soundtrax

MINIPOLY

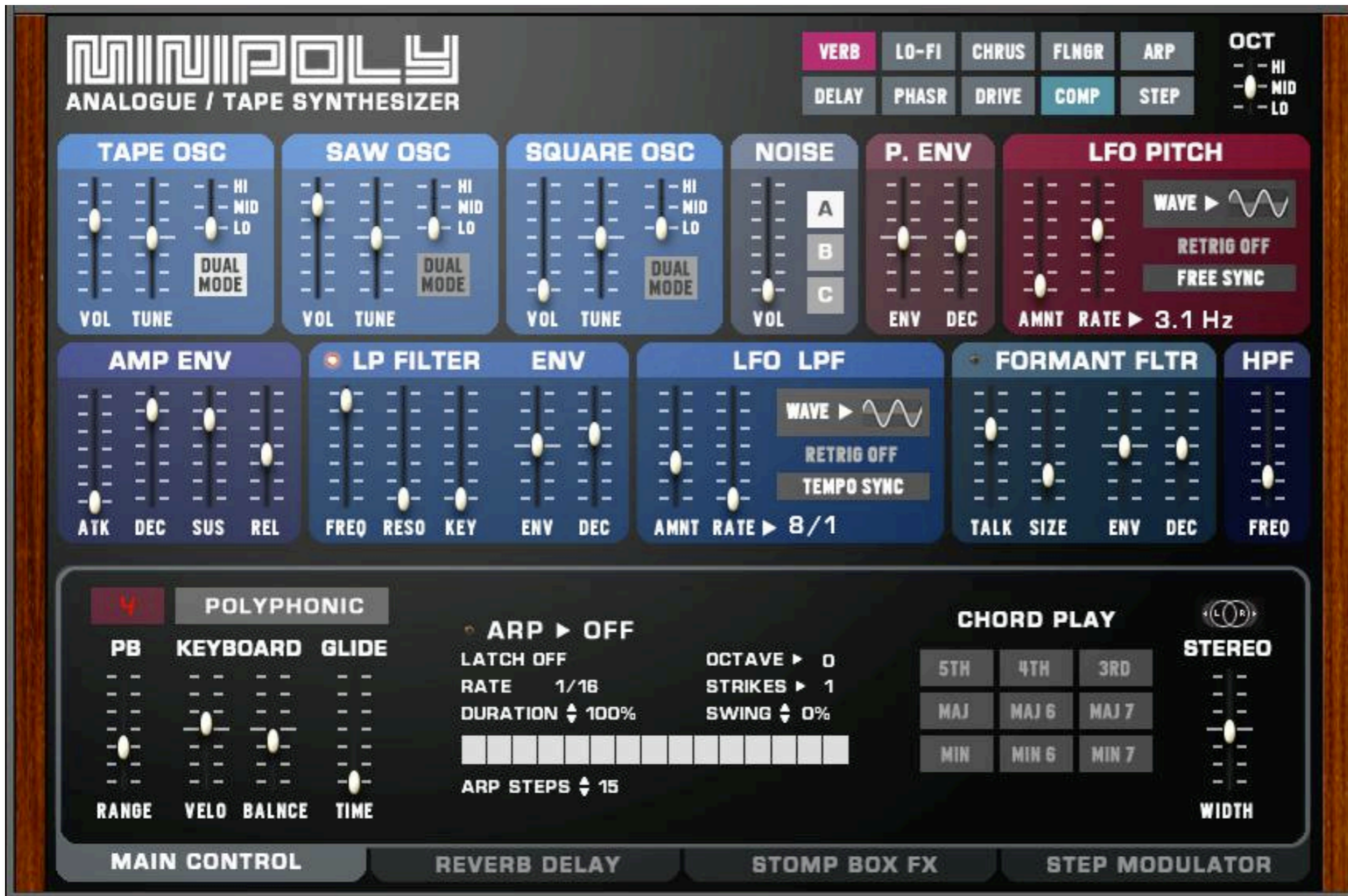## ANALOGUE / TAPE SYNTHESIZER

Thanks for purchasing the Minipoly PRO synth for Kontakt!

