HERITAGE PERCUSSION

Heritage Percussion

An Impact Soundworks Instrument for Kontakt 6.5

INTRODUCTION

Heritage Percussion captures the energy of live performance with 13 hand percussion instruments from around the world. This detailed collection is perfect for acoustic applications but versatile enough to add folk-inspired texture anywhere you need it. Instruments include:

- Half-gourd and double-sided shakers
- Small and large claves
- Small, medium, and large rattles
- Cowbell, cork drum, djembe
- Cabasa, beaded and cork rattles

Each drum has 10x round robin variations and 5x dynamic layers, making it simple for you to perform or sequence lively, expressive "aux" rhythm parts.

We've also revamped the Kontakt engine behind our percussion instruments. Heritage Percussion is the first library to debut this beautiful, inspiring new UI that allows for both easy editing and in-depth tweaks. Using our new drum engine, you're able to individually adjust each drum's tone, envelope, pitch, and mapping to suit your workflow.

Plus, with our newly-improved CONSOLE FX rack & mixer (more info below), you can create the perfect mix — complete with EQ, reverb, compression, and spatial effects — without using any external plugins. We hope you enjoy this lovely free collection!

INSTALLATION

1. Install the **Pulse** application if you don't already have it. **Pulse** is a cross-platform desktop app that lets you download and install your libraries with blazing speed! You'll need to create an account here, but once you do, you can access your purchases from *any* developers using **Pulse**, anytime, from any computer.

https://pulsedownloader.com/

2. Once **Pulse** is installed, open it and enter your **Heritage Percussion** product code. Follow the instructions to download and install the library.

3. In the downloaded **Heritage Percussion** folder, load the NKI in Kontakt. No activation is needed, as this is not a Kontakt Player instrument.

SNAPSHOTS & SCRIPT TABS

Heritage Percussion uses Kontakt's native "**snapshots**" feature to handle various types of presets. We've extended this feature allowing you to save and load **specific types of snapshots** without overwriting your entire patch.

To support this, **Heritage Percussion** uses **two** separate scripts for instrument editing, and mixing & effects.

Each of these tabs can save or load its data **independently**! For example, you can load a mixer setup from **Console** without affecting your mapping, or load a specific performance preset without affecting your FX.

At the bottom of each tab's UI, you'll see two icons in the lower left and lower right: a **Lock**, and a **Camera**.

When the **Lock** icon is **enabled** (white), the contents of that tab **will not be overwritten** when you *load* a new Snapshot. When the **Camera** icon is **enabled** (white), the contents of that tab will be *saved* when you save a snapshot.

You can save *your own* snapshots using whatever combination of tabs you'd like. Make sure to check your Lock/Camera settings when saving and loading.

USER INTERFACE

Each individual drum has its own set of controls, displayed at the bottom of the UI. To change the selected drum, simply **click on its picture**.

Alternatively, click the text "**Select Drum Via MIDI**" in the upper-left corner. Then, playing a MIDI note will select the drum mapped to that note.

Main Controls
- Volume: Adjusts the volume for the selected drum.
- Pan: Adjusts the panning for the selected drum.
- Tune: Adjusts the tuning for the selected drum.
- Pitch Rnd: Sets the amount of pitch randomization that is applied with each drum hit. For example, a value of "100 cents" means that every note will be randomly pitched anywhere from -100 to 100 cents.

Envelope Controls
Note 1: You can toggle between Volume and Pitch envelopes by clicking on the word "Volume" or "Pitch".
Note 2: For these drums, it's generally a good idea to leave the volume settings the same to preserve the full signal.

- Attack: Sets a fade-in time at the start of the drum hit.
- Decay: After the attack time has finished, sets the amount of time until the Sustain level is reached.
- Sustain: The level the signal will be set to after the decay time is finished.
- Release: After a note is released, this sets the time to fade out the signal.
- Depth (Pitch Only): Sets the maximum pitch change from the pitch envelope.

Filter
- Cutoff: Sets the cutoff frequency for the built-in lowpass filter.
- Reso: Sets the resonance amount (peak) for the built-in lowpass filter.

**Settings (Global)**
These controls apply to *all* drums.

- RR Mode: Sets how round robin variations should be triggered. In **Cycle** mode, the variations play in the same order every time (good for reliable rendering.) In **Random** mode, variations will be chosen at pure random.
- Curve: Sets how incoming MIDI velocities should be curved. By default, no curving is done. Higher curve values will *increase* incoming MIDI, lower curve values will *decrease* it.
- Vol: Sets the degree to which velocity affects the volume of the drum. At a value of 0, velocity does not affect the drum volume at all. However, different dynamic *recordings* will still be played.
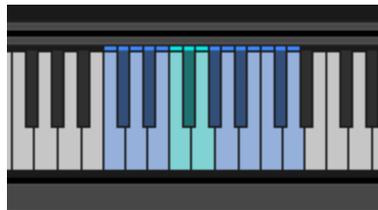
Note that the lighter-blue keys show the currently selected drum.

