Autodafe

Prophet 600 for Kontakt
V1.0

Main Synthesizer Window

GENERAL INFO

Autodafe Prophet 600 is a recreation of the famous **Sequential Circuits Prophet 600** for Kontakt (**FULL** version of Kontakt 5.6 needed, <u>**it will not work**</u> **on the free Kontakt player**), based on samples from an actual **Prophet 600.**

The original **Prophet 600** comes from Autodafe's collection of analogue synths. All the original Factory Soundbanks have been sampled from the original memory of the **Prophet 600**.
There are 100 original presets mapped to the original presets from 00 to 99, and some additional preset created in Kontakt.

The aim is not to 100% replicate the **Prophet 600** but to capture its sounds, its controls and its characteristics adding unique features that are only possible in the digital world.
Autodafe Prophet 600 features an advanced **Arpeggiator**, much more powerful than the one on the original **Prophet**.
Autodafe Prophet 600 also features a **Chord** Mode, **Glide**, **Mono Mode** and **Unison** section.
The interface of the original **Prophet 600** has also been reproduced in quite some detail.

LOADING SOUNDS

Autodafe Prophet 600 user Kontakt **Snapshots** to load its sounds "patches". Snapshots have been categorized for better clarity and browsing. There are 145 Snapshots in total.

The original presets are stored in a folder labeled "Factory Presets" and divided in banks of 10. The additional presets are stored in a folder labeled "New Presets" and are categorized by the type of sound.

Simply click on the small camera [📷] icon to reveal the **Snapshots**. Then use the small downward arrow top open the Snapshots

Please refer to the **Installation** Section of this manual for instructions on how to set-up **Snapshot** folders properly.

Programs

It is also possible to change the "base" sound of a **Snapshot** using the numeric keypad on the right, which changes the preset of the original **Prophet 600** that is loaded into the Kontakt Instrument. Simply click on the numbers to load the stored preset (00 to 99), just like on the original Prophet.

It is possible to create/save additional **Snapshots** by simply clicking on the small "disk" icon and giving the **Snapshot** a name.
Saving a **Snapshot** will save all knob positions, settings and so on.
If you want to keep them categorized, you will have to move them manually into their folders under (saving a **Snapshot** will write it in the **Snapshot** root folder).

To delete a **Snapshot**, simply click the small "Thrash bon" icon and confirm.

Please refer to Kontakt Documentation for complete instructions about the use of **Snapshots**.

AMPLIFIER

This section controls **ATTACK**, **DECAY**, **SUSTAIN LEVEL** and **RELEASE** of the sound, just like on the original **Prophet 600**.

FILTER

This section controls **ATTACK**, **DECAY**, **SUSTAIN LEVEL** and **RELEASE** of the **Cutoff FREQUENCY**, just like on the original **Prophet 600**. The **ENVELOPE AMOUNT** knob control the amount of **EG (Envelope Generator)** that modulates the **Filter Cutoff FREQUENCY** (how much "envelope" is "sent" to the **Filter**)

The **Filter**, similar to the original **Prophet 600**, has **CUTOFF** and **RESONANCE** controls, but also has a **FILTER TYPE** knob (with different Low Pass on the left and High Pass filters on the left).
The additional **AMOUNT** knob control the amount of EG (Envelope Generator) that modulates the Filter Cutoff frequency (see previous paragraph).
CUTOFF is also modulated by the **LFO** section (see following paragraph about **LFO**).

LFO - MOD

Similar to the original **Prophet 600**, there's a LFO which controls the **CUTOFF** of the Filter. LFO can be turned On and Off using the **LFO ON/OFF** button.

LFO has a **SHAPE** selector (Sine, Tri, Pulse, Ramp Up, Ramp Down and Random), a **FREQUENCY** control (the "speed" of the LFO) and an **AMOUNT** knob that controls the amount of **LFO** that modulates the **Filter CUTOFF** (how much "LFO" is "sent" to the **Filter**) or the **PITCH** of the sound. You can enable/disable filter or pitch modulation using the switches labeled "**PITCH**" and "**FILTER**" on the **DESTINATION** section on the right.

