

DROP PAD 2.0

OPERATION MANUAL



soundtrax

THANK YOU FOR PURCHASING DROP PAD

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

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

But best of all is that once you've explored the large library of on-board Snapshots, you can easily create your own by simply dragging your samples, or one of the Drop Pad library samples right onto the user-friendly interface.

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1 INSTALLATION

Drop Pad requires a full version of **Kontakt 6.7.0** or later. Kontakt Player is **NOT** supported.

Unzip and copy the 'Drop Pad 2.0' folder to your preferred hard drive/location ensuring the folder contents remain unchanged. Next, move the Snapshots folder to your user NI User content folder* then rename it 'Drop Pad 2.0'. Leave all the other files where they are.

Snapshot locations:

MacOs: mac HD:/Users/<your username>/Documents/Native Instruments/User Content/Kontakt/Drop Pad 2.0/

WIN: C:\Users\<your username>\Documents\Native Instruments\User Content\ Drop Pad 2.0\

If you get a 'Content Missing' dialog when loading Drop Pad into Kontakt:

Select 'Keep search mode and selected folders for the current session'

Select either 'Browse for folder' or 'Browse for files' to locate the Kontakt files.

If this works correctly, you should then re-save the file(s) to its location using the 'Save as...command.

KOMPLETE KONTROL

Specific Drop Pad parameters are pre defined as 'Host Automation' to work within Komplete Kontrol.

If you get a 'Content Missing' dialog when loading a Komplete Kontrol snapshot:

Select 'Keep search mode and selected folders for the current session'

Select either 'Browse for folder' or 'Browse for files' to locate the Kontakt files.

If this works correctly, you should then re-save the file(s) to its location using the 'Save as...command.

