



WAVETABLE SYNTHESIZER FOR KONTAKT 6.4.2



USER MANUAL



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INTRODUCTION

ANGUS is a wavetable-based synthesizer for Kontakt 6.4.2 featuring 2x128 contemporary wavetables that can be assigned to two different oscillators (A & B).

It features free wavetable-position modulating, harmonical shifting as well as modifying the wavetable via 14 different shaping modes.

Furthermore it comes with a multiband-filter, a chord-memory function, an effects sequencer, a step-modulator, an arpeggiator as well as six built-in effects.

Most of these sections do come with built-in factory presets that you can choose via menus easily.

INSTALLATION

To get ANGUS up and running, extract the contents of the RA_ANGUS.zip archive to any location on your harddrive.

From there, please copy the contents of the included „Snapshots“ folder to:

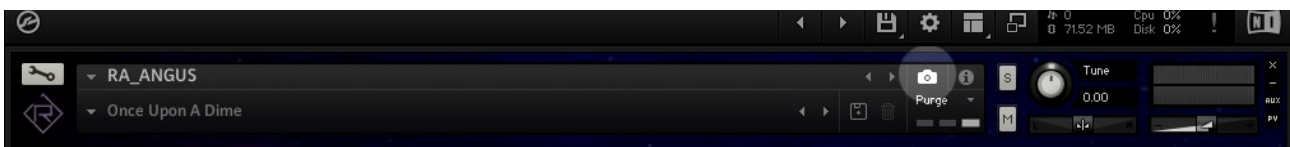
```
„..\Users\<Your Username>\Documents\Native Instruments\User Content\Kontakt\“
```

so that it looks like this:

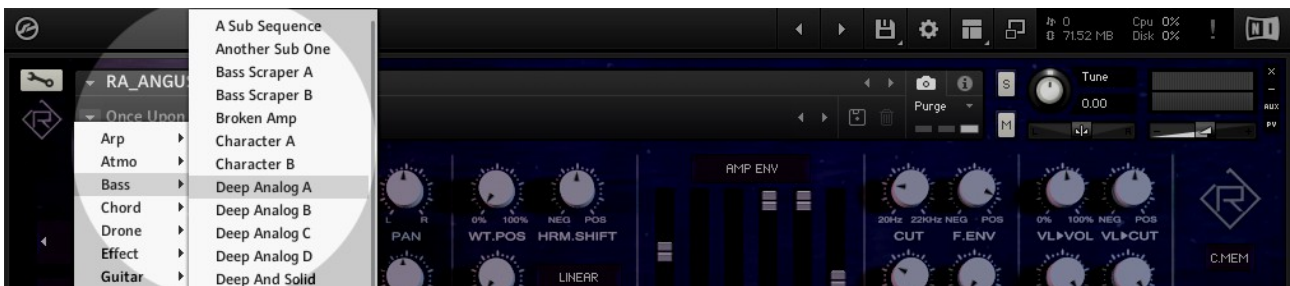
```
„ ..\Users\<Your Username>\Documents\Native Instruments\User Content\Kontakt\RA_ANGUS\“
```

To open up ANGUS in Kontakt, switch to the „Files“ tab and navigate to the location where you have extracted RA_ANGUS.zip to and double-click „RA_ANGUS.nki“.

To browse the factory presets, switch to the photocamera-symbol:



Then use the snapshot menu to choose and load a preset:



OSC SECTION

From here you can select the different wavetables.



Click on the name of A: or B: to select a wavetable for OSC A or B. Alternatively, use the little arrows to the left and to the right to cycle through all available wavetables.

Note that the OSC B has an „OFF“ option in case you don't want it to play.

The OSC display in the top left corner lets you toggle between editing either oscillator A, B or both („OSC AB“).

When you're in OSC AB editing mode, all knobs, menus and sliders will display the current values set to OSC A but will affect both oscillators at the same time.

That does also include (preset) - menus, LFO settings and everything else which is oscillator-related.

OSC MODIFIERS

Use the oscillator modifiers to set up basic volume, pan and pitch settings.



Use the VOLUME knob to set up the volume of the currently selected oscillator(s). Use the PAN knob to alter the position in the stereo field and use the PITCH knob to tune it.

