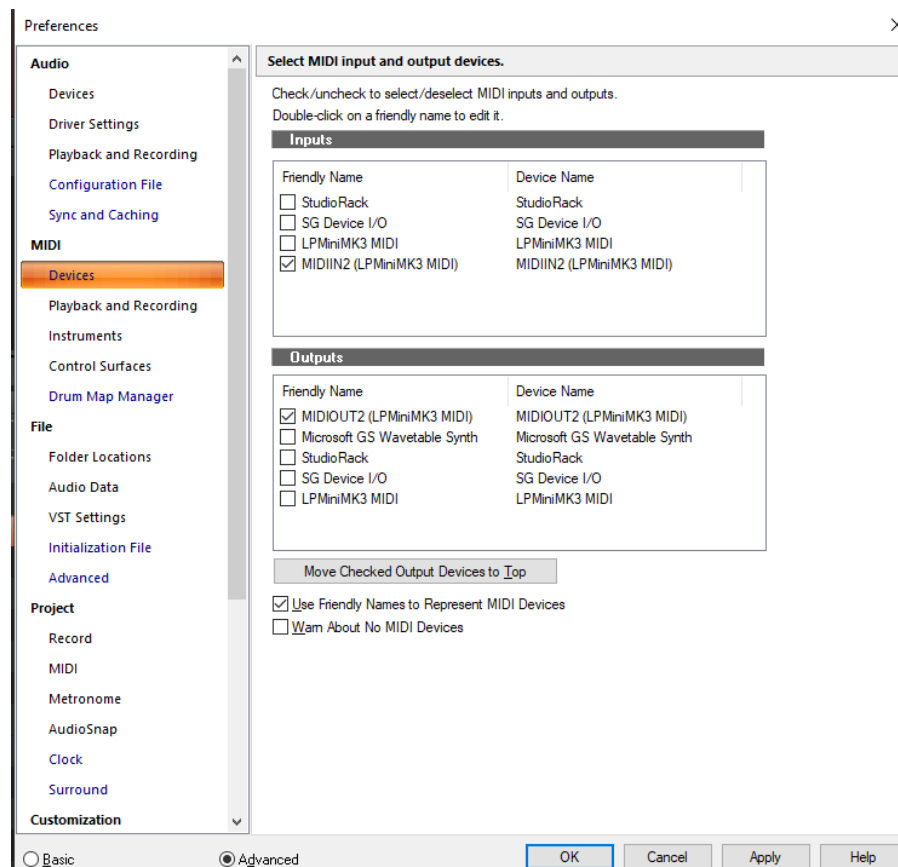
- In the MIDI output of the midi track define: Kontakt 7 MIDI IN and MIDIOUT2 (LPMInMK3 MIDI) for Ch 1



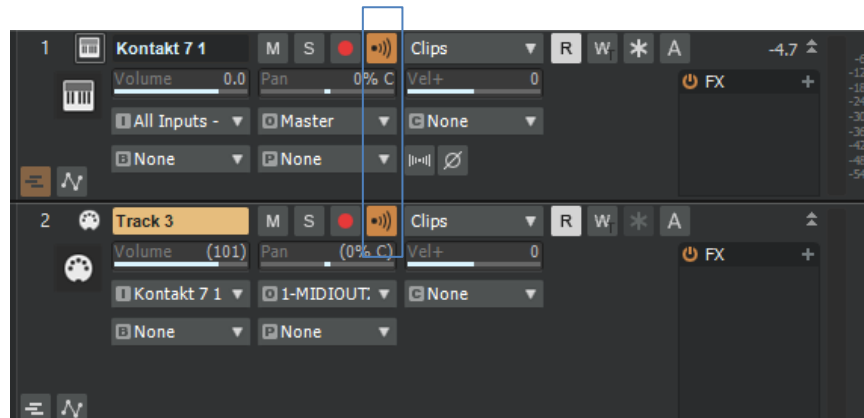
- Enable record on both tracks by holding shift and clicking (track record enable)
- Load the last snapshot (12 Berlin Switch 120 Bpm) in Kontakt and press blue variations buttons on the Launchpad, the status of controllers on launchpad should update and you are done.

