

OPERATION MANUAL
BOOM CHAK

ELECTRIC PERCUSSION BC - 2 & BC - 2000
FOR KONTAKT 6



soundtrax
audio design

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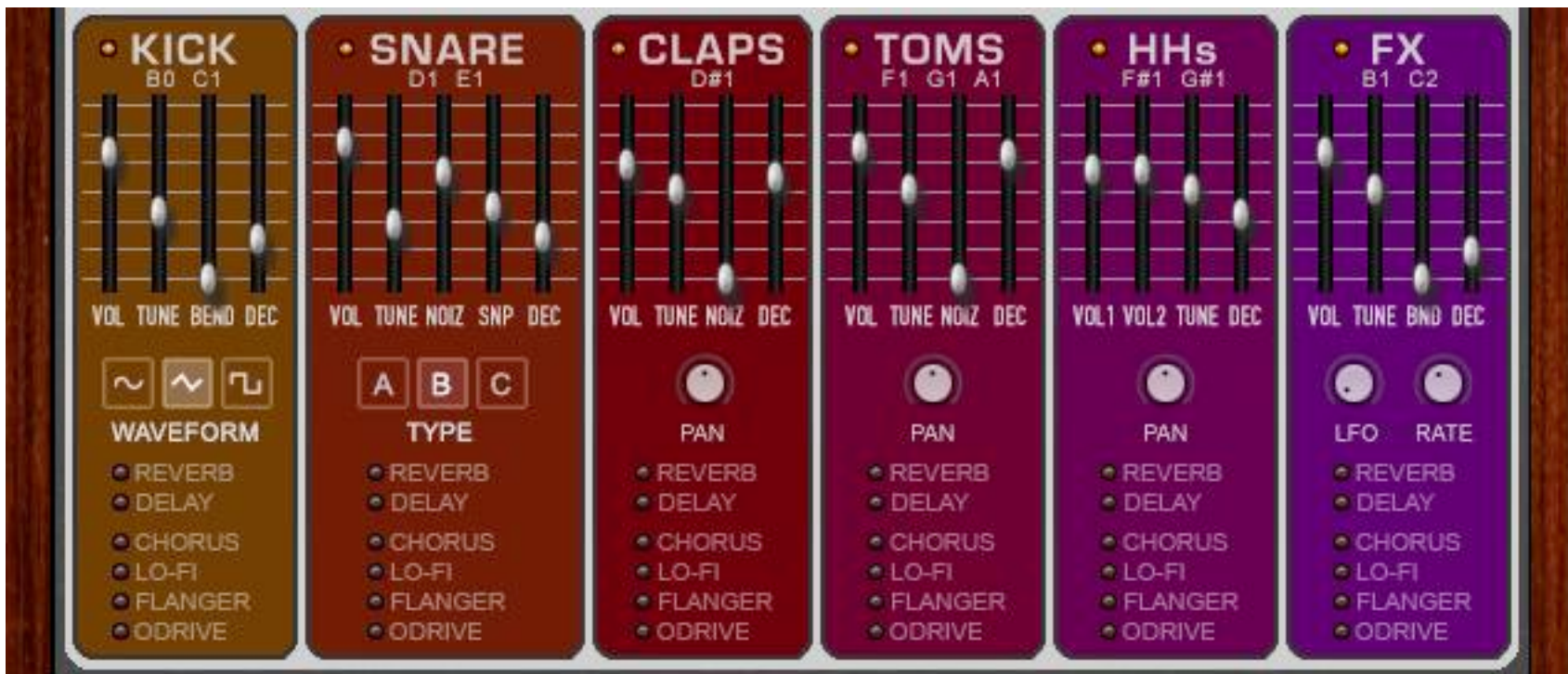
1 System Requirements

- Kontakt 6.1.1 or later (full version)
- Kontakt Player is not supported
- MacOS 10.12 or later
- Windows 7 or later

2 Installation

Unzip the downloaded file and copy the *Boom Chak 2* folder to your favourite location. The Boom Chak nkis can be launched from anywhere, but you shouldn't move or rename any files and folders inside the *Boom Chak 2* folder.

