



Deputi Percussion Series

DP-06+

Quick Start Guide

www.deputisounds.com



Thank You!

Thank you for purchasing the DP-06+ Percussion library, developed specifically for Native Instruments Kontakt.

This quick start guide gives you all the information you need to swiftly learn how to operate the instrument, and get the best out of the control & performance interface!

For additional help and support, please check out the videos & materials on our website: www.deputisounds.com

- Deputi

The User Interface

- 1 **Individual Disrupt**
Randomizes individual categories of sound select, tuning, decay,

- 2 **Global Distortion**
Adjust the global distortion

- 3 **Global Lowpass Filter**
Adjust the global lowpass filter

- 4 **Global Hipass Filter**
Adjust the global hipass filter

- 5 **Drum Sound Selector:**
Switch between 5 different drum sounds per slot.

- 6 **Swing**
Adjust the level of swing in the sequencer

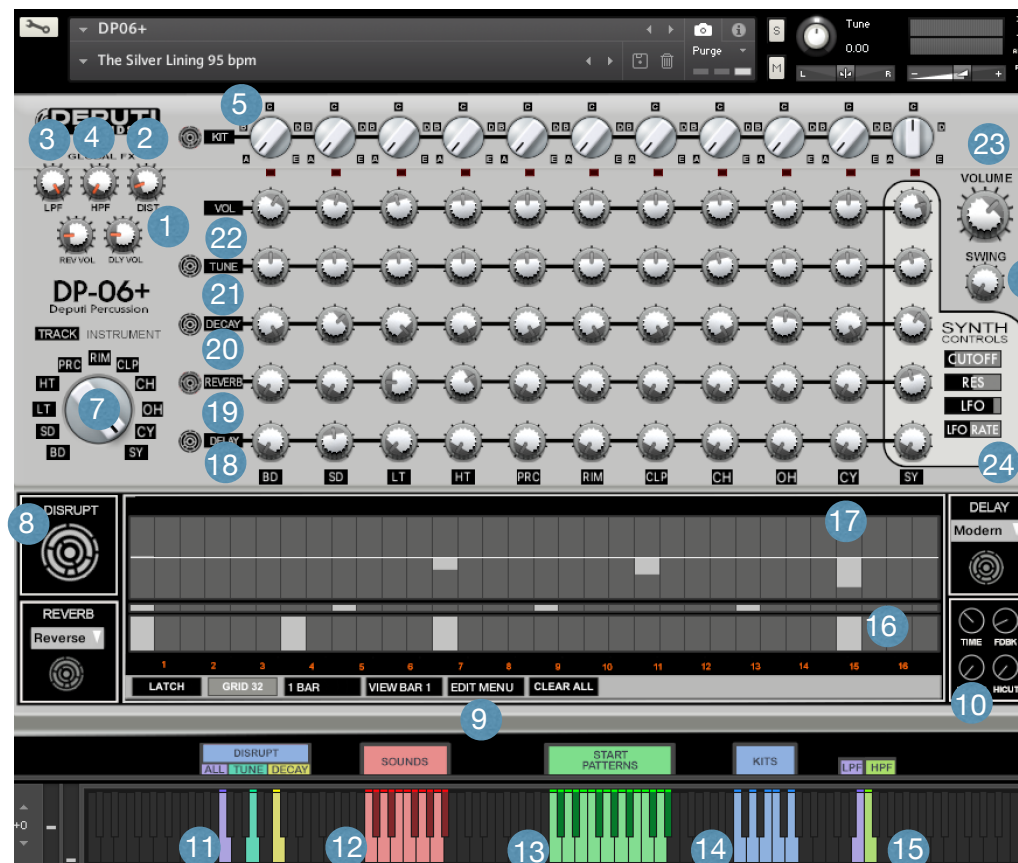
- 7 **Instrument Select**
Selects sound to be used in the sequencer.

- 8 **Global Randomization**
Randomizes all the parameters except the sequencer section and volume levels

- 9 **Edit Pattern Menu**
Functions for pattern sequencer

- 10 **Reverb & Delay Master Section**
Selects the Reverb & Delay Types. Access to delay parameters.

