

Autodafe

CHPT-1 - Chiptune Drums

V1.0



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Main Instrument Window

The screenshot displays the 'Main Instrument Window' for the 'Autodafe CHPT-1 Chiptune Drums' plugin. The interface is organized into several sections:

- Top Bar:** Contains a snapshot manager with 'No snapshot loaded', a 'Purge' button, a tuner set to 0.00, and a volume knob.
- Drum Channels:** Five columns represent different drum types: '01 Kick 01', '01 Snare 01', '01 Hi-Hats 01', '01 Cymbals 01', and '01 Toms 01'. Each channel has a color-coded header (KICK, SNARE/CLAP, HATS, CYMBALS, TOMS) and a set of controls.
- Controls:** Each channel includes a 'PAN' knob, a 'LEVEL' knob, a 'TUNE' knob, and a 'TRANSIENT ATCK/SUST' section with 'S' and 'M' buttons. Below these are 'ENABLE' buttons and 'FILTER TYPE' dropdowns set to 'Daft LP'. Further down are 'CUTOFF', 'RESONANCE', 'DIST. TYPE' (set to 'Tube'), 'DISTORTION LEVEL', and 'REVERB SEND LEVEL' knobs.
- Bottom Bar:** Features four tabs: 'Drum Sequencer', 'Main Instrument' (selected), 'Delay/Reverb', and 'Multi-Outs'.

GENERAL INFO

CHPT-1 - Chiptune Drums is a Drum Machine for Kontakt (**FULL** version of Kontakt 5.6 needed, **it will not work on the free Kontakt player**) based on samples of old retrocomputers, video games, and circuit bent toy keyboards.

The Main Instrument has 5 vertical Slots:

1. **Kicks**
2. **Snare/Rim/Clap**
3. **Hats** (Closed, Open, Pedal)
4. **Cymbal/Cowbell**
5. **Toms** (Hi, Mid, Low) for a total of 12 sounds.

Each Slot has **different selectable kits of sounds**: 32 Kicks, 32, Snares/Rim/Clap combinations, 16 Hats combinations (Closed, Open, Pedal), 8 Cymbals/Cowbells, 8 Toms combinations (Hi, Mid, Low) for lots of different combinations.

Samples are mapped to **General Midi** Standard Drum Mapping (blue keys), and can be played either by playing with Keys/MIDI, or using the **Drum Sequencer** (orange keys, see later) or both.



Samples are velocity sensitive.

LOADING SOUNDS

Each slot can freely load any of the sampled kits, allowing to mix any Kick with any Snare, any Hats and so on...

The screenshot displays the Autodafe CHPT-1 Chiptune Drums software interface. At the top, there's a title bar with the name 'Autodafe CHPT-1 Chiptune Drums' and a 'No snapshot loaded' indicator. Below the title bar, there are several control elements: a 'Purge' button, a 'Tune' knob set to 0.00, and a 'PV' (Pitch Bend) knob. The main interface is divided into four columns representing different drum types: '01 Kick 01', '01 Snare 01', '01 Hi-Hats 01', '01 Cymbals 01', and '01 Toms 01'. A dropdown menu is open for the '01 Kick 01' slot, showing a list of 32 Kick samples from '01 Kick 01' to '32 Kick 32'. The '01 Snare 01' slot is currently set to 'SNARE/CLAP', '01 Hi-Hats 01' to 'HATS', '01 Cymbals 01' to 'CYMBALS', and '01 Toms 01' to 'TOMS'. The interface features a grid of controls for each drum type, including knobs for 'PAN', 'LEVEL', 'TUNE', 'TRANSIENT ATCK/SUST', 'FILTER TYPE' (with a dropdown menu set to 'Daft LP'), 'CUTOFF', 'RESONANCE', 'DIST. TYPE' (with a dropdown menu set to 'Tube'), 'DISTORTION LEVEL', and 'REVERB SEND LEVEL'. There are also 'ENABLE' buttons and 'S'/'M' (Soft/Mid) buttons for each drum type. The interface is dark-themed with red and yellow accents, and the 'CHPT-1 CHIPTUNE DRUMS' logo is visible in the top right corner.