The **Minipoly PRO** is the third major update of soundtrax' popular hybrid analogue/tape soft synth for Kontakt.
The latest update comes with a larger user Interface, updated K6 effects, additional controls, custom scripted LFOs and a whole new Step Modulator. We hope you enjoy the new **Minipoly PRO!**

CONTENT
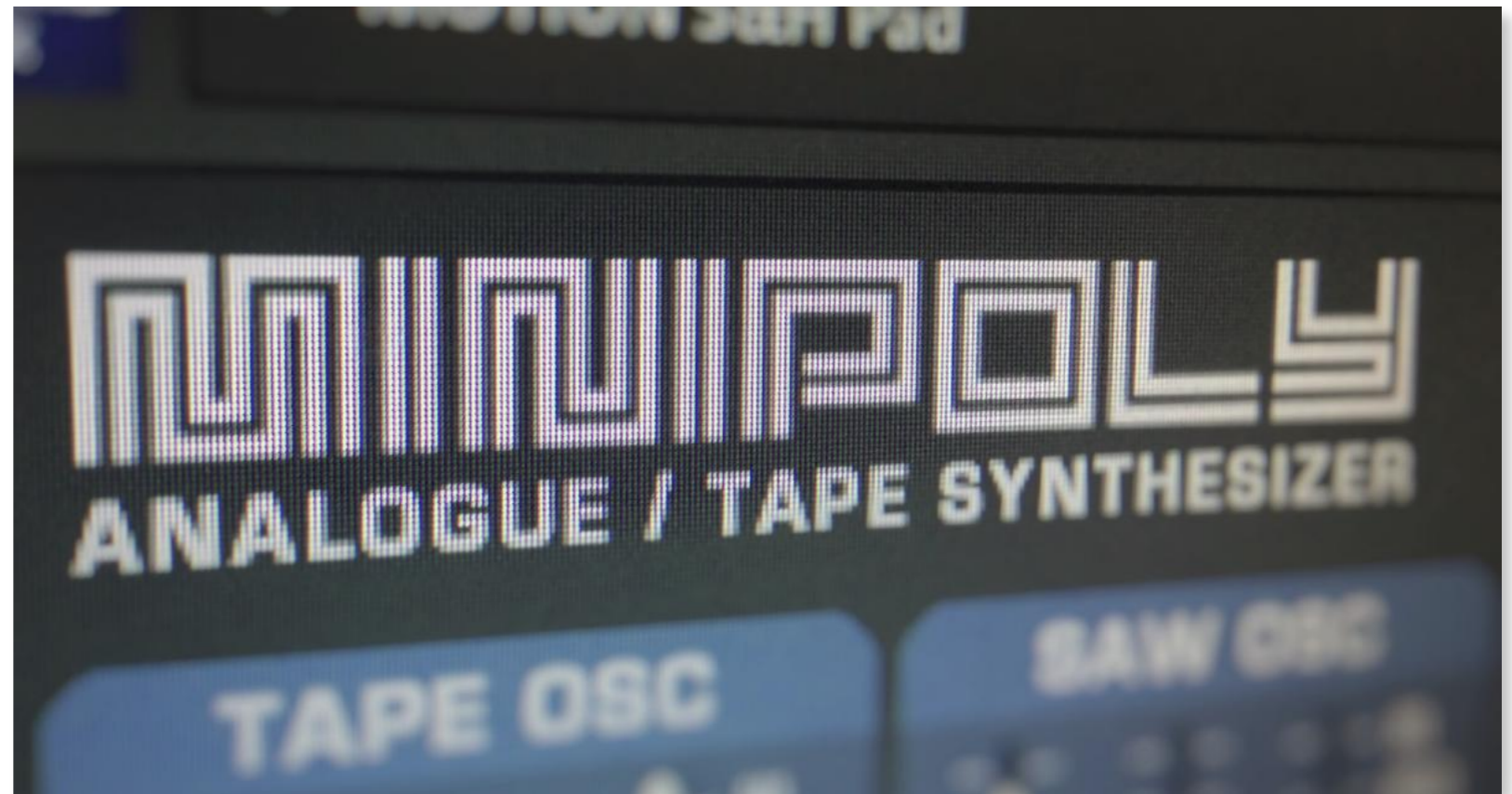
1 INSTALLATION

Minipoly PRO requires a full version of **Kontakt 6.6.0** or later. Kontakt Player is **not** supported.
Unzip the downloaded file and copy the Minipoly PRO folder to your favoured disk location. You shouldn't move or rename the files and folders inside the Minipoly PRO folder - except for the snapshots.