- 11 **Randomization Key Triggers**
Trigger activation of random parameters for All, Tune, & Decay



- 24 **Synth Filter Controls**
Adjust the synth filter section

- 23 **Master Volume**
Adjust the global level

- 22 **Level Knobs**
Adjust volume of each sound

- 21 **Tuning Knobs**
Adjust pitch of each sound.

- 20 **Envelope Knobs**
Adjust envelope of each sound.

- 19 **Reverb Send**
Adjust the reverb send level of each sound.

- 18 **Delay Send**
Adjust the delay send level of each sound.

- 17 **Pitch Sequencer**
Adjust the pitch per step of each sound selected in the instrument select section

- 16 **Trigger Sequencer**
Add note on/off and velocity per step of the sound selected in the instrument select section

- 15 **LPF/HPF Key Triggers**
Temporary activation of the fixed lowpass or hipass filter global fx on the master output.

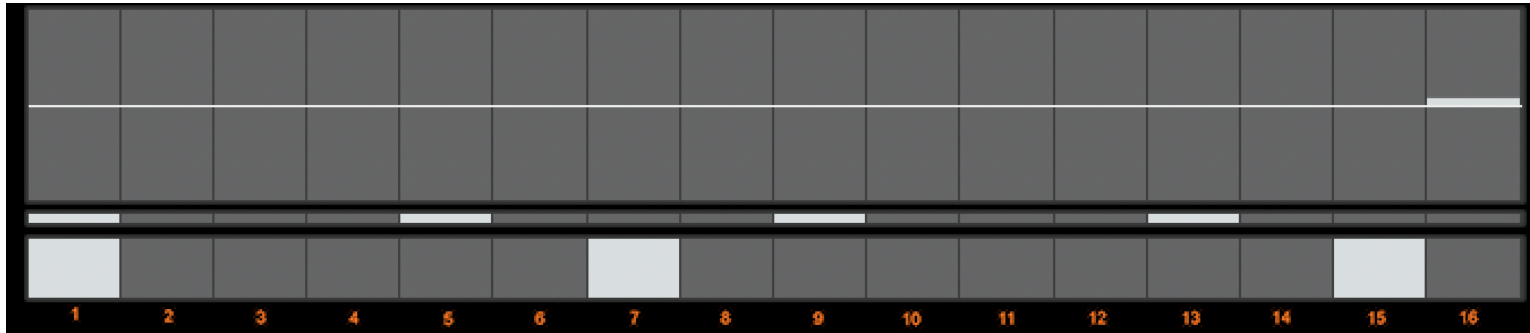
Key Triggers

- 12 **Individual Sound Triggers 1-11**
Triggers each sound individually for using your DAW sequencer.

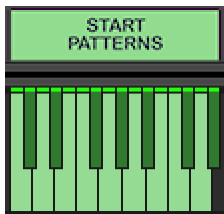
- 13 **Pattern Select Key Triggers 1-16**
Switches the sequencer between patterns 1-16 (must be held down to play the pattern)

- 14 **Drum Kit Select Key Triggers**
Switches all the sounds to drum kits 1-5

The Sequencer



The DP06+ has a 32 step sequencer that allows you to input note, velocity and pitch information per step. The DP06+ sequencer defaults at 16 steps but can be switched to 32 by pressing the **"GRID 16"** button.



To start the sequencer running press and hold the first midi note in the green key trigger section labeled **"Start Patterns"**



This is the midi note which triggers the first pattern. All other patterns are triggered by the subsequent chromatic keys. To keep the sequencer running you can either record the midi note information into your DAW or press the **"LATCH"** key

To start, select the instrument (or sound) you wish to sequence using the instrument selector knob on the left side of the sequencer. You can switch the sounds by turning the knob or clicking on the sound name (i.e BD, SD, LT). Alternatively the instrument can be switched using the red key switches that corresponds to the sound on the virtual Kontakt keyboard or your midi keyboard.



To add your first drum sound use your mouse to draw in the velocity of the sound you have selected in any of the orange boxes. The taller you make your note value trigger the louder the sound will be. This adjusts the velocity per step of the selected track.

[Cmd]/[Ctrl]+click to delete a step.



