TELETONE AUDIO

ELECTRO

Electronic
Rhythm
Orchestrator

Made for KONTAKT Player
NKS Native Kontakt Standard

NOTICE

INSTALLATION

For the most up-to-date and comprehensive step-by-step breakdown we recommend you visit the Installation Guide on our website.

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INSTALLATION GUIDE:

https://www.teletoneaudio.com/installation-process

SYSTEM REQUIREMENTS

KONTAKT VERSION REQUIREMENTS
Kontakt or Kontakt Player 6.7.1 or higher

MAC SYSTEM REQUIREMENTS
Mac OS X 10.14
Minimum Intel Quad Core i5
4GB RAM or higher
32bit DAWs not supported
Must be connected to internet during install

PC SYSTEM REQUIREMENTS
Windows 10
Minimum Quad Core CPU
4GB RAM or higher
32bit DAWs not supported
Must be connected to internet on install

THE
INTERFACE

HOME
The HOME page is where you will adjust the *sound* of Electro.

BEATMAKER

The BEATMAKER page is where you will sequence the *beats* of Electro.

MIDI MAP LAYOUT

Electro mostly follows the standard MIDI mapping for drum software.
Below is the specific breakdown for how the sounds are mapped out.

MANUAL MODE MAPPING

C1 Kick

C#1 Snare Side stick

D1 Snare

D#1 Snare

E1 Snare

F1 Tom 2

F#1 Tight Hat

G1 Tom 2

G#1 Tight Hat

A1 Tom 1

A#1 Loose Hat

B1 Tom 1

C2 Open Hat

C#2 Crash

D2 Tight-ish Hat

D#2 Ride

E2 Perc 1

F2 Perc 2

G2 Perc 3

BEATMAKER MODE MAPPING

C3 Measure 1

D3 Measure 2

E3 Measure 3

F3 Measure 4

G3 Measure 5

A3 Measure 6

B3 Measure 7

C4 Measure 8
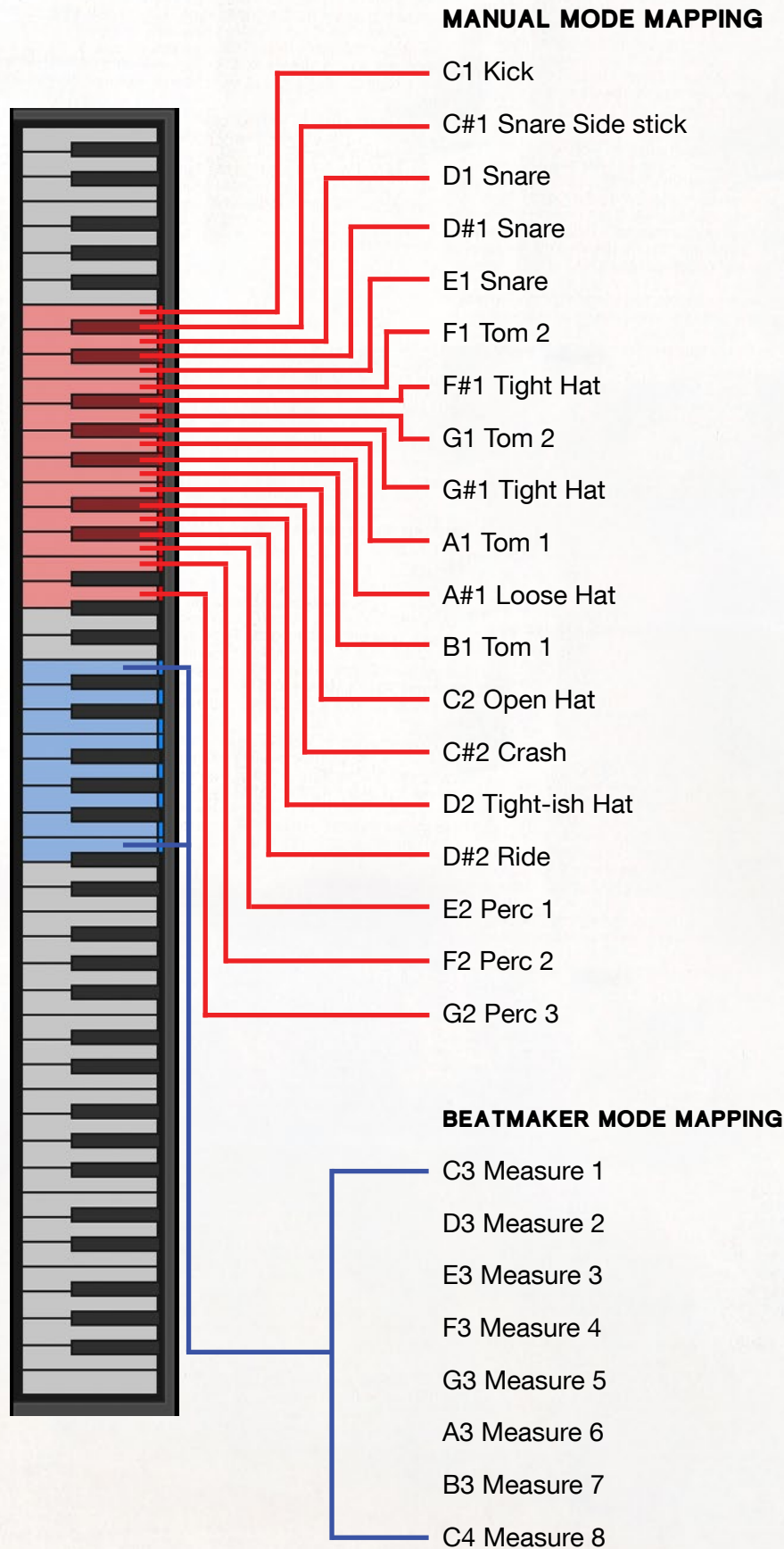
SOUND DESIGN PERFORMANCE CONTROLS

