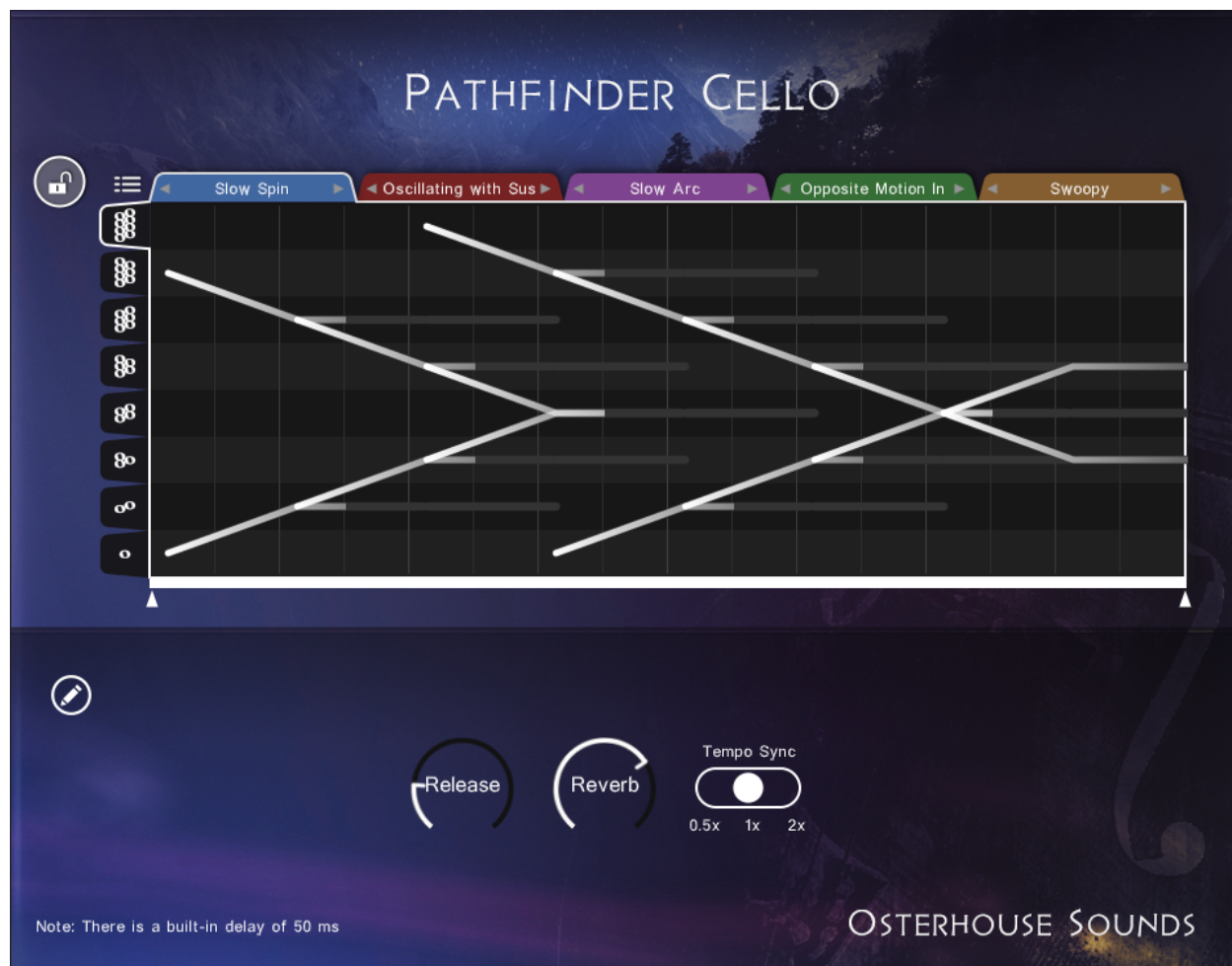




Pathfinder Cello

Osterhouse Sounds

Table of Contents

Polylegato Pattern Engine

[Introduction](#)

[Voicing Tabs](#)

[Lock](#)

Main View

[Keyswitch Tabs](#)

[Preset Browser](#)

[Looping](#)

[Controls](#)

Edit View

[Editing in the sequencer](#)

[Path Functions](#)

[Paths Panel](#)

[Path Parameters Panel](#)

[Fade\Trim Panel](#)

[Editing multiple voicing tabs at once](#)

Editing the Preset Browser

Credits

Pathfinder Cello

Polylegato Pattern Engine

Welcome

Thank you for purchasing the Pathfinder Cello!

Introduction

Pathfinder Cello is a rhythmic legato library, ideal for creating expressive phrases and ostinatos. You feed it chords, and it plays phrases based upon those notes. These phrases are determined by a graphic notation consisting of "paths".