Copy the 'Minipoly PRO' snapshot folder to the following location:
MacOs: **mac HD:/Users/<your username>/Documents/Native Instruments/User Content/Kontakt/Minipoly PRO/**
WIN: **C:\Users\<your username>\Documents\Native Instruments\User Content\ Kontakt\ Minipoly PRO**

In case you already own a previous Minipoly version: It is recommended to also keep the old library since Minipoly PRO won't be able to load patches or snapshots made in older Minipoly versions!

2 QUICK START

To check out Minipoly's sonic possibilities, simply load the **snapshots** and tweak the controls of the synth.

All important synth controls are accessible on the main panel. If you are familiar with classic synths, you should feel at home very quickly.

CONTROL(CMD on a Mac**) + click** on a fader resets the control to its default value. Holding **SHIFT** while dragging a fader allows a finer adjustment of a control.

By clicking on the different tabs at the bottom, it is possible to access additional controls or edit any effect:

- **Main Controls** This section contains all Key Controls, the Arpeggiator, the Chord Play module and the Stereo Imager.
- **Reverb/Delay** The verb and delay controls can be found here.
- **Stomp Box FX** All other FX can be edited here.
- **Step Modulator** The new cool Step Modulator.

Most parameters (all except for the menus) can be mapped to an external MIDI controller - just right click on a fader or control, choose **LEARN MIDI CC# AUTOMATION** and move your external controller.

Important: Always save a newly created patch as a **snapshot** (and not as a nki).

You should only re-save the **NKI** if you want to save your individual CC# mappings permanently or change the default sound. If you save the NKI, always save as "Patch Only" and untick "Absolute sample path".

3 SNAPSHOTS

Minipoly's patches are organised/saved with snapshots. If you load a new snapshot, the main part of the instrument stays in Kontakt's memory and only the new instrument settings will be loaded. Therefore loading patches via snapshots is much faster than loading the whole new nki (incl. all samples) again.

To switch between the snapshot view and the info view, click on the camera icon or the "i".

loading a new snapshot

It is possible to rename or delete snapshots directly in your OS. You can even create folders to organise your sounds, but it is not possible to save a new preset into one of these sub folders - they have to be moved manually.

Please be aware that It is not possible to load snapshots created with previous versions of the Minipoly.

The only way to transfer these patches is to copy them visually: Open both MiniPoly versions into Kontakt standalone and simply recreate the fader settings.

Please also note that the LFO settings and LP filter settings might differ from older versions.

Snapshots won't save MIDI controller mappings - if you want to save these, please save the NKI (save as "Patch only").

4 OSCILLATORS

The Minipoly is probably one of the most analogue sounding soft synths - thanks to the unique combination of tape samples with clean samples. It doesn't use round robins, but each oscillator will start at a random position of the waveform when a new key is pressed - so you will never hear the exact same oscillator sound all over again.

The **TAPE OSC** are long sawtooth waves recorded for each key on tape of a vintage Roland RE-301 Chorus Echo. You can hear wow and flutter and even tape dropouts - quite similar to a Mellotron. The **SAW OSC, SQUARE OSC** waves are directly recorded minimoog samples - and sound much cleaner than the tape waves. Each sample is perfectly looped.

Choose from three different types of **NOISE** (A: White Noise, B: Pink Noise, C: 8-Bit NES Noise)

All oscillators are mono waves, but when **DUAL MODE** is activated (switchable for each OSC) a second sample is added to each note and both waves are panned to left / right. Mix single and dual oscillators to control/adjust the stereo width of the sound.

When the volume of an oscillator is turned down to zero, its voice group in the Kontakt engine will be disabled automatically to reduce polyphony and CPU load.

TUNE: fine tuning of the oscillator from -100 to +100 cents.

LO, MID, HI sets the octave of each oscillator.