The DP06+ pitch sequencer adjusts the tuning offset per step of the selected track. Information entered above the white line will pitch the sound up and below the line will pitch the sound down. The range is -100% to 100%. [Cmd]/[Ctrl]+click to



The **1 BAR** button allows you to extend the DP-06+ sequence to 2 bars or measures long. The **VIEW BAR** button will switch which measure or bar is currently being viewed.

Edit Pattern: Use this menu to copy, paste, and clear patterns. *Copy Pattern to All Patterns* is very useful when creating a basic groove upon which to create additional variations.

Clear, Copy & Paste Track will only affect the sound you have currently selected in the Instrument Select section.

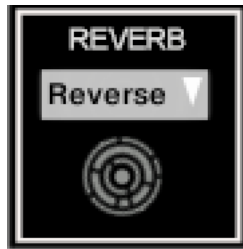
Clear, Copy & Paste Pattern will affect all of the sounds in a pattern.

Copy, Paste, Clear Measure - All Instruments will affect all the sounds in only the

The **CLEAR ALL** button located below the sequencer is a convenient way to clear the entire pattern in a sequencer without having to navigate to the edit pattern dropdown menu.

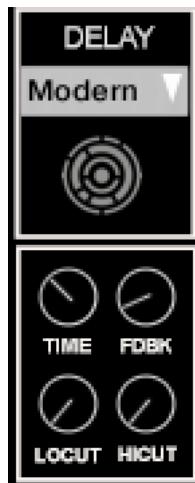


The Reverb & Delay Returns Section



Reverb:

The DP06+ has 60 impulse response reverbs ranging from rooms, halls, springs and SFX. The **REV SPACE** drop down menu give you the ability to choose reverb preset being fed from the **REV SEND** knobs on each



Delay:

Controls for **Delay Time** & **Feedback**. The **Delay Time** knob switches between divisions of the master bpm so your delay times will always be in sync.

Plate 1
Bass
Brick Wall
BrigLOC Plate
CarPark
Church
Chamber
Drum Plate
Echo Plate
Forever
Garage
Gated Verb 2
Gated Verb
Hall 4.0.
Lrg Chamber
Lrg Plate
Plate A
Rebound
REV-4.0

The Disrupt Button

The DP06+ has some very unique and powerful randomization abilities to generate endless variations and ideas. Each parameter section with the “**Disrupt**” icon has the ability to be randomized as well as a **Global Disrupt** that will trigger all of the sections simultaneously. The randomizations do not affect the sequence patterns.



Kit selection Disrupt will shuffle the sounds within all the channels giving you new combinations of drum kits. (The Bass Drum section will always give you bass drum sounds but it will randomly draw from 1 of the 5 kits)

Tuning Disrupt will randomize the pitch of all the sounds in the DP06+. This will affect the actual pitch knob of each section so if a new sound is loaded it will also be changed to where the parameter is set.

Decay Disrupt will randomize the decay of all the sounds in the DP06+. This will affect the actual decay knob of each section so if a new sound is loaded it will also be changed to where the parameter is set.

Reverb Send Disrupt will randomize all the reverb sends on the DP06+

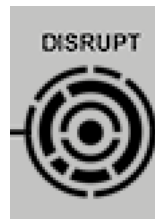
Delay Send Disrupt will randomize all the delay sends on the DP06+



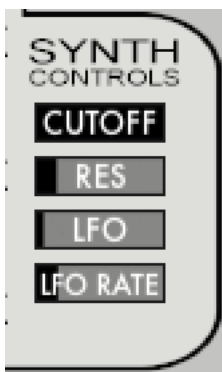
Reverb Space Disrupt will randomly select one of the 60 reverb presets.



Delay Parameters Disrupt randomize
Time, Feedback, HiCut & LoCut parameters
for the delay master section.

