

Hip Hop Creator Manual

Congratulations on your purchase of Hip Hop Creator! We believe we've created the ultimate tool for producing authentic hip hop tracks, and more importantly, producing them fast!

Before we get into all the details of how Hip Hop Creator works (this instrument is deep!), let's have some fun and start a beat playing by clicking that "Player" button at the top:

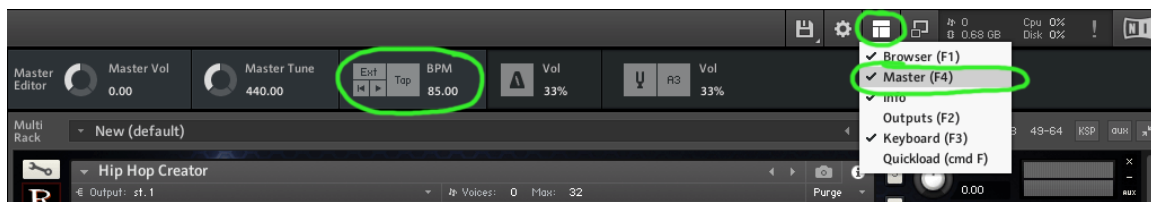


Scroll through a few Presets. (Use the left/right arrow, or use the drop-down menu.) Sounds nice, right? Don't worry, you'll be able to make your own totally customized beats. These presets are just to show you what Hip Hop Creator can do.

Now, for even more fun, click that Randomize Dice symbol. You'll get some crazy beats that way! Fun, right?

This is hip hop, so set Kontakt (or your DAW) to a slow tempo. 70 to 100 is usually good, although a lot of beats sound good faster.

How do you set the tempo in Kontakt? At the top is the menu for enabling and disabling various Kontakt elements. (Including displaying the keyboard at the bottom.) Click that, enable "Master," then set the tempo to whatever you like:

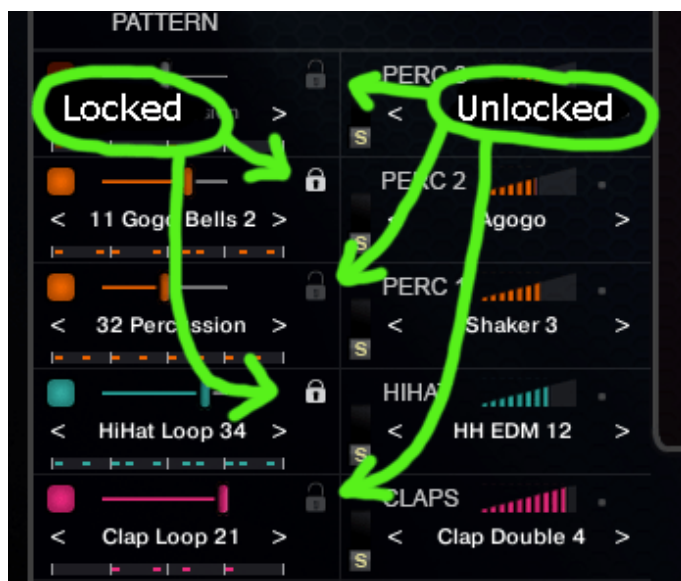


Okay, so let's say you've clicked the Randomize button and found something you really like with the Bass and Keyboard parts, but you want a different drum beat. No problem! Notice the "B" button ("B" stands for "Beat") to the left of "Presets," and the "K" button (stands for "Keyboards") to the right of Presets:



So if you only want to change the beat, click the “K” to disable it. (So only the “B” is lit.) Now select a new preset and you’ll *keep* the bass and keyboard parts, while getting a new beat. This is ultra handy, because we give you 58 preset beats, ready to go.

Or if you want to get totally ninja and get even choosier about which parts to keep as is, we also have “Lock” symbols for each track. Just click to lock or unlock, to keep those tracks from changing when you load new presets:



That way, you keep the tracks you like, then use the Randomize or use presets to try out new parts for *only* the tracks you want replaced. This is an easy and fast way to augment your beat with totally random ideas. People will think you’re crazy creative, but our little secret is that it’s judicious use of the Randomize button.

Now we’re ready to get into the details!

Presets and Randomize are lots of fun, but you probably want to create your own custom beats, tweak the hi hat parts, carefully choose what’s the best bass sound, play around with some scratching ... basically make this track your own.

So we’re going to need to get into the details of how Hip Hop Creator works. Ready? Good!

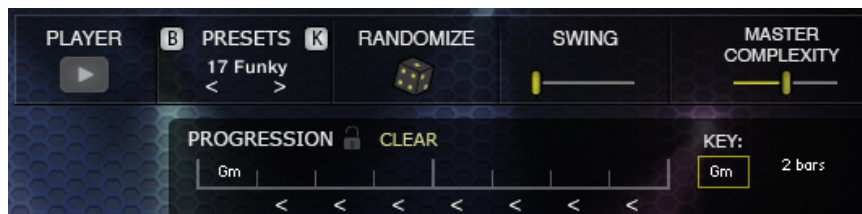
There are three “pages” to Hip Hop Creator: “Main Page”, “Mixer Page”, and “Settings Page.” These are all accessed at the lower right of the interface. Let’s start with the:

Main Page



On this Main Page, let's start with:

THE PATTERN PLAYER

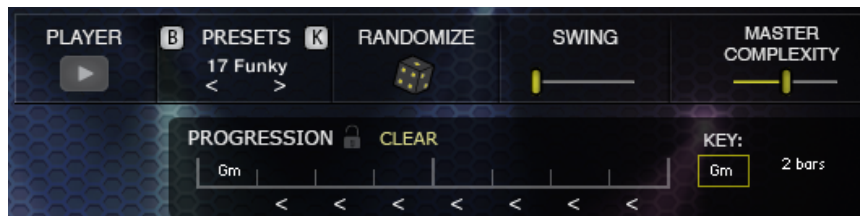


Play button – This button starts and stops the internal sequencer.