Tape, Saw, Square and Noise oscillators and its controls.

5 ENVELOPES

AMP ENV

Use the Amp Env (ADSR) to shape the loudness of the oscillators:

ATK: Attack
DEC: Decay
SUS: Sustain
REL: Release

If you move a fader, its value will be shown in milliseconds.

Please note that envelope changes will only take effect after playing a new key (This is a known Kontakt limitation).

P. ENV (PITCH ENVELOPE)

The Pitch Envelope changes the pitch at the beginning of a note.
Use the **ENV** fader to set the amount of pitch change (from about -36 semitones to +36 semitones)
To disable the the Pitch Env, set **ENV** to its default middle position (0),
The **P.ENV** decay **DEC** can be set from 0.04ms to 9700ms.

FILTER ENVs

The envelopes for the LP Filter and the Formant Filter work the same:
ENV adds / reduces the Freq or Talk amount at the beginning of each new played note.
The middle position (0) disables the effect.
The decay **DEC** of both filters has a range from 0.04ms to 9700ms.

6 FILTERS

LP FILTER

The 12dB Low Pass Ladder filter is Minipoly's main filter.
It can be switched on or off by clicking on the LED or the LP FILTER label.

FREQ: Filter Cutoff Frequency (Range: 26Hz -19.9kHz)
RESO: Filter Resonance (0-100%)
KEY: Key Follow defines how much the Resonance pitch follows the key position (Range: 0-100%)

Low Pass Filter

FORMANT FILTER

The new Formant Filter adds an interesting artificial vocal flavour.

TALK: Range from 0-100
SIZE: Rane from 0-100

Formant Filter

HP FILTER

Use the High Pass Filter (Range: 26Hz - 1.4KHz) to cut off unwanted low frequencies.

High Pass Filter

7 LFOs

The Minipoly has two independent LFOs (Low Frequency Oscillators) which work globally for all oscillators.

LFO PITCH modulates the pitch of a note.

LFO LPF modulates the Low Pass Filter.

AMNT: The Amount of the modulation
RATE: The rate of the LFO (**Tempo Sync** or **Free Sync**)
- **Tempo Sync**: From 8/1 to 1/96
- **Free Sync**: From 0.01 Hz to 112 Hz

WAVE: the waveform of the LFO. Choose between the following options:
- Sine
- Triangle
- Sawtooth
- Sawtooth Reverse
- Square
- Random

RETRIG ON/OFF: Determines if the LFO starts with a new keystroke or if it runs continuously.

The new **STEP MODULATOR** is like a third LFO, but it has more flexible control destinations and some additional features.
Please check out Chapter 10 for details!

Pitch LFO

Low Pass Filter LFO

We decided to completely re-script the LFOs to eliminate the phase drift bug of Kontakt's internal LFOs (This happened when multiple voice groups were involved and Retrigger Mode was set to OFF)
Minipoly PRO's new LFO will always stay in phase/sync for all voice groups!

8 MAIN CONTROLS

KEYBOARD

PB sets the Pitch Bend range (from 0 to +12/-12).

POLYPHONIC / MONOPHONIC sets the playing mode.

VELO sets the velocity (volume) sensitivity from 0-100%.

BALANCE shifts the loudness towards the lower notes (-10) or the higher notes (+10) of the keyboard.

GLIDE sets the glide (or portamento) time from 0 (off) to 127 (slowest note transition).

Keyboard controls

ARP

ARP: click on the LED/Label to turn the Arpeggiator on or off and set the arpeggiator mode.

LATCH OFF/ON will keep all played keys in the memory buffer.

RATE: sets the rate of the arpeggiator in fractions of a beat related to the Master clock.

DURATION: Note duration from 0-100%.

OCTAVE: sets the octave displacement, i.e. the distribution of the arpeggio pattern in various octaves. The arpeggio pattern cycles from the played octave to the octave set upwards.

