

RHYTHMUS

NAROTH AUDIO



USER MANUAL

RHYTHMUS

TABLE OF CONTENTS

INTRODUCTION.....	1
SYSTEM REQUIREMENTS.....	2
THE ENGINES PT. I.....	3
THE ENGINES PT. II.....	4
KEYBOARD MAP.....	5
SAVE / LOAD PRESETS PT. I.....	6
SAVE / LOAD PRESETS PT. II.....	7
FX PAGES PT. I.....	8
FX PAGES PT. II.....	9
ADDITIONAL INFO.....	10
EULA.....	11

INTRODUCTION

Naroth Audio is proud to present its first ever Sample Library, RHYTHMUS!

RHYTHMUS is a unique take on what percussion can mean to a musician. We looked outside, on the street, in the cupboards, under the bed, in the garage, in the trash, amongst many other places to find interesting and new takes on the instruments behind musical rhythm. After a long and measured search we found 100 objects to create the sound-sources to fuel our powerful engines. RHYTHMUS brings organic life to what can be a mundane and robotic ocean of sample libraries out there. At Naroth Audio our goal is to bring the composer, the producer, and the hobbyist a truly unique and fresh set of tools to create with.

RHYTHMUS first and foremost is a percussion library. Built with 4 powerful RHYTHMUS Engines, you will have the capability to play 4 sound sources completely independent of each other in regards to their rhythm and processing. Each engine was built with the user in mind to create a powerful yet intuitive sequencer that anyone can use with ease. The RHYTHMUS Sounds have also been extensively sampled with 3 Dynamic Layers per Sound (P, MF, F) and 8 Round Robins per Dynamic Layer.

We sincerely appreciate your support and we hope you enjoy RHYTHMUS!

Best,

David Naroth

SYSTEM REQUIREMENTS

KONTAKT

FULL version of Kontakt v6.3.2 (or higher) is required

WINDOWS

- Windows 7, Windows 8, or Windows 10 (latest Service Pack)
- Intel Core Duo 2.3GHz (or higher)
- 4 GB RAM (Minimum) / 8 GB RAM (Recommended)
- 32bit & 64bit supported

MAC

- macOS 10.12 (or higher)
- Intel Core Duo 2.3GHz (or higher)
- 4 GB RAM (Minimum) / 8 GB RAM (Recommended)

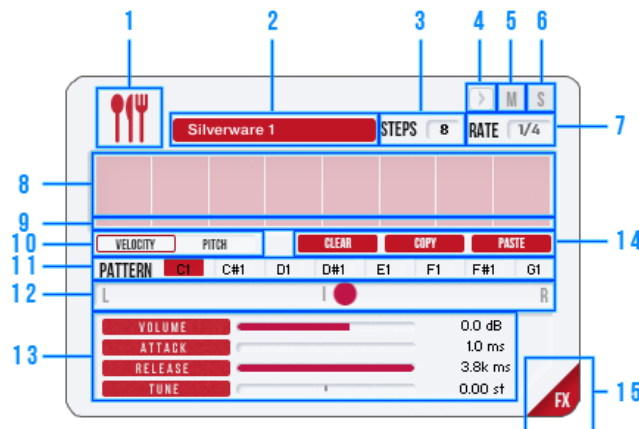
DISK SPACE

RHTYHMUS requires a minimum of 2.59 GB disk space

INSTALLATION / USE

1. Once downloaded, move the RHYTHMUS' main folder to your preferred sound drive or other location.
2. Open up Kontakt 6 in your DAW of choice
3. Load RHYTHMUS
4. Start Creating