Keyswitches can also start and stop the beat! – When one of the drum channels is selected, you can start the beat by playing the D#3 keyswitch, and you can stop the beat by playing the C#3 keyswitch. (Or other keys, which can be set on the Settings Page.)

Start/Stop with you DAW – Another option is that you can make Hip Hop Creator automatically start and stop when you start/stop your DAW. To enable this, go to the Settings page.

PATTERN PLAYER (Continued)



Presets – Hip Hop Creator comes packed with master presets to give you the strongest starting point possible. Each preset defines the sounds and patterns to be loaded on each channel, and you can cycle through them either by clicking the preset name, or by using the left and right arrows. You can then change individual parts until you get the song sounding exactly as you'd like.

What if I only want to change just drums? – As we saw in our little “Quick Start,” the two buttons on either side of the “Presets” menu determine which column of instruments will be affected when we load new presets or Randomize. “**B**” for **B**eats (the left column), and “**K**” for **K**eyboards (the right column).

Randomize – Here's where things get crazy! Click the dice symbol and you will get a “random” beat. It's *intelligently* random, meaning we weighted the odds with various aspects in such a way that beats are likely to make sense, rather than just being a mess. You'll get some truly unique beats this way. In fact, several of our presets were made from this!

Swing – A lot of beats in hip hop (older “New Jack Swing” type beats, for instance) swing the 1/16 notes. Use this knob for that. It's a great way to add extra character.

Master Complexity – You'll notice that each channel has its own “Complexity Slider.” Moving this makes the pattern for that element either more complex (busier) or less complex (simpler.) The **Master Complexity** slider adjusts *all* of the individual complexity sliders at once.

Part 2 of the Pattern Player is:

PROGRESSION



Progression – Here’s where you can input the chord progression which the melodic instruments will follow during playback. Simply click any square, which will open a dropdown chord menu. We’ve even provided “upbeat” arrows underneath for when you want a chord to trigger an 8th note *before* the beat. Try it out!

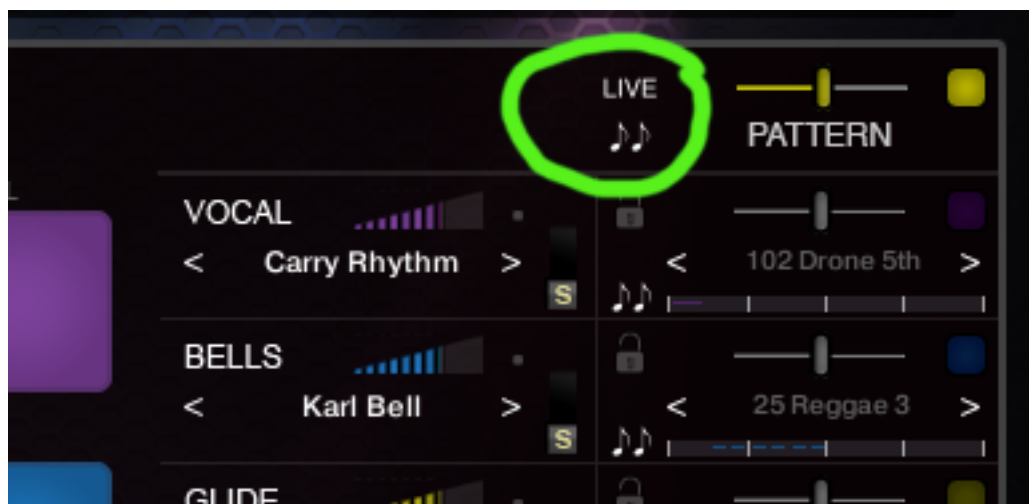
Length - You can select between 1 bar, 2 bar or 4 bar options.

Live option - There is also a “Live” mode, which bypasses the chord sequencer and allows you to trigger chords in real-time by playing major or minor chords on the green keys (the upper two octaves.) Note that the green keys will only display when you have a drum channel selected. (Or as we’ll explain later, on the Settings page, you can add a range onto the keyboard.)

Key – Hip Hop Creator will follow the chords in the Progression and ignore the Key, unless:

1. You are in “Live” mode, in which case all bass and synths play in the “Key.”
2. One or more tracks has “Stay-On-Root” engaged. That’s the symbol that looks like two 1/8 notes. When on, that track stays on the “key” chord. If off, that tracks follows the progression.

