

Autodafe

OSCar for Kontakt

V1.0



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Main Synthesizer Window



GENERAL INFO

Autodafe OSCar is a recreation of the famous **OSC (Oxford Synthesizer Company) OSCar** for Kontakt (**FULL** version of Kontakt 5.6 needed, **it will not work on the free Kontakt player**), based on samples from an actual **OSCar**

The original **OSCar** comes from Autodafe's collection of analogue synths. 35 Soundsets have been sampled from the original presets in the **OSCar** memory.

The aim is not to 100% replicate the **OSCar** but to capture its sounds, its controls and its characteristics adding unique features that are only possible in the digital world.


As an example, **Autodafe OSCar** features an **Arpeggiator**, which was not in the original **OSCar** (even if it had the option to create Sequences and load/write them).

Autodafe OSCar also features a **Chord Mode**, **Glide**, **Mono Mode** and **Unison** section. The original **OSCar** had the option to play "Duo" (duophonic) and had glide controls, with different types and times.

The ugly (but lovely), knob-stuffed and cluttered interface of the original **OSCar** has also been reproduced.

LOADING SOUNDS

Autodafe OSCar user Kontakt **Snapshots** to load its sounds “patches”. Snapshots have been categorized for better clarity and browsing. There are 91 Snapshots in total, divided in 12 categories.

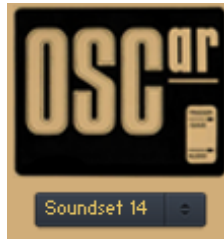
Simply click on the small camera  icon to reveal the **Snapshots**. Then use the small downward arrow top open the Snapshots




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

Soundsets


It is also possible to change the “base” sound of a **Snapshot** using the “Soundset” menu on the right, which changes the preset of the original **OSCar** that is loaded into the Kontakt Instrument.



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 “Trash bin” icon  and confirm.

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

ENVELOPES AND TRIGGERING – AMPLIFIER



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

ENVELOPES AND TRIGGERING - FILTER



This section controls **ATTACK**, **DECAY**, **SUSTAIN LEVEL** and **RELEASE** of the **Cutoff FREQUENCY**, just like on the original **OSCar**. The additional **AMOUNT** knob control the amount of **EG (Envelope Generator)** that modulates the **Filter Cutoff FREQUENCY** (how much “envelope” is “sent” to the **Filter**, see below “**Filter Section**”)

FILTER SECTION



The **Filter** section, similar to the original **OSCar**, has a Filter **TYPE** knob (with different Low Pass and High Pass filters), with **FREQUENCY(Cutoff)** and **Q (Resonance)** controls.

The additional **AMOUNT** knob control the amount of EG (Envelope Generator) that modulates the Filter Cutoff frequency (see previous paragraph).

FREQUENCY(Cutoff) is also modulated by the **LFO** section (see following paragraph about **LFO**).

LFO



Similar to the original **OSCar**, there's a LFO which controls the **FREQUENCY(Cutoff)** of the Filter. LFO can be turned On and Off using the **LFO ON/OFF** button.

LFO has a **WAVEFORM** selector (Sine, Tri, Pulse, Ramp Up, Ramp Down and Random), a **RATE** control (the frequency of the LFO) and again an **AMOUNT** knob that controls the amount of **LFO** that modulates the **Filter Cutoff FREQUENCY** (how much "LFO" is "sent" to the **Filter**).

REVERB



Reverb is something not present on the original **OSCar**. It has some simple controls like a **REVERB ON/OFF** button, a Reverb **TYPE** menu, 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).

ARP – CHORD – GLIDE SECTION



Arpeggiator

Autodafe OSCar has an onboard **Arpeggiator** (while the original **OSCar** had sequencing capabilities and a “retrigger” mode).

The main Synth page only has controls for **ARP** and **ARP TEMPO**.

ARP 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.

ARP TEMPO sets the tempo in rhythmical values, synced to the master clock of 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 OSCar also has a **Chord Mode** (while the original **OSCar** had a duophonic mode called “duo” that allowed to play two notes at a time).

The **CHORD ON/OFF** button 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 note will arpeggiate using each note of the selected chord.

Glide

Autodafe OSCar features a **Glide** option (quite similar to the one on the original **OSCar**), which is enabled by switching the **GLIDE ON/OFF** button. Glide time and additional parameters can be set in the **Glide-Unisono** tab (see below).