The Sound Design section allows you to bend the sound
and rhythm in real-time using your Pitch and Mod Wheel.

STRETCH — using Electro's time-stretch algorithm, samples can be stretched or contracted by moving the Pitch Wheel up or down.

SPEED — change up the beat in real-time by going half time or double time. With the Pitch Wheel down the BEATMAKER plays back in half time. With the Pitch Wheel up it plays the beat back in double time.

CHAOS — introduces a stuttering, skipping effect to your beat. Push the Pitch Wheel up for 16ths and 32nds, down for 8th and 16th triplets.

FILTER — introduces a high pass filter when the pitch wheel is pushed UP and an equivalent low pass filter when you push the Pitch Wheel DOWN.

REVERSE — reverse the samples by bringing the Pitch Wheel up OR down (it does the same thing either way).

Select one or more of these options to temporarily transform your beat in real-time.

The Mod Wheel parameters listed below modify the steps drawn in the BEATMAKER. If there are no steps drawn in, the Mod Wheel will have no effect.

NOTE: If you modify your beat in the BEATMAKER with the Mod Wheel controls selected and then un-select the controls, those changes are permanent to your beat.

VELOCITY — increase or decrease the velocity of your steps in BEATMAKER by moving the MOD WHEEL up or down.

FEEL — allows you to create push and/or lag in your beat using a bipolar lane. Steps that are drawn below the median line will drag the rhythm behind, and steps that are drawn above the line will push the timing forward.

SPREAD — increase or decrease the spread or panning values of your steps in BEATMAKER.

TUNE — increase or decrease the tuning values of your steps in BEATMAKER.

DECAY — increase or decrease the decay of the samples in BEATMAKER.

SOUND DESIGN EFFECTS

A carefully curated selection of effects to add
character, dimension, and vibe to your beat.

DISTRESS
Distress is a uniquely crafted effect inspired by an analog hardware unit that both compresses the signal and adds harmonic saturation to the signal.

DISTORTION/SATURATION
A two-purpose dial. Separately bring in the sound of warm tape saturation and/or dial in some grit to your sound with distortion.

FLANGER/PHASER/CHORUS
Separately dial in these 3 modulation effects to add spatial and time-based sound alterations to your beat.

FILTER
Turn to the LEFT to activate a Low Pass filter, to the right is a High Pass filter.

