

# SAHARA BEATS

VERSION 1.0



## USER MANUAL

### 1. INTRODUCTION:

The library consists of two patches: **Sahara Beats 1** and **Sahara Beats 2**. The two patches cover a wide range of beats in Arabian Gulf and North African styles also known as “Khaligi styles” loaded with a huge selection of percussive loops and grooves with the flexibility to change tempo, pitch, slice, tune, volume, stretch, attack, and pan of each slice separately. They can, of course be used in any style of music or film. The user can also globally change the tune, feel, and speed of each loop. The library is a loop/slice-based instrument and has many functions and capabilities that will give users all that they need when it comes to creating their own individual grooves. This reference manual will help you install the library and cover the most important elements to get you started using Sahara Beats to its full potential.

## 2. FEATURES:

- 2400 loops and 2GB of 48 kHz – 16bit compressed samples.
- Two nki patches covering many different styles and tempos.
- User-friendly interface equipped with a complete fully automated FX rack.
- Drag and drop MIDI to DAW function.
- Synchronization to host tempo.
- Independent control of random, reverse, tune, volume, attack, stretch, zigzag, pan, feel, speed, octave and slice sound parameters of each slice.
- Looping tools with a neat built-in auto save preset system.
- Real time changing of tuning and phrases/loops with key switches.
- Total of 100 styles with 24 variations of each

## 3. INSTALLATION:

Sahara Beats requires the FULL version of [KONTAKT](#) 6.7.1 or higher – it will not work with the free [KONTAKT](#) Player. Unzip the Sahara Beats files. Place the “Sahara Beats Library folder in your preferred destination on your Hard Drive. In Kontakt, go to the File Tab and browse for the Sahara Beats Library folder and load your preferred patch. You can also use the “Quick Load” function to load the library into Kontakt - please see the Kontakt reference manual for more details on how to do this.

## 4. NKI PATCHES:

Sahara Beats includes two patches - Sahara Beats 1.nki and Sahara Beats 2.nki, each patch is designed with different key switches and number of loops to serve a specific style totalling 100 styles with 24 variations of each.

## 5. ABOUT KONTAKT/KONTAKT PLAYER

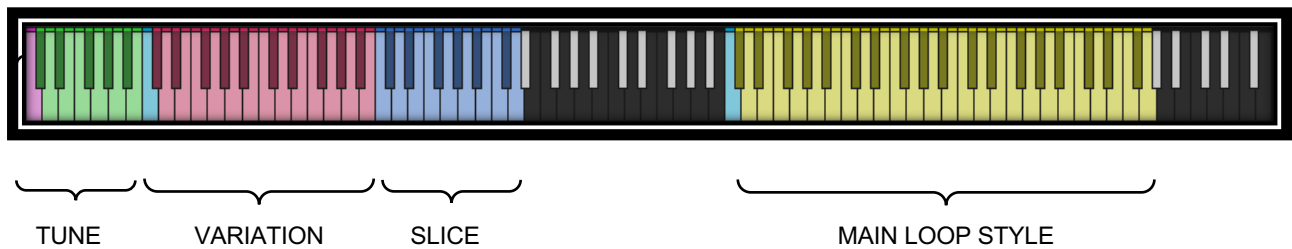
Sahara Beats library is a [KONTAKT](#) Instrument; you will need to have the full version of KONTAKT installed on your computer in order to use this instrument. Please refer to the KONTAKT documentation to learn how to load and configure KONTAKT Instruments. This library requires the full KONTAKT player version 6.7.1 or later to work, otherwise it won't run or the library will run in demo mode. The library cannot be added to KONTAKT using the add library tab. Simply use file browser or quick load option to load the nki's. KONTAKT and KONTAKT PLAYER are trademarks or registered trademarks of [Native Instruments](#) GmbH.