“Live” - can be selected from the 1-bar, 2-bar, 4-bar length menu, or it is also selectable by clicking the Live stay-on-root button at the top of the right side:



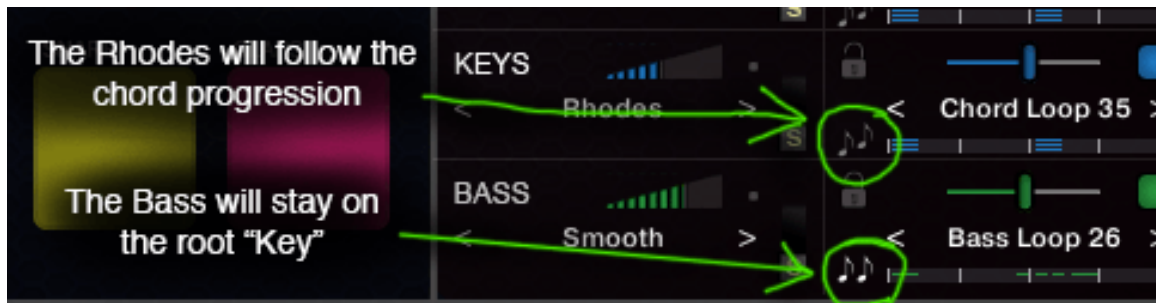
PROGRESSION (Continued)

Key – When in Live mode, this is what indicates the “key.” There is a drop down menu, or you can play a chord in the “green keys.” (Note that only major and minor chords are recognized. (There are not a lot of flat-9 chords in hip hop. Come to think of it, not a lot of major chords either, but we’re still making them available. ‘Cause we cool like dat.)

Stay-On-Root – (This is the “two 1/8 notes” symbol.) Sometimes you want the bass, or some other instrument, to stay on one chord, while everything else follows the chord progression. (That’s very common in hip hop and pop.) You can use the stay-on-root symbol (two 1/8 notes) on an individual channel to “lock” it to the selected Key, instead of following the chords laid out in the progression.

When locked, you notice the two 1/8 notes (the visual guide of this button) are at the same note, as if they’re staying on the root key. When unlocked, they are staggered on different notes.

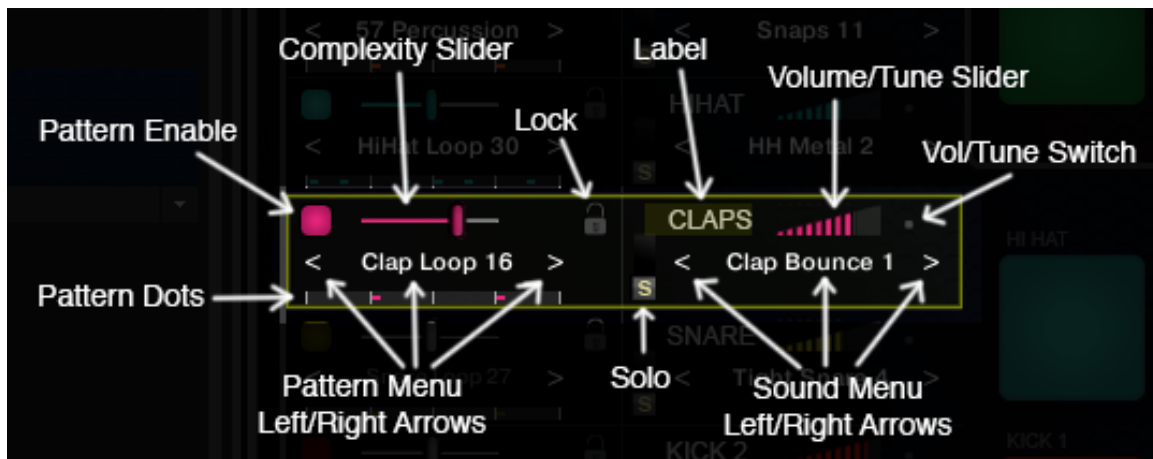
So in this example, we have clicked the “Stay-On-Root” symbol (two 1/8 notes) for the bass track, but not for the Rhodes (Keys) track. So the bass drone on the root key, while the Rhodes will follow the chord progression:



THE SEPARATE TRACKS/CHANNELS

Now we're ready for the nitty gritty of making beats – the individual drum, bass and keyboard tracks. The drums tracks (on the left side) are slightly different from the Bass and Keyboard tracks (on the right side), so we'll look at them separately. Starting with:

DRUM TRACKS



With the Drum Tracks (or Drum “Channels”), the Pattern Menus are on the left side and the Sound Menus are on the right. (With Bass and Synths, Pattern Menu is to the right and Sound Menus are on the right.) This is because we wanted the “sounds” to be closest to the Pads in the center of the interface.

Pattern Controls – Lets start with the Pattern controls (left side):

Pattern Menu and Left/Right Arrows – Here is where you select a pattern for this channel. Note that you can also scroll through patterns using the left/right arrows. There are literally billions of combinations of patterns!