REVERB
Gated (Long) & Gated (Short) - sampled IR's from the classic "NonLin 2" reverb unit from the 1980's to give a distinct and recognizable blooming reverb sound characterized by a sudden, controlled cutoff of lush reverb tails.

Room - sampled from the same classic 1980's unit, this is a simulated acoustic room sound that has the character of a small and crisp drum room.

*Plate* - another iconic reverb unit that has a lush and expansive plate reverb sound.

Spring - a characterful reverb sound simulating the effect of a metallic spring reverb.

SWING
Add some swing to your beat by increasing the SWING dial. You have a dropdown option to swing 1/4, 1/8, 1/16 and 1/32 notes.

NOTE: You can bypass these effect by engaging the BYPASS button in the DRUM DETAIL window for each individual drum.
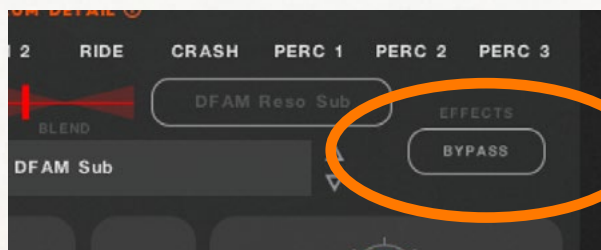
KIT SELECTION

Electro features 75+ meticulously crafted custom drum kits, curated from a wide selection of recorded drum machine samples and then creatively blended to deliver truly unique and distinctive sounds.
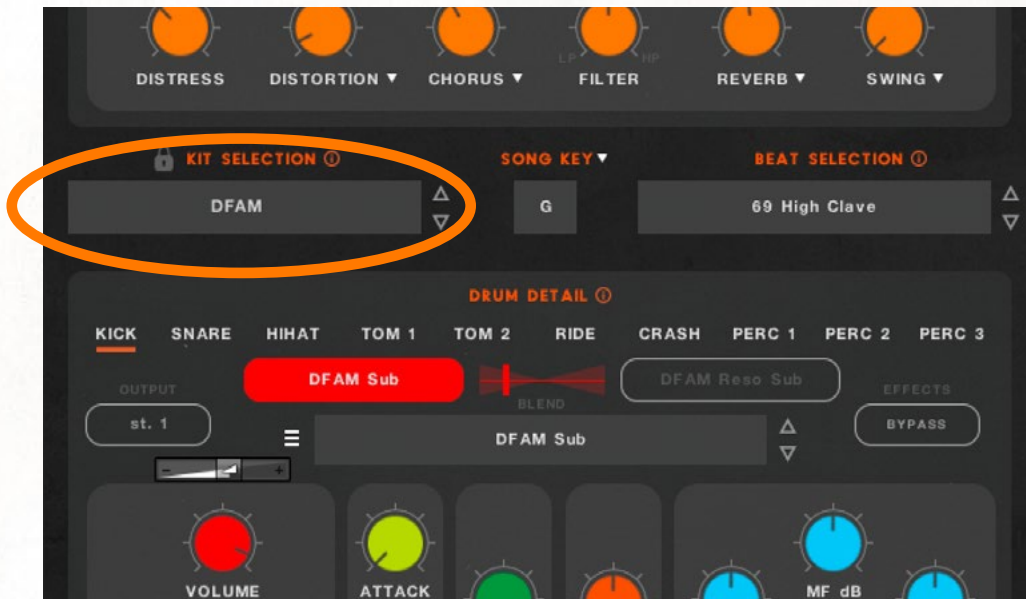
Electro's kits are made up of drums from some of the world's most sought after drum machines. From the classic Roland TR-808 and 909 to Roger Linn's historic LinnDrum, Moog's DFAM, Roland Juno 60, and a variety of other synths and electronic machines.

CUSTOMIZE YOUR KIT

Once you've selected your kit from the KIT SELECTION menu you can swap out any individual drum for another within the DRUM DETAIL section. When you swap one drum for another you will see a * next to the kit name. This is how you will know that the kit has been customized from the way it loads by default.