STRIKES: sets the number of repeats of each note in the note buffer. For values greater than 1, the note buffer will be repeated by the amount specified.
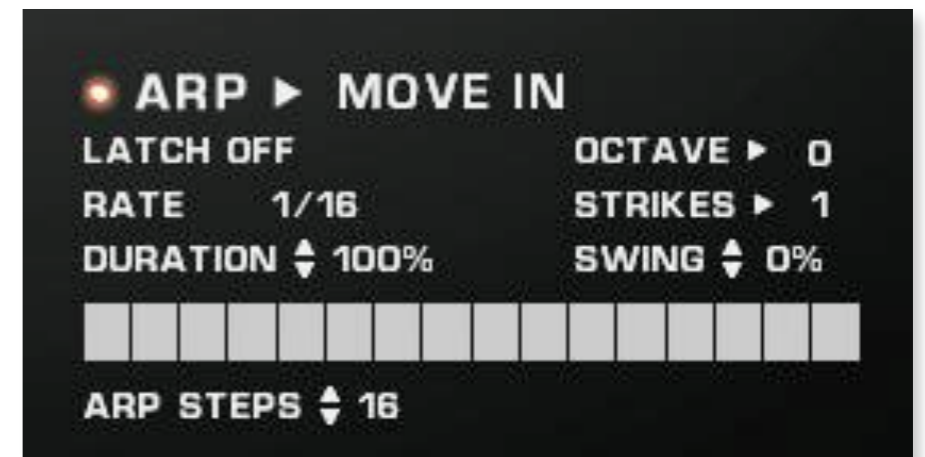
SWING: sets the amount of swing in the groove.

RHYTHM GRID: sets the rhythmic pattern of the arpeggiated notes. The columns set the velocity of each note. If the column is set to zero, the step will not be played.

ARP STEPS: sets the number of steps in the rhythmic pattern.
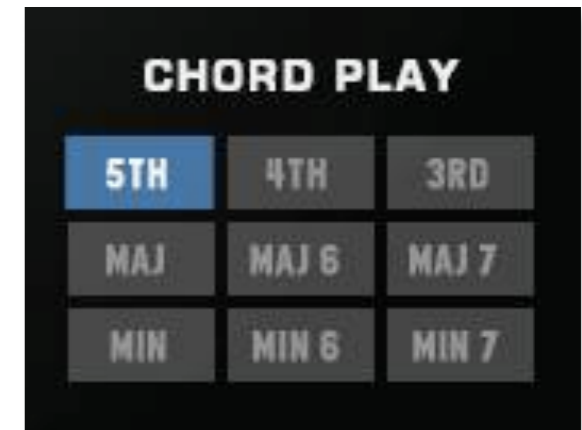

Minipoly's onboard Arp

CHORD PLAY

Click on one of the switches to transform a note into a chord (or an interval). To return to normal play mode, simply click on the same switch again to turn it off.
CHORD PLAY can also be used in combination with the Arp.

Note that when **CHORD PLAY** *is active, Minipoly's polyphony mode will be automatically set to* **POLYPHONIC.**

Chord Play panel

STEREO

STEREO WIDTH increases or decreases the overall stereo image.
If set to:
0%: the signal (including FX) will become a mono signal
100%: the original stereo width
200%: extended stereo image

Please be aware that phase cancellations might occur at higher settings above 70- 80%. It always depends on the musical context - if you have strong mono signals from other instruments in your mix, it won't be a problem to add a super wide synth track. But if there's only a synth track and not much else in the mix, you should always check if the signal is in phase and Mono compatible.

Stereo Width

9 FX

QUICK FX SWITCHES
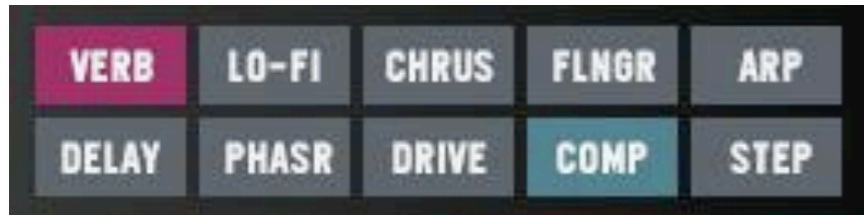
Use the controls on top to quickly turn on or off any effect, the Arp or the Step Modulator.

