

HANDZ

USER MANUAL

The screenshot displays the HANDZ software interface, which is part of the ZAPZORN COMPOSER TOOLKIT. The interface is dark-themed and features several sections:

- Top Panel:** Includes a key icon, a dropdown menu for "Handz", and various status indicators such as "Output: st. 1", "Voices: 0 Max: 130", "MIDI Ch: [A] 1", and "Memory: 48.95 MB". It also features a "Tune" knob set to 0.00, a "Purge" button, and a "Memory" indicator.
- Composer Toolkit:** A horizontal bar with the text "COMPOSER TOOLKIT", "HANDZ", and "ZAPZORN".
- Claps Menu:** A section titled "CLAPS MENU" containing four icons representing different clap sounds: a hand clapping, a hand clapping with a square wave, a hand clapping with a square wave and a list icon, and a hand clapping with a square wave and a list icon.
- Delay Section:** A section titled "DELAY" with a power button. It includes four knobs for "Time", "Feedback", "LowCut", and "HighCut". It also features two dropdown menus for "MODERN" and "PING PONG", and two buttons for "SYNC" and "STEREO". There are four more knobs for "Depth", "Rate", "Saturation", and "Wet".
- Reverb Section:** A section titled "REVERB" with a power button. It includes five knobs for "Time", "Predelay", "LowShelf", "HighCut", and "Damping". It also features five more knobs for "Stereo", "Diffusion", "Size", "Modulation", and "Wet".

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Thank you for purchasing ZapZorn's Handz for Kontakt 6!

ZapZorn's Handz is a natural claps and snaps library for use in all applications of adding naturally recorded claps and snaps to your musical creations. Created to save time in recording actual claps and snaps for each custom recording, this first release of ZapZorn's Composer Toolkit Series gives you many options of pristinely recorded varieties of claps and snaps for nearly every application.

What is the workflow and footprint of ZapZorn Handz?

ZapZorn Handz was created for ease of use for multiple claps and snaps applications. Handz structure starts with two options for both claps and snaps.

The first option is a menu structure of multiple performances and types of claps and snaps. These performances have multiple velocities and varieties of claps and snaps. The idea was to give the producer many options to suit their compositional needs. They were also designed to emulate a studio environment of clap and snap recordings to give the user creative control of the sonic production and alteration of the sounds.

The second option is to take the primary clap and snap performances and spread them out using the piano keys as a stereo field where the lower most keys are panned hard left, the middle keys are panned center and the highest keys are panned hard right. The field gradually moves from hard left to hard right giving the user creative control on where to place the claps and snaps in the mix.

The idea of the Composer Toolkit Series was to keep it simple and direct for the end user. Look for new releases in the series soon.

These claps and snaps were sampled in high quality 96k and 24 bits using a Neumann U87 and Millennia STT-1 tube preamp. They were recorded at multiple velocities then carefully edited, mastered, matched, and categorized to maximize usefulness.

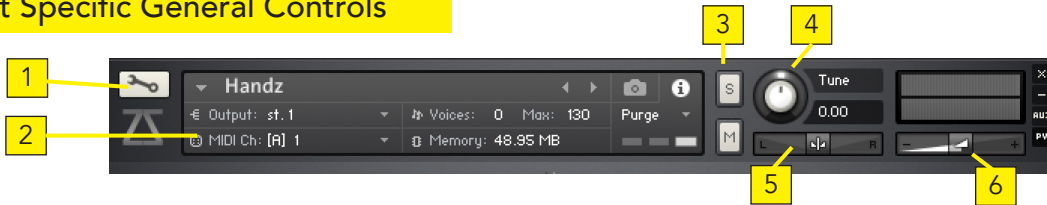
Use the guide below to explore all the possibilities that ZapZorn Handz has to offer your sound.