3 BC-2 / BC-2000 Instruments



The BC-2 / BC-2000 contains six classic electronic percussion instruments:

- **Kick** (3 different waveforms)
- **Snare** (3 types)
- **Claps**
- **Toms** (Hi, Mid, Lo)
- **Hihats** (Closed, Open)
- **FX**

Each sound has controls for:

MUTE: click on the instrument name to mute/unmute

VOL: volume, **TUNE:** tuning (-12 to +12 halftones),

DEC: decay or length of the sound,

plus special controllers to shape each instrument:

BEND: bends the start of the instrument

NOIZ: adds noise to the basic sound

SNP: adds a snare sound to the basic sound

PAN: pans the sound in the stereo field

LFO: filter modulation amount

RATE: modulation frequency

There are three different basic sound options for Kick and Snare:

Kick: BC-2: Sine, Sawtooth or Square, BC-2000: A/B/C

Snare: Types A/B/C

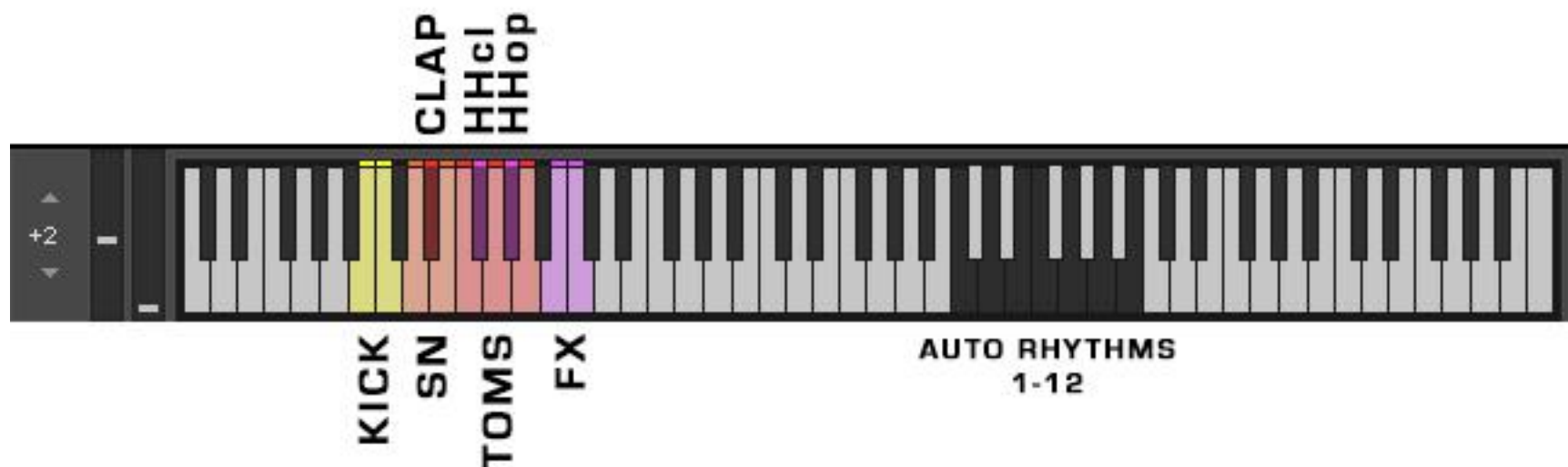
Effects: click on any of the effects (Reverb, Delay, Chorus, Lo-Fi, Flanger, Overdrive) below the six instruments to switch them on or off for each drum sound.

Editing/adjusting effects: please check sections 8 and 9.

Control / Alt + Click on a control = default value

4 MIDI Mapping

The single drum sounds can be triggered by MIDI notes (B0-C2) from a master keyboard or a DAW. Each time a drum sound is triggered, the instrument name will flash up in the interface.



Boom Chak's MIDI mapping: Single percussion hits and Auto Rhythms

5 Auto Rhythms

Auto Rhythms are always **tempo synced to the DAW** (or to the master tempo in Kontakt standalone).

To change the tempo of the BC-2, you must change the tempo of your host / master.



AUTO RHYTHM section with SWING control

START:

- click on an Auto Rhythm button (**1-12**) or
- play a MIDI note (and hold note) **C4 to B4** (black keys on the Kontakt keyboard)

STOP:

- click again on the same button or
- release the MIDI note / key

The **SWING** knob controls the amount of...you guessed it: Swing!

*Note: The start point of an Auto Rhythm is **not** automatically quantised. You must quantise the MIDI note it in your DAW if you need it to be in sync*

Editing Auto Rhythms is described in section 10.