WAVETABLE MODIFIERS

Use the oscillator modifiers to shape the sound to your liking.



Use the WT.POS knob to adjust the position in the wavetable, pretty much like a sample offset.

The HRM.SHIFT (harmonic shift) can be used to detune and pitch the wavetable by minus or plus one octave.

The SHAPE knob lets you „shape“ the wavetable, depending on what shape mode has been selected. By default, the shape mode is set to LINEAR and does not alter the wavetable in any way.

Try experimenting with all the available modes to get a feel for what they do.

ENVELOPES

Use the oscillator envelopes to shape the sound over time.



The envelope section does come with control over your amplifying and filter envelopes. Use the „AMP ENV“ menu to choose the envelope that you want to edit:

AMP ENV – amplifier envelope (volume).

FLT ENV – filter envelope.

MOD ENV – modulation envelope.

CRV – the initial attack curve shape.

ATT – attack.

HLD – hold.

DEC – decay.

SUS – sustain.

REL – release.

FILTER AND MODIFIERS

Use the filter settings and modifiers to further adjust your sound:



CUT – the cutoff filter frequency.

F.ENV – the amount of the filter envelope („FLT ENV“).

RESO – filter resonance or bandwidth / „Q“-factor.

TYPE – current filter type (lowpass, bandpass and highpass)

VL>VOL – how much of incoming velocity should affect the oscillator's volume.

VL->CUT - how much of incoming velocity should affect the oscillator's filter cutoff frequency.

P.TRK – amount of pitch (MIDI note) tracking.

R.PAN – amount of random panning (per Note).

CHORD MEMORY

ANGUS comes with a built-in chord memory function that lets you store currently held MIDI notes:



To use the chord memory **press and hold** several MIDI notes on your MIDI keyboard and then press the C.MEM button at the same time. It will lit up and the pressed notes have been stored as a „chord“.

Note that when changing snapshots, the chord memory will be lost (as it will be stored within presets).

To deactivate the chord memory, simply press the C.MEM button again.

RANDOMIZATION

ANGUS features a comprehensive and intelligent („musical“) randomizing section.



To access the randomization settings, press the „->OPT“ button next to the „RND“ button.

From here you can choose the targets and/or sections, that you want to randomize:

- ALL – randomize everything.
- OSC A – only randomize OSC A settings.
- OSC B – only randomize OSC B settings.
- FX – only randomize the effects.
- NONE – randomize nothing from the above.

To execute a randomization, simply press the RND button next to the „-> OPT“ menu.

MOD ENVELOPES

The mod envelope in ANGUS can be used to alter e.g. pitch or the wavetable position over time.



- WT.POS – amount to alter the wavetable position.
- HRM – amount to alter harmonic shifting.
- SHAPE – amount to alter the wavetable shaping.
- PAN – amount to alter the panning.
- PITCH – amount to alter the pitch.

Use the „MOD ENV“ menu to make adjustments to the modulation envelope itself.

LFO SETTINGS

ANGUS comes with two low-frequency-oscillators that you can route to different targets for modulation.



Each oscillator in ANGUS features a set of two independent LFO's. From here you can make adjustments to these.

Use the „LFO [1]“ button to select the LFO for the current oscillator. The „RTG“ button indicates, whether the current LFO will be retriggered with every new keypress or not.

The menu to the right lets you choose from various pre-made LFO presets. From here you can also reset or „init“ the current LFO for the currently selected oscillator.

- WT.POS – amount of LFO to wavetable position.
- HRM – amount of LFO to harmonic shifting.
- SHAPE – amount of LFO to shaping.
- VOL – amount of LFO to volume.
- PAN – amount of LFO to panning.
- PITCH – amount of LFO to pitch.
- CUT – amount of LFO to filter cutoff.

→ SPEED – speed/rate of the currently selected LFO.

Note that the first LFO is tempo-synced, whereas the second one is not. The second LFO allows for much slower or faster modulations than the tempo-synced one.

→ FADE – fades in the LFO over time.

→ PW – the pulsewidth amount when using the PULSE LFO waveform.

→ SAW – sawtooth waveform amount.

→ S&H – sample and hold waveform amount (random).