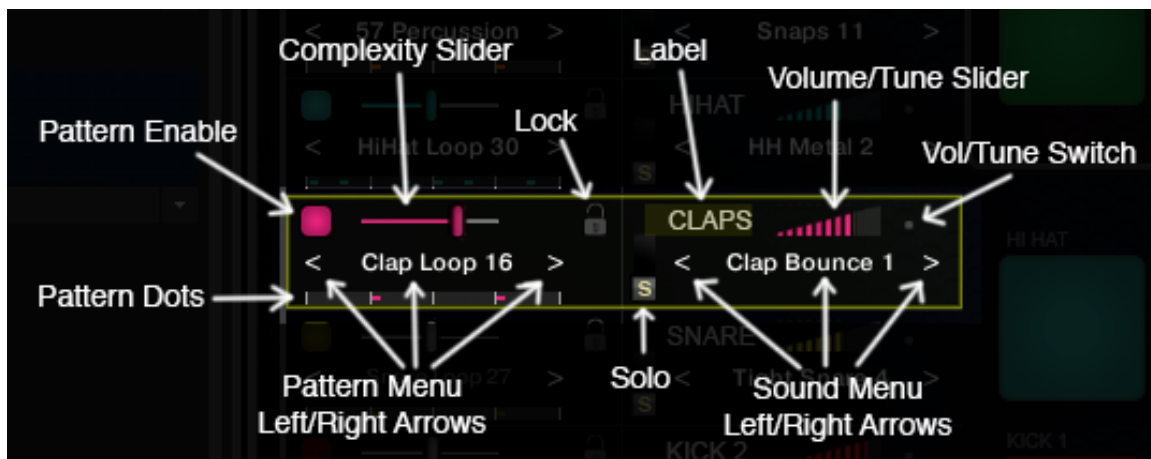
Pattern Enable button– This turns the pattern on or off for this track. Note that you can still play the sound for this channel from your MIDI keyboard, even if the Pattern is off.

Complexity Slider – Is a loop too busy? Or too sparse? Slide the Complexity Slider to the right to make the pattern more complex. To the left makes it less complex. This is a great way to tweak and customize your beats.

Pattern Dots (note guides) – These dots and dashes (under the Pattern name) are a visual representation of what a pattern will be, giving you an idea of whether a pattern is made up of chords or single notes, and what the general timing is. Note that this visual guide is only for the *first* bar, even though patterns may be 2 or 4 bars in length.

So that's the Pattern side of things. Now lets check out the “Sound” controls:

DRUM TRACKS (Continued)



Sound Controls – For the drums, Pattern controls are on the left side, and Sound controls are on the right side:

Label – More than just a label! Clicking this “label” (in this case, “Claps”), selects this channel. That’s why that yellow rectangle surrounds the Claps channel. It means it’s “selected.” So now, with Claps (or any drum) selected, your MIDI keyboard will play drums. Or if you “select” the Bass channel, then your MIDI keyboard plays the Bass sound. Or if you “select” a Synth channel ...

IMPORTANT: The channel which is selected is what determine what sounds are played with your MIDI keyboard. Also note that the keyboard lights up to whatever color that channel is.

Volume/Tune Slider – You can adjust the volume of this track using this slider. Or if you click the Volume/Tune Toggle button, this slider changes to a Tuning slider, so you can tune this track up to two octaves sharp or flat.

Volume/Tune toggle button – This little dot toggles between a volume and a tuning slider. This is volume by default.

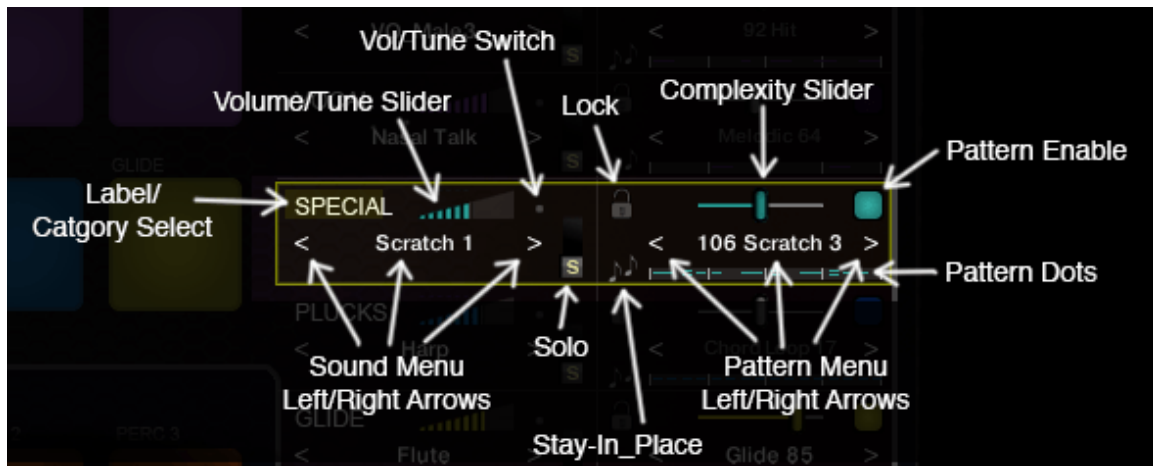
Sound Menu and Left/Right Arrows – Here is where you select the sound for this channel. In this example, you would be choosing which Claps sound. Note that you can also scroll through patterns using the left/right arrows.

Lock – As mentioned earlier, the Lock keeps the channel from changing if a new Preset or Randomize is selected. Maybe you love this Claps track, but want to change all the other tracks en masse with Presets or Randomize. Click this Lock button, then all the other tracks will change, but this Claps track will stay in place.