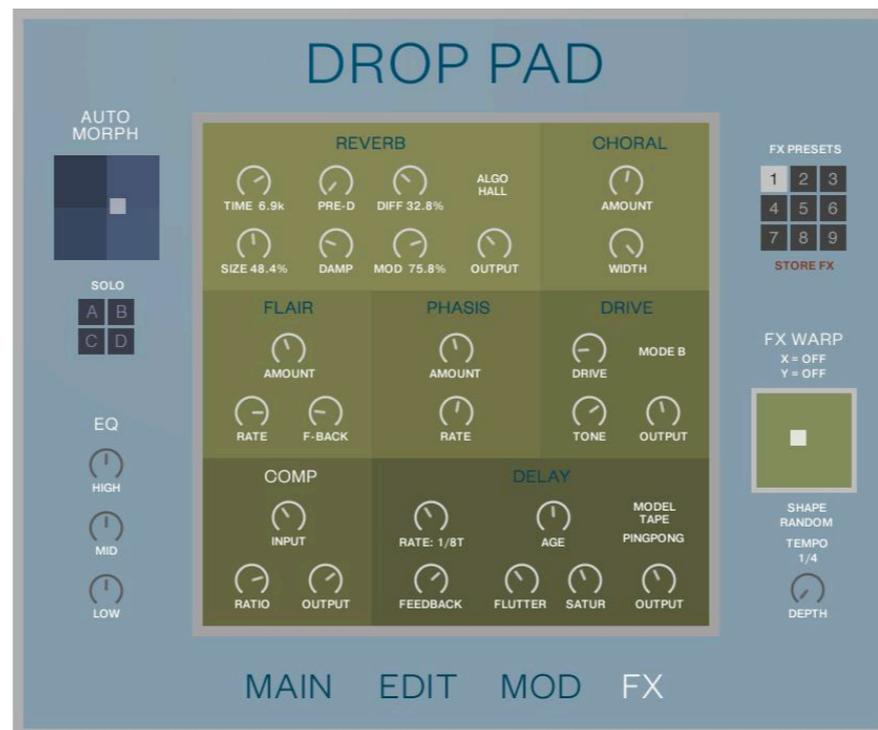
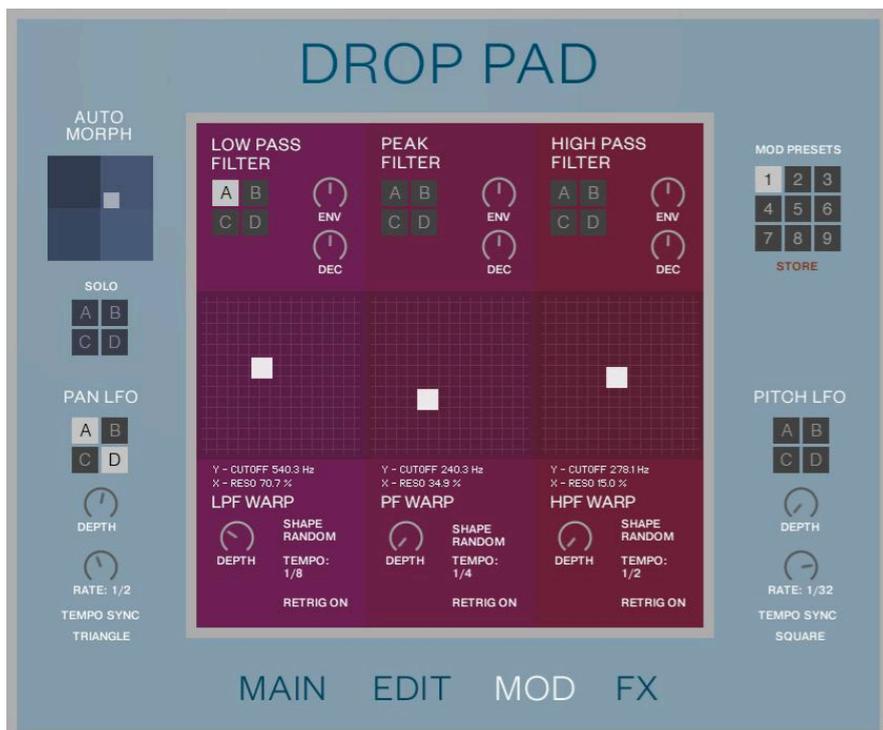
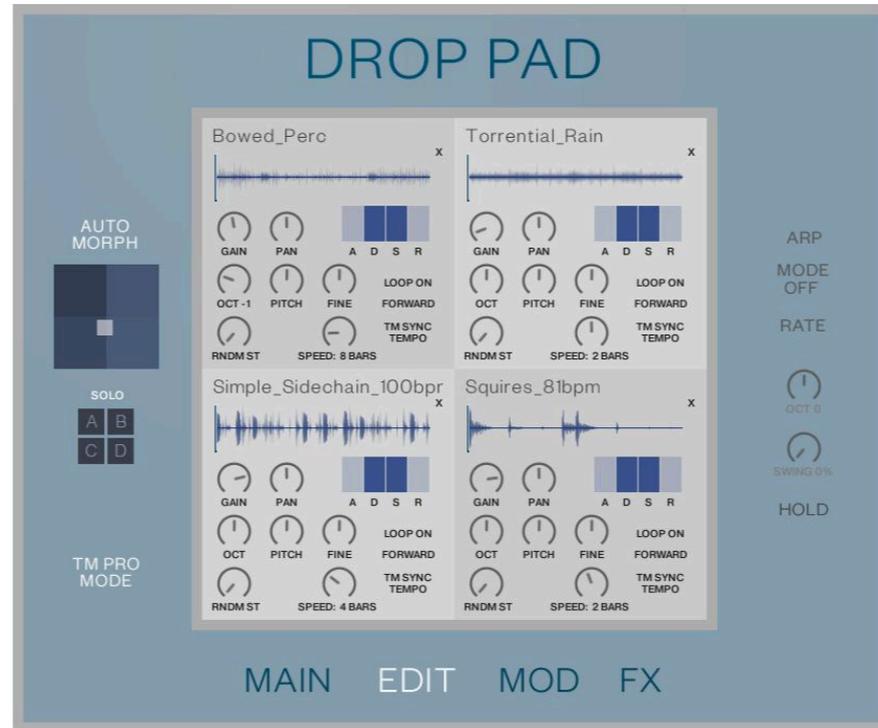
Alternatively, you can drag and drop a .nki instrument into the Plug-in area

For more information on using Komplete Kontrol please refer to your user manual or copy the link below and paste into your url bar:

https://www.native-instruments.com/fileadmin/ni_media/downloads/manuals/komplete_kontrol/KOMPLETE_KONTROL_S-Series_2.1.6_MK2_Manual_English_1019.pdf

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.



