BEST OF ABSYNTH 4

USER'S GUIDE
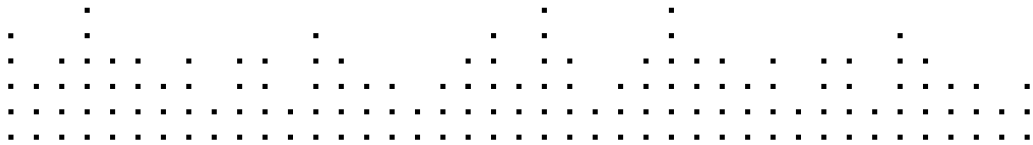
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NATIVE INSTRUMENTS

1 Welcome to BEST OF ABSYNTH!

Thank you very much for purchasing BEST OF ABSYNTH. On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

BEST OF ABSYNTH adds 200 new sounds to your collection of instantly usable KoreSounds. They have been designed to integrate seamlessly into your KoreSound database, making them easily accessible. Also, like the KORE 2/KORE PLAYER factory content, all KORE SOUNDPACKS utilize the KORE 2/KORE PLAYER's Integrated Engines: You only need KORE 2 or KORE PLAYER to make full use of their sonic capabilities. Furthermore, the sounds have been equipped with dedicated Control Page assignments, putting the most important musical parameters right at your fingertips. Individual Sound Variations have been created for each KoreSound of this product, adding to the number of preconfigured sounds.

This manual will help you get started with your KORE SOUNDPACK. If you want to start immediately, proceed to the Installation and Activation section. Please read that chapter carefully and fully, as it explains all the steps required to integrate the KORE SOUNDPACK into KORE 2/KORE PLAYER. Following the Installation chapter is an explanation of how to use the KoreSounds within KORE 2/KORE PLAYER. If you are already familiar with KORE 2/KORE PLAYER, this will be straightforward, but it might be worth a look nonetheless. Finally, the last section of this manual adds some more details regarding the sounds that come with BEST OF ABSYNTH.

2 What is BEST OF ABSYNTH?

BEST OF ABSYNTH features 200 of the most stunning sounds from all versions of ABSYNTH (1-4) not to be found in the KORE 2/KORE PLAYER factory library.

When loading a KoreSound from this collection, KORE 2/KORE PLAYER automatically loads its integrated ABSYNTH engine and adjusts the specific sound. This all happens automatically, with no additional adjustments necessary.

After loading the KoreSound, you are ready to tweak it. ABSYNTH is well-known for its organic, evolving soundscapes that range from sublime pads to complex sonic textures. Moreover, the Control Pages and Sound Variations, preassigned for each KoreSound, enable you to adjust each sound to suit your production needs or simply morph from one sound world to another.

Note that you can also load the KoreSounds directly in ABSYNTH 4: BEST OF ABSYNTH then acts as an additional ABSYNTH Library. Note, however, that you will miss the extra features specific to KORE 2/KORE PLAYER, like the Control Pages and Sound Variations.

3   Installation and Activation

The following section explains how to install and activate BEST OF ABSYNTH. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

3.1   Installing BEST OF ABSYNTH

After downloading the KORE SOUNDPACK, unzip the compressed archive you received from NATIVE INSTRUMENTS. It contains this documentation as a PDF file, as well as an installer application. To install BEST OF ABSYNTH, double-click the installer application and follow the instructions on the screen. The installer application automatically places the new KoreSound content files into the folders that KORE 2/KORE PLAYER expects them to be in. In the course of the installation procedure, the installer application asks you to specify another folder for additional files, like this manual.

!   Please install KORE 2 or KORE PLAYER before installing this KORE SOUNDPACK! Otherwise, BEST OF ABSYNTH will not work properly.

3.2   Activating BEST OF ABSYNTH

When installation is finished, start the SERVICE CENTER that was installed with KORE 2/KORE PLAYER. It will connect your computer to the Internet and activate your BEST OF ABSYNTH installation. In order to activate your copy of BEST OF ABSYNTH, you have to perform the following steps within the SERVICE CENTER:

!   Activation of KORE SOUNDPACKS is optional. However, it will give you access to free updates.