EDITING EFFECTS

Click on the tabs at the bottom of the interface to access
- **Reverb / Delay** or
- all **STOMP BOX FX** panel (Lo-Fi, Chorus, Flanger, Phaser, Drive, Comp)

REVERB

This algorithmic reverb offers Room and Hall modes. Room mode generates a natural reverb with strong initial reflections and a quick decay.

Hall mode emulates a large hall space, with a warm and rich sounding reverb. In either mode, you can modulate the Room Size and Pre Delay parameters to create dynamic special effects.

Please refer to the Kontakt manual for a detailed description of all Reverb controls.
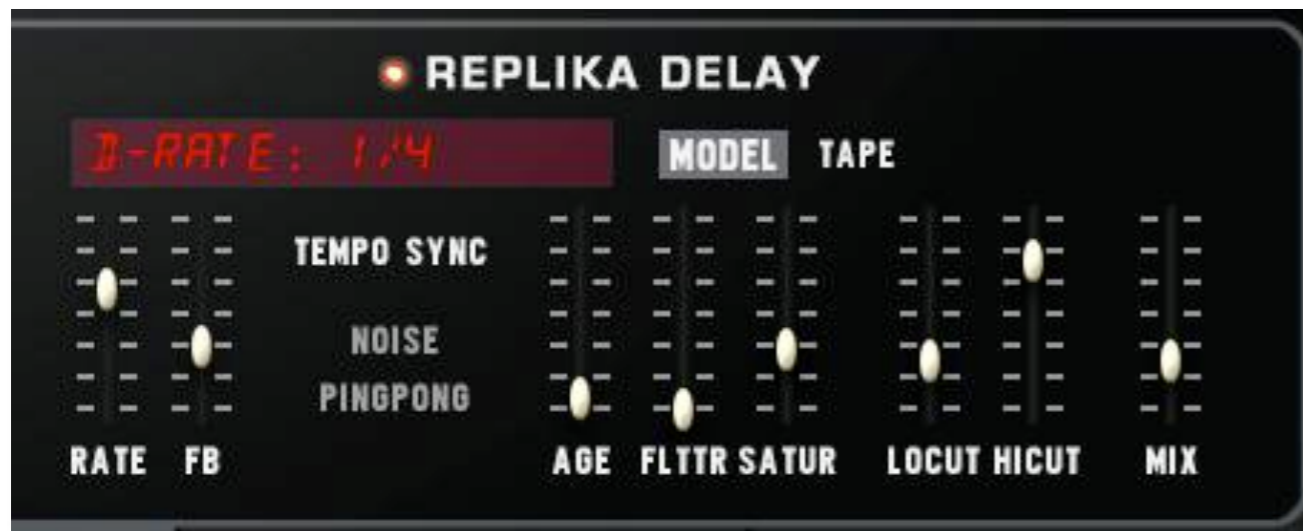
REPLIKA DELAY

Replika offers a delay line that can optionally be synced to the tempo and provides an adjustable feedback level, a low-pass filter, and a pan control for ping-pong echo effects. If you don't use the tempo syncing feature, the available delay range is 5 ms to 2 s. Delay times lower than 20 ms are not discernible as delays, but can produce interesting comb filtering effects.

There are five Replika Delay Models available **MODERN, BBD, TAPE, VINTAGE, DIFFUSION,** plus the old **LEGACY** delay. We included the Legacy Delay because it has a longer delay time (2.9 s) and it isn't as CPU hungry as the Replika models so it might be useful for some patches.

Please check out the Kontakt manual for a detailed description of all controls of the Replika Delay.

STOMP BOX FX

To access and edit the STOMP BOX FX, click on its tab at the bottom of the synth:

the Stomp Box FX section

All **STOMP BOX FX** have limited controls for quick and easy editing. All time/rate settings are not tempo synced.

LO-FI is a combination of Kontakt's *Lo-Fi* bitcrusher effect with an EQ

CHORUS The great sounding *Choral* effect

FLANGER is Kontakt's *Flair* effect

PHASER Kontakt's *Phasis* effect

DRIVE is the *Van 51* Overdrive

COMP is the *Supercharger GT compressor*

10 STEP MODULATOR

The **STEP MODULATOR** is an advanced Dual LFO with flexible routing options and editable steps (instead of the usual waveforms like sine, square, etc). It contains two independent step tables (A and B) and multiple destinations are possible. All mod destinations can be activated/deactivated by clicking on their names.
Please check out the different MOTION snapshots to get an idea of Step Mod's possibilities.