USER KITS

Save and Load your own USER KIT by saving your kit with the Utility Menu ⚙ and click on Save Kit As... You can then load that kit by navigating to the USER KITS folder in the Kit Selection window.

DRUM DETAIL

The drum detail section is where you are able to select different drum samples and then dial in the sound of that specific drum. These settings can be reset and returned to their factory default from the advanced menu ⚙ at the top.
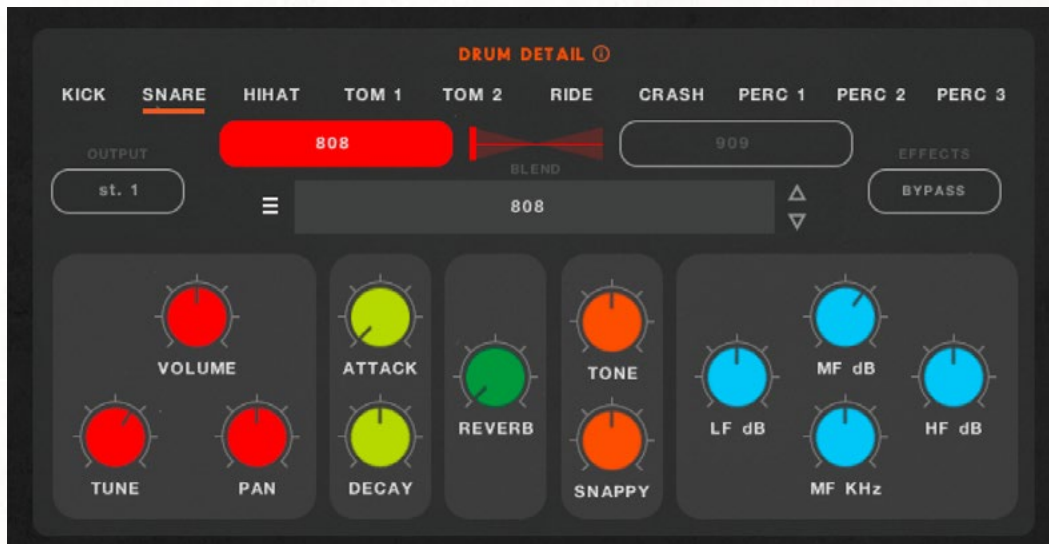
Each tab at the top allows you to select and dial in the parameters for the entire kit ranging from kick to the additional percussion.

OUTPUT
Change the output channel of each drum. Note: Any channel other than channel 1 will be a dry signal and will not include any of the sound effects from Electro.

SAMPLE SELECTION
Using the drop down or ☰ menu you can select the different drum samples for that drum tab. Easily flip through these samples by using the arrows.

BLEND
Specific only to the KICK and SNARE, easily blend or mix between two different drum samples to create a unique sound.

BYPASS
You can allow the drum you have selected to bypass the Sound Design effects by hitting the BYPASS button. This can be useful when you want, for example, a clean KICK drum from ever hitting a Flanger or Distortion.

VOLUME
Change the overall volume of each drum.

TUNE
Change the pitch of each drum, ranging from -1 octave to +1 octave.

PAN
Change the panning of the selected drum.

ATTACK
Adjusts the ATTACK of the sample.

DECAY
Adjust the DECAY of the sample.

REVERB
Adjust the amount of SEND being sent to the REVERB dial under SOUND DESIGN.

TONE
Mimicking the effect of the 808, the TONE dial acts as a Transient Designer to the sound of the sample by either rounding out the attack to the left or accentuates the attack to the right.

SPECIFIC TO THE 808 & 909 SAMPLES: this dial utilizes samples that have been recorded and sampled directly from the TR-808 and 909.

SNAPPY
Only used for SNARES, snappy increases or decreases the snappier side of the frequency spectrum.

SPECIFIC TO THE 808 & 909 SAMPLES: this dial utilizes samples that have been recorded and sampled directly from the TR-808 and 909.