VOLUME, PAN AND TUNE

Each Slot has separate **Level** (Volume), **Pan** and **Tune** controls for fine editing and fine-tuning of the samples.



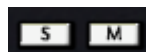
ATTACK AND SUSTAIN

Each slot has two separate controls for **Attack** and **Sustain** of the onboard transient shaper. More attack for more “punchy” sounds, more sustain for “longer” sounds



SOLO AND MUTE

Each slot has **Solo/Mute** buttons, to Solo and Mute sounds in the slot.



FILTER SECTION

Each slot has independent selectable **Filter** with: **Enable Button**, **Filter Type** (different LowPass, HighPass), with **Cutoff** and **Resonance** controls



DISTORTION

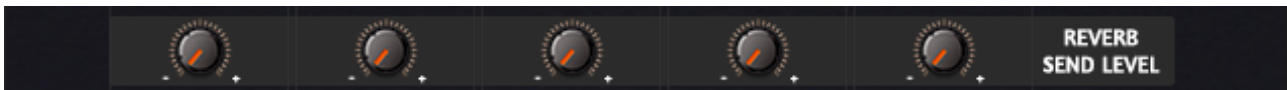
Each slot has an independent **Distortion** section with selectable Type (**Tube** or **Transistor**) and **Level** control



REVERB SEND LEVEL

Each slot a dedicated **Reverb Send Level**, which controls the amount of sound that is sent to the Reverb bus channel.

Reverb Type and its parameters can be adjusted in the “**Delay/Reverb**” window (see later)



Drum Sequencer Window



The **Drum Sequencer** Features **32 selectable patterns**.

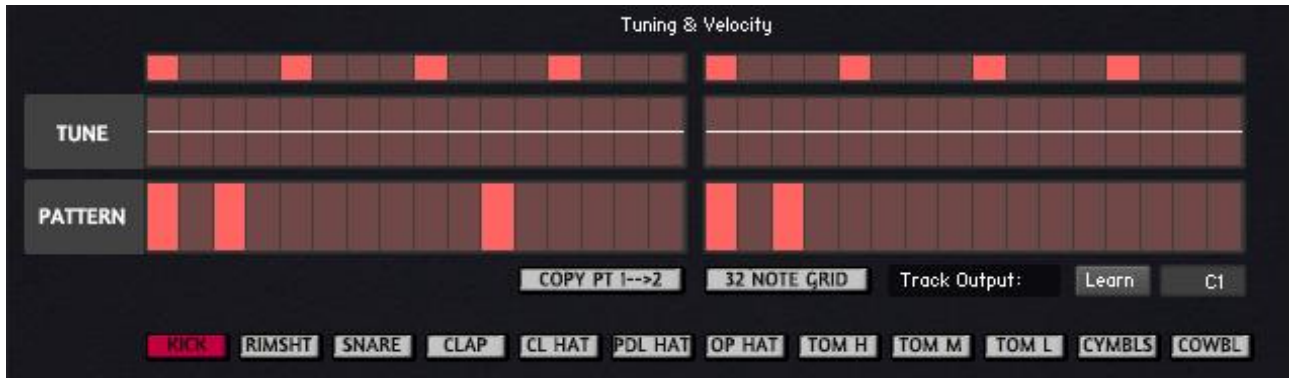
Each pattern can be triggered by keys in the range C3-G5 (orange notes)



PATTERNS

Each pattern has 2x16-Bars Grids (they can be switched to 32 note grids using the “**32 Note Grid**” button) and can be freely modified.

12 Presets are pre-recorded, but all 32 patterns can be freely edited and copied.



The “**Pattern**” lane allows editing of the pattern. Each sounds (Kick, Snare, Rimshot, Clap, Hats and so on) can be selected using the buttons at the bottom, and the pattern can be created/edited. Each bar in the “**Pattern**” lane represents a note, the higher the bar, the higher the velocity of the sound.