Solo – You can solo a track with this switch.

IMPORTANT NOTE FOR DRUMS – With drums, once any channel is selected, all the drums can be played. Unlike the keyboards, where only one channel is active at a time, all the drums are active whenever *any* drum is active. This is important with Drag and Drop MIDI files, for instance. All the Drums can be on a single channel, while each bass and synthesizer must have their own individual channel with a separate instance of Hip Hop Creator loaded onto that MIDI track.

BASS AND KEYBOARD TRACKS

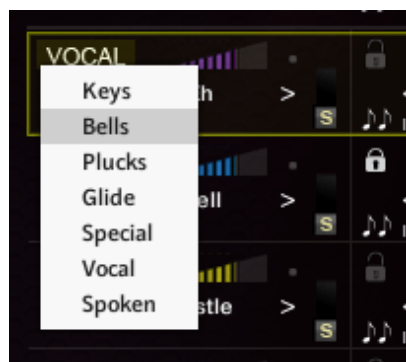


With the Keyboard Tracks/Channels, the Pattern Menu is on the right side and the Sound Menu is on the left. (Drum channels are the opposite.) This is because we wanted the Bass and Keyboard “sounds” to be closest to the Pads in the center of the interface.

Sound Controls – Lets start with the Pattern controls (left side):

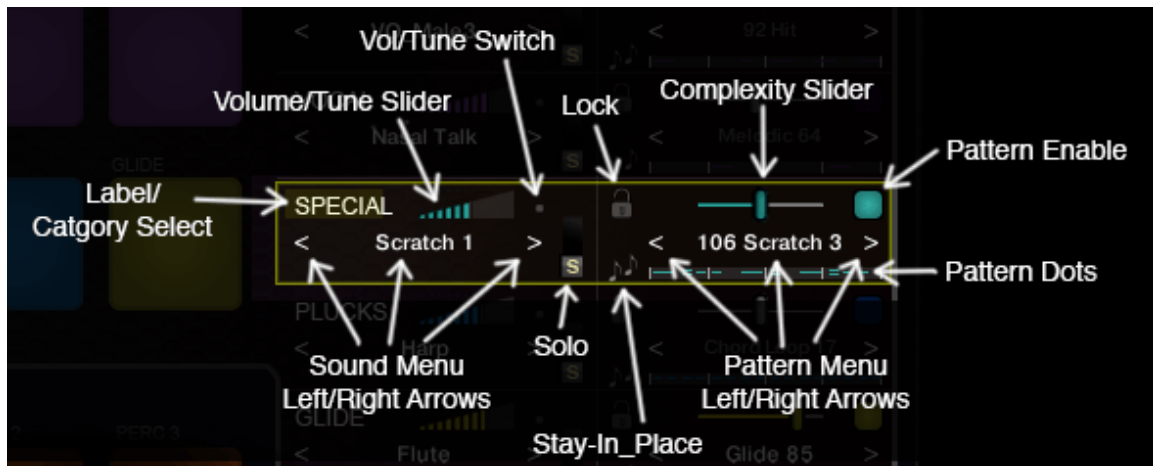
Label – More than just a label! Clicking this “label” (in this case, “Claps”), selects this channel. That’s why that yellow rectangle surrounds the Special/Scratch channel. It means it’s “selected.” So now, with Special/Scratch (or any drum) selected, your MIDI keyboard will play this scratch instrument. Or if you “select” the Bass channel, then your MIDI keyboard plays the Bass sound. Or if you “select” a Drum channel ...

LABEL IS ALSO THE CATEGORY SELECTOR! – For any of the seven keyboard/synth tracks/channels, if you click the label a second time, then a menu appears. With that menu, you can choose whether this track features sounds from the Keys, Bells, Plucks, Glide, Special, Vocal or Spoken categories. We had to do it this because the sound selection is so massive that we needed to split it up. This is an easy and intuitive way to access the categories.



BASS AND KEYBOARD TRACKS (Continued)

Sound Controls – Left side (Continued):



Volume/Tune Slider – You can adjust the volume of this track using this slider. Or if you click the Volume/Tune Toggle button, this slider changes to a Tuning slider, so you can tune this track up to two octaves sharp or flat.

Volume/Tune toggle button – This little dot toggles between a volume and a tuning slider. This is volume by default.

Sound Menu and Arrows – This is where you select the sound. For the keyboards, note that the sounds are in these Categories (selected as described above, by clicking the Label):

Keys – Pianos, synths, etc.