EQ
LF = Low frequency attenuation around 60hz
MF = Mid frequency with sweepable dial below
HF = High frequency attenuation around 9.5k Hz

BEAT SELECTION

The first column you see in the BEAT SELECTION window contains
the parent folders where the original Teletone Audio beats are saved.
These folders are arranged by our suggested BPM (beats per minute).
A large majority of the beats are in a 4/4 time signature.
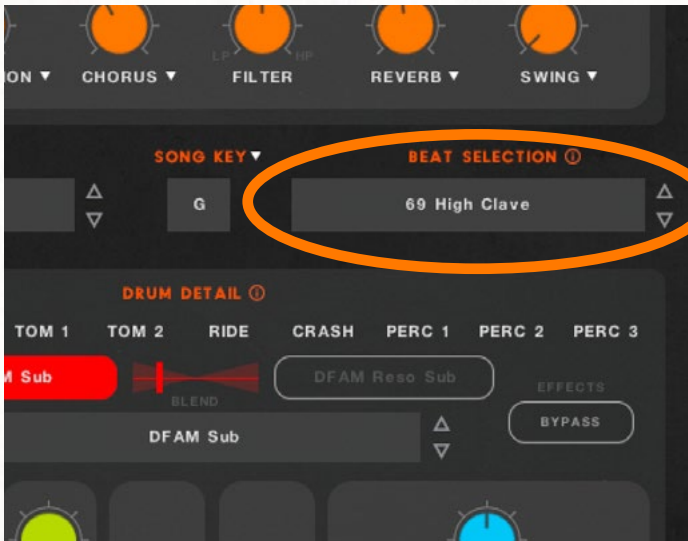
USER BEATS

Make and save your own beat! Once you've created your own beat
in the BEATMAKER page, click on the ⚙ and then click "Save
beat as...". Beats you save can be found in the User Beats folder.

FAVORITES

When you use the Utility Menu ⚙ there is an option to "Favorite
beat". This essentially just copies that particular beat .NKA to the
Favorites folder for easier access.

*Pro tip: try and save the BPM next to your beat name you create so
you know the ideal BPM you created it with!
For example: (98 My Beat.nka).*

BEATMAKER

This is where you will make your beat! The BEATMAKER is a sequencer allowing you to easily draw in 'steps' that trigger the sound of the respective drum.

Below is a breakdown of all the elements of the BEATMAKER looking at one single drum lane...

Clears the visible steps. ↻

Click track name to solo the lane. Once soloed, Shift click to solo multiple lanes. Shift click will also mute the lane.

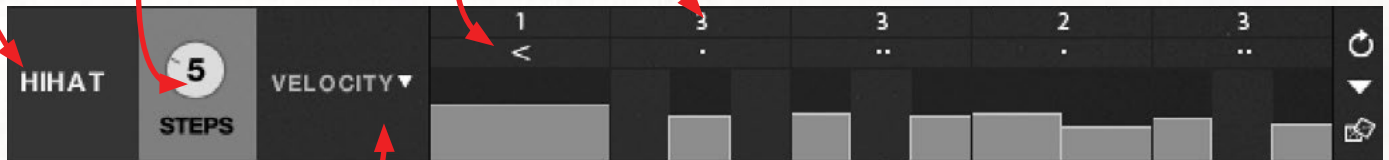Auto fills steps with a 1/2, 1/4, 1/8, 1/16 groove. ▼

Switch between different articulations on the Snare and Hi-hat lanes.

Randomly fills the visible steps.

Create 1 to 16 steps

Click+drag your mouse up or down to create step subdivisions.

Dropdown to select between VELOCITY, FEEL, SPREAD, TUNE, and DECAY.

VELOCITY
Adding a velocity step triggers the drum sample. The higher or lower the step determines which velocity will play.

FEEL
You can delay the hit by dragging FEEL downward or you can make a hit early by dragging the step upward.

SPREAD
Pan the sound LEFT or RIGHT (up or down respectively).

TUNE
Pitch the selected sample UP or DOWN.

DECAY
Increase or decrease the amount of Decay in the sample for that step.

(1) (2) (3) (4) (5) (6) (7) (8)

Switch between measures with circles 1-8.

Measure 1 starts on C3 and goes all the way up to measure 8 on C4.

START/STOP PLAYBACK
Use the Start/Stop playback on the BEATMAKER to be able to loop your beat while you compose and fine tune your beat.