REVERB

Reverb has some simple controls like a **REVERB ON** switch, and a **REVERB** button, which simply allows the selection of different Reverbs.

Reverb settings are preset, but can be further edited using the **SIZE** knob (the size of the **Reverb** chamber), and **RETURN** knob (how much **Reverb** effect is fed back into the signal chain).

ARPEG – CHORD – GLIDE SECTION

Arpeggiator

Autodafe Prophet 600 has an advanced onboard **Arpeggiator**.
The main Synth page only has controls for **ARP** and **SPEED**.

ARPEG sets the **Arpeggiator Mode**. You can choose among three arpeggiator modes:
- **On** enables the normal arpeggiator mode.
- **Hold** will latch all played keys.
- **Hold+-** will latch all played keys and subsequently played keys will be added or taken away from the note buffer.
- **Off** turns the arpeggiator off.

SPEED sets the tempo in rhythmical values, synced to the master clock f your DAW. T stands for triplet.
Additional controls for the **Arpeggiator** are available using the **Arpeggiator Tab** (see next section of the manual)

Chord Mode

Autodafe Prophet 600 also has a **Chord** Mode**.**
The **CHORD ON** switch simply enables the **Chord Mode**, while the **CHORD** knob sets the chord that is played by pressing a single note (Octave, Major, Minor, Third, Fourth, Fifth, and so on…)
Chord Mode also works in combination with the **Arpeggiator**: if **Chord Mode** is enabled, and the **Arpeggiator** is on, playing one single not will arpeggiate using each note of the selected chord.

Glide

Autodafe Prophet 600 features a **Glide** option (quite similar to the one on the original **Prophet 600**), which is enabled by switching the **GLIDE ON** switch. Glide time and additional parameters can be set in the **Glide-Unison** tab (see below).
It also features a **MONO MODE** option which allows playing monodic notes, or legato. Again, additional parameters can be set in the **Glide-Unison** tab (see below).

You can choose among three mono modes:
- **On** will always trigger a new sample.
- **Legato** does not trigger new samples.
- **Offset** will trigger a new sample with a sample start offset, determined by the length of the previous held note.

Arpeggiator Window

The **Arpeggiator Tab** features additional setting for the Arpeggiator.

DURATION: Sets the duration of the arpeggiated MIDI notes in percent. This will change the length of the MIDI notes and not the volume envelope.

SWING: Sets the amount of swing in the groove.

STRIKE: Sets the number of strikes of each note in the note buffer. For values greater than 1, the note buffer will be repeated by the amount specified.

OCTAVE: Sets the octave displacement, i.e. the distribution of the arpeggio pattern in various octaves. The arpeggio pattern cycles from the played octave to the octave set upwards or downwards.

NOTE ORDER – RHYTHM section:

NOTE ORDER: The behavior of the note order is selected from this menu.

STEPS: Sets the number of steps in the rhythmic pattern.

FIX VELOCITY: When enabled, played velocities are ignored and taken from the columns of the rhythmic grid. When off, played velocities will be scaled by the columns of the rhythmic grid.

RHYTHM: Sets the rhythmic pattern of the arpeggiated notes. The columns set the velocity of each note. If the column is set to zero, the step will not be played. The actual velocity depends on the Fix Velocity button.

Glide - Unison window

The **Glide – Unison** tab features additional settings for **Glide**, **Mono Mode** and **Unison Mode**.