A path can play note-change samples, ranging from unisons up to an octave. To create phrases, paths are assembled on a grid which contains 8 rows. Most of the paths go from one row to another. When you play a chord, each note of the chord is assigned to a row, going lowest to highest. Then, when the paths play their note-change samples, they use the notes assigned to each row to determine what interval the note-change sample should be.

Voicing Tabs

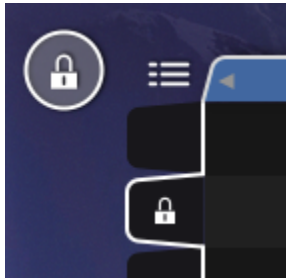
There are 8 tabs along the left side of the pattern grid. Clicking on the tabs, you can see there is a separate pattern in each tab. Each tab is labeled with a different-size chord. If you play a chord, the engine will count how many notes you are playing and switch to the appropriate tab. Thus, one preset can effectively hold up to 8, completely independent patterns, each triggered by a different-size chord.

However, it is possible to fill up more lanes. Each tab on the side of the sequencer displays the name of one note in the played chord. In addition, it also displays note names for the inversions of the chord, greyed-out. If those lanes contain paths, the greyed-out notes will be used.

Lock



The lock simplifies the voicing tabs behavior. It can also help you get more use out of each preset. Turn it on by clicking the button, and a small lock icon will appear in the current voicing tab.

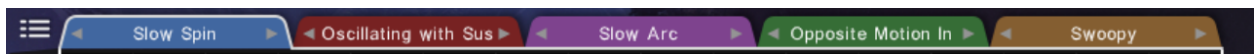


Now, no matter what chord you play, the sequencer will stay on the locked tab. Let's say you've locked to the 4th tab, but you play a chord with only 2 notes in it. The engine will simply skip the paths in the third and fourth rows.

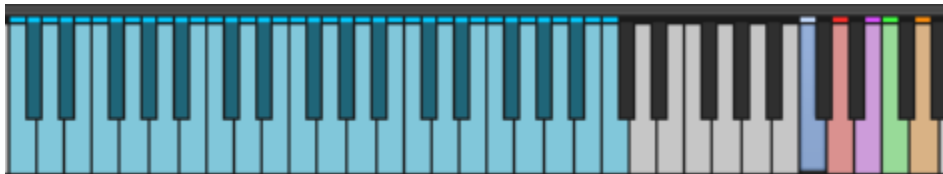
If you're still locked to the 4th tab and you play a 6-note chord, the engine will repeat the pattern for the extra notes.

Main View Keyswitch Tabs

There are 5, colored tabs along the top of the sequencer, and each tab can have a different preset loaded.



You can switch tabs using the multicolored keyswitches.



If you hold a chord and then keyswitch to different tabs, the sequencer will keep playing seamlessly. Switching between presets can be a great way to add variation.

Preset Browser

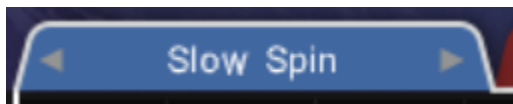
You can open the preset browser by clicking the menu icon in the upper-left corner of the sequencer or by double-clicking on a colored tab.

Single-click on a preset to load it into the current colored tab.

If you double-click a preset, it will load the preset, and also close the preset browser.

The preset browser can also be closed by clicking the “X” in the upper-right corner, or by clicking the preset browser button again.

If you prefer switching presets without opening the preset browser, there are arrows on each colored tab you can use to step through the presets.



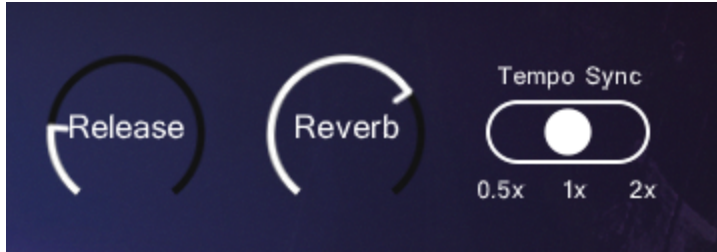
Looping

You can loop a section of the sequencer by dragging the arrows at the bottom.



Controls

There are a couple of essential controls below the sequencer.



The **Release** knob affects the release of the envelope.

Reverb adjusts the send level to Kontakt's algorithmic reverb. Turn it down all the way and use your own reverb, if you wish.

Tempo Sync. All samples were recorded at 120 bpm. Pathfinder Cello uses Kontakt's Time Machine Pro to timestretch samples from 120 bpm to the tempo of your project. You can use **Tempo Sync** to double or halve the speed of the samples. Let's say your project tempo is 60 bpm. In this case, the samples would be slowed down and stretched to half speed, which might not sound good. Using **Tempo Sync**, you could compensate for this by selecting "2x" and doubling the speed of the samples.