→ SINE – sine waveform amount.

→ TRI – triangle waveform amount.

→ PULSE – pulse/rectangle waveform amount.

MODWHEEL SETUP

ANGUS offers full MIDI automation / remote control.



The modulation wheel on your MIDI keyboard can be routed in and to many different ways. Click on the „MODWHEEL“ menu to open up a list of possible selections.

From here you can choose the settings you want to automate using the modwheel.

Note that clicking a target will turn it either on or off. Whenever a target is selected, it will display a ← ON → before its value.

Use the → NONE option to quickly deactivate all targets.

A note on modwheel automation:

Keep in mind that all modified controls will keep their last value (set by the modwheel) also when switching between various modwheel targets. To „clean up“ a preset, simply use the snapshot browser to load it again.

PHASIS AND COMP FX

Here you can set up the „phasis“ multistage phaser effect and the built-in master compressor.



PHASIS:

RATE – the speed of the phaser effect.

AMOUNT – the number of phaser stages.

FDBK – the phaser feedback.

MIX – the dry/wet mix.

COMP:

THR – compressor threshold.

MKUP – compressor make-up gain.

MIX – the dry/wet mix.

Note that when adjusting the PHASIS phaser effect's „MIX“ amount, you might hear audible clicks or pops. That is because internally, the phasis effect will be deactivated when the „MIX“ is set to zero to save CPU usage.

The same applies to the „DRIVE“ distortion effect.

DRIVE EFFECT

The „DRIVE“ effect in ANGUS comes as a warm and analogue-sounding tape-saturation/distortion.



Use the DRIVE effect to spice up or distort your sounds.

GAIN – the volume gain to compensate for tape-saturation, which can significantly lower the overall volume due to heavy compression like effects.

WARMTH – the actual saturation of the signal.

Note that when adjusting the DRIVE effect, you might hear audible clicks or pops. That is because internally, the drive effect will be deactivated when either GAIN or WARMTH are set to zero to save CPU usage.

SPACE EFFECT

The „SPACE“ effect is a series of short delays that can produce a reverb-like sound.



Click on the []-button next to the SPACE label to turn it on.

DELAY – overall delay.

WIDTH – stereo width control.

VOICES – number of delay voices.

MIX – the dry/wet mix.

AMOUNT – overall intensity of the effect.

RATE – the rate of delay detuning.

FDBK – feedback of the delays.

FLAIR EFFECT

The „FLAIR“ effect is a unique note-tuned delay effect that can be played using MIDI keys (notes) as well.



Click on the []-button next to the FLAIR label to turn it on.
Click on the menu to the right to choose a FLAIR mode.

WIDTH – stereo width control.

DAMP – delay damping amount.

DETUNE – random detuning.

AMOUNT – overall intensity of the effect.

MIX – the dry/wet mix.

KEYBOARD ICON – Click here to enable or disable the MIDI notes to pitch function. When enabled, the FLAIR root pitch will be determined by incoming MIDI notes.

PITCH – drag up/down to select a root pitch.

RATE – speed of delay chord-cycling (→ FLAIR mode).

FDBK – feedback of the delay lines.

DELAY EFFECT

ANGUS features a great-sounding DELAY effect with various modulation possibilities.



Click on the -button next to the DELAY label to turn it on.

STEREO – when enabled, both left and right audio signals will be feed into the delay.

L<>R - „ping pong“ delay mode.

MOD – pitch modulation of the delayed signal.

SATURATE – distortion of the delayed signal.

MIX – the dry/wet mix.

TIME – drag up/down to set up the x/16th delay rate steps.

FILTER – a combined low- and highpass filter.

FDBK – the length of the delay tail.

REVERB EFFECT

The REVERB effect in ANGUS is a high quality, production-ready reverb.



Click on the -button next to the REVERB label to turn it on.

DIFF – reverb diffusion.

DAMP – reverb dampening.

MOD – reverb tail pitch modulation.

STEREO – stereo width control.

MIX – the dry/wet mix.