## 6. KEYSWITCHES:

To start using the Sahara Beats library to its full potential you will need to understand the instrument Key switches system. The instrument has four key-switch groups, which are indicated by different colors:

- Red – Each red key plays an individual loop variation.
- Green – Changes the pitch of the loop variation played by the red key.
- Blue – Plays the particular sequence of slices of the selected loop variation.

- Yellow – selects the different loop styles.



6.1 **TUNE KEY-SWITCHES:** are indicated in green. Tune key-switches control the tuning of the active played phrase/variation.

6.2 **VARIATION KEY-SWITCHES:** are indicated in red and their function is to select variation loops of the main style selected by the yellow key-switches.

6.3 **SLICE KEY-SWITCHES:** are indicated in blue. They represent slices that can be played as a looped sequence or as separate slices. The active playing slice is indicated in red.

6.4 **MAIN STYLE KEY-SWITCHES:** are indicated in yellow. They select available styles, once a key switch is selected the name of the style/loop will show on the interface on the loop name menu.

## 7. MAIN TABS:

The tab buttons are located on the upper side of the interface. To edit a parameter, select the required tab and adjust its value on the wave display. Once a slice parameter has been edited in the wave display its value will show up above the selected tab.



MAIN TABS

7.1 **SLICE TAB:** Select to replace slice with another slice from one of the available different 24 variation loops, the name of the variation loop that the slice is replaced with will show above the slice tab

7.2 **TUNE TAB:** Select to adjust the tuning parameters of each slice (+/- 12 semitones).

7.3 **VOLUME TAB:** Select to adjust the volume parameters of each slice (-inf to 0 dB).

7.4 **ATTACK TAB:** Select to adjust the attack parameters of each slice (0ms – 999ms).

7.5 **STRETCH TAB:** Select to adjust the stretch parameters of each slice (0% – 200%).

7.6 **PAN TAB:** Select to adjust the pan parameter of each slice (100%L – 100%R).

**NB.** The Stretch Tab is disabled by default; it can be enabled by setting the STRETCH switch to ON.



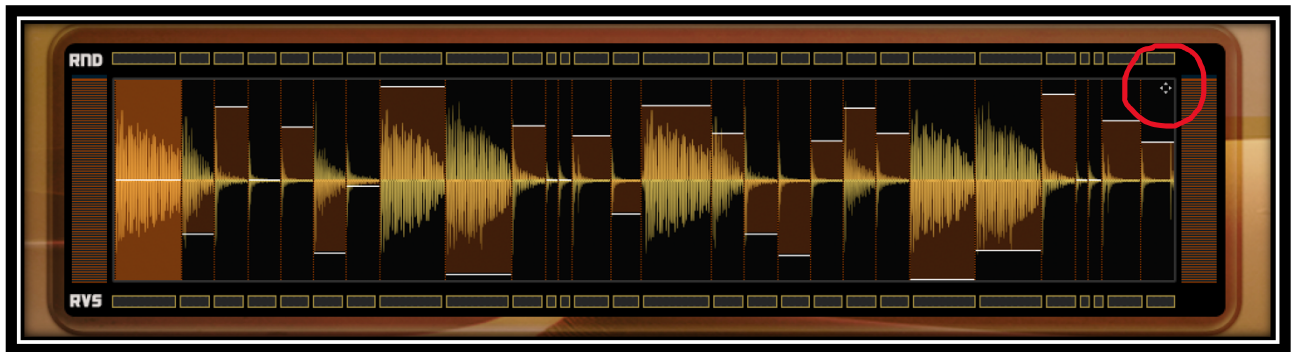
STRETCH SWITCH

When editing the table parameters with your mouse, holding control + click (WIN), command + click, (MAC) will reset the slice parameter to its default value.

When editing the table parameters with your mouse holding alt + click (WIN), option + click, (MAC) will allow you to adjust the parameter of the selected slice whilst moving the other slices' parameters by the same amount.

When editing the table parameters, MONO and 1-SHOT switches are set to ON automatically.