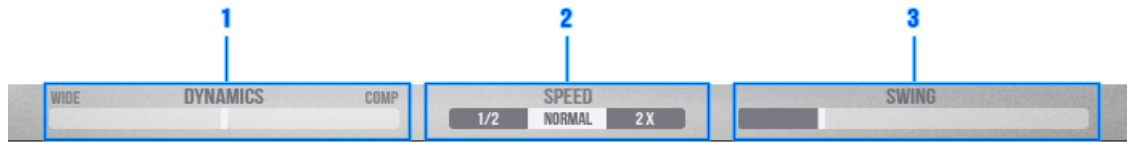
THE ENGINE PT. I



1. **ICON** - Displays the currently selected instrument.
2. **SOUND SOURCE** - Shows the currently selected sound source, click it to open sound selection browser.
3. **STEPS** - Drag this to select how many steps appear in the sequencer (1 - 16)
4. **OUTPUT** - Here you can change what output the selected sequencer will route out of Kontakt's internal outputs. NOTE: you must create the outputs first.
5. **MUTE** - Mutes the sequencer.
6. **SOLO** - Solos the sequencer.
7. **RATE** - Drag this to choose the note value the steps of the sequencer will be.
8. **SEQUENCER** - Here you can edit the pattern of the sequencer.
9. **PLAYBACK** - When playing, this will show you what step the sequencer is at.
10. **VELOCITY / PITCH** - This will toggle the edit view to allow you to edit either the velocity or pitch for the sequencer
11. **PATTERN PAGES** - These 8 pattern pages are individually customizable, playable, as well as able to cycle from one into the next. SEE KEYMAP for in depth instructions on what keys trigger these.
12. **PANNER** - This is a standard Left/Right Panner
13. **ENVELOPE** - Here you can control the Volume, Attack, Release, & Tune of the Sequencer
 - Tune moves in semitones, or holding SHIFT can move in 0.10 semitones for a finer tuning
14. **FUNCTIONS**
 - a. **CLEAR** - Clears what is currently displayed in the Sequencer. This will not clear both Velocity & Pitch, only what is currently in view.
 - b. **COPY** - Copies the Velocity & Pitch of the current pattern.
 - c. **PASTE** - Pastes the Velocity & Pitch to the current pattern.
15. **EFFECTS** - Opens the FX page for the selected Sequencer.

THE ENGINE PT. II

BOTTOM CONTROLS



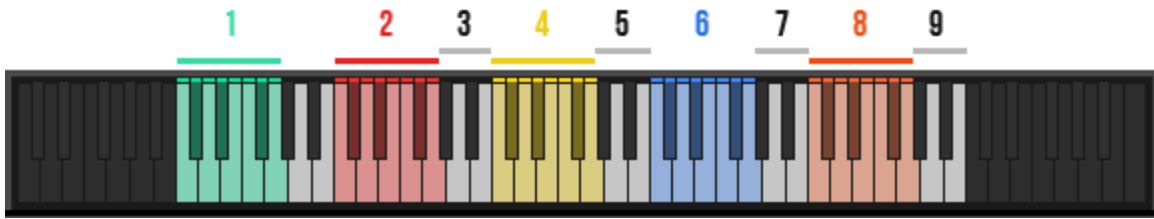
1. **DYNAMICS** - Controls the Dynamic Range of the Sequencer. Centered is Normal. To the right is a compressed Dynamic Range. To the Left is a wider and more Dynamic. This is automatable and controlled by CC1 or the Mod Wheel.
2. **SPEED** - Allows the choice of Half Tempo, Normal, Or Double Time for the Sequencer. This will not adjust timed FX such as Delay.
3. **SWING** - Adds a swing feel to the Sequencers Rhythms.

TOP CONTROLS



1. **FAVORITES** - Pressing this button will save the current Preset to the Favorites List in the Preset Page.
2. **NAV ARROWS** - These two arrows will go to the Next Preset or to the Previous Preset.
3. **PRESET** - This shows the current Preset. Clicking this will open the Preset Page.
4. **SAVE ICON** - Clicking this will open the Save Menu
 - a. **Overwrite** - Overwrites and Saves to the current preset.
 - b. **Save As** - Opens up the Save Page to custom name a New Preset.
5. **HUMAN BUTTON** - Adds a small random delay to each note of the Sequencer giving it a more Human Feel.
6. **CYCLE** - Allows the Sequencer to Auto Cycle through the Pattern Pages in a loop in the amount of 2 - 8 patterns. Once reaching the end it will go back to your starting pattern and continue again.
 - a. **Performance Mode** - Perf Mode allows you to play each Pattern Page on a loop, or play one into another, or in the middle of a pattern go to another without losing the pattern position.

KEYBOARD MAP



Each Sequencer has 8 Patterns. These 8 Patterns are reflected by Notes such as C is the first pattern of each sequencer, D# is the 2nd of each, and so on. Each Sequencer can be triggered individually, a couple at a time, or all of them together.

- 1. ALL** - These Keys trigger all 4 Sequencers and their respective Patterns. NOTE: When playing the ALL Keys, you will not be able to play the Sequencers Individual Pattern keys. However you can play their Live Keys on top (See Below)
- 2. SEQ1** - These Keys trigger just Sequencer 1
- 3. SEQ1 LIVE** - These Keys are the playable keys triggering the sound chosen for Sequencer 1. You can play these in on top of any sequencer.
- 4. SEQ2** - These Keys trigger just Sequencer 2
- 5. SEQ2 LIVE** - These Keys are the playable keys triggering the sound chosen for Sequencer 2. You can play these in on top of any sequencer.
- 6. SEQ3** - These Keys trigger just Sequencer 3
- 7. SEQ3 LIVE** - These Keys are the playable keys triggering the sound chosen for Sequencer 3. You can play these in on top of any sequencer.
- 8. SEQ4** - These Keys trigger just Sequencer 4
- 9. SEQ4 LIVE** - These Keys are the playable keys triggering the sound chosen for Sequencer 4. You can play these in on top of any sequencer.