22.2 BANDLAB CAKEWALK:

- Hit (P) on your keyboard to open preferences then select MIDI – Devices, and define MIDI input and output.

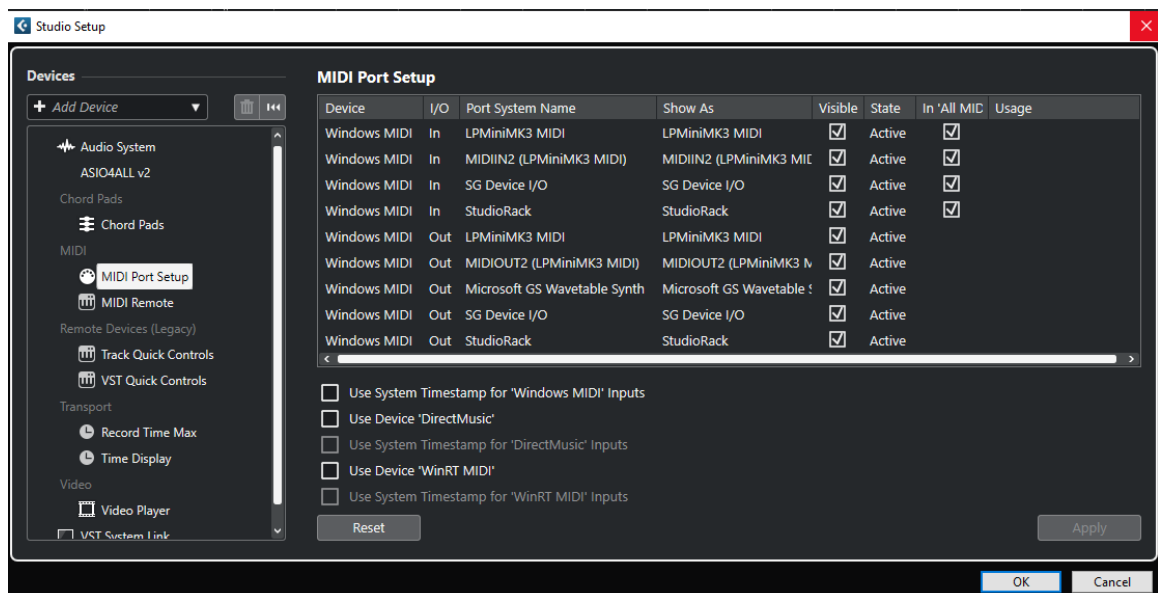


- From the menu – Insert – Soft Synth - Insert Kontakt 7 - Load BioRhythms Library – Load last snapshot – (12 Berlin Switch 120 Bpm)
- Insert a MIDI track and for MIDI input define Kontakt 7 Ch 1, for MIDI output define MIDIOUT2 (LPMInMK3 MIDI) for Ch 1.
- Enable Input echo (monitoring) for both tracks and press blue variations buttons on the Launchpad, the status of controllers on launchpad should update and you are done.

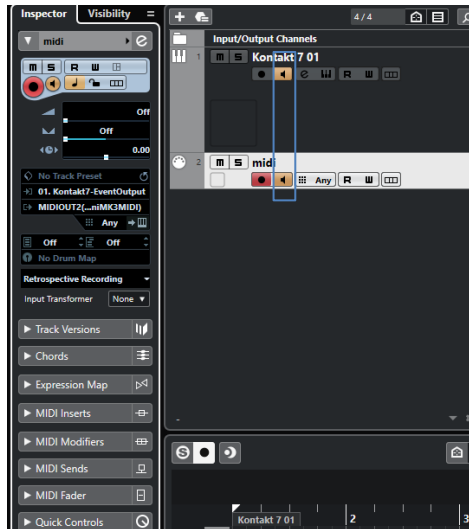


22.3 STEINBERG CUBASE:

- Open Cubase then from the menu – Studio – Studio setup – MIDI ports setup, make sure Launchpad in and out ports are enabled.