3 MAIN

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

To the left you can switch between NI's TM Pro mode, which maintains the speed of sample playback and allows it to be locked to the host tempo (essential for rhythmic parts) and Sampler mode, which allows the sample playback duration to change according to the MIDI note played. There are also control relating to key sample playback parameters as described later in this section.



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

AUTO MORPH CONTROLS

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 X/Y 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.

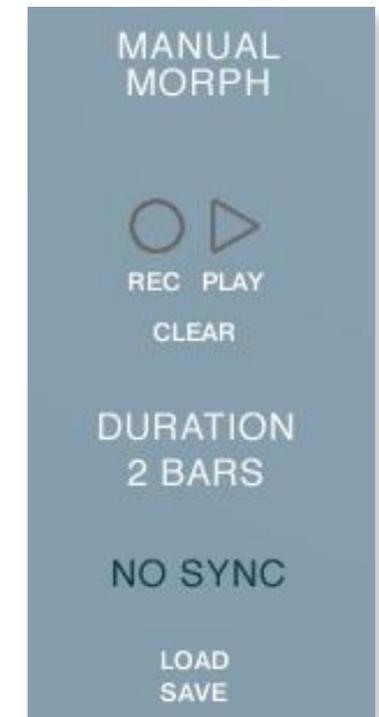
MANUAL MORPH CONTROLS

Used to record tempo-synced cursor movements or if no cursor movement is needed.

To record a cursor movement:

1. Adjust the **DURATION** of the recording (from 1/4 to 128 Bars)
2. Press **REC** and then **PLAY** (or activate **SYNC 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 **SYNC TO DAW** is activated, the **PLAY** button is controlled by the DAW and the movement will start when the DAW is running. When NO SYNC is selected, PLAY works independently from the DAW.
6. Click on **CLEAR** to delete a recording of the movement

LOAD / SAVE import or export recorded Morph movements from / to disk.



TM PRO MODE Sync's to your host/DAW....Recommended for drum / rhythmic loops. Is more CPU intensive than Sampler mode.

SAMPLER MODE Samples mapped across several keys will play tonally....Recommended for strings, pads and so on. This mode is very CPU efficient.

MAIN VOL Adjusts the Volume level of the snapshot.

KEY BAL Adjusts the Volume balance across the keyboard.

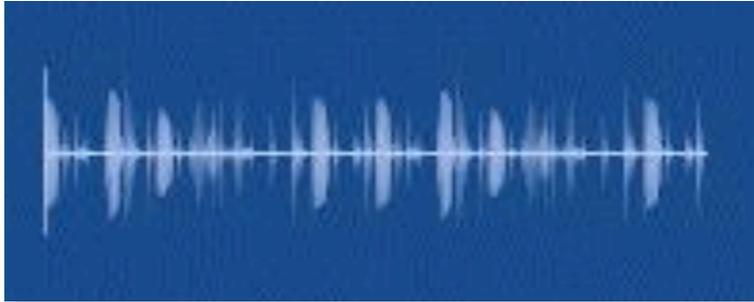
VELO Adjusts the note velocity when a key is played.

PB RANGE - Changes the pitch of the sound being play in semitones....+/-12 (1 octave)

DRAG + DROP SAMPLE IMPORT

To import a new sample, simply drag-and-drop the file from any disk location onto one of the four blue squares on the interface. If there is already an audio file present, dropping a new sample will replace the older 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.



Drop Pad also attempts to find the 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 after which you can change it if you need to.