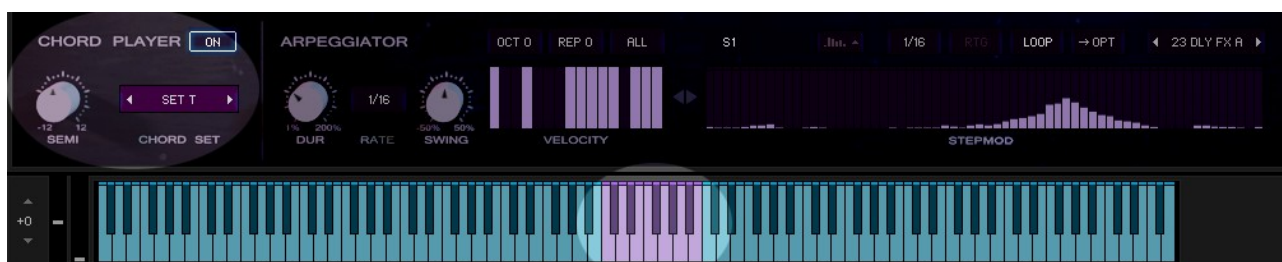
PRE – the reverb pre-delay.

TIME – the time of the reverb reflection.

SIZE – the size of the reverb tail.

CHORD PLAYER

ANGUS comes with 26 contemporary sets of pre-made chord progressions, that can be played via a single MIDI key. These are ideal as a song starting point or for inspiration.



Click on the []-button next to the CHORD PLAYER label to turn it on.

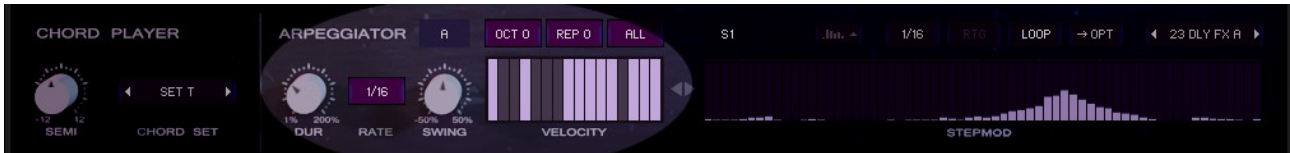
SEMI – the semi tuning of the chord player.

CHORD SET – A to Z.

Note that the Kontakt virtual keyboard will change it's colours to reflect the chord player range.

ARPEGGIATOR

Each Oscillator in ANGUS can be feed to the built-in Arpeggiator.



Click on the [R]-button next to the ARPEGGIATOR label to turn on the Arpeggiator.

Note that you can choose whether you want to route Oscillator A, B or both (AB) into the arpeggiator.

OCT – amount of octaves, the arpeggiator cycles through.

REP – number of note repetitions per step.

PLAYMODE – arpeggiation mode menu.

DUR – note duration per step.

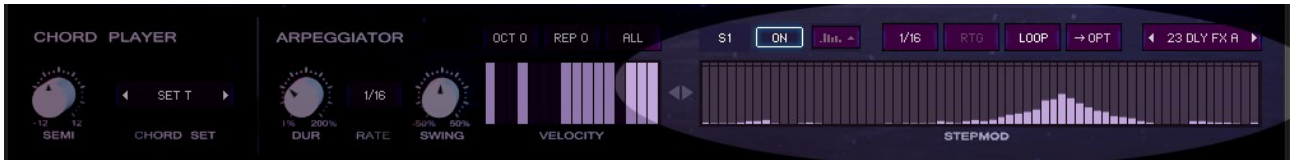
RATE – speed/rate of the Arpeggiator.

SWING – swing („shuffle“) amount.

VELOCITY – velocity value (table) per step.

STEPMOD

The STEPMOD („stepped modulation“) in ANGUS can be used to create interesting, rhythmical patterns.



Click on the []-button next to the S1 label to turn it on.

Note that you can have two step modulators going on at the same time. They can have completely independent settings and step values. Each step modulator can be turned on or off individually.