The drag MIDI to DAW function is always available through the drag button located on top of the last slice of a loop, it allows users to drag midi file of the slice sequence of the selected loop to their DAW. The dragged midi file will play sequenced slices starting from the first blue slice key switch.



THE PARAMETERS TABLE

## 8. SWITCHES:

The Switches are located under the main tabs, and they control the different functions of the instrument.



THE SWITCHES

8.1 **LOOP**: Set the Loop Mode to ON if you want continuous loop playback regardless of the start slice. To create your own pattern of slices set Loop Mode to OFF.

8.2 **STRETCH**: Use this switch to enable the time stretch tab.

8.3 **PREVIEW**: Enables the audition of an individual slice when the mouse is positioned over the waveform and clicked.

8.4 **MONO**: Enables monophonic playback, if it is set to OFF multiple sequences of same loop can be played at the same time by holding more than one slice (blue) key-switch.

8.5 **1-SHOT**: If enabled it allows the full playback of each slice regardless of when you release the key, if disabled it allows playback until the release of the key.

8.6 **RANDOM**: Randomizes the slice settings for the selected parameter/tab.

8.7 **ZIGZAG**: Creates a zigzag pattern of the slice settings for the selected parameter.

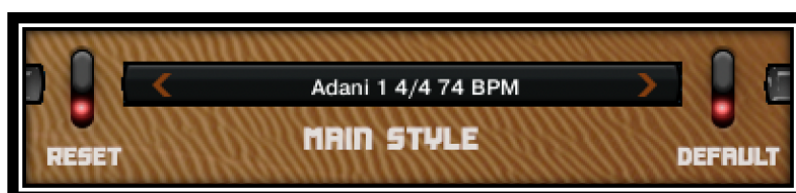
8.8 **RESET TABLE**: Resets the parameters of the selected tab to its default setting.

## 9. AUTO PRESETS:

Sahara Beats has a built-in preset system that saves the data of all the tabs, table parameters, random and reverse tabs values etc. These can be saved for each variation key-switch independently. To save a preset, select the variation key-switch then edit the required parameters, all parameters are automatically applied/auto saved to that variation key-switch.

RESET switch resets all tabs, parameters table, random/reverse tabs, the speed, tune, and feel menus to their default value for the selected variation key-switch leaving the rest of the variation key-switches unaffected.

The DEFAULT button resets the whole instrument, with all key-switches to its default state. It functions as a factory reset button and it will erase all saved presets for all key-switches.

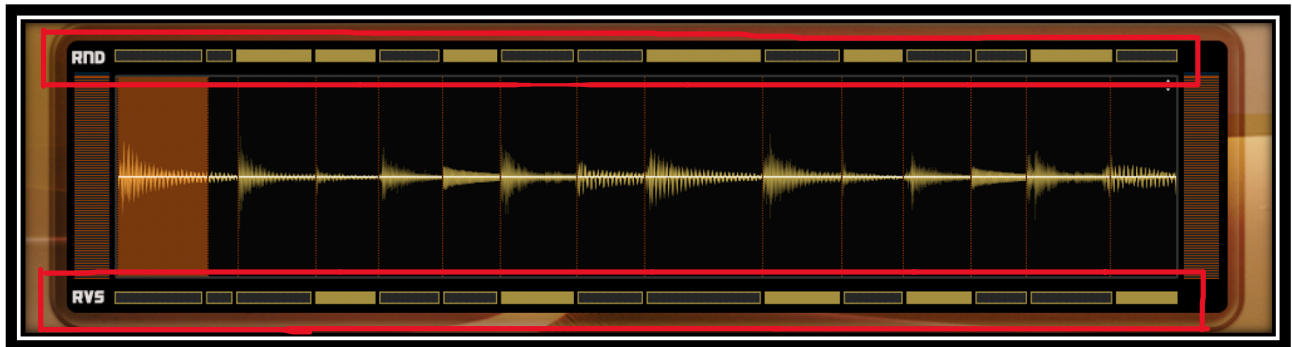


RESET & DEFAULT SWITCHES

## 10. RANDOM & REVERSE TABS:

Random (RND) and Reverse (RVS) tabs are located above and below the wave display respectively. When a slice is randomized, the randomization process will replace the original slice with a random slice from the same loop. Enabling the Reverse tab of a slice will cause that slice to play in reverse. The randomizing and reversing settings are automatically saved via the auto preset function.