It also features a **MONO MODE** option which allows playing monadic notes, or legato. Again, additional parameters can be set in the **Glide-Unisono** 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.

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.

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.

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 - Unisono window



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

UNISONO

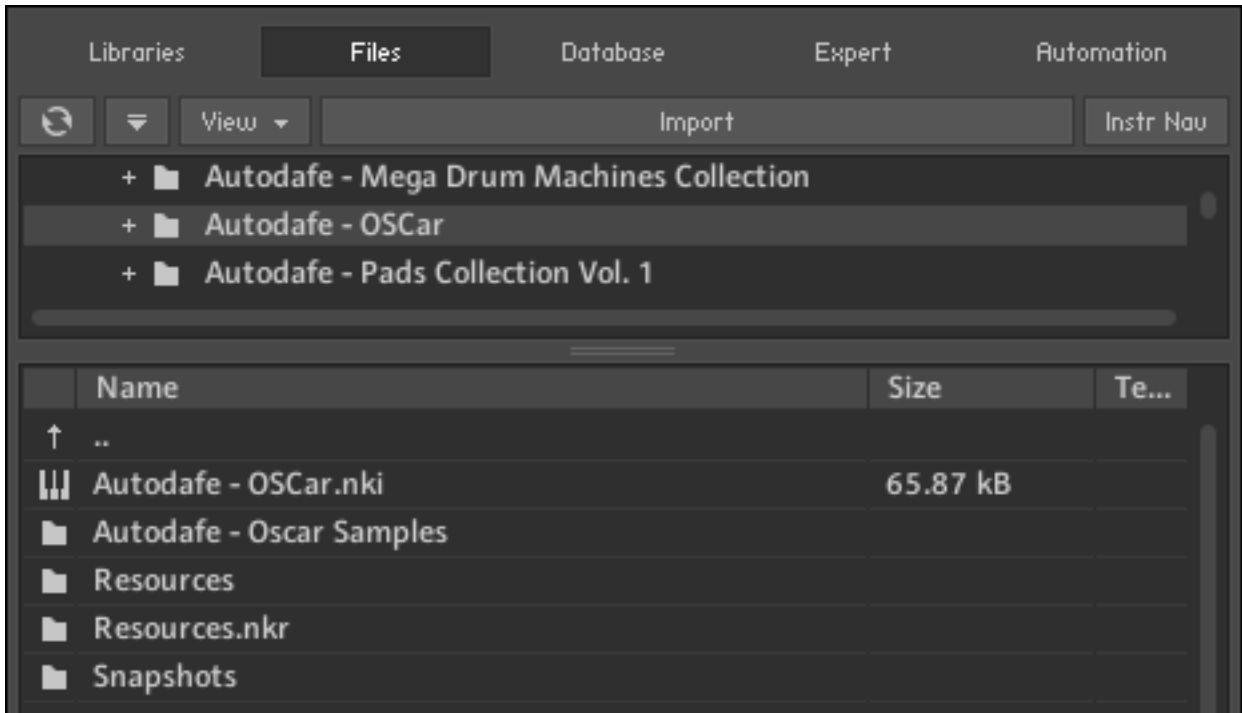
VOICES: Adjusts the number of voices played when pressing a key.

DETUNE: Adjusts the detuning among the voices.

SPREAD: Adjusts the panorama among the voices.

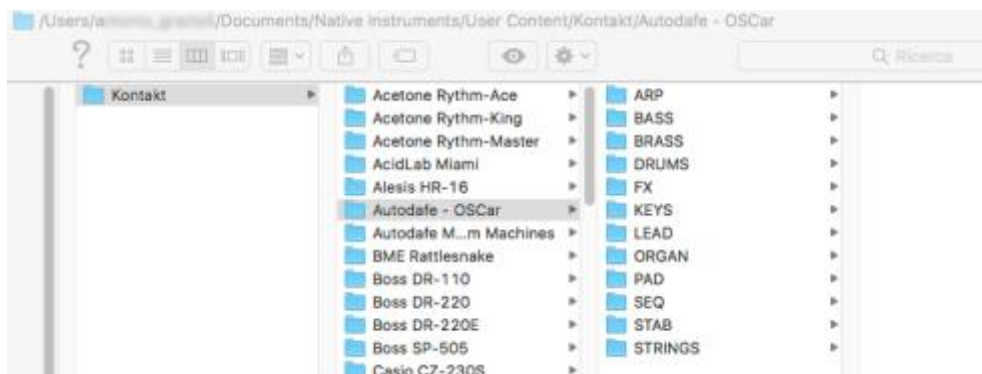
Installation

- 1) **Unzip** the “Autodafe-OSCar.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 - OSCar.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 – OSCar*
 - **WINDOWS:** *C:\Users\YourUserName\Documents\Native Instruments\User Content\Kontakt\Autodafe – OSCar*