SAVE / LOAD PRESETS PT. I

1. SAVING PRESETS

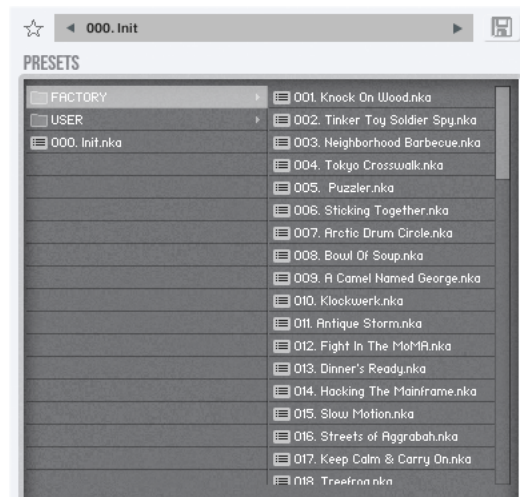


OVERWRITE Overwrite Presets by choosing “OVERWRITE” in the dropdown menu after clicking the Save Icon in the Main Page of RHYTHMUS.

SAVE AS Create New Presets by choosing “SAVE AS” in the dropdown menu after clicking the Save Icon in the Main Page of RHYTHMUS. Choosing Save as will open up the Save Page where you will see the above dialogue. Here you can name your preset as well as input your name into the Author box.

NOTE: Once a New Preset is created, you will not see it inside the Preset Browser until you have reloaded RHYTHMUS into Kontakt or opened up a new instance of RHYTHMUS in Kontakt

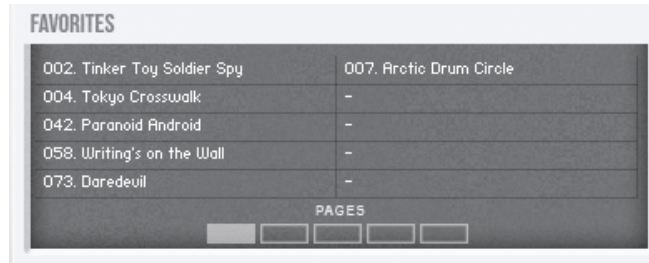
2. LOADING PRESETS



In the Save Page is the Preset Browser where you can view and load Factory, User, and Expansion Presets. Double Click a Preset to load it

SAVE / LOAD PRESETS PT II.

3. FAVORITES



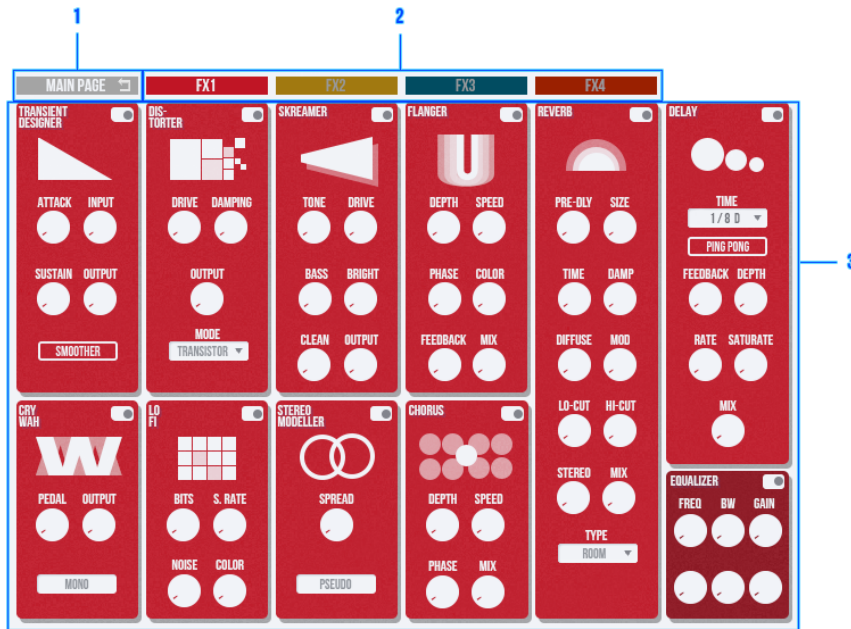
The Favorites section at the bottom of the Save Page is where your Favorited Presets are contained. Here you can recall Presets that you have favorited for easier access. There are 5 favorite pages with 10 favorite slots each for a total of 50 favorable Presets.

DELETING FAVORITES If you find you no longer like something you have favorited, you can delete it in 2 ways.

1. CONTROL + CLICK (macOS: COMMAND + CLICK) the Preset in the Favorite Browser to unfavorite it.
2. Load the Preset, and Click the Golden Star at the top to unfavorite it.

EFFECTS PT. I

THE EFFECTS PAGE



Each Sequencer comes with its own set of FX to distort, modulate, and mix.

