

soundtrax

WAVEMEISTER 2.0

OPERATION MANUAL

Thanks for purchasing the Wavemeister 2.0!

Wavemeister 2.0 is an advanced digital wavetable synthesizer taking full advantage of the latest Kontakt innovations like Drag & Drop sample import and wavetables. It also contains eight of the best new Kontakt effects.

Two independent wavetable engines and a sub oscillator are capable to produce a wide range of digital and analogue sounds.

With its many modulation possibilities, great sounding filters, its powerful Arpeggiator and the Chorder, Wavemeister is an indispensable instrument for contemporary electronic music, modern sound design and for film scores.

The 2.0 version is a , soundtrax' original Wavemeister Synth got an extensive overhaul, including a bigger user interface, new controls and more (and updated) effects.



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1 INSTALLATION

Wavemeister 2.0 requires a full version of **Kontakt 6.5.3** or later. Kontakt Player is **not** supported.

Unzip the downloaded file and copy the 'soundtrax Wavemeister 2.0' folder to your favoured disk location. You shouldn't move or rename the files and folders inside this folder - except for the snapshots.

Copy the 'Wavemeister 2.0' folder containing the snapshot to the following location:

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

WIN: **C:\Users\<your username>\Documents\Native Instruments\User Content\ Wavemeister 2.0**

2 QUICK START

Start by loading some of the snapshots and check out different sounds and the main controls: You can "scan" through the A+B waves with **WT POS** (wavetable position), control their **WARP** type and amount and adjust their **OCTAVE**, **PITCH** and **FINE** tuning. The current wave and the warp result are displayed in real time in the **2D** wave display under the name display.

Click on the 3D wavetable display to toggle between **dual view** (A+B) or **single view** (A or B).

CNTRL (Mac) or CMD (WIN) click: resets a knob to its default value
holding **SHIFT** while **moving a knob:** finer parameter changes

Wavetables can be quickly exchanged by clicking on their names and by selecting a new one from the A or B **wavetable-menu**.

Load own wavetables with **Drag and Drop** from any location of your operating system. Preferably, use one of the "Empty" memory slots for these (It is also possible to exchange any of the existing factory wavetables - but be aware that the provided snapshots might sound quite different when other wavetables are loaded - snapshots don't remember a particular sample, they just load a specific user zone. (Please read the next chapter for more details!)

Check out the Lo Pass and the Hi Pass **Filter** and the **LFOs** (they can have different targets, like Position, Warp, Filter, Pitch, Pan)

Turn on/off the **FX** by clicking on their names. to edit the effects, access the FX page by clicking on **EDIT FX** at the right bottom.

And last but not least: don't forget to check out the powerful **Arpeggiator**.

Most parameters (all except for the menus) can be mapped to external **midi controllers** and can be automated in any DAW (just right click on a knob or value edit, choose LEARN MIDI CC# AUTOMATION and move your external controller.)

Some controls already have pre-mapped automation assigned to use in **Complete Kontrol**. For a detailed list of all KK-controls, check the Chapter 7 in this manual.

3 DRAG + DROP WAVETABLE IMPORT

To import a new wavetable, simply **drag + drop** a file from any disk location onto Wavemeister's waveform display. If there is already an audio file in memory, it will be replaced (without a warning) by the new waveform file.

When dragging an audio file over the display, the wavetable turns **red**, which means that it is ready to be exchanged. After dropping the new sample, it will be shown in the displays and its file name will also appear in the wavetable menu.



Which Audio Formats can be imported?

WAV, AIF, NCW, REX (at all lengths and sampling rates).

Anything from 1KHz to 96 KHz in **MONO** or **STEREO** will work.

Wavetables created by **SERUM** or any other Wavetable synth with export function can be read without problems.

It is **not** possible to import **mp3, OGG, FLAC** formats.

Be aware that Kontakt has some problems with certain higher **bit rates**:

64 bit float AIF+WAV wont work at all.

32 bit float AIF files created by some programs (like Cubase) also won't work.

There are three empty wavetable slots in A or B to add custom wavetables - use these if you don't want to mess with the existing snapshots - but it is also possible to replace **any** wavetable in the synth. To make wavetable changes permanent, it is necessary to save the nki. (save patch only, untick absolute path). It might be a good idea to use a different name for the nki.