The “**Tune**” lane allows editing of the tuning of each note, that can be raised/lowered in pitch. The amount of pitch is controlled by the “Tune Grid Range” knob (see later).

Key Command in the Sequencer window:

Mac: Cmd + Click = Erase Grid bar
 Ctrl + Click & Drag = Draw a line

Windows: Ctrl + Click = Erase Grid bar
 Right Click & Drag = Draw a line

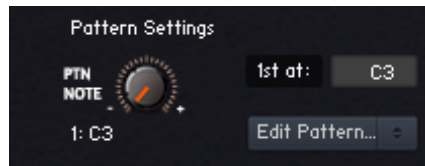
The “Copy Pt1→2” button copies the pattern created in Grid 1 to Grid 2.

The “32 Note Grid” button switches from 16 bar Grids to 32 bars Grids

Track Output sets the not that is played by the selected pattern. It can be changed or learned from MIDI

PATTERN SETTINGS

Patterns are selected by pressing the corresponding key. The Key can also be modified by using the selector under “**Pattern Settings**”, using the selector labeled “**1st at:**”. The “**Edit Pattern**” menu allows Copy/Paste of the selected pattern, as well as other editing functions.



GLOBAL OPTIONS

Swing can be added to Patterns, by using the “**Swing**” Knob and adjusted between -50% and 50%. Key pressing can be **Latched** using the “**Latch**” Button (a single keystroke will repeat the pattern forever until another key –or the same- is pressed). The “**Quant**” button allows quantizing of the notes. Length of the patterns can be changed from 1 to 2 Bars using the “**Length**” menu.



OTHER SEQUENCER PARAMETERS

“**Tune Grid Range**” knob controls the range (in semitones) of the tuning grid lane of the Sequencer. The “**Ptn variations**” button allow to “remix” the current Pattern using one of the 16 included variations, selectable using the knob.



Delay/Reverb window



DELAY PATTERN

Delay can be enabled/disabled globally using the “Enable” button.

The “Steps” menu allows to set the number of steps the delay will work on. Default is 16 but it can be freely reduced.



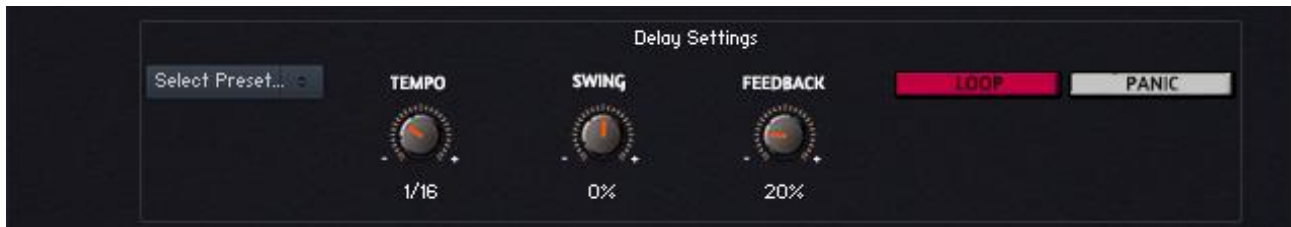
Each bar in the “Pattern” lane represents the delay step in the 16-bar Grid.

The “Pan” lane allows to pan the current delay step

DELAY SETTINGS

Delay is always synced to host tempo.

The “**Tempo**” knob allows to set the tempo of the repeated steps of the delay. The “**Swing**” knob sets the swing of the delay, and the “**Feedback**” knob sets the feedback, i.e. how long the delayed sound is repeated.



REVERB AND REVERB SETTINGS

Reverb section controls the reverb send effects that can be used in combination with the Reverb Send Level knobs in the Main Instrument window.

The “Enable” Button enables or disables the reverb effect.

Reverb type can be selected among 20 types using the “**Reverb**” Menu.