GLIDE-MONO SETTINGS
GLIDE TIME: This sets the glide time between notes when **GLIDE** is on.
KEY UP TRIGGER: When this is on, notes are triggered upon release while other notes are being held.
NOTE PRIORITY (Last Note, Next Note...): This determines which note is played when releasing a key while a different note is held.
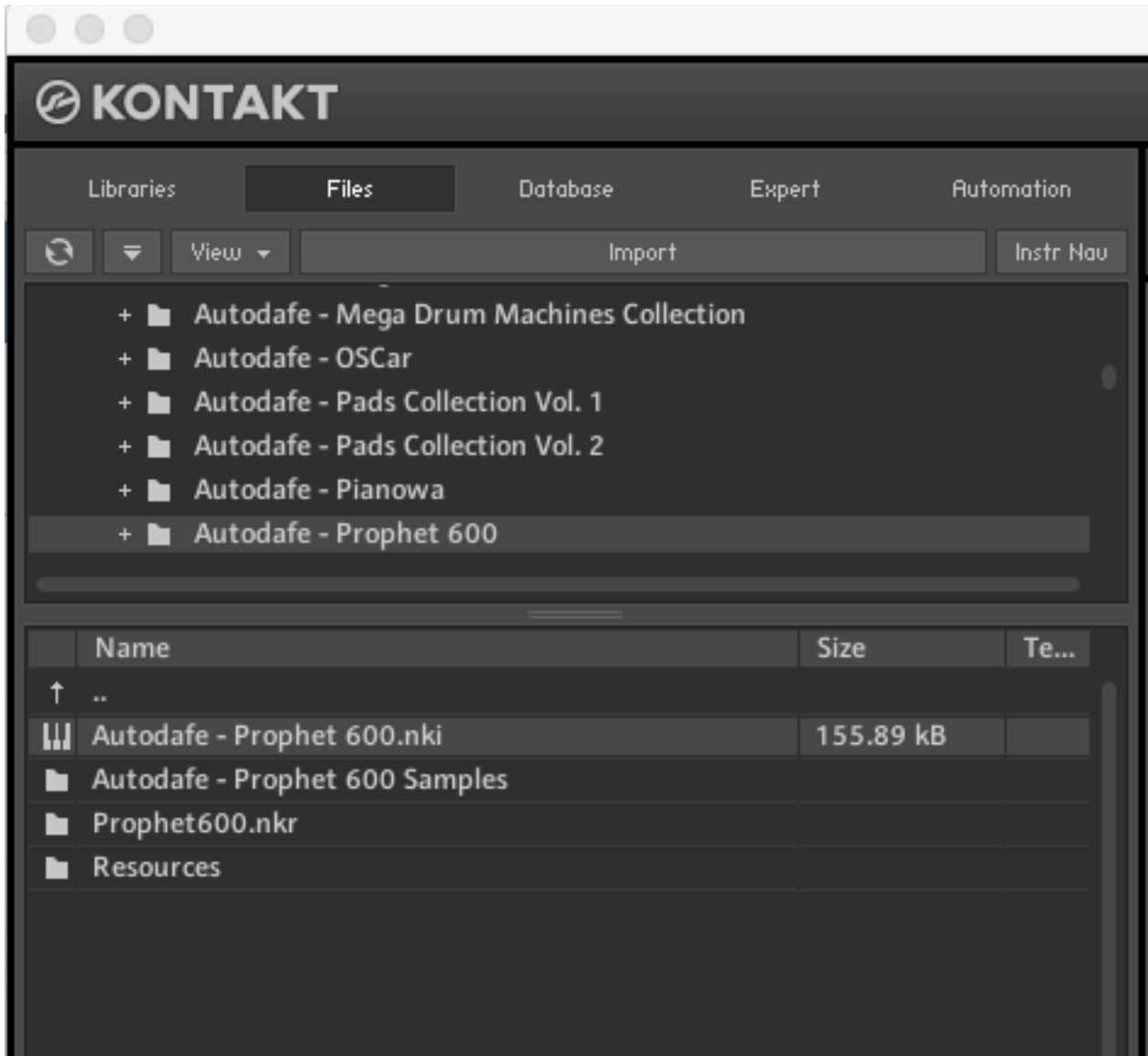
UNISON
VOICES: Adjusts the number of voices played when pressing a key.
DETUNE: Adjusts the detuning among the voices.
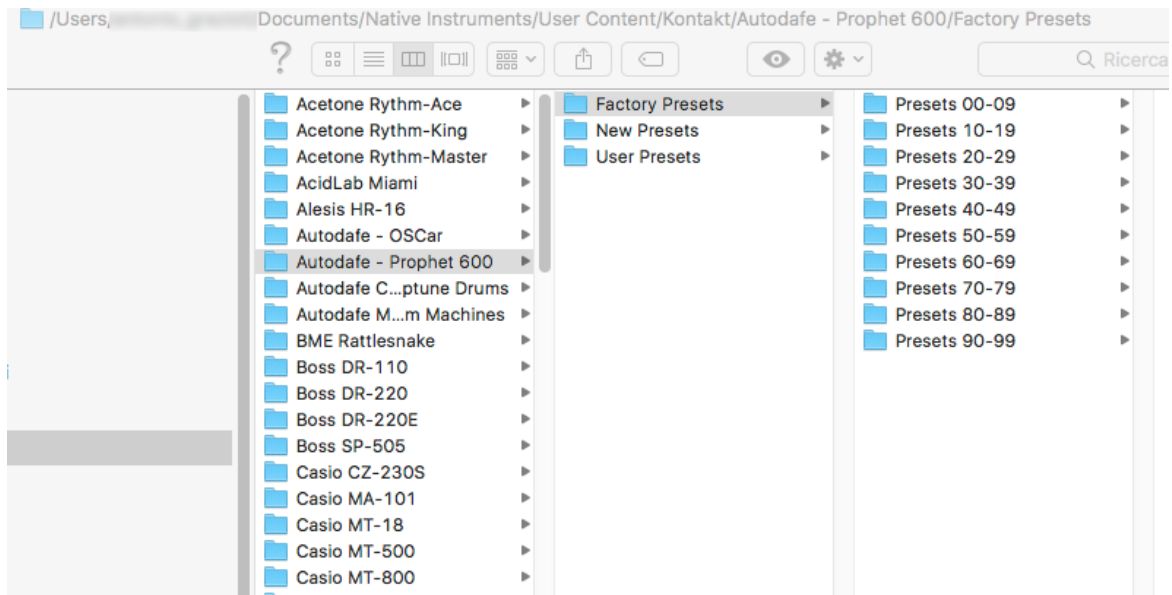**SPREAD**: Adjusts the panorama among the voices.