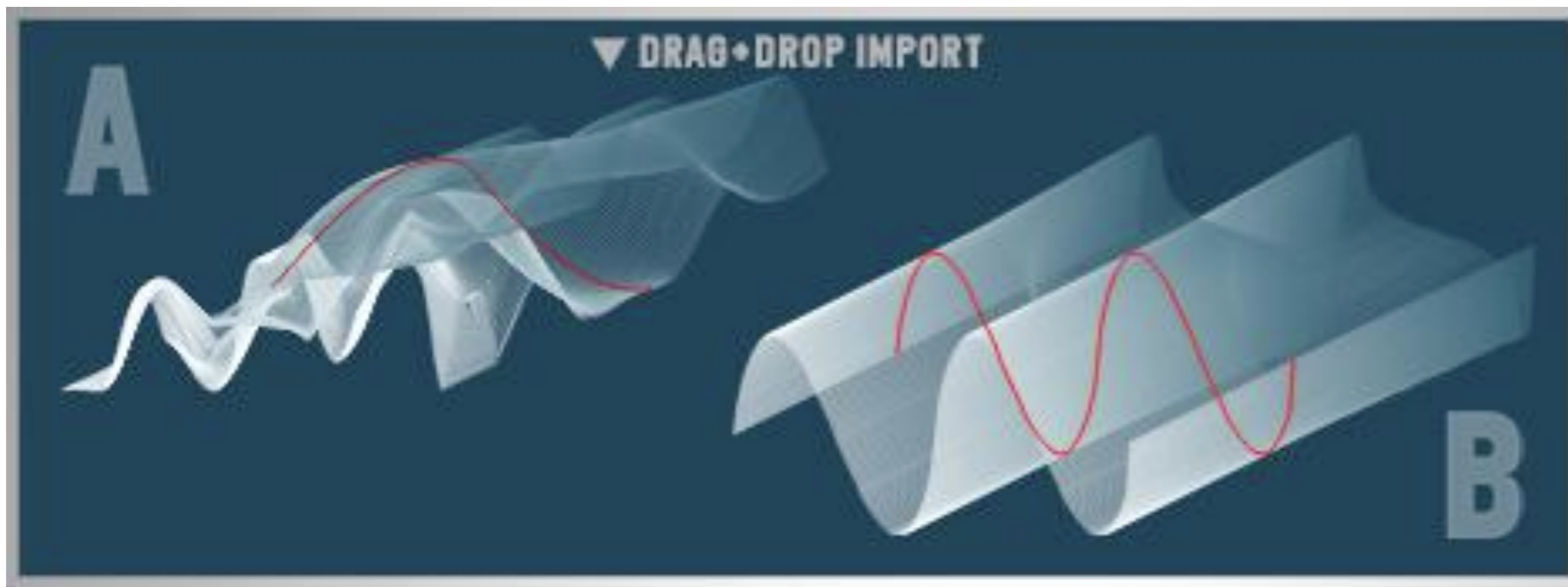
Audio files can only be imported as **wavetables** into **OSC A or B**, but **not** as regular **samples** to **SUB OSC C**. This oscillator has a support function for the wavetable oscillators and contains fixed basic waveforms, noise and static sounds.

But since it is possible to import (almost) anything into the wavetable slots, it is really fun to experiment with importing regular WAV or AIF samples and hear how they sound as wavetables. If you load the "MOTION Wave Scanner" snapshot, you can quickly import and "scan" other waves too: Simply adjust the LFO rate to control the scan speed.

A lot of the classic wavetables banks and new wavetable creations can be also found on the internet - and there are some Kontakt factory wavetables that are worth checking out - they can be found here:

Mac: macHD/Library/Application Support/Native Instruments/Kontakt/groups/

Win: c:\Program Files\Common Files\Native Instruments\Kontakt\Groups



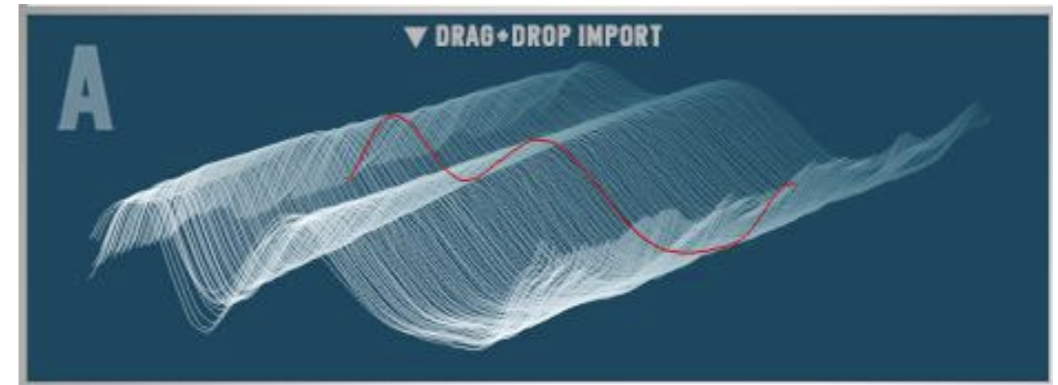
Two wavetables loaded into the memory of Wavemeister 2.0.