Each imported sample will be automatically mapped across the whole range of the Kontakt keyboard (from C-2 to C6). Different velocity layers aren't supported.

For ease of navigation and loading we recommend that when working between systems you place your own samples within Drop Pad's own Samples folder. 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 programs (like Cubase) and 64 bit float files will not work unless converted into standard WAV or AIFF files.*

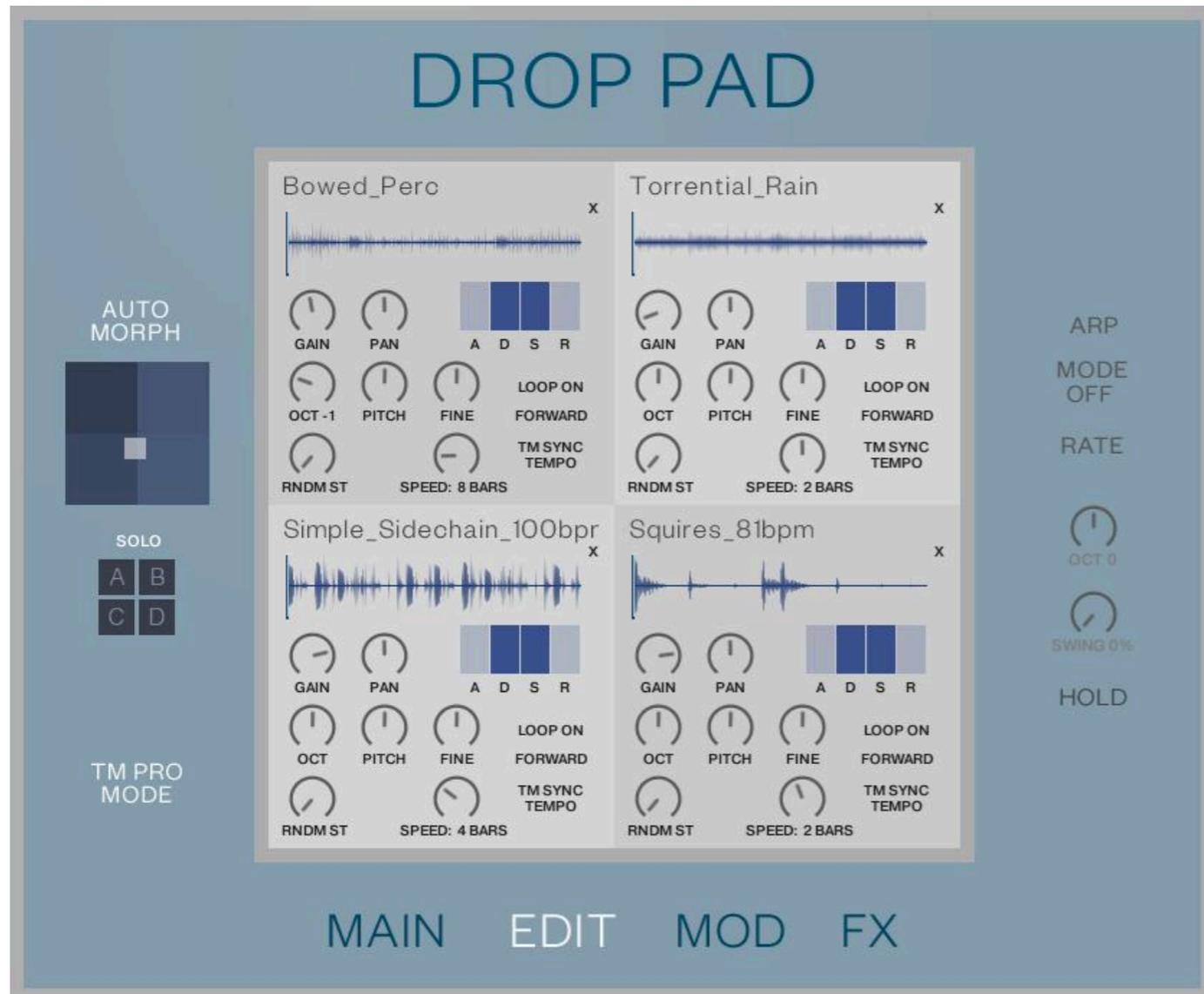
All snapshot samples are located in the "Samples" folder in the Drop Pad directory - and we also added some useful bonus samples (like basic waveforms and all kind of noises) which can be found in the "Waveforms" folder.