When using the Reverse and Random tabs, holding alt + click (WIN), option + click, (MAC) will inverse the selection of tabs.

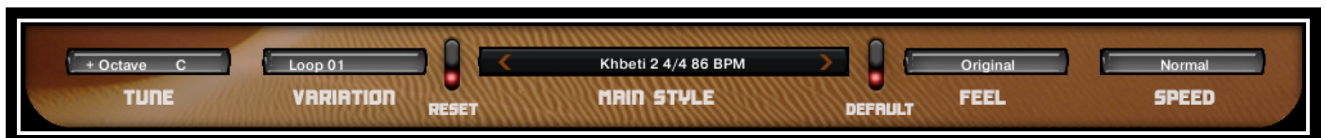


RND & RVS TABS

## 11. MENUS & LABELS:

The main menus are at the bottom of the interface and they are:

- **TUNE MENU:** selects the pitch or key of the groove, it is also used to select the octave + or -.
- **VARIATION MENU:** selects the variation of the selected loop style. It displays the number of the selected variation (LOOP 01-LOOP 24). The total number of variations in a selected style may vary. Selecting a variation from this menu will also select the variation key-switch on the keyboard and vice versa. When a loop is playing, this menu shows the active slice progression.
- **MAIN STYLE:** selects the main loop style to be played. The loop Main Style menu shows the style name, its original tempo, and its [time signature](#). Selecting a style from this menu will also select the style key switch on the keyboard and vice versa. The two arrows left/right can be used for fast browsing and previewing the next or previous loop style.
- **FEEL MENU:** selects the feel of the groove. Please note that this function is experimental and does not work with all loops which is because not all loops have the same sample/slice length, the same number of slices, or beats per measure.
- **SPEED MENU:** selects the speed of the loop (Half, Normal or Double).



MENUS & LABELS

## 12. FX SECTION:

Sahara Beats comes with a complete FX Section which includes over 100 convolution reverbs. The FX Rack tab contains our advanced, flexible FX Rack. The following section describes all of the available effects. The FX Rack is accessible by clicking on the second UI tab at the bottom of the UI labeled "FX Rack".

FX included are:

- Modulator - Phaser / Flanger / Chorus
- EQ and Low Pass Filter
- Reverb
- Compressor
- Overdrive / Skreamer / Distortion
- Stereo Delay
- Amp Simulator
- Cabinet Simulator

All controls are fully midi controllable.



12.1 **MODULATOR:** The Mod FX module features Chorus, Flanger and Phaser effects.



- **Power Button** - Toggles the effect on and off.
- **Rate** - This knob controls the rate of the selected effect.
- **Feedback** - This knob (not available in Chorus mode) controls the amount of feedback for the active effect.
- **Dropdown** - Use this dropdown menu to select the active effect.
- **Phase**: Controls the phase of the active mod effect.
- **Depth**: Controls the depth of the active mod effect.
- **Mix**: Controls the wet/dry mix of the mod effect.

12.2 **COMPRESSOR:**



- **Power Button** - Toggles the effect on and off.
- **Threshold** - This knob controls the volume threshold of the compressor.
- **Ratio** - This knob controls the ratio of the compressor. The value is displayed to the right.
- **Attack** - This knob controls the attack time of the compressor.
- **Release** - This knob controls the release time of the compressor.
- **Makeup** - This knob controls the makeup of the compressor.