Bells - Bells

Plucks – Plucky sounds, common in hip hop

Glide – Legato sounds, like whistles, worms, or other monophonic melodic sounds

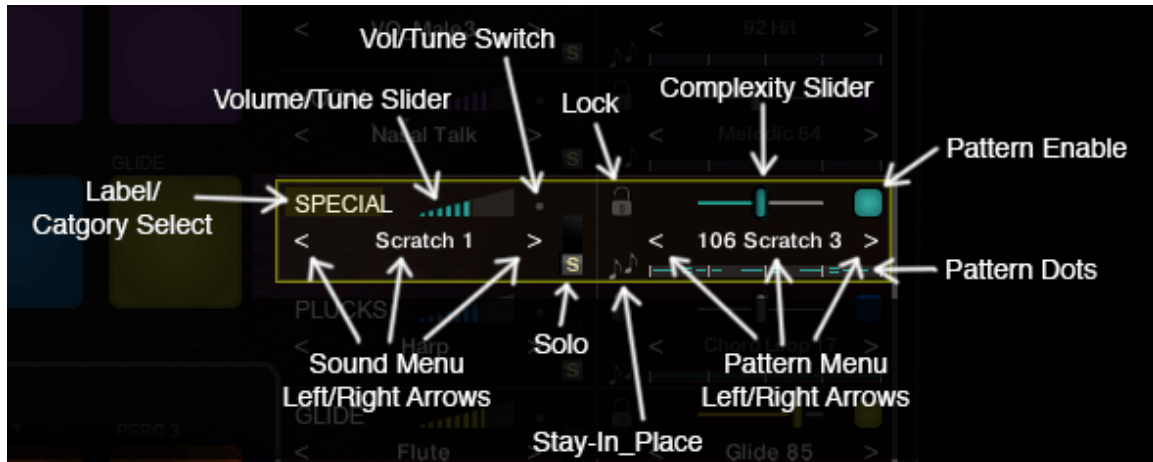
Special – Horn hits, scratches, effects, and “other” sounds

Vocal – Lots and lots of sung phrases, or melodic vocal elements

Spoken – Tons of spoken phrases and words, to sound like old movies, DJs, rap chants, etc.

Lock – As mentioned earlier, the Lock keeps the channel from changing if a new Preset or Randomize is selected. Maybe you love this Scratching track, but want to change all the other tracks en masse with Presets or Randomize. Click this Lock button, then all the other tracks will change, but this Claps track will stay in place.

BASS AND KEYBOARD TRACKS (Continued)



Pattern Controls – For the bass and Keyboards, Pattern controls are on the right side. (Sound controls are on the left side):

Pattern Menu and Left/Right Arrows – Here is where you select a pattern for this channel. Note that you can also scroll through patterns using the left/right arrows. There are literally billions of combinations of patterns!

Pattern Enable button– This turns the pattern on or off. Note that you can still play the sound for this channel, even if the Pattern is off.

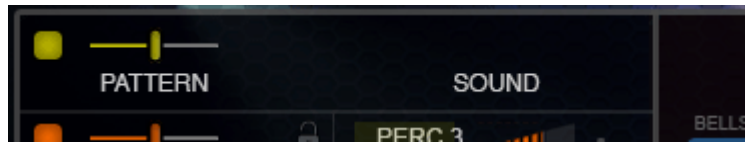
Pattern Dots (note guides) – These dots and dashes (under the Pattern name) are a visual representation of what a pattern will be, giving you an idea of whether a pattern is made up of chords or single notes, and what the general timing is. Note that this visual guide is only for the *first* bar, even though patterns may be 2 or 4 bars in length.

Complexity Slider – Is a loop too busy? Or too sparse? Slide the Complexity Slider to the right to make the pattern more complex. To the left makes it less complex. This is a great way to tweak and customize your beats.

Solo – You can solo a track with this switch.

MASTER CONTROLS FOR EACH COLUMN

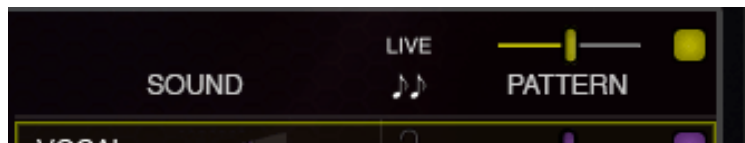
DRUMS MASTER



This is at the top of all the drum tracks/Channels. The only control here is:

Master Complexity Slider – You can control all the left side Complexity Sliders at once with this Master Slider. This is handy when you want the entire beat to be busier, rather than just the Hi Hat, for instance.

BASS/KEYBOARDS MASTER



This is at the top of the bass and keyboard tracks/Channels. There are two Master controls:

Master Complexity Slider – You can control all the right side Complexity Sliders at once with this Master Slider.

“LIVE” Button – When engaged, this “Live” mode bypasses the chord sequencer and allows you to trigger chords in real-time by playing major or minor chords on the green keys (the upper two octaves.) Note that the green keys will only display when you have a drum channel selected. (Or as we’ll explain later, on the Settings page, you can add a range onto the keyboard.)

In operation, you’ll notice that this “Live” button turns on all the “Stay-In-Place” controls (also two 1/8 notes symbol) for the bass track and all seven Keyboard tracks.

CENTER PADS



Clicking any of these center pads is an easy way to select a channel, plus a quick way to check what sound each channel makes. Try it. It's fun!

The bottom 8 pads are for drums and are linked to the left two columns of controls, while the top 8 pads are for the bass, keyboards, and vocals, represented by the two columns on the right. You'll notice that when you click a pad, the corresponding channel becomes selected (highlighted with a yellow rectangle) and you can now play that instrument using your MIDI keyboard. This highlighted section is where you can change the sound, pattern, and adjust volume and tuning of that instrument.

IMPORTANT: A channel must be selected in order to play its sounds with your MIDI keyboard. Also note that the keyboard lights up to whatever color that channel is.