MAPPING PAGE

To reach the Mapping page, click the keyboard icon in the upper right of the UI.
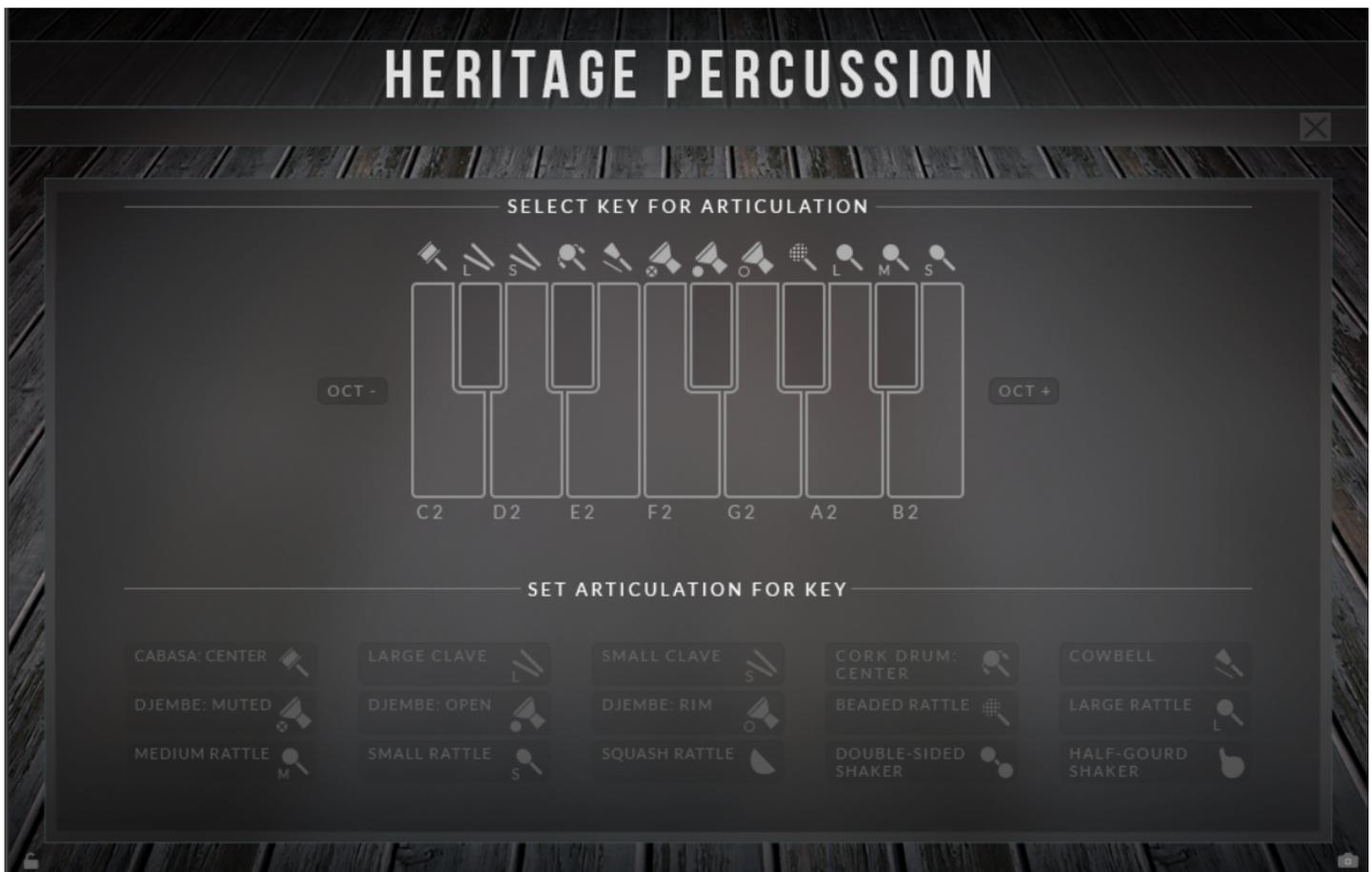
This page can be used to remap drums and articulations (in the case of djembe, which has three.)

Simply click a key on the large one-octave display in the UI, then click an articulation/drum in the bottom bank to assign it.

To switch octaves, press the OCT - and OCT + buttons. Or, you can press a key on your MIDI controller and the mapper will jump to that octave.

The icons above the keys represent what drum is already mapped to each key.
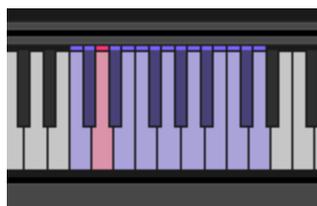
Like on the main page, the currently-selected note is highlighted on the Kontakt keyboard too!

CONSOLE

The second tab at the bottom of the GUI is where you can find Console, our extensive mixer and effects rack. Since this is deep and scope and features, we've created a separated manual, which can be downloaded here:

Console Manual

CREDITS

Lead Producer: Andrew Aversa
Programming: David Smith
Editing: Kent Kercher
UI Design: Paulo Nunes
Recording & Performance: Jeremy Pesner

TROUBLESHOOTING

Having trouble with Heritage Percussion? Use it in a project you want to tell us about? Drop us a line via our **Contact page** (but be sure to **read the FAQ** first!)

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