4 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.

To the right is an Arpeggiator with adjustable pitch (octave) and swing setting. There's also a Hold mode that latches the arpeggiator until a new note is played.



Hold the **ALT** key to change similar controls for pad A,B,C and D at once.

(works with:

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

Note that we changed the **SOLO** buttons In Drop Pad 2.0 - they are now located on the left side and are also present in the MOD and FX page.

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

GAIN Adjusts the playback level of the sample.

PAN Adjusts the left and right position of the sound when working in stereo.

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 different 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 Sync's to your host/DAW....Recommended for drum / rhythmic loops.

TM Sync FREE Plays sample at original tempo....Recommended for strings and pads.

TM Pro Mode - Sync's to your host/DAW....Recommended for drum / rhythmic loops. Is more CPU intensive than Sampler mode.

Sampler Mode - Samples mapped across several keys will play tonally....Recommended for strings, pads and so on. This mode is very CPU efficient.



ARP 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.

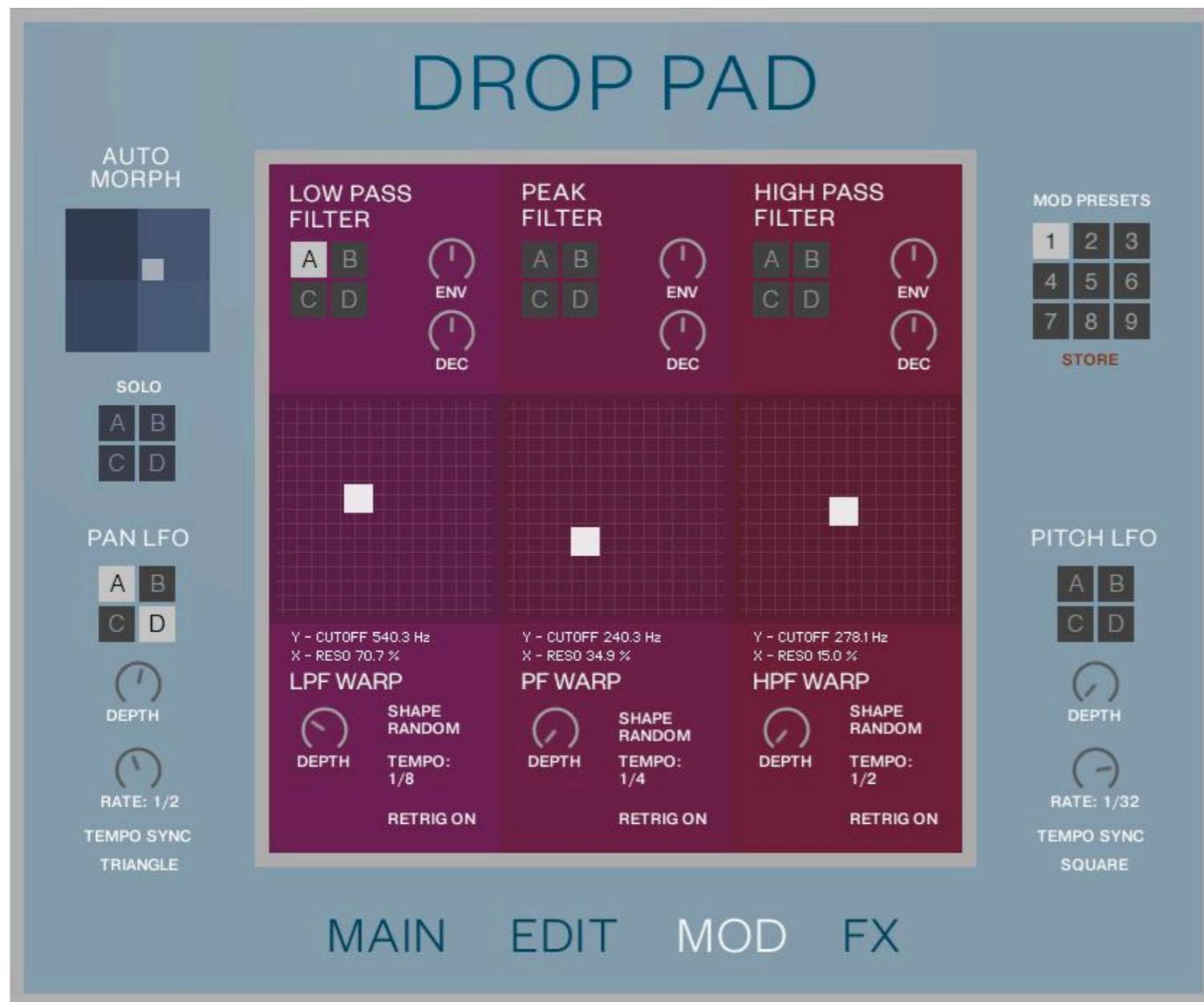
SWING Delays the position of every other note to achieve a swing /shuffle groove.