Reverb settings are preset, but can be further edited using the Knobs labeled “**Size**” (size of the reverb chamber), “**Pre-delay**” (the time before the reverb effect), “**Colour**” (the material of the reverb chamber, that gives different “colour” to the reverb effect) and “**Damping**” (amount of absorption of the reverb chamber).



Multi-Output settings



The last Tab of CHPT-1 - Chiptune Drums allows to set multi-outputs.

The instrument will load as a Stereo instrument, but can be switched to a multi-outs instrument by clicking the “Multi-Output” button.

In case of multi outputs, you can choose how to route channels, by default they are routed as shown on the interface, and you should add multi-outs in Kontakt and/or your DAW in order to hear them and/or apply additional effects, Compression, Reverbs, EQs and so on.

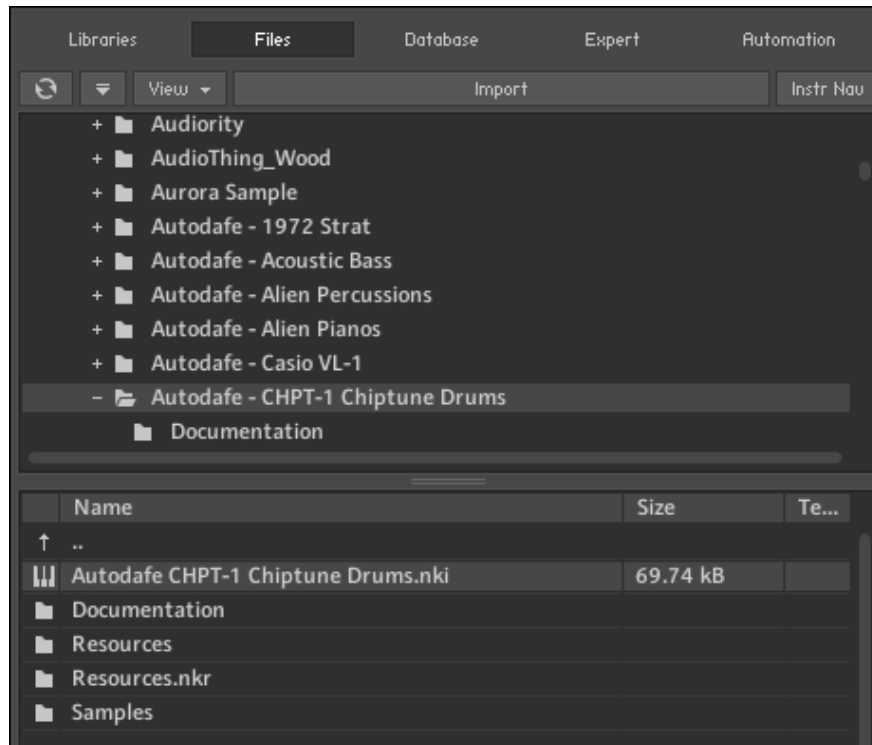
Please refer to Kontakt Documentation and your DAW documentation to setup multi-outputs



Example of Kontakt (standalone) with outputs assigned to multi-outs and additional effects on each output.

Installation

- 1) Unzip the “Autodafe-CHPT1-Chiptune-Drums.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 CHPT-1 Chiptune Drums.nki” files to open the instrument.



Copyright info

CHPT-1 - Chiptune Drums is copyright Autodafe www.autodafe.net

No copying, redistribution, lending of the Kontakt Instrument is permitted.

You are **ALLOWED**:

- To use the included samples and sounds, to create pattern/loops using sounds in CHPT-1 in any musical composition, music project, film scores, commercials, free or commercial.
- To use the included samples and sounds to create patterns and loops **ONLY IF USED IN COMBINATION** with other sounds/instruments, for free or even for commercial purposes

You are **NOT ALLOWED**:

- To re-sell or re-distribute the one-shot samples or the pattern/loops.
- To re-sell or re-distribute edited versions of the one-shot samples or the pattern/loops.
- To sell or re-distribute loops and patterns created using **ONLY** the sounds in the CHPT-1 - Chiptune Drums.