IMPORTANT NOTE FOR DRUMS – With drums, once any channel is selected, all the drums can be played. Unlike the keyboards, where only one channel is active at a time, all the drums are active whenever *any* drum is active.

This is important with Drag and Drop MIDI files, for instance. All the Drums can be on a single track/channel, while each bass and synthesizer must have their own individual track/channel with a separate instance of Hip Hop Creator loaded onto that MIDI track.

MIDI DRAG & DROP



MIDI Drag 'n Drop – Want to tweak a pattern? Then the MIDI Drag & Drop is for you. This is found on the lower left of the interface. You can drag the selected channel's sequence (including whatever chord progression, complexity and swing it is currently set at) into your DAW as a MIDI file.

Personally, this is my preferred way to work. I'm kind of a control freak, so I like to use Hip Hop Creator to get ideas (the Randomize button takes me places I never thought of), then I tweak them in Logic.

SO HOW DOES DRAG & DROP WORK?

When a channel is selected, the MIDI information for that channel (and only that channel) is available for dragging to your DAW. If Bass is selected, for instance, then *only* the bass MIDI is in this MIDI file. So on that track of your DAW, you will want to load a new instance of Hip Hop Creator with the bass channel selected. So now, on this track, the Bass MIDI is triggering the bass channel on Hip Hop Creator.

Then for each keyboard track, do the same, where you load a new separate instance of Kontakt, with Hip Hop Creator loaded, set to that particular keyboard channel. Each bass and keyboard track must have its own new instance of Hip Hop Creator loaded on their respective MIDI tracks.

The one exception to this is that all the drums can be on one single track, since it **is** possible to play kick and snare and hi hat and percussion all on the same instance.

If you're new to MIDI Drag & Drop, this can be tricky, so we have a video on our website which shows how to do all this.

USER PRESETS



Kontakt allows “snapshots,” so you can save beats using the snapshots camera icon. This is nice, but we also have a “User Presets” section at the bottom.

The advantage to this is that it’s quick. Not only quick to save a preset (simply click one of the eight buttons and the current setup is saved), but also quick in changing beats on the fly. So you can create a song of various beats and switch as the song plays, not missing a beat. It’s very useful.

To Create a User Preset – Simply click an unused Preset button at the bottom of the interface. Presto! When you click that Preset button later on, this beat will be recalled.

Use Keyswitches to Recall Presets – You can enable User Preset keyswitches on the Settings page. Very handy, because you can go from beat to beat in the middle of your song!

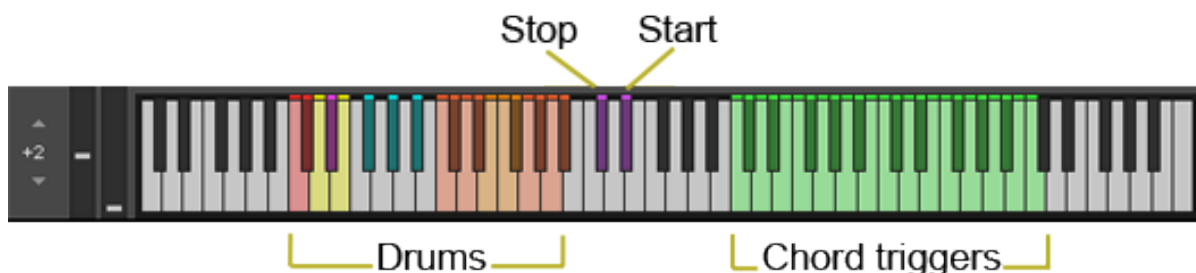
To Clear a User Preset - Click the little x to the lower right of the button. Easy!

UNDO BUTTONS



Have you ever tweaked a beat and wished you could go back to where you were a minute ago? “Undo” to the rescue! It has 9 levels, so you can go back 9 steps. We also added a Redo button, so if you Undo, you can then Redo