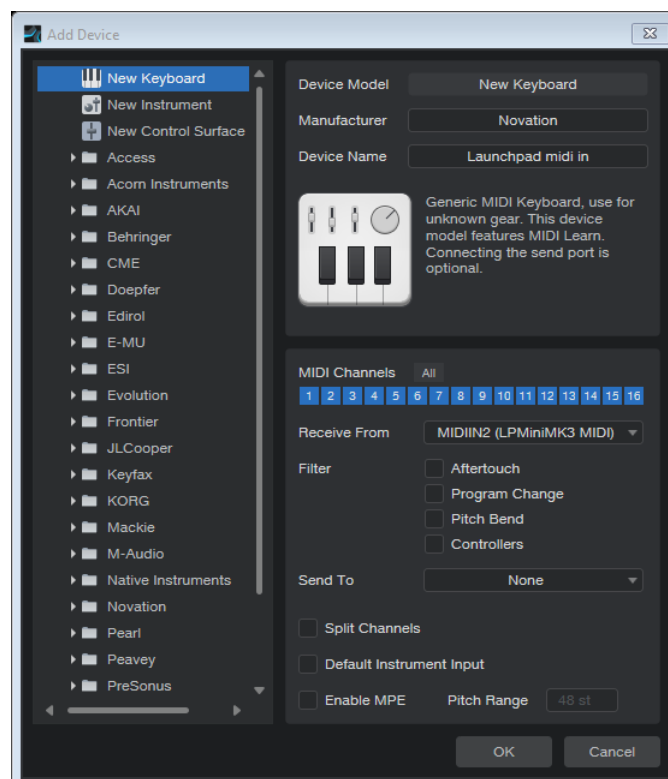


- Insert Kontakt 7 instrument track, then load the BioRhythms library and load the last snapshot (12 Berlin Switch 120 Bpm).
- Insert MIDI track and set MIDI input to Kontakt 7, and MIDI output to MIDIOUT2 (LPMInMK3 MIDI).
- Enable monitor on both tracks.
- Press blue variations buttons on Launchpad, the status of controllers on launchpad should update and you are done.