A can modulate **PITCH** (-12 to +12 halftones), **PAN** (from hard left to right), **LP Reso** (-50% to +50%) and/or the **FORMANT SIZE** (-50% to +50%)

B can modulate **VOL** (-50% to +50%), **LP FREQ** (-50% to +50%) and/or **FORMANT TALK** (-50% to +50%)

the Step Modulator tab

Any of the **A+B steps** can be edited by clicking on the display and by dragging the mouse up or down

The **RATE** per step is always synced to the host tempo and can be set from 1/1 to 1/256

STEPS can be set from 2 to 96

Use **SHIFT** to shift all steps one step to the left or one step to the right

RNDMIZE creates a random step pattern on both step tables A+B

RETRIG ON/OFF determines if the step modulator keeps on running or if it stops if no key is played

PRESET loads one of the 24 step table presets A+B from memory

SAVE writes the currently visible step tables A+B to the selected preset.

COPY writes the currently visible step tables A+B to the clipboard.

PASTE loads the clipboard in the currently selected pattern.

If you want to transfer a particular Step Mod preset in another snapshot, please follow these steps:

- load the snapshot with the Step Mod preset you want to transfer and open the Step Mod tab
- hold **ALT** and click on **SAVE** to save the current Step Mod preset to disk
- hold **ALT** and click on **PASTE** to load the saved preset from disk
- click on **SAVE** to permanently write the loaded preset into the preset memory

It is not possible to save/load all 24 presets to/from disk at once, only the currently visible A+B step tables can be saved or loaded.

The **Step Modulator** also works in Combination with the **ARP** and the **Chorder**.

11 SYNTH LOOK

--- LOOK ---
DEFAULT
MINIPOLY 2
JUNOPOLY
B & W
ODYPOLY
BLACK
SYSTEM 100

By clicking on the "O" of the Minipoly logo, you can change the look of the user interface. There are seven different themes available.

To make a look change permanent, it is necessary to save the nki (it won't be saved with a snapshot).

12 HOST AUTOMATION / MIDI CC#

Most Minipoly controls are pre-mapped for DAW host automation and can be instantly accessed in NI's Komplete Control.

It is also possible to map any MIDI controller to a specific fader or a switch with a simple right click, select "Learn MIDI CC# Automation" and move the controller to connect it.

13 VERSION HISTORY

Minipoly PRO (2021, Kontakt 6.6.0)
- Larger user interface (840x560 px)
- Updated synth design
- 6 optional UI skins
- Noise OSC: 2 new Noise sound sources added (Pink Noise, 8-Bit Noise)
- Custom scripted global LFOs (The former standard LFOs had a sync/drift problem when not in retrigger mode and multiple oscillators were involved)
- New Effects: K6 Reverb, Replika Delay, Lo-Fi, Chorus (Choral), Flanger (Flair), Phaser (Phasis), Drive (Van 51), Comp (Supercharger GT).
- The old Kontakt5 effects Convolution Verb, Chorus, Flanger, Phaser, Distortion are no longer available, the old Legacy Delay can still be selected from the new Replika Delay Model selector.
- Main Controls: Additional controls for Keyboard Balance and Stereo Width.
- Arp: Additional Note Order modes and Note Duration control.
- New optional Formant Filter with Env and Dec
- LP Filter: extended Reso range (was about 70%, now 100%)
- LP Filter: Env / Dec instead of ADSR Env
- Pitch Env / Dec control added
- New Step Modulator module added

Minipoly 2 (2018, Kontakt 5.6.5)
- Arpeggiator added
- LP Filter: Fey Follow control added
- LFOs: Tempo and frequency display added
- LFOs optimised and wider ranges added, LFO reset button added
- Script generated notes are now shown on the virtual keyboard
- 40 new snapshots
- minor GUI changes and colour adjustments

Minipoly (2017, Kontakt 5.5.2)
- Initial release

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ANALOGUE / TAPE SYNTHESIZER

14 ACKNOWLEDGMENTS