Edit view



To enable edit view, click the circled-pencil icon. Now you can identify all of the individual paths because each path's start is indicated by a rectangular selector:



Editing in the sequencer

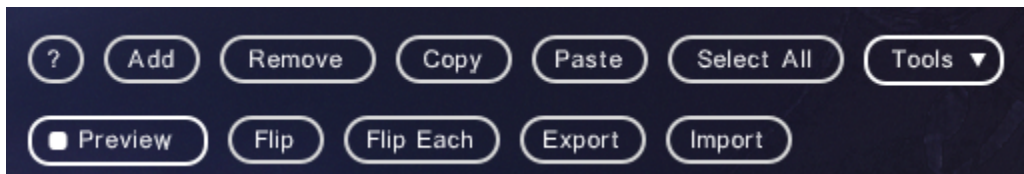
You can drag paths around by grabbing their rectangular selectors.

Here are a few things you can do while editing paths in the sequencer:

- Shift+click to select multiple paths.
- Click in an empty space and drag to box-select.

- Ctrl+drag to duplicate paths.
- Double-click to add or remove paths. Newly added paths will have whatever properties happen to be set below.
- If you have multiple paths selected and you want to remove all of them, hold shift while double-clicking.

Functions

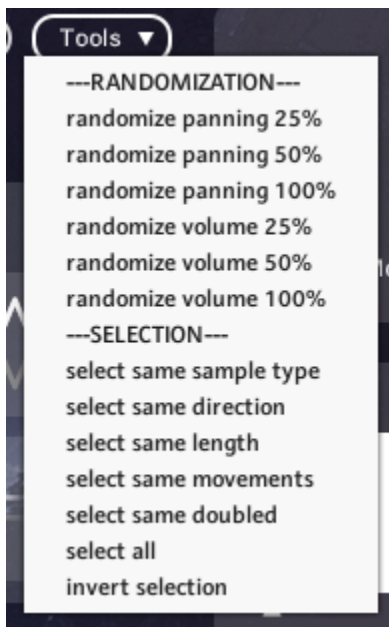


The **Add** and **Remove** buttons add paths. You'll notice that when you click the button to add a path, it shows up wherever you last clicked in the sequencer.

The **Copy** and **Paste** buttons are useful for copying between different presets. It's also possible to copy and paste between separate instances of Pathfinder Cello.

Select All is a common-enough action that there's a button dedicated to it.

The **Tools Menu** contains a number of useful options for randomization and selection of paths.



For example, you could fill up the sequencer with paths, but then change their volume and panning randomly to create an interesting texture. The selection tools can be used cleverly to avoid a lot of manual selecting.

With **Preview** enabled, you can hear a preview of selected paths by clicking and holding any path. The engine will use whichever notes you played last. If you have multiple paths selected, the engine will play through the sequence, only playing the selected paths.

Flip is useful for creating variations on an idea. It only acts on selected paths, so it can be interesting to try it on just part of a pattern.

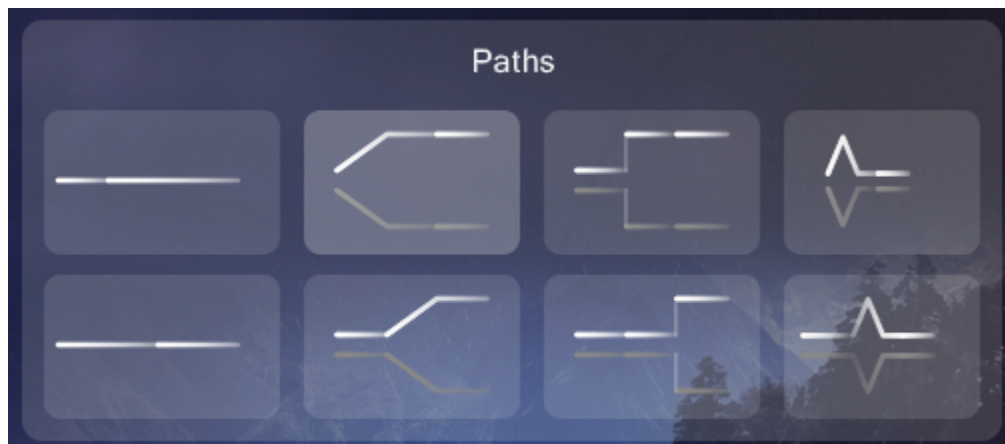
Flip Each is useful if you want to scramble things up even more. It's another fun way to create variations quickly.

The **Export** button saves all of the paths in all of the voicing tabs to an .nka file. It does not matter if paths are selected.