### 12.3 EQUALIZER/FILTER:



- **EQ Power Button:** Toggles the EQ on and off.
- **Lo:** Boosts/Attenuates low frequency.
- **Mid:** Boosts/Attenuates mid frequency.
- **Hi:** Boosts/Attenuates high frequency.
- **Mid Slider:** Selects the mid frequency.
- **FLT Power Button:** Toggles the filter on and off.
- **Cut:** Cut off - sets the frequency above which signals are attenuated.
- **Reso:** Resonance - sets the resonance (boost at the cut-off frequency).

### 12.4 DRIVE:

The Drive FX module features a variety of distortions: Distortion, Screamer, Tape Saturator and Lo-Fi.



- **Power Button:** Toggles the drive effect on and off.
- **LO-FI:** This knob (only available when LO-FI is selected) controls the amount of bit-crushing that the Lo-Fi effect does.

- **LF:** This knob (when available) controls the level of low (bass) frequencies.
- **Drop-down:** Use this drop-down menu to select the active distortion effect.
- **IN:** This slider controls the output level of the distortion effect.
- **OUT:** This slider controls the amount of the distortion effect.
- **HF:** This knob controls the level of high (treble) frequencies.
- **Tone:** This knob (only in Screamer mode) controls the tone level of the Screamer effect.

## 12.5 REVERB:

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. Featuring 113 IRs.



- **Power Button:** Toggles the reverb effect on and off.
- **Lo Pass:** Sets the low frequency cut-off of the impulse response.
- **Hi Pass:** Sets the high frequency cut-off of the impulse response.
- **FX Menu:** This menu allows you to select one of our special effect convolutions.
- **Size:** Sets the simulated room size of the convolution.
- **Pre-Delay:** Sets the amount of pre-delay time before the wet signal is returned.
- **Mix:** This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

## 12.6 DELAY:



- **Power Button:** Toggles the delay effect on and off.
- **Rate:** This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.
- **Feedback:** This knob controls the feedback of the delay effect. High values can cause an endless loop.
- **Pan:** This knob controls the amount of stereo panning of the delay effect.
- **Damp:** This knob controls the damping of the delay effect, which attenuates and damps each successive echo.
- **Mix:** This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

12.7 **AMP SIMULATOR:** The Amp FX module is a configurable amp simulation effect. It includes the “Twang” and new “Jump” amp simulators.



- **Power Button:** Toggles the Amp Simulator effect on and off.
- **Volume:** This knob controls the volume output level of the amp simulator.
- **Drive:** This knob controls the amount of extra gain on the amp simulator.
- **Lo:** This knob controls gain of low (bass) frequencies.
- **Mid:** This knob controls the gain of mid-level frequencies.
- **Hi:** This knob controls the gain of high (treble) frequencies.
- **Presence:** This knob (only available in the Jump amp) adjusts the presence of the amp.
- **Drop-down:** Use this drop-down menu to select between the available amp types: twang and jump.
- **Boost Button:** *Untitled button at lower right* - This button (only available in the Jump Amp sim) toggles Hi-Gain mode on and off. The Volume is adjusted by -9dB when activated to maintain relative volume while increasing the drive.

## 12.8 CAB SIMULATOR:



- **Power Button:** Toggles the cabinet simulator effect on and off.
  - **Volume:** This knob controls the volume output level of the cabinet simulator.
  - **Distance:** This knob controls the amount of the “Air” in the cabinet effect, simulating distance between the virtual mic and the cab.
  - **Size:** This knob controls the size of the cabinet effect.
  - **Drop-down:** Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.
  - **Speed Button:** *Untitled button at lower right* - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.
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- *All switches, sliders, and knobs are fully automatable via MIDI except for drop down menus.*
  - *Holding control + click (WIN), command + click, (MAC) will reset knobs values to their default value.*

## THANK YOU

Thank you for buying Sahara Beats, programmed for the Native Instruments Kontakt virtual sampler platform. If you enjoy this library, we hope you’ll check out some of our other awesome libraries. If you have any questions, just let us know. We’re always happy to hear from you.

Xfonic limited/Zero-G limited