System Requirements

- It is recommended that you have an i5 or better processor for Kontakt 6
- ZapZorn Handz requires a full version of Kontakt 6.2.2
- ZapZorn Handz has minimal memory requirements

User Interface Overview

Kontakt Specific General Controls



- 1 The wrench in Kontakt allows the user to go in and alter mappings, key ranges, zones, effects and a multitude of other aspects of the sample library. This is only to be used by advanced users as you could permanently alter the sample library if you accidentally overwrite the patch structure.
- 2 The Output and Midi area show which output from your audio interface Kontakt is directing this instance of Kontakt and which midi channel it is receiving the patch.
- 3 The 'S' and 'M' buttons are Kontakt's Solo and Mute buttons.
- 4 The tune knob tunes the samples in increments of half steps. To achieve tuning in between half steps you can mouse over the knob to turn it while pressing the Shift key.
- 5 This slider is the pan for this instance of Kontakt. Move it to the left or right to alter the position of the audio signal.
- 6 This is the overall volume of this instance of Kontakt. Make sure to keep your eye on the meters above to make sure you are not clipping your signal. You will know you are clipping when the meters flash red.

Kontakt has many other features. Please refer to the [Kontakt Manual](#) available on the Native Instruments website for the full feature set of Kontakt.

ZapZorn Handz Controls



- 1 This is for claps and snaps menus only - it is a stereo or mono switch. With the 2 dots left and right, the menus are in stereo, with one center dot the menus are mono.
- 2 This tells you which of the 4 groups you are on
- 3 This is the claps menu
- 4 This is the claps laid out in stereo over the span of the keyboard from C0 to C7
- 5 This is the snaps menu
- 6 This is the snaps laid out over the span of the keyboard from C0 to C7

User Interface Overview (continued)



- 7 This is a graphical representation of all the parameters of Kontakt 6’s new Replika Delay. For more information on all the parameters of the Replika Delay, please refer to the Kontakt 6 Manual which can be found [here](#). Replika Delay parameters are on page 180.
- 8 This is a graphical representation of all the parameters of Kontakt 6’s new Reverb. For more information on all the parameters of the Reverb, please refer to the Kontakt 6 Manual which can be found [here](#). Reverb parameters are on page 180-181.
- 9 This is where you can save your own settings as presets for both the Replika Delay and the Reverb. The up arrows allow you to save your settings for the effects that you create. Please note that in the Data folder in the ZapZorn Handz folder contains 2 additional folders, one for Delay and one for Reverb. It is important that you put your saved Replika Delay presets in the Delay folder and the Reverb presets in the Reverb folder. Failure to put these in the right folder will give you an error message when you try to recall the preset. The down arrows are where you can recall your preset settings back into the instance of Handz to use.
- 10 These buttons are the on/off buttons for the effects. Please note that if you recall your effect presets, they won’t actually sound until the effect is on.

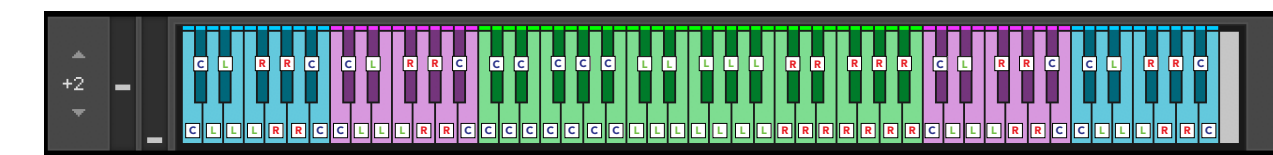
Handz Group Mappings

Claps and Snaps Menus

If you are using a clap menu 3 or a snap menu 5 this is how they are laid out.

Claps

Samples (C0 to C7)

