

Autodafe

WaveNation for Kontakt V1.0



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Main Synthesizer Window



GENERAL INFO

Autodafe WaveNation is a recreation of a famous Japanese “**Vector Synthesis**” Synthesizer of the 1990s for Kontakt (**FULL** version of Kontakt 5.7.3 or later needed, **it will not work on the free Kontakt Player**).


The original **Synth** comes from Autodafe’s collection of analogue synths. Some of the original Factory Sounds have been sampled from the original memory ROMs. There are 60 sampled instruments and about 12600 samples in total.

Most of the included instruments have been sampled note by note, 3 velocity layers, at 44.100Hz, 24 bit, stereo.

There are **no looped samples**. Some of the samples are up to 25 seconds in length to better capture their “evolving” nature.

LOADING SOUNDS

Autodafe WaveNation uses Kontakt **Snapshots** to load its sounds “patches”. Snapshots have been categorized for better clarity and browsing. There are 70 Snapshots in total. The Snapshots are divided in banks of 10.

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 samples that are loaded into the Kontakt Instrument.


Simply click on the numbers to load the stored samples (00 to 59).



It is possible to create/save additional **Snapshots** by simply clicking on the small “disk” icon  and giving the **Snapshot** a name.

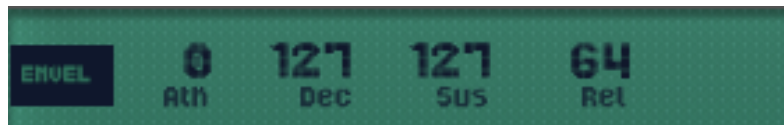
Saving a **Snapshot** will save all parameters positions, settings, volume and so on.

If you want to keep them categorized, you will have to move them manually into their folders (saving a **Snapshot** will write it in the **Snapshot** root folder).

To delete a **Snapshot**, simply click the small “Thrash bin” icon  and confirm.

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

ENVELOPE

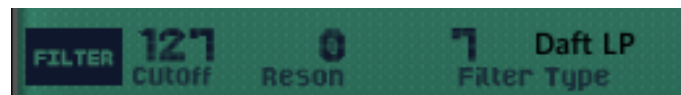


This section controls **Atk (Attack)**, **Dec (Decay)**, **Sus (Sustain)** and **Rel (Release)** of the sound.

FILTER ENVELOPE



This section controls **Atk (Attack)**, **Dec (Decay)**, **Sus (Sustain)** and **Rel (Release)** of the **Cutoff Frequency**. The **Amt** parameter controls the amount of **Envelope** that modulates the **Filter Cutoff Frequency** (how much “envelope” is “sent” to the **Filter**)



The **Filter** has **Cutoff** and **Reson** controls and has a **Filter Type** setting (with different Low Pass on the left and High Pass filters).

Cutoff can also be modulated by the **LFO** section (see following paragraph about **LFO**).

LFO



The LFO which can be used to modulate the **Cutoff** of the Filter and/or the **Pitch**.

LFO has a **Shape** selector (Sine, Tri, Pulse, Ramp Up, Ramp Down and Random), a **Freq** control (the “speed” of the LFO) and an **Amt** parameter 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 controls labeled “-->**Pitch**” and “-->**Filter**” on the right of the LFO section.