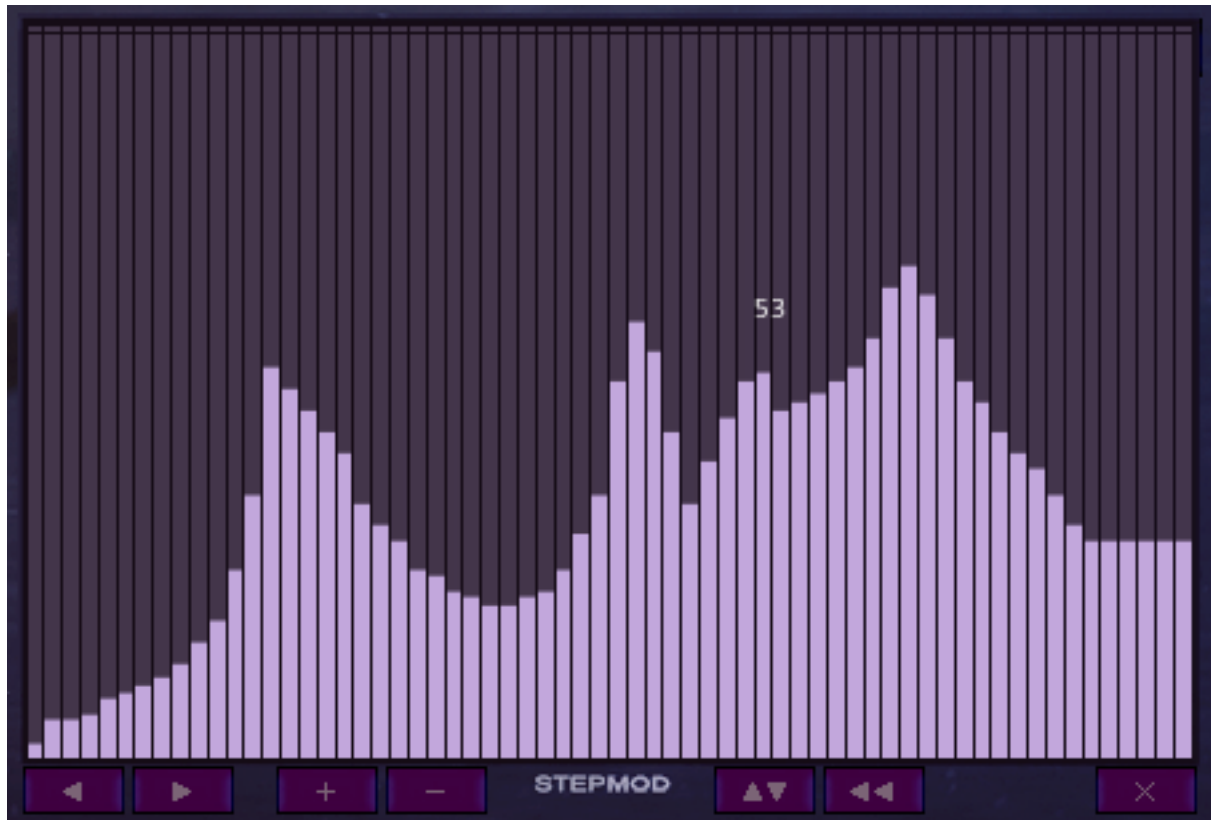
Note, that you cannot use the Arpeggiator and Stepmod at the same time.

To toggle between the two step modulators, press the S1 button.

Use the „STEPMOD“ table to edit values and enter steps. For a better and more precise editing, you can click on the



-symbol, which will expand the table height:



- ← - will shift the table one step to the left.
- - will shift the table one step to the right.
- + - will increase the table values by one.
- - will decrease the table values by one.
- Up/Dn – will invert the table values.
- ← ← - will reverse the entire table.
- X – will close the detail table editing.

Stepmod options:

1/16 – the rate (speed) of the current stepmod.

RTG – restarts the table with each keypress (MIDI note).

LOOP – whether to loop the table or not.

→ OPT – stepmod options menu.