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

5 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 also 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 Pitch and Pan that can be applied to each of the four samples.



New in Drop Pad 2.0 is a **MOD PRESETS** system to quickly store and recall 9 different MOD setups.

Click on one of the 9 numbers to load a MOD setup.

Click on STORE and choose one of the 9 numbers to write a setup into Drop Pad's memory.

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

ALT click on STORE or the numbers will export or import the whole bank of 9 MOD setups to or from disk.

These nka files can also be imported to other Drop Pad snapshots.

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

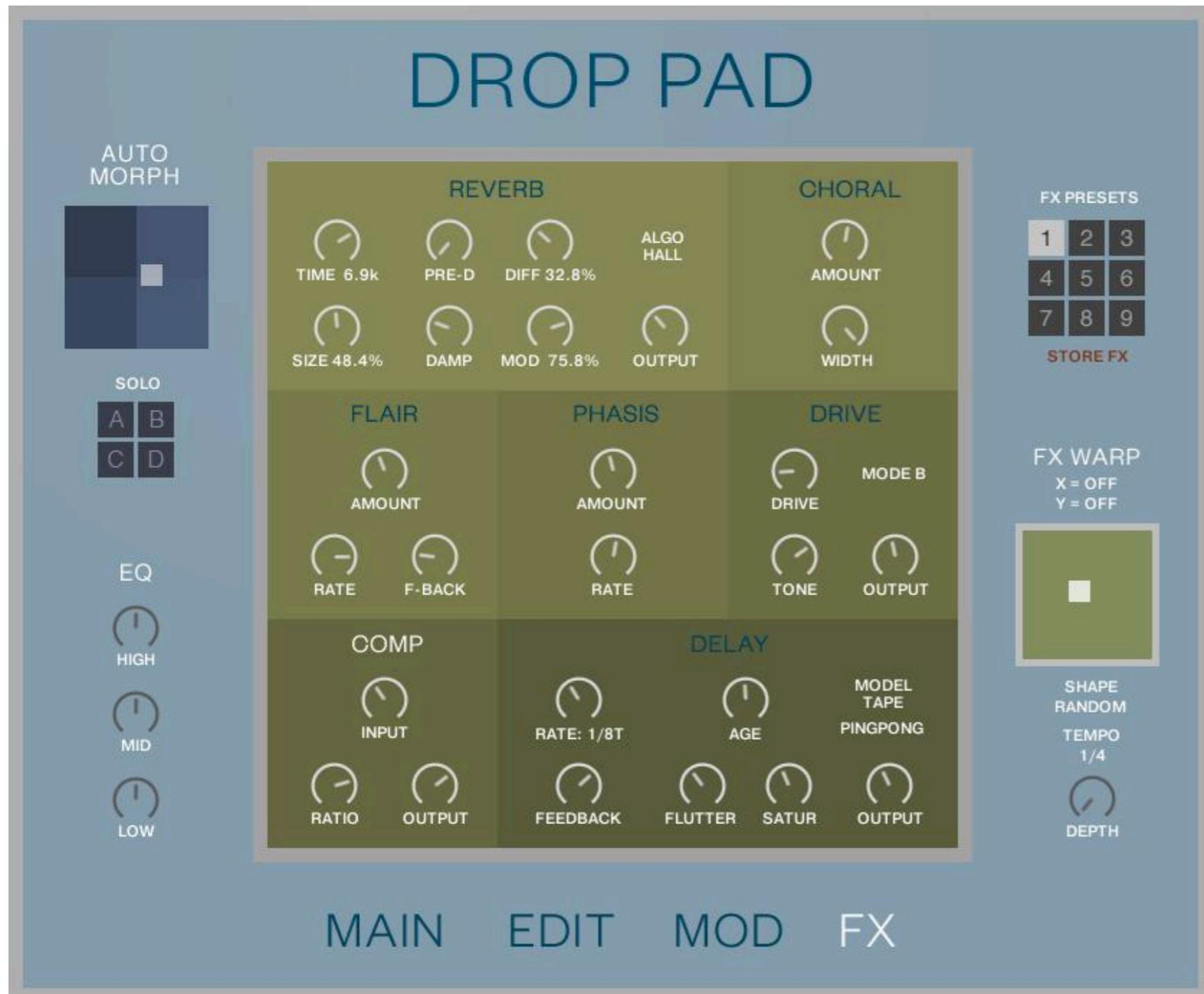
Rate (Tempo Sync) - Adjusts the movement of the LFO in note value length.