The **Import** button imports an .nka file. Note that importing will remove and replace whatever is in the current preset.

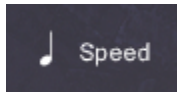
Paths Panel

There are 2 paths that stay on the same note, and 6 paths that change notes.

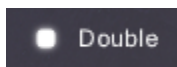


You can drag and drop any of these into the sequencer.

Path Parameters Panel



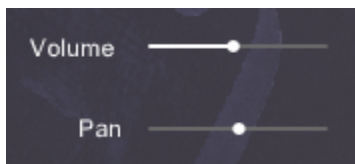
Each path was recorded at two lengths. The **Speed** option toggles paths between them. The longer length features a more lugubrious style of playing, while the shorter length is cleaner, with less emphasis placed on the note change.



The **Double** option thickens the sound. To create this effect, higher recorded notes were pitched down to match lower ones, and then they were rendered together. You can program your own auto-divisi by setting the instrument such that if you play one note, the path is doubled, and if you play two notes, you get two paths that are not doubled.



Movement lets you change the interval distance of paths with the + and - buttons. In the example below, this path's movement has been increased to 2, which means it will play a sample that travels from C4 to G4, skipping the D#4 in the middle:



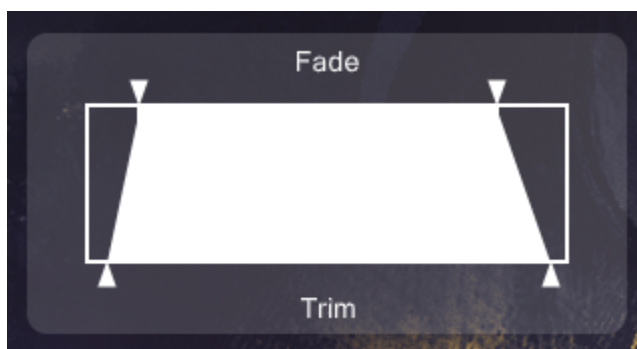
Volume and **Pan** can be used to make certain lines prominent or to create spatial interest.

For example, in the preset below, the lower paths might tend to drown out the more-interesting upper part, so they can be made softer.



It should be noted that the volume of paths is also partially influenced by velocity.

Fade/Trim Panel

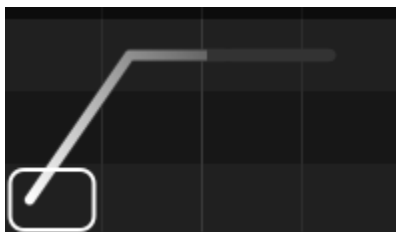


The **Fade/Trim** arrows can be used to manipulate the envelope of selected paths. When you trim paths, the amount by which they are trimmed will be indicated by the path display:

Untrimmed:



Trimmed:



The ability to fade and trim paths opens up many possibilities. You can juxtapose cropped sections of different paths to create new melodic gestures. The arpeggio presets were created this way:



Editing multiple voicing tabs at once

When switching between the tabs alongside the sequencer, the paths' selections are preserved. If you hold option/alt while box-selecting in the sequencer, you can invisibly select paths in other tabs.

If you hold option/alt while clicking **Copy** or **Paste**, you can copy or paste all of the paths in all of the tabs at once. This can be useful if you want to copy an entire preset. Here's how:

1. Hold option/alt and box-select the entire sequencer.
2. Option/Alt+click the **Copy** button.
3. Go to a blank preset in the "User Presets" category.
4. Option/Alt+click the **Paste** button.

NOTE: You'll want to be careful doing this, since there's no undo!

Holding option/alt while changing anything in the Paths panel, the Path Parameters panel, or the Fade/Trim panel will affect all selected paths for all tabs in the current preset. This is handy for editing presets in which the tabs are all pretty similar.

Editing the Preset Browser

The “User Presets” category should be more than sufficient if you want to experiment with making your own presets. However, if you would like to explore more options, there are a few hidden ways to do this:

NOTE: Before using any of these features, it is highly recommended that you keep a backup of the nki, since there is no undo!

Option/Alt+shift+ctrl+click the **Add** button: If you last clicked on a category, a new category will appear. If you last clicked on a preset, then a new preset will appear.

Option/Alt+shift+ctrl+click the **Remove** button to delete a preset or category. Again, it depends on whether you last clicked a preset or a category.

Option/Alt+click the arrow buttons on the tabs above the sequencer to rearrange presets or categories. If you try to move a preset past the end of one category, it will pop over into the next category.

Option/Alt+click on a preset or category to rename it.

Credits

Cello playing, editing, Kontakt scripting, and graphics by Ben Osterhouse.

Wallpaper created by Scott Kane.

Thanks to the beta testers for catching bugs and contributing helpful suggestions and demos.