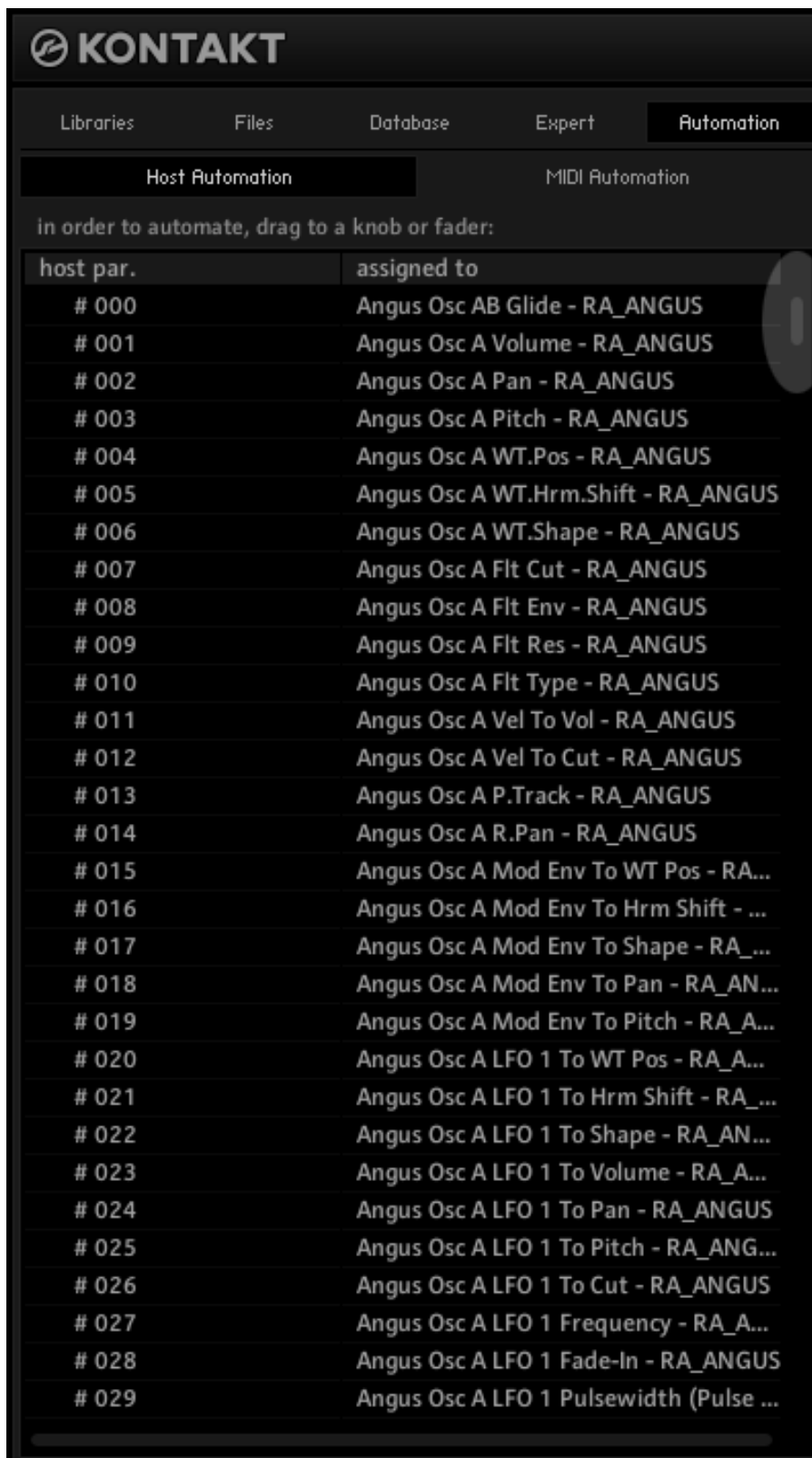
From here you can choose, if you want to keep the table (stepmod) „alive“ once you have released the keys (MIDI notes). Turning this option on will let the current step modulator run infinitely.

Steps: Lets you choose the number of steps to play before the table will loop (or end).

> NONE <<< - this list lets you assign various targets to the current step modulator.

AUTOMATION & MIDI CC LIST

ANGUS can be controlled (automated) by MIDI CC (continous controllers) or host (DAW) automation.