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).

6 FX

The FX section utilises Kontakt's powerful effects capabilities allowing up to seven effects to be added. Note that these are added globally and so affect all samples in a Snapshot. Furthermore there's an FX Warp pad that allows the X and Y axes each to be assigned to an FX parameter, available from a drop-down menu. The rate, modulation shape and tempo-related speed of the modulation can be controlled.



There is a new **FX PRESETS** system to quickly store and recall 9 different FX (+EQ) setups.

Click on one of the 9 numbers to load an FX setup.

Click on STORE and choose one of the 9 numbers to write a setup into Drop Pad's memory.

ALT click on STORE or the numbers will export or import the whole bank of 9 FX setups to or from disk.

These nka files can also be imported to other Drop Pad snapshots.

Note that REVERB and DELAY are set up as Send FX, all other FX are Inserts.

REVERB

REVERB - Click text to turn Reverb function on or off

TIME - Adjusts the duration of the reverb effect.

PRE D - Adds an amount of delay before the reverb takes effect.

DIFF - Adjusts the density of the reflections in the room simulated by the reverb effect.

SIZE - Adjusts the size of the room simulated by the reverb effect. Higher values replicate larger rooms.

DAMP - Adjusts the amount of absorption in the room simulated by the reverb effect. Higher values result in more absorption.

MOD - Adjusts the amount of modulation applied to the reverb effect. Turned fully counter-clockwise, no modulation is applied.

ALGO - Selects one of two reverb modes (Room and Hall)

OUTPUT - Set the amount of level of the module in dB

CHORAL (Chorus)

CHORAL - Click text to turn Choral function on or off

AMOUNT - Adjusts the amount of modulation applied to the sound.

WIDTH - Pans the chorus voices in opposite directions, widening the stereo image.

FLAIR (Flanger)

FLAIR - Click text to turn Flair function on or off

AMOUNT - Adjusts the amount of modulation applied to the pitch, adding movement to the flanging effect.

RATE - Adjusts the frequency of the modulation applied to the pitch.

F-BACK - Adjust the level of feedback signals from the outputs of the flanger voices to their inputs, creating a more resonant and metallic sound.