4 OVERVIEW

WAVETABLE 3D DISPLAY / DROP AREA

The **main display** shows the loaded wavetables and its current wave position. Click on the display to toggle between **A + B / A or B**.

Note that 3D waves won't show warp modulations - they are only visible in the 2D display (under the LED name displays)



Drop a new audio file on A or B to replace the current wavetable.

WAVETABLE A/B CONTROLS



Click on the **LED name display** to load different factory wavetables from the **A or B wavetable menu**. There are 17 Factory Wavetables for each Oscillator available - plus three empty slots to load custom wavetables.

2D Waveform shows the current position and warp state

Use the **SOLO / MUTE** switches to focus on single sound sources

VOL: Volume

WT POS: Wavetable Position

WARP: amount of Warp

TYPE: PWM, Sync, Bend, Asym, Mirror, Quant, Off

OCT, PITCH, FINE knobs to adjust the pitch

LFO1/2, LP F on/off switches determines if the signal is modulated by the LFOs or to the Lo Pass Filter

SUB OSC C



The **LED name display** shows the currently loaded sample.
Use the **SOLO / MUTE** switches to focus on single sound sources.

VOL: Volume

NOISE: adds white noise to the sample,

OCT: octave (-2 to +2)

P ENV / LFO2 / LP F on/off switches routes the Sub Osc C to these modulation destinations

Please note that it is not possible to exchange any of the SUB OSC samples via drag and drop.

ENVELOPES

AMP ENV to shape the sound of the nki with Attack, Decay, Sustain, Release.

PITCH, WARP, WT-POS ENV with Env +/- and Decay Control.

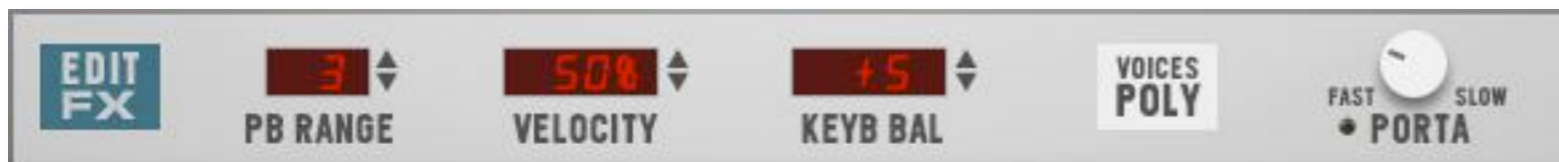


Please note that all envelope changes will take effect only after a new key is played (this is a Kontakt limitation.)

KEYBOARD CONTROLS

In this panel, the **Pitch Bend Range**, **Velocity Sensitivity**, **Keyboard Balance** and **Portamento Time** can be set.

VOICES POLY/MONO toggles between monophonic and polyphonic keyboard mode.



QUICK FX + CHORDER SWITCHES

Switches to quickly turn on/off all effects and to activate the chorder



When the Chorder is activated, INACTIVE will change to LEARN. Clicking on LEARN and playing a chord will write a new chord or interval into the Chorder's memory.

LFOs

Wavemeister 2.0 contains two custom scripted LFOs. The LFO destinations can be set by clicking on them:



AMNT: The amount/depth of the LFO

RATE: The rate/frequency of the LFO

LFO 1 can modulate **POS** or/and **WARP** (OSC A+B only)

LFO 2 can modulates **Pitch, Filter, Pan** (for all OSCs)

Click on the **LFO waveform** to choose from Sine, Triangle, Saw, Saw Reverse, Square or Random.

Click on the **SYNC** switch to change between **TEMPO** and **FREE** sync.

RETRIG ON/OFF determines if the LFO starts when a new key is played

FILTERS

Wavemeister's main filter is a 12dB Low Pass Ladder Filter. There is also an additional 12dB High Pass Filter available.



FREQ: Filter Cutoff Frequency

RES: Filter Resonance

KEY F.: Sets the Resonance Key Follow amount from 0% to 100%.

ENV: Filter Envelope amount

DEC: Filter Envelope decay

LO CUT: Cutoff Frequency of the High Pass Filter. Use this control to cut off unwanted low frequencies of a sound.

ARPEGGIATOR

Powerful Arp with 16 different play modes and 16 velocity steps.



EDIT FX SWITCH

click on EDIT FX to access and edit all effects.