KONTAKT

Libraries Files Database Expert Automation

Host Automation MIDI Automation

in order to automate, drag to a knob or fader:

host par.	assigned to
# 000	Angus Osc AB Glide - RA_ANGUS
# 001	Angus Osc A Volume - RA_ANGUS
# 002	Angus Osc A Pan - RA_ANGUS
# 003	Angus Osc A Pitch - RA_ANGUS
# 004	Angus Osc A WT.Pos - RA_ANGUS
# 005	Angus Osc A WT.Hrm.Shift - RA_ANGUS
# 006	Angus Osc A WT.Shape - RA_ANGUS
# 007	Angus Osc A Flt Cut - RA_ANGUS
# 008	Angus Osc A Flt Env - RA_ANGUS
# 009	Angus Osc A Flt Res - RA_ANGUS
# 010	Angus Osc A Flt Type - RA_ANGUS
# 011	Angus Osc A Vel To Vol - RA_ANGUS
# 012	Angus Osc A Vel To Cut - RA_ANGUS
# 013	Angus Osc A P.Track - RA_ANGUS
# 014	Angus Osc A R.Pan - RA_ANGUS
# 015	Angus Osc A Mod Env To WT Pos - RA...
# 016	Angus Osc A Mod Env To Hrm Shift - ...
# 017	Angus Osc A Mod Env To Shape - RA_...
# 018	Angus Osc A Mod Env To Pan - RA_AN...
# 019	Angus Osc A Mod Env To Pitch - RA_A...
# 020	Angus Osc A LFO 1 To WT Pos - RA_A...
# 021	Angus Osc A LFO 1 To Hrm Shift - RA_...
# 022	Angus Osc A LFO 1 To Shape - RA_AN...
# 023	Angus Osc A LFO 1 To Volume - RA_A...
# 024	Angus Osc A LFO 1 To Pan - RA_ANGUS
# 025	Angus Osc A LFO 1 To Pitch - RA_ANG...
# 026	Angus Osc A LFO 1 To Cut - RA_ANGUS
# 027	Angus Osc A LFO 1 Frequency - RA_A...
# 028	Angus Osc A LFO 1 Fade-In - RA_ANGUS
# 029	Angus Osc A LFO 1 Pulsewidth (Pulse ...

in order to automate, drag to a knob or fader:

MIDI CC	assigned to
CC 0	not assigned
CC 1	not assigned
CC 2	Angus Arp Note Duration - RA_ANGUS
CC 3	Angus Osc AB Glide - RA_ANGUS
CC 4	Angus Osc A Volume - RA_ANGUS
CC 5	Angus Osc A Pan - RA_ANGUS
CC 6	Angus Osc A Pitch - RA_ANGUS
CC 7	not assigned
CC 8	Angus Osc A WT.Hrm.Shift - RA_ANGUS
CC 9	Angus Osc A WT.Shape - RA_ANGUS
CC 10	Angus Osc A Flt Cut - RA_ANGUS
CC 11	Angus Osc A Flt Env - RA_ANGUS
CC 12	Angus Osc A Flt Res - RA_ANGUS
CC 13	Angus Osc A Flt Type - RA_ANGUS
CC 14	Angus Osc A Vel To Vol - RA_ANGUS
CC 15	Angus Osc A Vel To Cut - RA_ANGUS
CC 16	Angus Osc A P.Track - RA_ANGUS
CC 17	Angus Osc A R.Pan - RA_ANGUS
CC 18	Angus Osc A Mod Env To WT Pos - RA...
CC 19	Angus Osc A Mod Env To Hrm Shift - ...
CC 20	Angus Osc A Mod Env To Shape - RA_...
CC 21	Angus Osc A Mod Env To Pan - RA_AN...
CC 22	Angus Osc A Mod Env To Pitch - RA_A...
CC 23	Angus Osc A LFO 1 To WT Pos - RA_A...
CC 24	Angus Osc A LFO 1 To Hrm Shift - RA_...
CC 25	Angus Osc A LFO 1 To Shape - RA_AN...
CC 26	Angus Osc A LFO 1 To Volume - RA_A...
CC 27	Angus Osc A LFO 1 To Pan - RA_ANGUS
CC 28	Angus Osc A LFO 1 To Pitch - RA_ANG...
CC 29	Angus Osc A LFO 1 To Cut - RA_ANGUS

TROUBLESHOOTING

In case you're having any issues, please refer to the troubleshooting PDF that you have received within your download or which is available in the release archive:

RA_Kontakt_Troubleshooting_EN.pdf

Thanks!