6 Tabs

Click on the tabs at the bottom of the Boom Chak to get access to the following controls:

1. Filters and Master Controls
2. Reverb and Delay
3. Chorus, Lo-Fi, Flanger & Overdrive effects
4. Auto Rhythm Editor



click on one of the four bottom tabs to open the corresponding panel

7 Filter and Master Control Tab

Filters:

The **LP Filter** (Lo Pass 12dB/oct Ladder Filter) acts as a global effect on all six instruments. It can be switched on or off by clicking on the LED.

The LFO **RATE** is not tempo synced.

Note: The LFO modulates the LP Filter, so it will work only if the LP Filter is turned on.

The **HP F** (Hi Pass 24dB/oct Ladder Filter) will cut off unwanted low end frequencies.

Master Control:

Velocity controls the velo sensitivity. It has an effect on single drum sounds played with MIDI as well as on the programmed Auto Rhythm steps.

Tuning: global tuning from -12 to +12 halftones

Global FX switches: Use these switches to turn on / off effects for all six instruments simultaneously.

8 Reverb & Delay Tab



Convolution Reverb

IR-Type: click on “IR-TYPE” to change the convolution type

SIZE: defines the size of the IR-room. from 50%-150% - middle position = 100%

PRE-D: reverb pre-delay

LO / HI CUT: limits the frequency range of the reverb

VOL: output level

Replika Delay

DELAY MODEL: click here to change the delay model / type

PINGPONG: Delay Ping Pong Mode on / off

RATE: All delay times are tempo synced

fader up = longest setting: 2/1 note, fader down = shortest setting: 1/64 note

HI / LO CUT: limits the high and low frequencies of the delay

VOL: output level

Specific Delay Model Controls:

MODERN:

DEPTH: Modulation Depth

RATE: Modulation Rate

SATUR: Delay Saturation

BBD (Bucket Brigade Delay):

DEPTH: Modulation Depth

RATE: Modulation Rate

TYPE: 4 different BBD types

TAPE:

AGE: Tape Quality

FLTR: Tape Flutter Amount

SATUR: Delay Saturation

VINTAGE:

DEPTH: Modulation Depth

RATE: Modulation Rate

QUAL: Delay Quality

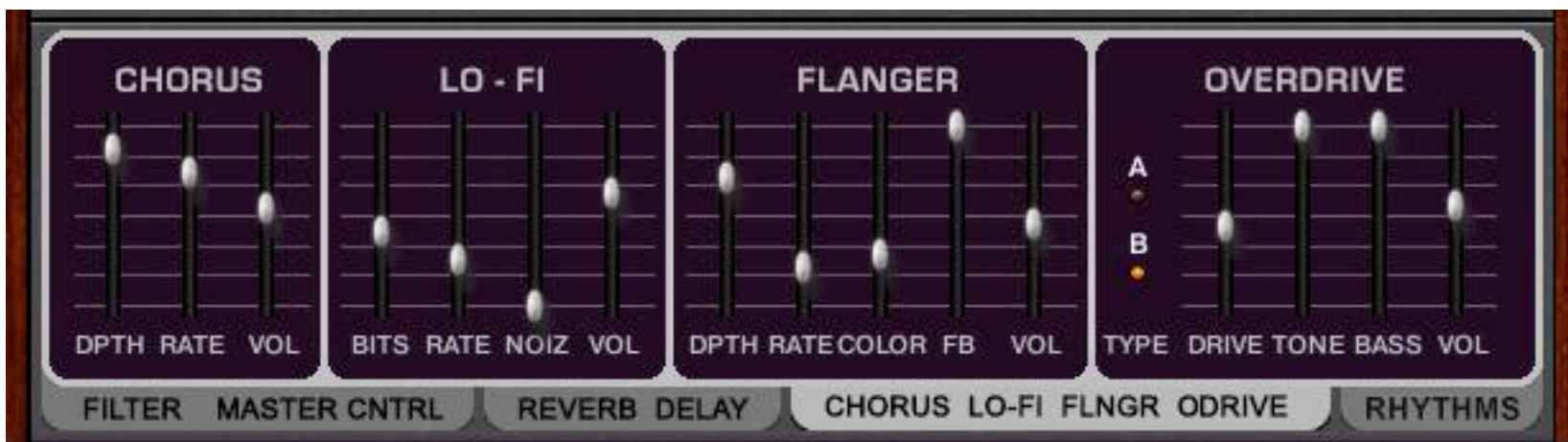
DIFFUSION:

AMNT: Diffusion Amount

SIZE: Diffusion Size

QUAL: Delay Quality

9 Chorus, Lo-Fi, Flanger, Overdrive Tab



Chorus, Lo-Fi, Flanger and **Overdrive** also have their dedicated controls and output faders for each effect. All speed controls in this tab are not tempo synced.