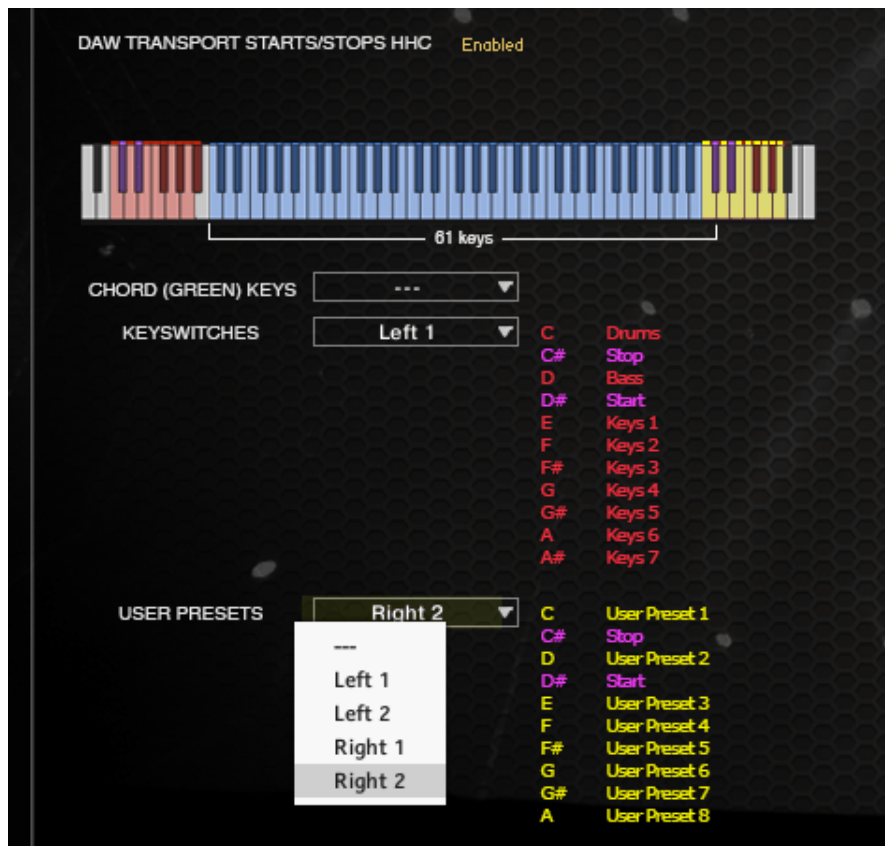
KEYBOARD MAPPING



Start/Stop Keyswitches – **THIS IS ULTRA HANDY!!!** While in drums mode, the D# above middle C will start the Pattern Player and the C# above middle C will stop.

Chord trigger (the green keys) – Still while in drums mode (in other words, when any drum is selected), the green chord trigger keys can be used to play chords in *Live* mode, or select a key based on what 3 notes you play. (Assuming those three notes make an actual chord.)

MORE KEYSWITCH OPTIONS ON THE SETTINGS PAGE



DAW Transport Starts/Stops HHC – If enabled, then when you start your DAW, Hip Hop Creator starts, too. Very handy!

Green Keys – These are the keys on the keyboard where you play chords to set the Key. (You must be in “Live” mode to actually hear those key changes.)

Normally, the green keys are only available at the upper two octaves when a drum is selected. Here on the Settings page, though, you have the option to place them elsewhere, even when Bass or Keyboards are selected.

Keyswitches (Red and Purple Keys) – With the “Red” keyswitches, you can play C# and D# (at whichever octave you select) to **Stop/Start** your beat.

We also added the ability to change channels! **C selects Drums, D selects Bass, E selects Keys 1, and so on.** If you have an 88-note keyboard, this is especially handy, because you can navigate from track to track, as well as start and stop the beat, all from the keyboard controller.

Keyswitches (Yellow and Purple Keys) – Same idea as the red ones, and you can play C# and D# (at whichever octave you select) to **Stop/Start** your beat, but also, these yellow keyswitches will recall your **User Presets**. So you can go from beat to beat, all with the press of a key.

Mixer Page



This page is mostly pretty self-explanatory. I mean... do we *really* need to explain volume and EQ? ;-)

Channel On/Off - Each channel can be toggled on and off by clicking on its name. The text will be dim if the channel is disabled.

Separate Outputs - At the bottom of each channel is the output routing, allowing you to route individual channels to different outputs inside Kontakt.

Reset to Default Settings - You can reset each parameter to its default settings with a “ctrl + click” (Win) or “cmd + click” (Mac), or clear a whole row by clicking on the parameter type in the center column.

Reset to Default Settings for all channels – What if you want to clear *all* the EQ settings, or all the pan sliders, or all of any of the Mixer Page settings? If you click the “Reverb Short” (or whatever) label in the center section, it will reset all the Reverb 1 knobs with one click. That’s handier than you might think.

Authorization

When you first open Hip Hop Creator, you'll need to enter your **Unlock Code** provided with your installation instructions email. This is NOT your "License Key" (serial number), which is used for Native Instruments' Native Access application. The authorization page works much like a code combination to a brief case, so you'll need to slide each number strip up or down until your **Unlock Code** is displayed by the highlighted numbers. Click "Submit", and that's all you gotta do!

Now all that's left to do is start experimenting, and have some fun!

For more information, visit our website at: www.Realitone.com

Legal Stuff

Our EULA is posted on our website. One important note to add about Hip Hop Creator is the following:

All sounds in this collection are created and owned by Realitone. None are taken from other records or copyrighted sources (other than sources owned by us) that would potentially get us in trouble, so you can rest easy that our sounds are all "safe."

The MIDI patterns are also created by us, and to the best of our knowledge, do not match any existing songs. However, there are literally millions of songs out there, so it is always possible that certain elements may match. This should not be a problem, so long as no resemblances are intentional. On our side, they are definitely not. However, on your end, if you are choosing patterns that sound like a song you wish to emulate, you are in risky territory, since you are introducing "intentional" into the equation. There have been a number of lawsuits in the last few years where melodies or beats may not have been exact matches, but "intent" was there to emulate an existing song and the plaintiffs prevailed. (Hint: Don't say to the press, "We always loved Artist X and wanted to make a song that was like Y.")

For this reason, **we do NOT warrant that any of our patterns are "safe."** Use these at your own risk. Again, we did not copy anything, and we believe they are all 100% original, but songwriting lawsuits are crazy nowadays, so we can not guarantee that any given combination won't closely match someone else's song. In the same way that we do not ask for copyright credit if you use our patterns, we also do not accept legal responsibility for them.