REVERB

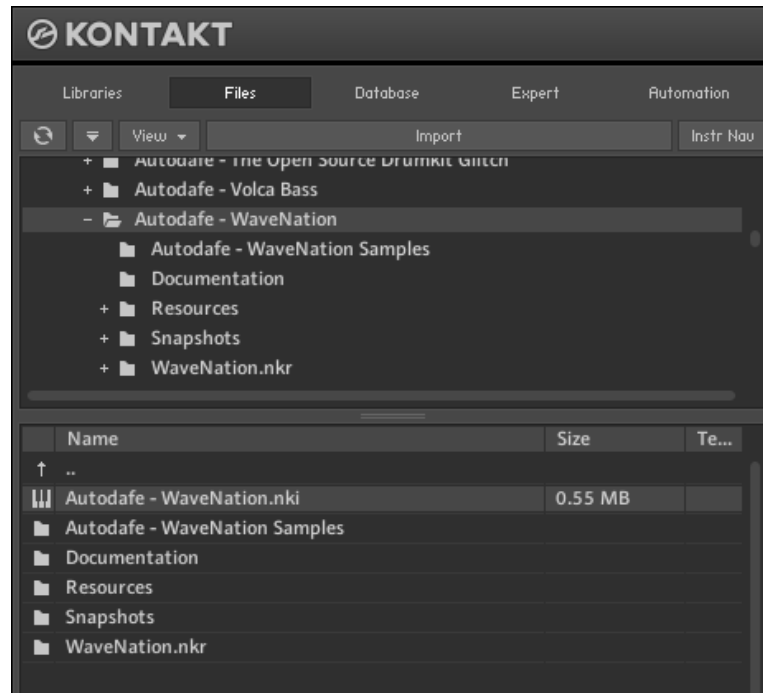


Reverb has some simple controls like a **Reverb On/Off** control, and a **Rev. Type** button, which simply allows the selection of different Reverb algos.

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

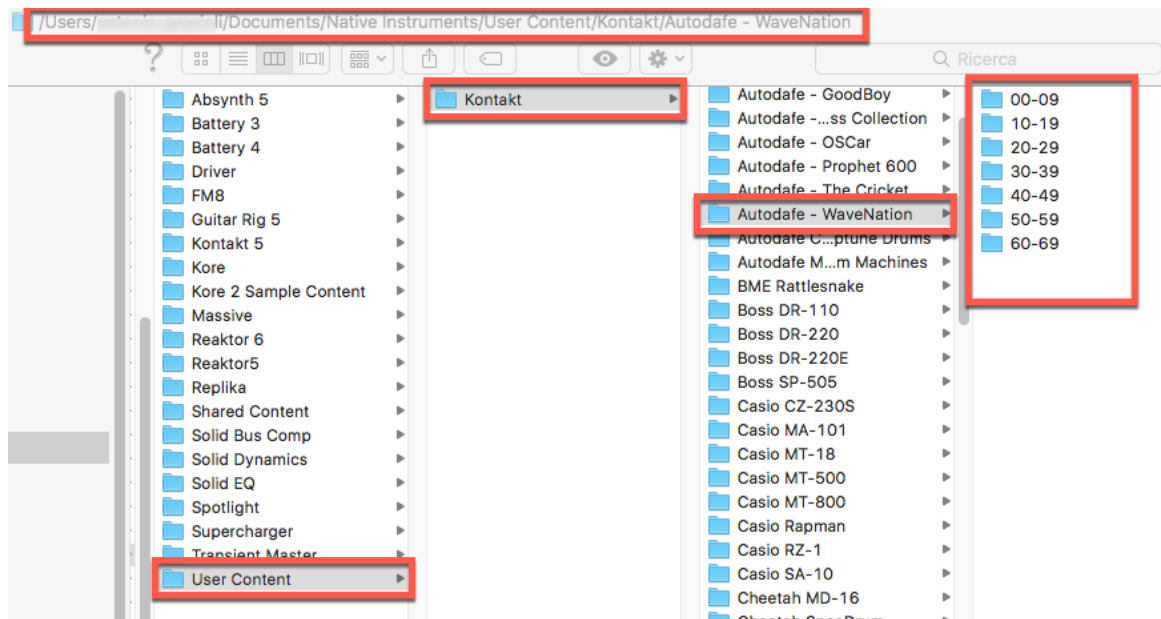
Installation

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

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.

Alternatively, 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 – WaveNation*") must be created correctly for the Snapshots to work.

Copyright info

Autodafe WaveNation 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 WaveNation** 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.