5 EFFECTS

Wavemeister 2.0 contains eight onboard effects: **Reverb** and **Replika Delay**, both with extensive controls, and the Stomp Box FX **Lo-Fi**, **Chorus**, **Flanger**, **Phaser**, **Drive** and **Compressor**.



Wavemeister's effect panel

These are the original effects in the Kontakt engine:

LO-FI: Combination of Lo-Fi and EQ3

CHORUS: Choral (Synth setting)

FLANGER: Flair (Standart, 10 Voices)

PHASER: Phasis (Ultra setting, 3 Notches)

DRIVE: Van51 (Lead channel)

COMP: Supercharger GT (Mild setting)

REVERB and **REPLIKA DELAY** have their original Kontakt names.

For details about the effects please check the Kontakt 6 manual.

Click on any of the effects to turn them **on or off**.

All Wavemeister effects are insert effects.

All rate settings in the stomp boxes are frequency based (not Tempo based) - only Replika Delay has a switch that toggles between TEMPO SYNC and FREQ SYNC.

Please be aware that the use of multiple effects might increase the CPU load of a patch (dependent on the FX settings).

6 SNAPSHOTS

Snapshots were introduced with Kontakt 5.4 (the camera icon next to the nki name) and they are the best way to load, save or delete patches in Kontakt. Snapshots won't re-load the whole instrument, but will only the load the settings of the nki.

In order to use the provided presets you must copy the "Wavemeister 2.0" folder (containing the Kontakt snapshots) to the following disk location:

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

WIN: C:\Users\<your username>\Documents\Native Instruments\User Content\ Kontakt\Wavemeister 2.0

If there are no 'User Content' or 'Kontakt' folders yet, you will have to create new ones.

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

What is stored in a snapshot?

Snapshots store information about all settings except for user zones (i.e. the wavetables) and the CC# controller mappings of the nki.

Therefore the **nki** should only be re-saved ("Patch Only" and no Absolute path) if you exchange wavetables and want to make these changes permanent or if you want to make new MIDI CC# assignments permanent.



loading a snapshot into Wavemeister

7 AUTOMATION + KOMPLETE KONTROL

Wavemeister 2.0 comes with these pre-defined host automation mappings:

#000-#007: not assigned

Quick Controls

#008: LPF Freq

#009: LPF Reso

#010: F Env

#011: F Dec

#012: HP Filter

#014: Pan

#015: Main Volume

A/B/C

#016: Vol A

#017: Warp A

#018: Oct A

#019: Vol B

#020: Warp B

#021: Vol B

#022: Vol C

#023: Oct C

Effects

#024: Reverb

#025: Delay

#026: Lo-Fi

#027: Chorus

#028: Flanger

#029: Phaser

#030: Drive

#031: Comp



Wavemeister's Quick Controls in Komplexe Kontrol

To assign additional controls, open Browser > Automation > Host Automation, select a free automation number and drag it over a knob or switch on the Wavemeister Interface.

WAVEMEISTER 2.0 TECH SPECS

- Digital Wavetable synth for Kontakt 6 with two Wavetable oscillators and a sub oscillator.
- Drag & Drop Wavetable import (WAV, AIF, REX or NCW at any length/sampling rate)
- 3D and 2D (real time) Wavetable display
- Wavetables: Controls for Volume, WT-Position, Warp (Type and Amount), Octave, Pitch and Finetune
- Sub Osc: Controls for Volume, Noise, Octave
- Low and Hi Pass Filter (12dB Ladder) with LPF Env.
- 2 LFOs with multiple destinations (Position, Warp, Pitch, Filter, Pan)
- Envelopes: Amp Env (ADSR), Pitch Env, WT-Position Env, Warp Env
- Keyboard Controls: Pitch Bend Range, Velocity, Key Balance, Poly/Mono switch, Portamento
- Chorder with assignable Chord/Interval memory
- Arpeggiator with 16 different modes
- 8 high quality effects:
 - Reverb (Modes: Room or Hall)
 - Replika Delay (Modes: Modern, BBD, Tape, Vintage or Diffuse)
 - Lo-Fi
 - Choral (Chorus)
 - Flair (Flanger)
 - Phasis (Phaser)
 - Van 51 (Drive)
 - Comp (Supercharger GT)
- Over 100 snapshots
- NKS ready

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WAVEMEISTER 2.0

9 ACKNOWLEDGEMENTS

Thanks to the beta testers Mono, Eric, Matthias and Frank, to Glyn at LootAudio for his support, to Paul for his KK expertise and to all members of the Kontakt Script Forum for their invaluable help.

Questions, suggestions, feature requests, bugs? please don't hesitate to send a mail to **info@soundtrax.de**