Overdrive B is a new Distortion model with a higher overdrive / different sound.

10 Rhythms (Auto Rhythm Editor) Tab



The Auto Rhythm Editor is a simple editor to program Auto Rhythms

This editor is similar to a TR-606 or 808 editor but has a fixed amount of 32 steps / 2 bars instead of 16 steps and can store velocity information for every step. It is possible to create 12 different patterns, which can be selected with the keys C4-B4 (non-latch mode) or buttons 1-12 (latch mode).

Editing Auto Rhythms:

1. start a rhythm (click on Auto Rhythm buttons 1-12). Basic rule: the rhythm you hear is the one you can edit.



2. click on an instrument (for example 'KICK'):



3. click into the table to create / edit / delete new steps (steps = red blocks)
The height of the step indicates the velocity of the step (higher step = louder)
If you drag the step's velocity down to 0, the step will be deleted.

4. click on the next drum instrument and repeat steps 2+3

If you want to edit another rhythm, click on one of the buttons 1-12 (step 1).

11 Load / Save Auto Rhythms

When using Kontakt as a plugin, all edited Auto Rhythms are saved automatically when you save your song in the DAW.

If you want to load your own rhythms in other projects too, you should save a snapshot of the Boom Chak. This will save all 12 Auto Rhythms (and all sound tweaks too) and you'll be able to load this snapshot into a new Kontakt instance.

Snapshots created in Kontakt standalone will also appear in any plugin version of Kontakt (and vice-versa).

saving snapshots:

1. click on the camera icon (next to the .nki name)
2. name your snapshot
3. click save

(to delete a snapshot, click on the trashcan icon)



saving a Kontakt snapshot

snapshots disk location:

MacOs: mac HD:/Users/<your username>/Documents/Native Instruments/User Content/Kontakt/<name of .nki>/

WIN: C:\Users\<your username>\Documents\Native Instruments\User Content\Kontakt\<name of .nki>\

12 Advanced Boom Chak MIDI Recording Techniques

1. Use combinations of Auto Rhythms (keys C4-B4) and single percussion hits (keys B0-C1) to create more interesting and complex drum patterns.
2. Use multiple instances of the Boom Chak with different sounds and effects settings to create even more percussive colours.

After recording, you should always **quantize the start points** of the Auto Rhythms MIDI events to get a precise sync. Also be aware that **Auto Rhythms can be played and combined differently** - so it can be also necessary to adjust their **end points**:

A) **Non-overlapping** MIDI notes: Each time a new MIDI note starts, the rhythm of the new pattern will start on the beginning of the pattern (on the first beat). The sync point will always start again with a new MIDI note.

B) **Overlapping** MIDI notes: Each time a new MIDI note starts, the new pattern will start at the point where the old pattern ends (which can be the middle of a pattern). This can be cool to create beat variations or unusual fills. When using overlapping MIDI notes, the first note sets the sync point for the following overlapping note.

A MIDI part with many overlapping notes shouldn't be too long, because you will always have to play the whole part from the very beginning to be in sync.

