

# Getting Started with True Strike version 2.0

The new 2.0 update of True Strike offers a modernized and flexible library experience, including an in-instrument browser, visual spatial positioning, full instrument & articulation control, all in a spacious new design.

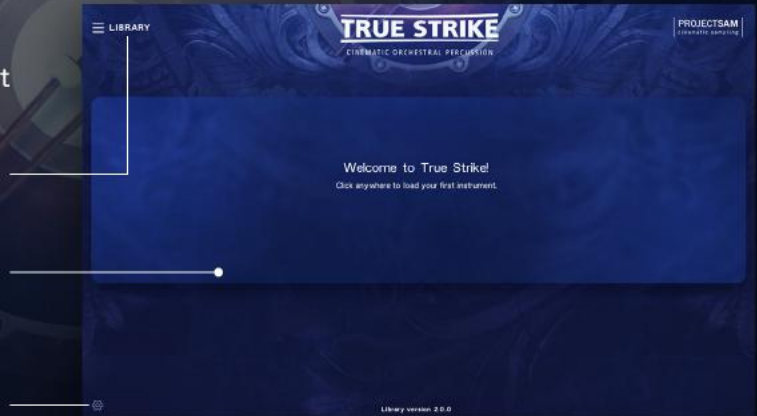
## Welcome to True Strike!

All 51 of True Strike's percussion instruments are now available in a single All-in-One Kontakt instrument. The first time you load this instrument you will see a welcome screen.

To open True Strike's Library Browser, click the Library icon in the top-left corner.

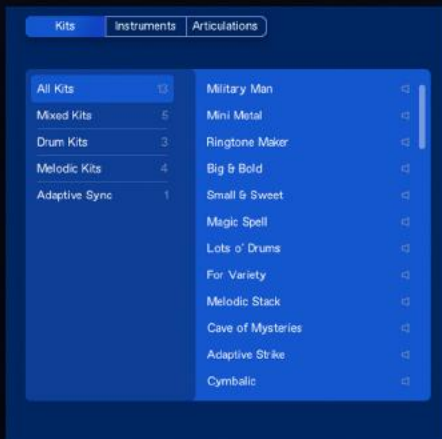
On the welcome screen, you can simply click anywhere to open the Library Browser.

True Strike's Global Settings can be accessed at any time by clicking the cogwheel icon in the bottom-left of the interface.



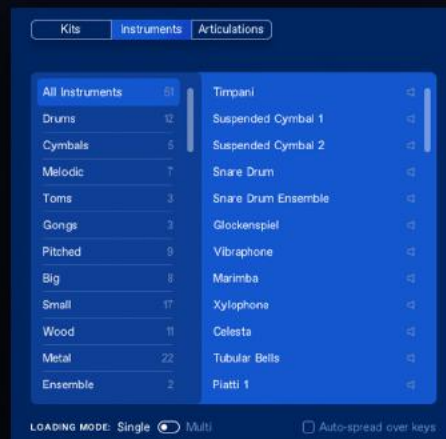
## Library Browser

True Strike now has its own browser that allows you to load kits, instruments and even individual articulations without having to leave the All-in-One Kontakt instrument. In each of these 3 browsing modes, you can select an optional filter on the left, with the results listed on the right.



### 1. Kits

Kits are combinations of instruments that are loaded into True Strike's new mixer. Sometimes they are spread across the keyboard. Other times they are stacked on top of each other so that they are triggered together.



### 2. Instruments

These are the 51 single instruments that make up the True Strike library. You can browse the full list, or filter for a specific instrument category on the left.



### 3. Articulations

Filter for a specific individual articulation. All instruments featuring this articulation will be listed on the right. Clicking an instrument will only load the selected articulations into RAM. All other samples will remain unloaded.

# Performance View



## Mixer

True Strike now offers a Mixer that allows you to build your own kits by loading multiple instruments into slots. Each instrument in each slot can have its own positioning, mapping adjustments and effects. You can spread different instruments across the keyboard, or stack multiple instruments together for a bigger, arranged sound. When using the Mixer, it is important to understand the two loading modes shown in the Library Browser:

**Single mode** Loading an instrument will clear the entire Mixer and assign the new instrument to the first slot. This is the default mode.

LOADING MODE: Single  Multi

**Multi mode** Loading an instrument will assign it to the first free slot. Multi mode is automatically enabled if you click a free slot in the Mixer.

LOADING MODE: Single  Multi

The Mixer offers controls for volume, solo and mute, as well as an option to change the visual order. You can unload an instrument and free up a slot by clicking the X button.



## Mapping Bar

Sampled percussion instruments often have different articulations mapped across the keyboard. True Strike's new Mapping Bar shows you the order of these articulations from left to right. It also highlights the currently selected (and last triggered) articulation in yellow, both in the Mapping Bar and on the keyboard. The Mapping Bar is especially useful if you use a Komplete Kontrol.



In the screenshot above, you can quickly identify where to find the Hit articulation on the keyboard, as well as what its adjacent articulations are. You can also see that Rim is mapped to the left-most keys and Phrases to the right-most keys.

You can unload articulations from RAM by Cmd/Ctrl+clicking them. In the screenshot above, the Phrases articulation is unloaded. You can reload it by simply clicking it.

# Mapping Controls

Click MAP to view the Mapping Controls. In this new view you can shift not only instruments, but individual articulations within an instrument too. You can also trim the range of an instrument or articulation. These are very powerful tools when loading multiple instruments into the Mixer. It is how we created the selection of Kits that come with the library.

The Mapping Controls view also allows you to offset the incoming note velocity or set a lower or upper velocity gate.

Go to Mapping Controls

Drag within the keyboard to shift mapping left or right

Drag the top marker to trim the lowest note

Drag the bottom marker to trim the highest note

Choose whether to edit the mapping of the entire instrument or an individual articulation

Reset all mapping changes and velocity offsets

Select which articulation to edit (when 'Edit: individual articulation' is enabled)

# Help Bar

This PDF document helps you get started with True Strike version 2.0. For more extensive information, there is the on-screen Help Bar.

The True Strike interface offers on-screen help for almost all controls. Simply click a button, knob or slider and a short yet concise description of the control is displayed right above the mixer.

MIXER

MIDI input will select the triggered instrument in the mixer (more CPU)

Auto-select

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