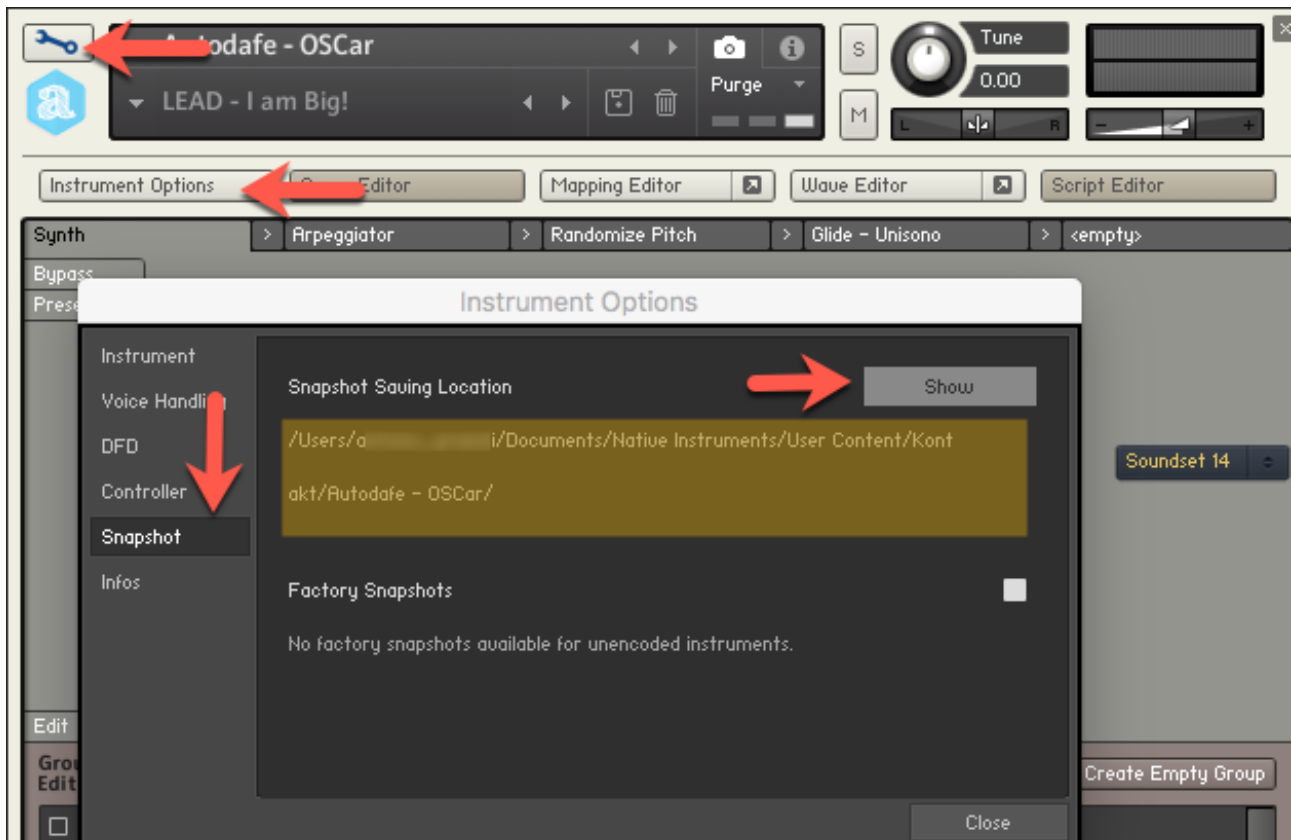
The structure of the folder should be similar to this (on MAC):



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 – OSCar*”) must be created correctly for the Snapshots to work.



Copyright info

Autodafe OSCar 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 OSCar** 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.