Installation

1) **Unzip** the "Autodafe-Prophet600.zip" file you downloaded to your usual Kontakt libraries folder or to any location of your choice.
2) Using the "files" tab in Kontakt, **browse to the location** where you extracted all the files. Double click the "Autodafe - Prophet 600.nki" files to open the instrument.

3) **Manually move or copy** the content of the "**Snapshots**" folder into:

- **MAC**: */Users/YourUserName/Documents/Native Instruments/User Content/Kontakt/Autodafe – Prophet 600*

- **WINDOWS:** *C:\Users\YourUserName\Documents\Native Instruments\User Content\Kontakt\Autodafe – Prophet 600*

The structure of the folder should be similar to this (on MAC):

You will have to manually create the folder structure if it doesn't exist already.

You can click on the small workbench icon on the top left of Kontakt Interface, then "**Instrument Options**", then "Snapshot" and the Snapshot folder will be visible. Clicking on "Show" will open the folder or create it if it doesn't exist. Simply copy the content of the Snapshot folder here.

ATTENTION: the last part of the path ("*Autodafe – Prophet 600")* must be created correctly for the Snapshots to work.

Copyright info

Autodafe Prophet 600 for Kontakt is copyright Autodafe www.autodafe.net
No copying, redistribution, lending of the Kontakt Instrument and/or samples is permitted.

You are **ALLOWED**:

- To use the included samples and sounds, to create pattern/loops using sounds in the **Autodafe Prophet 600** in any musical composition, music project, film scores, commercials, free or commercial.

You are **NOT ALLOWED**:

- To re-sell or re-distribute the samples.
- To re-sell or re-distribute edited versions of the samples.