PHASIS (Phaser)

PHASIS - Click text to turn Phasis function on or off

AMOUNT - Adjusts the amount of modulation applied to the centre and spread.

RATE - Adjusts the frequency of modulation applied to the centre and spread. The modulation effect becomes more prominent as amount is increased.

DRIVE (Bass Pro Amp / Van51)

DRIVE - Click text to turn Drive function on or off

MODE A/B - switches between two different drive modes. Selecting Mode A will produce a less aggressive sound than Mode B.

DRIVE - Controls the amount of preamp overdrive.

STONE - Adjusts the high frequency response.

OUTPUT - Set the amount of level of the module in dB

COMP (Supercharger GT)

COMP - Click text to turn Comp function on or off

INPUT - Controls the input gain.

RATIO - Determines the amount of compression applied to the input signal.

OUTPUT - Set the amount of level of the module in dB

DELAY (Replika)

DELAY - Click text to turn Delay function on or off

RATE - Adjusts the delay time in note value length.

DEPTH - Adjusts the amount of the modulation applied to the delay time.

AGE - Emulates the characteristics of an ageing tape including limited high frequency response.

DEPTH - Adjusts the amount of modulation applied to the delay time.

FEEDBACK - Adjusts the level of the signal that is fed back to the delay's input. Increasing feedback adds delay repeats.

MODRATE - Adjusts the speed of the modulation.

MODEL - Selects one of five delay modes (Modern, Analog, Tape, Vintage and Diffusion).

OUTPUT - Set the amount of level of the module in dB

PINGPONG - When activated, the delay repeats are panned hard left and right in alternating patterns.

FX WARP

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

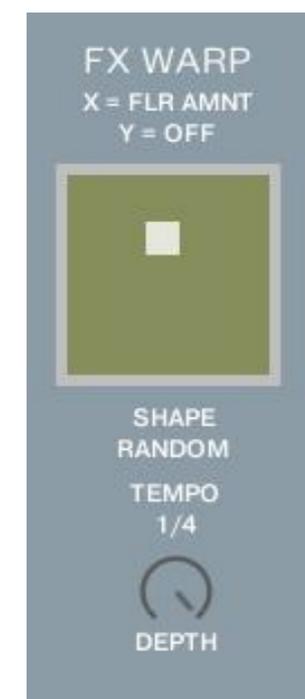
Y = Selects a pre defined list of FX control parameters.

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

SHAPE - Determines the direction/shape of the Warp the when X/Y preset list is activated.

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

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



7 AUTOMATION

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

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#000 Morph Auto/Manual
 #001 Morph Speed
 #002 Morph Val A
 #003 Morph Val B
 #004 Morph Size
 #005 Morph X
 #006 Morph Y
 #007 Main Vol

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#008 Attack
 #009 Decay
 #010 Sustain
 #011 Release
 #012 Pan LFO Depth
 #013 Pitch LFO Depth
 #014 TM Pro / Sampler Mode
 #015 Arp On/Off

Page 3

#016 LPF Cutoff
 #017 LPF Reso
 #018 LPF Warp
 #019 PF Cutoff
 #020 PF Reso
 #021 PF Warp
 #022 HPF Cutoff
 #023 HPF Reso

Page 4

#024 HPF Warp
 #025 Reverb On/Off
 #026 Choral On/Off
 #027 Flair On/Off
 #028 Phasis On/Off
 #029 Drive On/Off
 #030 Comp On/Off
 #031 Delay On/Off

Page 3

#032 MOD Presets
 #033 FX Presets



It is also possible to add custom Automation assignments for Drop Pad - To do so, open up the Kontakt Browser and navigate to 'Automation > Host Automation'. Then drag a free number (from #032 onwards) 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.

THANK YOU

Thanks to all Beta-Testers!

If you have any questions or find a bug please email **info@soundtrax.de**

If you encounter a problem with your purchase or the download please email **studio@sub51.co.uk**

Drop Pad was conceived and created by:

Paul Joyner **<https://sub51.co.uk>**

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

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