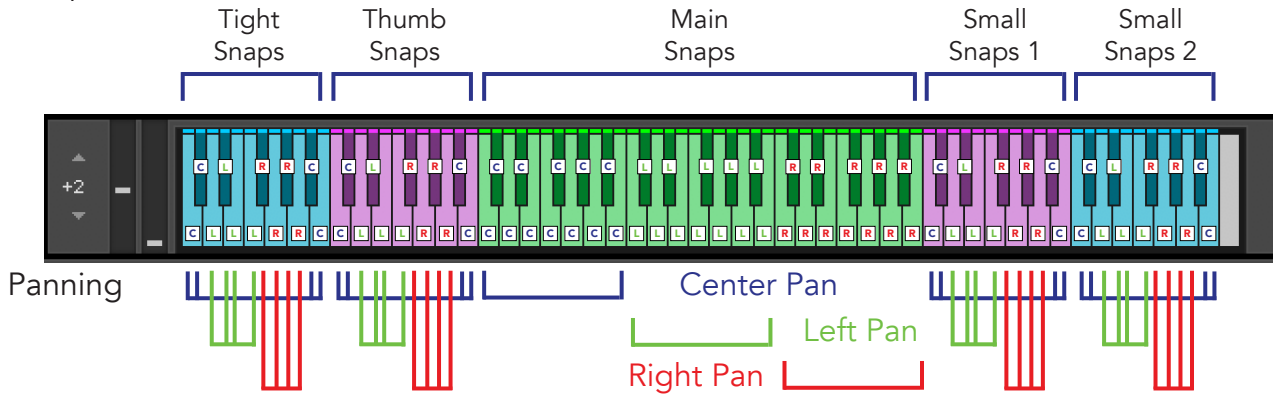


Handz Group Mappings (continued)

Claps and Snaps Menus (continued)

Snaps

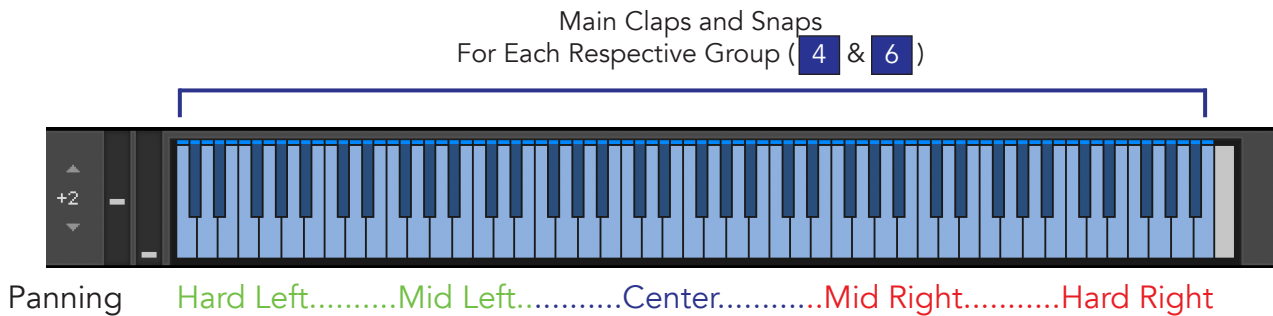
Samples (C0 to C7)



Claps and Snaps Stereo

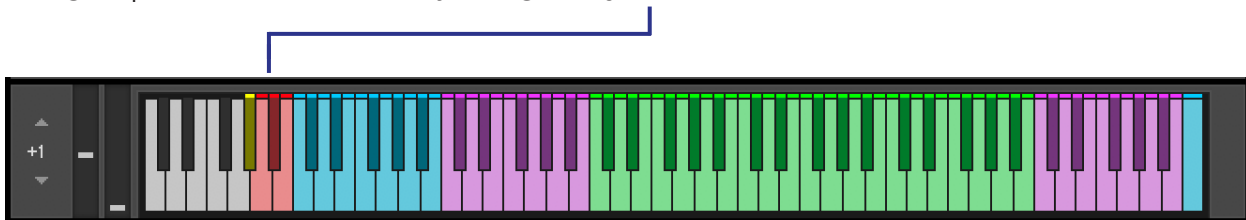
If you are using a stereo claps **4** or a stereo snaps **6** this is how they are laid out.

Samples (C0 to C7)



Claps and Snaps Key Switches

The four groups can be activated by using a key switch.



The yellow key indicates the active group and the red keys indicate the other groups you can activate via key switching. The key switches are:

- B-1: Claps Menu
- A#-1: Claps Stereo
- A-1: Snaps Menu
- G#-1: Snaps Stereo