Log in: Enter your NATIVE INSTRUMENTS user account name and password on the initial page. This is the same account information you used in the NATIVE INSTRUMENTS Online Shop, where you bought your KORE SOUNDPACK, and for other NATIVE INSTRUMENTS product activations.

Select products: The Service Center detects all products that have not yet been activated and lists them. You can activate multiple products at once — for example, KORE 2/KORE PLAYER and your KORE SOUNDPACK, or several KORE SOUNDPACKS.

1. Activate: After proceeding to the next page, the Service Center connects to the NATIVE INSTRUMENTS server and activates your products.
2. Download updates: When the server has confirmed the activation, the Service Center automatically displays the Update Manager with a list of all available updates for your installed products. Please make sure that you always use the latest version of your NATIVE INSTRUMENTS products to ensure proper functioning.

Downloading updates is optional. After activation is complete, you can always quit the Service Center.

Now, you are ready to use BEST OF ABSYNTH. Please start KORE 2/KORE PLAYER in the standalone mode. This will trigger the database update process automatically and integrate the new KoreSounds into KORE 2/KORE PLAYER's database. The next chapter will explain how to use the new sounds in KORE 2/KORE PLAYER.

! If your computer is not connected to the Internet, please consult the separate Setup Guide included in your KORE 2/KORE PLAYER package. It explains the Offline Activation procedure and contains detailed information about using the SERVICE CENTER. This is also a reference if you experience problems with the activation process. As a first step (if your KORE SOUNDPACK should not be listed in the SERVICE CENTER, for instance), please download the latest version of the SERVICE CENTER from the NATIVE INSTRUMENTS website and install it on your offline computer.

4 How to use BEST OF ABSYNTH

The following sections will give you a brief overview over some basic operations: you will learn how to search for sounds you have in mind and how to load and play KoreSounds. For details about these topics please read the KORE 2/KORE PLAYER manual.

4.1 Finding a KoreSound

All BEST OF ABSYNTH KoreSounds are directly integrated into KORE 2's/KORE PLAYER's database. They will show up in the Browser's Search Results List alongside all the other sounds that match your specific search criteria — for example, a combination of Attributes. To restrict your search results to your specific pack's sounds, select the desired pack in the SOUNDPACK column of the Attributes List. The Search Results List shows the entire content of this particular pack.

There is another way to restrict your search results to your specific pack's sounds: simply enter the KORE SOUNDPACK's name into the QUICK SEARCH FIELD of the Browser, or even just a part of the name — for example, "best absynth." The corresponding KoreSounds automatically appear in the Search Results List.

If you don't want to limit the results to this KORE SOUNDPACK but do want to have the display grouped by SOUNDPACKS, you can show the bank name within the Search Results List and sort the list according to this entry. To do so, right-click the Search Results List's header row and activate the *Bank* entry in the upcoming context menu. This will show each KoreSound's bank name in a new column of the Search Results List. Now click the BANK column's header to sort the list according to this specification. This will group the results.

[!] KORE 2 users: if the Soundpack column is not visible in the Attributes List, right-click on the Attributes List header and select the Soundpack entry in the upcoming context menu.

4.2   Loading the KoreSound

4.2.1 Loading the KoreSound in KORE PLAYER

After you have located your KoreSound, load it by double-clicking its Search Results List entry. Alternatively, drag it onto KORE PLAYER's Global Controller. Both actions replace the currently loaded KoreSound — if it is the first KoreSound you load after start-up, it will replace an "empty" KoreSound.

When the KoreSound is loaded, its Control Page is mapped onto the Global Controller. This preassigned Control Page gives you access to the KoreSound's most important parameters. The exact buttons and knobs assignments on the Control Page are specific to each KoreSound, as well as the number of Control Pages. With the Global Controller, you also have immediate control of the KoreSound's VARIATIONS. Please refer to the KORE PLAYER manual for details about Control Pages and SOUND VARIATIONS.

If you use KORE PLAYER as a plug-in in a host environment, you can save the positions/states that you set on the eight knobs and eight buttons of the Control Page: saving the host's project saves all settings of all incorporated plug-ins (among others, KORE PLAYER) and thus all changes you made to the loaded KoreSound.