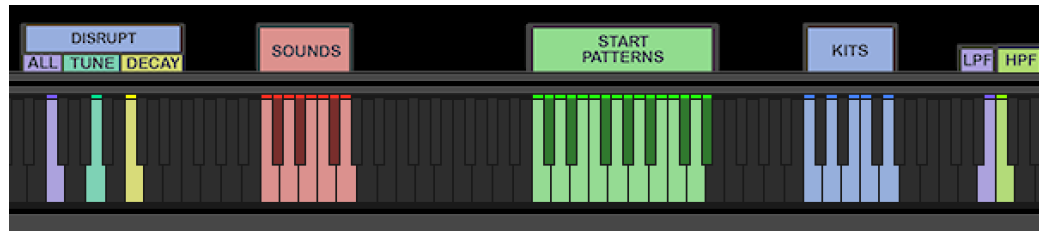


Global Disrupt randomize all of the above categories at once.

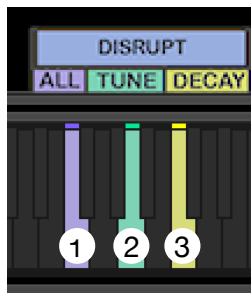


Synth Filter: The last channel on the DP-06+ is a synthesizer that includes a filter section. Here you have access to cutoff, resonance, LFO, & LFO Rate. The LFO modulates the Filter cutoff and re-triggers every time a note is played.

Key Triggers

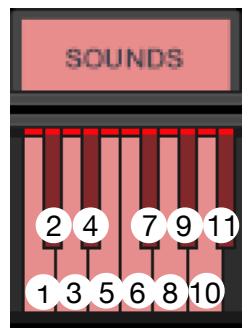


Key Triggers give you access to many of the DP06+ parameters on Kontakt's virtual keyboard as well as your Midi Keyboard controller



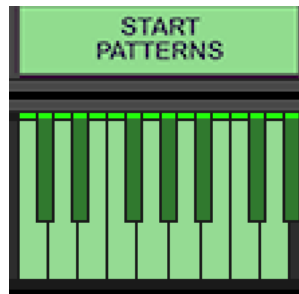
Randomization Key Triggers Decay, Tune, and Global randomization.

1. **Random All** - Randomizes all the parameters with dice icons.
2. **Random Tune** - Randomizes all the tuning parameters
3. **Random Decay** - Randomizes all the decay parameters



Sound Key Triggers Triggers each sound individually for using your DAW sequencer.

- | | |
|---------------|-----------------|
| 1. Bass Drum | 7. Clap |
| 2. Snare Drum | 8. Closed Hihat |
| 3. Low Tom | 9. Open Hihat |
| 4. Hi Tom | 10. Cymbal |
| 5. Perc | 11. Bass Synth |
| 6. Rim | |

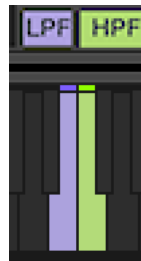


Sequence Pattern Triggers: There are 16 pattern preset slots in the DP06+. The patterns are triggered by holding down the note either on Kontakt's virtual keyboard or a MIDI controller.



Drum Kit Selector Triggers: There are 5 distinct drum kits in the DP06+ that can be recalled by pressing the corresponding blue MIDI notes.

- | | |
|--------------------|----------------------|
| 1. Natural 806 Kit | 4. S1200 Samples Kit |
| 2. MP60 Sample Kit | 5. Modern Kit |
| 3. Saturated Kit | |



Global Filter Triggers: Activate the Global Hipass and Lowpass Filters at 50% while the note is being pressed.

Multis

A powerful and unique feature of Kontakt is the ability to load multiple instruments into one instance of the plugin and save them as a “**multi**”. All of the Deputi Percussion series instruments are designed to seamlessly work together when loaded in this way.

The key triggers that control **random**, **sounds**, **patterns**, **kits** and **filters** will affect all of instances loaded into the multi simultaneously. For example, when pressing the “**Random All**” key trigger, all of the parameters in every machine loaded into the Kontakt instance will randomize at the same time. Since the pattern start key triggers share the same midi note locations, pressing any pattern on your keyboard will start the sequencers on all the instances loaded into the multi.

To make a multi simply drag the .nki files you wish to use into the Kontakt window. In the top toolbar of each instance press the “I” icon to reveal the MIDI settings of each instrument. In the **MIDI Ch** dropdown menu select **omni** on each instrument loaded. That way your MIDI controller keyboard and Kontakt’s virtual keyboard will be able to control all of the instruments loaded into the multi. You have the ability to save the multi as a separate instrument for later use.