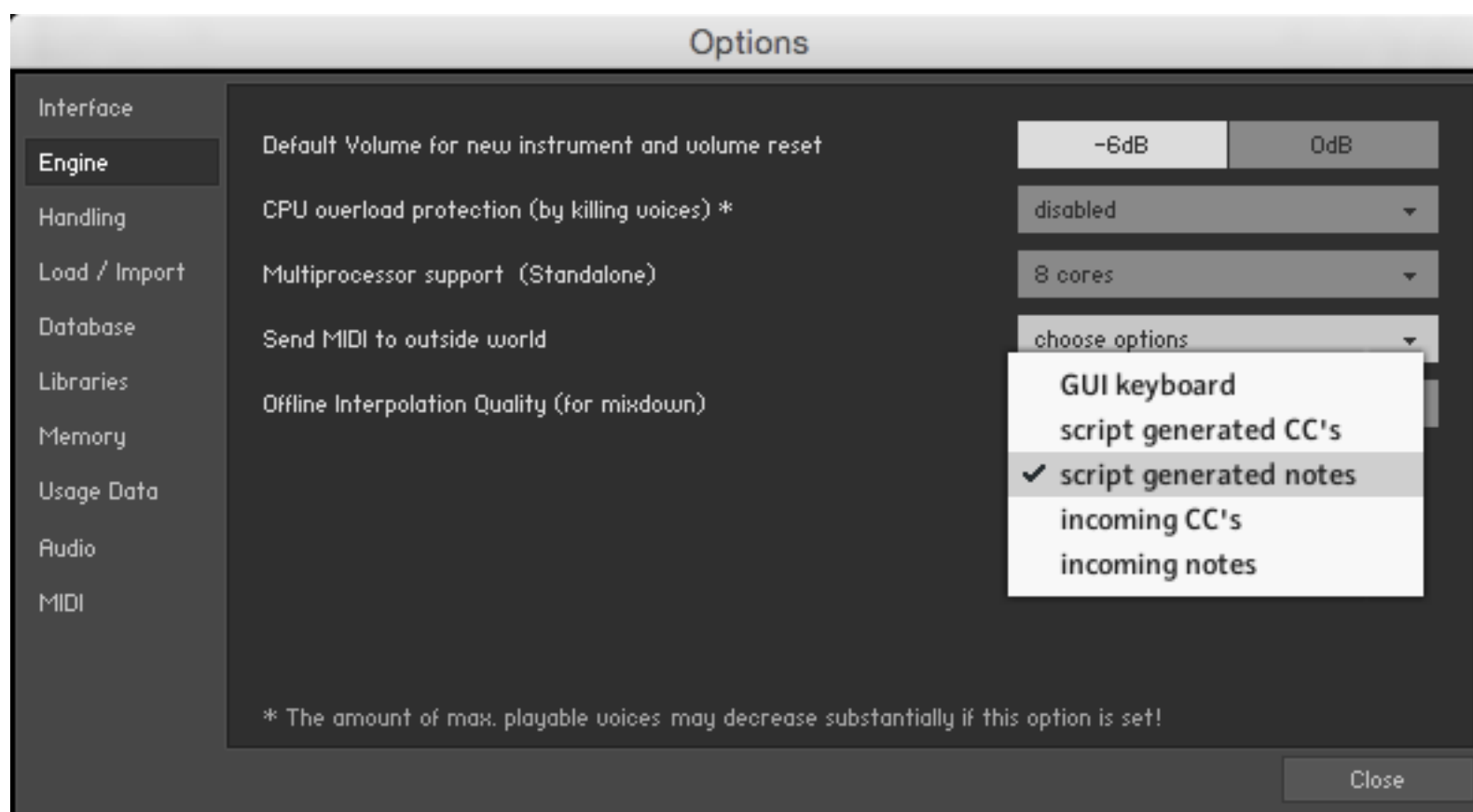
13 Auto Rhythms to single MIDI notes conversion

Note: This might not be possible in some DAWs

1. record a Auto Rhythm MIDI track in your DAW

2. open 'Options' in Kontakt.

Engine > 'Send MIDI to outside world' > check: 'script generated notes'



3. create a new midi track with MIDI input set to “**Kontakt Midi Out**”

4. solo both tracks, then record the previously recorded MIDI track (Auto Rhythm track) to the new MIDI track.

This is the result - the first track (purple) is the original Auto Rhythm MIDI track, the second track (red) is the converted MIDI track. They should sound exactly the same.



Auto Rhythm MIDI track and converted single MIDI track

14 MIDI CC#s

All Boom Chak faders, knobs and switches (except for Kick waves & Snare types buttons) can be mapped to any external MIDI CC# controller:

Right click on a control, click on 'Learn Midi CC# automation', then move your controller, that's it!



After you have assigned your CC#s, you must **save** the 'Electric Perc BC-2.nki' (save it as 'patch only') if you want to keep these mappings.

Note: saving a snapshot won't save any MIDI CC# mappings - you'll have to save the nki!

The **Kick waves** buttons (Sine/Sawtooth/Square) and the **Snare types** A/B/C both have fixed CC#s (and cannot be changed):

Kick waves: CC#14
- values 0-42: Sine
- values 43-85: Sawtooth
- values 86-127: Square

Snare types: CC#15
- values 0-42: A
- values 43-85: B
- values 86-127: C

15 Acknowledgement

Many thanks to all beta testers for your invaluable input and inspiration, to Glyn from Kontakthub.com for your support and to Evil Dragon for his generous scripting help.

Boom Chak Electric uses a modified version of the Kontakt Factory Script *Drum Machine* by Nicki Marinic and Josef Natterer.

Problems, suggestions, bugs? Don't hesitate to send a mail to:
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