

User Manual

POPS-7

KONTAKT instrument



Version 2.1.0

POPS-7 - User Manual

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Forgotten Keys
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1 Introduction

Welcome to the POPS-7 KONTAKT Instrument.

Requirements

Requires the full version of Native Instruments KONTAKT 5.8.1 or higher.

Important: This instrument will not work as expected in the free KONTAKT Player.

Description

POPS-7 is based on an analogue drum machine from the 1960s / 1970s that sold under the brand names:

- Keio Mini Pops 7
- Contessa Mini Pops 7
- Univox SR-95

It was most famously used by Jean-Michel Jarre on his ground-breaking 1976 album: Oxygene.

This KONTAKT instrument has been carefully created to be as accurate to the original as possible.

Setup

Unzip the archive to a folder of your choice. This will create a sub-folder called *Forgotten Keys*. All recent Forgotten Keys instruments (those that require KONTAKT 5 or higher) can safely be unzipped to the same folder.

Backup

It is recommended that a backup of the archive file is made in case it needs to be re-installed at a later date.

2 Usage

Drag POPS-7.nki onto the KONTAKT rack or browse for it within KONTAKT in the usual way (see the KONTAKT documentation).

Note: This instrument will not show in the KONTAKT library tab.

The KONTAKT instrument interface has two tabs: *Rhythms* and *Sounds*.

2.1 Rhythms

The Rhythms tab comprises of a main section that resembles the real drum machine and a footer section with additional controls.

Main section

Instrument sliders

The three instrument sliders control the volume level of their associated sound. These sounds are always playing a preset pattern no matter what rhythm is selected.

Balance slider

Controls the relative volume levels between the bass and cymbal sounds.

Volume slider

Adjusts the overall instrument volume mirroring the KONTAKT instrument volume slider.

Tempo knob

Adjusts the tempo between 30-300 beats per minute. Only active when the sync switch is off (see below).

Tip: Click on a slider or knob while holding the control/command key on the computer keyboard to set it to its default value.

Tip: Hold the Shift key on the computer keyboard while moving a slider or knob to get a higher resolution for more accurate control.

Rhythm controls

Each rhythm switch has two rhythms associated with it. You select between the top and bottom rhythms by using the toggle switch to their right.

By default, selecting a rhythm cancels any other selected rhythm. You can combine rhythms by enabling the combine switch or by holding the control/command key on the computer keyboard while selecting a rhythm.

Start switch

Starts and stops the rhythm.

Model switch

Selects between the Univox SR-95 and the other models.

The Univox SR-95 branded version of the drum machine lacks the rim-shot (side-stick) sound and so the cowbell is used in its place. This affects the bossanova and slow rock rhythms. The beguine rhythm is also different on this model.

Footer section

Values switch

Displays the value of knobs and sliders briefly in a pop-up window while adjusting them.

Tip: To show the tempo value only: Turn the switch off then click on it while holding the control/command key on the computer keyboard.

UI FX switch

Adds a touch of realism to the interface by playing real sounds of controls while interacting with them.

Sync switch

Allows the tempo to be controlled by the host. This will likely be a DAW or KONTAKT itself if in stand-alone mode. The start/stop controls of the host will also start/stop rhythm playback. When the switch is off, the tempo control on the interface will become active.

Swing controls

Shifts the timing of notes to produce a triplet/swing/shuffle feel. You can adjust the amount of shift by using the swing knob.

Note: Experimentation is recommended for the swing controls. Not all rhythms are suited to it.

MIDI file recorder

A MIDI file can be recorded and exported using this section. It is the recommended way to play this instrument from a DAW because you can start and stop playback anywhere, even mid bar, and it will always be in the right place.

The procedure is as follows:

1. Select a rhythm and any other desired settings such as swing.
2. Press the record button to start recording.
You can change rhythms during recording if desired.
3. Press the button again when enough has been recorded.

4. Save the MIDI file by doing either of the following:

- Drag the file to a folder or to a track on a DAW using the control with the drag and drop symbol.
- Click where it says <enter name here>, enter a name for the file then press the save button or press enter on the computer keyboard.

The file will be saved in the same location as the instrument file running in KONTAKT.

Important: If no name is entered, the file will be saved as *untitled.mid* and will overwrite any existing file with the same name.

5. Press the erase button to clear the recording.

Note: Only note information is recorded. Volume and other controls will have no effect on the final MIDI file.

Note: The sync switch should be set to *off* when playing back a MIDI file from a DAW.

2.2 Sounds

The Sounds tab comprises of a mixer section and a footer section with additional controls.

Mixer section

Output menus

Allows you to send each sound to any of the currently available outputs. What outputs are available depends on how this has been set up in KONTAKT. If in doubt, leave on *Def* (default).

Tune sliders

Raises or lowers the pitch of the sound by up to one octave either way.

Pan sliders

Sends the sound to the left or right channel or somewhere in-between.

Solo switches

Mutes all other sounds except the soloed sound. Multiple solo switches can be active at the same time.

Mute switches

Mutes the selected sound. Multiple mute switches can be active at the same time.

Tip: Hold the control/command key on the computer keyboard while selecting a solo/mute switch to cancel all other solo/mute switches.

Volume sliders

Adjusts the sound's volume from off to 0dB.

Footer section

Values switch

Displays the value of knobs and sliders briefly in a pop-up window while adjusting them.

Order switch

Displays a row of small switches marked < (left) and > (right) under each mixer channel. Clicking on one will move that channel left or right.

Holding the control/command key on the computer keyboard while clicking on a < or > switch will reset the mixer order as follows:

- > will reset to default order which is roughly in line with the keyboard layout and loosely based on the standard GM drum layout.
- < will reset to legacy order as used with previous versions of this instrument.

Info switch

Displays general information about this KONTAKT instrument such as the version number.

3 Version History

2.1.0

- Change instrument name to POPS-7.
- Add DAW automation of mixer controls.
- Add ability to change the order of mixer channels.
- Add switch to show/hide current value while adjusting controls.
- Allow rhythm start/stop switch to stop MIDI recording and playback.
- Change GUI width a little to improve look of mixer section.
- Change voice assignment of each sound to just one so that quick re-triggering sounds more authentic.
- Change volume slider range to mirror KONTAKT instrument volume slider.
- Improve various graphics and text.
- Fix tempo not changing when host tempo changes.

2.0.1

- Change swing knob default value.
- Fix output menus showing through 'info' window.
- Fix swing calculation bug.

2.0.0

- Add dedicated switch for host sync control.
- Add UI effects switch.
- Add LED-style volume level meters to mixer channels.
- Add solo switches to mixer channels.
- Add swing feature.

- Allow host sync to respond to DAW transport controls.
- Improve and fix MIDI file creator.
- Improve various graphics.
- Move *info* switch to sounds tab.
- Remove in-built help.

1.2

- Move *info* menu out of the tabs area for KONTAKT 6 compatibility.

1.1

- Improve MIDI file player code and graphics.

1.0

- Initial release for KONTAKT 5.

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