4.2.2 Loading the KoreSound in KORE 2

After you have located your KoreSound, load it by double-clicking its Search Results List entry. Alternatively, drag it onto the KORE 2's Global Controller. Both actions replace the currently focused KoreSound — if it is the first KoreSound you load after start-up, it will replace an "empty" KoreSound. If you want to place the KoreSound into a specific Channel Insert within the Edit Area (instead of loading the KoreSound into the focused one), you can also drag it directly into the Sound Matrix.

When loaded, the KoreSound will automatically be displayed so that its Control Pages are directly mapped onto the Global Controller. If you are using KORE 2. the mapping stored in the Control Pages are ref the KORE 2 Controller. Via its preassigned User Page, you have access to the KoreSound's most important parameters. The exact buttons and knobs assignments on the User Page are specific to each KoreSound. With the Global Controller, you also have immediate control of the KoreSound's VARIATIONS. Please refer to the KORE 2/KORE PLAYER manual for details about Control Pages and SOUND VARIATIONS.

If you have the full version of the Integrated Engine installed (in our case ABSYNTH), you can also open the engine itself. Just click the PLUG-IN EDITOR ICON within the Global Controller, or double-click the Channel Insert within the Sound Matrix. This will give you full access to all parameters of the KoreSound, exceeding the options in KORE 2's Control Pages. Note, however, that this will change the status of the KoreSound: When you open a KoreSound's plug-in editor once, it will always require the plug-in's full installation and license to be working. (Of course, this does not affect the saved copy of the KoreSound, only the loaded one, which you might want to save later as a different file.) If you do not use the editor throughout your editing process, instead using only the Control Pages and the SOUND VARIATIONS, the KoreSound will again be loadable without the full license available.

After you have tweaked the KoreSound to your liking, you can save it to the User Sounds content by dragging it back onto the Search Results List — just the opposite of the loading process. Within the Save List, you can edit the KoreSound's name, enter your name as the KoreSound's author and so on. When finished, click the DONE BUTTON to save the KoreSound to the database. It is now available for each project you are working on.

Alternatively, the KoreSound and all changes you made are also saved when you store the Performance of KORE 2. However, the KoreSound is not automatically added to the Browser's database. The same happens if you use KORE 2 as a plug-in: Saving the host's project saves all settings of all incorporated plug-ins (like KORE 2) and thus all changes you made to the loaded KoreSound.

If these terms are completely new to you, chapter 3.1 of the KORE 2 manual provide general information, and chapter 3.1.4 covers the Control Page system and SOUND VARIATIONS.

5 Content Description

The following paragraphs quickly describe the BEST OF ABSYNTH content. However, listening to the KoreSounds tells much more than using mere words. These descriptions will give you a starting point, but you'll probably learn most about this KORE SOUNDPACK by using it!

BEST OF ABSYNTH provides you with a bunch of fresh and useful sounds not to be found in the KORE 2 or KORE PLAYER factory library. It has been collected from the factory libraries of ABSYNTH 1 to ABSYNTH 4, including striking beautiful pads, breathtaking soundscapes, spirited keyboard sounds and powerful digital bass and lead patches. It takes full advantage of the powerful ABSYNTH audio engine, boarding a unique combination of multiple synthesis and sampling techniques, wave morphing, flexible 68-breakpoints envelopes, among others unique features.

All sounds have been upgraded with ABSYNTH 4 controller assignments and brought to a new level of flexibility with the KORE 2/KORE PLAYER Sound Variations.

Here you will find the KoreSounds grouped by type. To find all KoreSounds based on a specific type, simply select the suitable Type attribute in the KORE 2/KORE PLAYER Browser. This will limit the search results accordingly, while being freely combinable with any other attribute.

You can find the following types of sounds in the BEST OF ABSYNTH:

1. 20 bass sounds
2. 10 lead sounds (including flutes and digital organs)
3. 40 mallet/keyboard sounds
4. 55 pads (including vocal choirs and digital string sounds)
5. 20 sequences
6. 55 soundscapes

6 Credits

Original sound design by: Andre Ettema, Andrew Souter, Biomechanoid, Dan Powell, Denis Gökdag, Dennis DeSantis, Holger Zilske, Jeremiah Savage, Phil Mills, Richard Devine, Steffen Müller, Tilman Ehrhorn.

KORE SOUNDPACK design and additional sound treatment by: Alex Hofman & Robert Linke