1. **MAIN PAGE** - This button will return you to the Main RHYTHMUS Page
2. **FX TABS** - These buttons will change the FX Page to show FX for the selected Sequencer
3. **THE FX** - These are all of the FX for the selected Sequencer. Read below to see what each one does!

THE FX

TRANSIENT DESIGNER

This shapes the Attack & Sustain of the sound boosting or diminishing either. Each Sequencer comes with its own set of FX to distort, modulate, and mix.

DISTORTER

This crushes and heavily distorts the sound. This comes with 2 different modes (Transistor or Tube)

SKREAMER

This distorts the sound as well as shapes and controls the tone of the distortion.

FLANGER

This works by mixing two identical [signals](#) together, one signal delayed by a small and gradually changing period.

EFFECTS PT. II

CRY WAH

This module is a reproduction of the popular Crybaby Wah Pedal.

LOFI

This bit-crushes and distorts the sound in a degrading and low-resolution way

STEREO MODELLER

This gives more control of the stereo image of the sound. You can widen the sound as well as reduce the stereo image.

CHORUS

This mixes the original sound with one or more pitch-shifted copies of that signal.

REVERB

This is a powerful Reverb unit with many controls for its sound and shape.

There are 2 modes (Room & Hall)

NOTE: This is CPU Heavy (2 Per Instance MAX is Highly Recommended)

DELAY

This is a very versatile and powerful Delay unit.

NOTE: This is CPU Heavy (Not as much as the Reverb, but use Sparingly when mixed with Reverbs)

ADDITIONAL INFO

Thank You again for your purchase of RHYTHMUS! We are a small company and highly appreciate your support. We are very excited to have you as a customer and look forward to sharing more of our deep dives into all of the possibilities of what sample libraries can be!

ABOUT NAROTH AUDIO

My name is David and this is Naroth Audio. I have always been someone who would lean towards unusual and non traditional sounds wherever I could in my work as a composer. I always found that the less perfect something was, the more human it was. Writing on different TV Shows & Films I realized that a large part of my work would be "de-perfecting" sample libraries as I used them. This was what motivated to start Naroth Audio. This sample project is based on the idea of finding a balance between realism and perfection, not only in the play-ability of these instruments but in the instruments themselves.

TECHNICAL SUPPORT:

If you run into any issues with your product, please reach out to us at info@narothaudio.com and we will get back to you as soon as we can!

LICENSE AGREEMENT

1. OVERVIEW

This End User License Agreement (“Agreement”) is a legal and binding agreement between any sole individual or single entity (“Licensee”) and Naroth Audio LLC (“Owner”) that must be accepted prior to use and/or download of Naroth Audio Products. Licensee acknowledges that the sound recordings, performances, images, scripting and/or code contained in this product are the intellectual property of Naroth Audio LLC and nothing in this Agreement should be construed as transferring any aspects of such rights to Licensee or any third party. Licensee hereby warrants and represents that Licensee is of legal age and has **full power**, authority and legal right to enter into this Agreement and to perform all of its obligations hereunder and thereunder.

2. PRODUCTS

Naroth Audio is a sampling company and online retailer service that allows you to view, purchase, and download recorded audio, samples, loops, software files, documentation, and sound effects (“Product”).

3. LICENSE

Owner grants Licensee a non-exclusive, non-transferable license to (1) use the Product for commercial or non-commercial music production, public performance, broadcast or similar use and (2) copy the Product for archival and backup purposes only. You may not use the Product for any commercial or non-commercial purpose except where you have combined them with other sounds. The usage of any Naroth Audio LLC Product in the creation of any virtual instrument, sound library, or sample-based product of any kind is strictly prohibited.

4. RESALE

Resale or redistribution of any Naroth Audio LLC Product, its sounds or their derivatives, through any means, including but not limited to: edited form through samples, sample packs, and loops is strictly prohibited.

5. REFUNDS

Due to the nature of downloadable products, all sales are final and your purchase is not refundable.

6. INDEMNITY

You agree that Owner shall have no liability whatsoever for any use you make of the Product. Licensee will defend, indemnify, and hold harmless Owner, its affiliates, employees, and agents from any third party claims, damages, liabilities, costs and fees arising from Licensee's use of the Product as well as from Licensee's failure to comply with any term and/or obligation of this Agreement.

7. LIABILITY

Licensee agrees that Owner's liability hereunder shall be limited to the amount paid by Licensee for the Product.

8. TERM AND TERMINATION

Owner may at any time, at Owner's sole discretion, terminate this legal Agreement without any prior notice to Licensee if Owner believes Licensee has breached any term of this Agreement. Licensee may terminate the Agreement and license by destroying the Product.

9. CONTACTING OWNER

If any questions arise in regards to the Agreement, please contact us at info@narothaudio.com