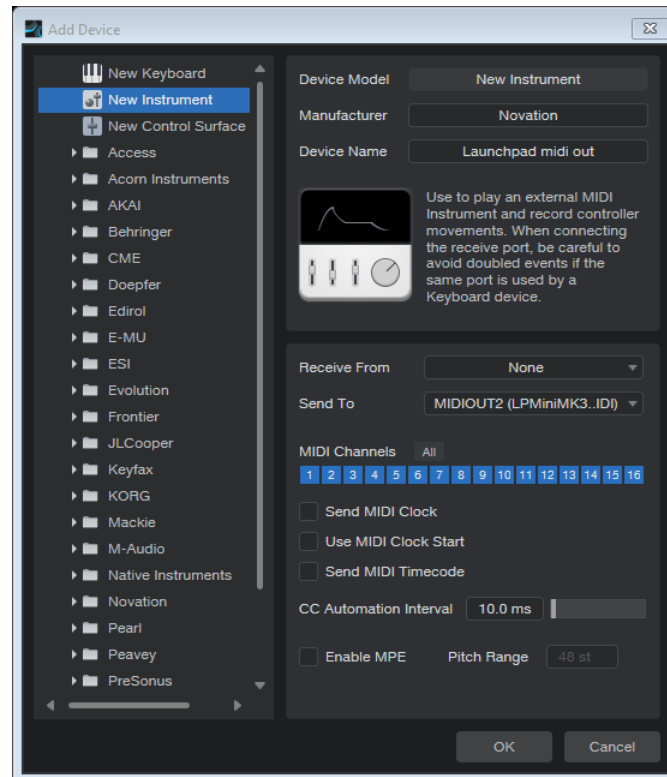


22.4 PRESONUS STUDIO ONE:

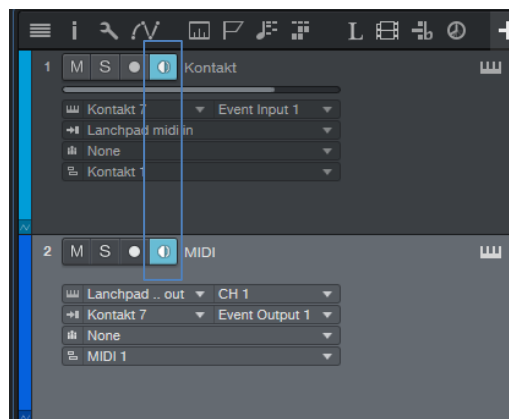
- From menu – Studio One – Options – External Devices – Add, add a new keyboard then fill info and MIDI in port as shown in screenshot:



- Click add again and this time select new instrument, fill info and midi out port as shown below:



- Insert instrument track and specify Kontakt 7 for instrument output, and Launchpad midi in – we added earlier as a keyboard – as instrument input. Load Library to Kontakt and load last snapshot (12 Berlin Switch 120 Bpm).
- Insert MIDI track and specify Launchpad midi out - we defined earlier as a new instrument – for instrument output on Ch 1, then Kontakt 7 as an instrument input.
- Enable monitor on both tracks, press blue variations buttons on Launchpad, the status of controllers on launchpad should update and you are done.



23. NOTES & KNOWN ISSUES

23.1 AUTOMATION

If you own a specific controller and would like to do your own mapping or if CC# is conflicting with your controller, you can make your own mapping/templates by using the MIDI learn function inside of Kontakt. To do so in the Kontakt side pane select Automation tab then Host Automation, clear all assigned host parameters one by one, build your own mapping then save nki patch. *Please read included MIDI CC Mapping document for more info.*



23.2 EQ:

BioRhythms provides a simple 3 band EQ with a pre-defined frequencies for each band. If you want to define yours:

- From Kontakt – Edit Mode (click the wrench icon) – group editor – EQ 3.
- Click edit all groups button, then define frequency band(s).
- Save your nki patch with a different name.



23.3 LOADING & STARTUP:

Please make sure the library is fully loaded (wait for the Kontakt loader to finish) into RAM before use, 3.14 GB should show in Kontakt's memory display. If you touch any keyswitches while it is loading you might get glitches or broken graphics, you might also need to re-load the instrument.

23.4 WORKING WITH PRESETS:

BioRhythms library allows users to create their own mix presets, it is recommended to take a backup of your user created presets/snapshots. If you work with Kontakt only save your presets as snapshots, if you work with KOMplete, save your presets under KOMplete and so on.

23.5 NOVATION TEMPLATE & VARIATION KNOBS:

When using Novation template with DAW and user mode enabled, If the Variation knobs are not updating when pressing Variation keyswitches, please make sure you setup the midi input ports correctly, it could be that the input is set to all/omni.

23.6 TIME STRETCH:

Time machine mode consumes X2 CPU usage compared to Beat Machine, it also causes more CPU peaks which is normal for this library especially when moving between variation keyswitches, a huge amount of data is sent and received every time a keyswitch is hit. Giving users the ability to edit/control Envelope order and Formant shift for each channel separately is a little costly when it comes to CPU.

If you have bad glitches or if you encounter huge CPU peaks when using Time Machine Mode, you can disable Envelope order and Formant shift totally by disabling the High-quality mode from within Groups source, which will give CPU a break in case of busy project inside a DAW. To do so:

- From Kontakt – Edit Mode (click the wrench icon) – group editor – select group 17.
- Click Edit All Groups button, then click to disable High Quality mode.
- Save your nki patch with a different name.



24. CREDITS:

Fayez Saidawi