SONG KEY AND
BEATMAKER PITCH STRIP

All of Electro's KICK drums *(excluding the LinnDrum samples)* can be tuned exactly to the key of your song via the Song Key selector and then further composed with BEATMAKER's PITCH STRIP.
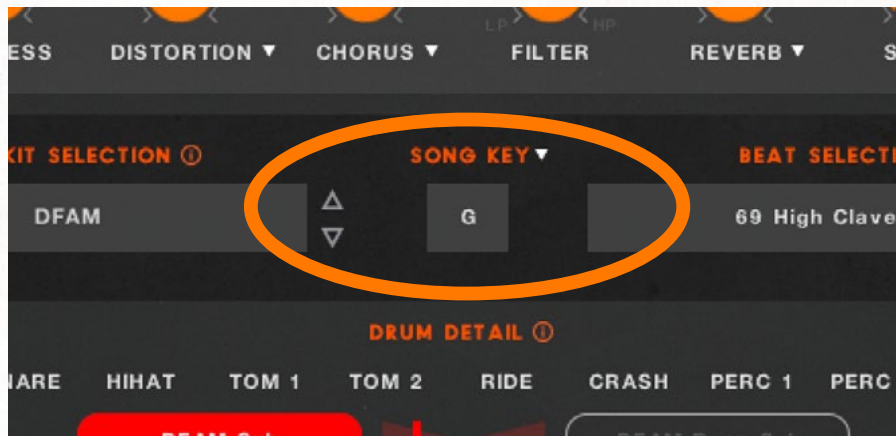
Using the Song Key selector, you can choose which key your song will be composed in. You can also select what MODE you want to be in: CHROMATIC, MAJOR or MINOR. The Song Key MODE can ensure you are using notes from the desired scale.

Exclusive to the KICK lane, the PITCH STRIP can change the note of each step of your KICK.

UTILITY MENU ⚙

INITIALIZE
This initilizes the entire instrument. This changes the kit to the 808 kit, changes the beat to the blank 'init.nka', resets the Sound Design, resets all Drum Details and changes the Song Key to G Chromatic.

[ ] DRUM MACHINE MODE
This turns the BEATMAKER into a classic drum machine, and allows you to input steps as either ON or OFF.

RESET SOUND DESIGN
Returns all SOUND DESIGN dials to their default position.

RESET CURRENT DRUM DETAILS
Returns all DRUM DETAIL dials to their default position on the selected individual drum.

RESET ALL DRUM DETAILS
Returns all DRUM DETAIL dials to their default position for the entire KIT.

SAVE BEAT
This saves your current beat. NOTE: this will overwrite factory beats.

SAVE BEAT AS...
Name and Save the beat to the "User Beats" folder.

FAVORITE BEAT
This copies the BEAT to the "Favorites" folder.

SAVE KIT AS...
Name and Save the KIT to the "User Kits" folder.

CLEAR CURRENT BEATMAKER MEASURE
Clears the steps of the measure that you are on. There is no UNDO!

CLEAR ALL BEATMAKER MEASURES
Clears measures 1-8. There is no UNDO!

COPY / PASTE MEASURE
Copy the steps of the measure you are on.
Paste the steps to the measure you want.

BEATMAKER MIDI EXPORT

You can easily export your beat you created with the BEATMAKER by simply clicking on the MIDI icon in the BEATMAKER then dragging over to your DAW's sequence. The MIDI file that exports retains all FEEL & SWING information.

BEATMAKER MIDI DRAG IMPORT

(Compatible with only on some DAW's!)

Take the MIDI beat you manually played in and drag and drop it on to Electro's interface and the BEATMAKER will intelligently interpret that MIDI performance as a BEATMAKER sequence. It will import subdivions up to 1/16th notes.

TROUBLE?

DOWNLOADING ISSUES

If you are having issues downloading the library from Pulse, please reach out to the very kind people at Pulse at the below URL:

https://pulsedownloader.com/contact-us/

OTHER ISSUES

If for some reason you are having any other issues other than downloading please reach out to us!

Email customer support:
cs@teletoneaudio.com

TELETONEAUDIO.COM