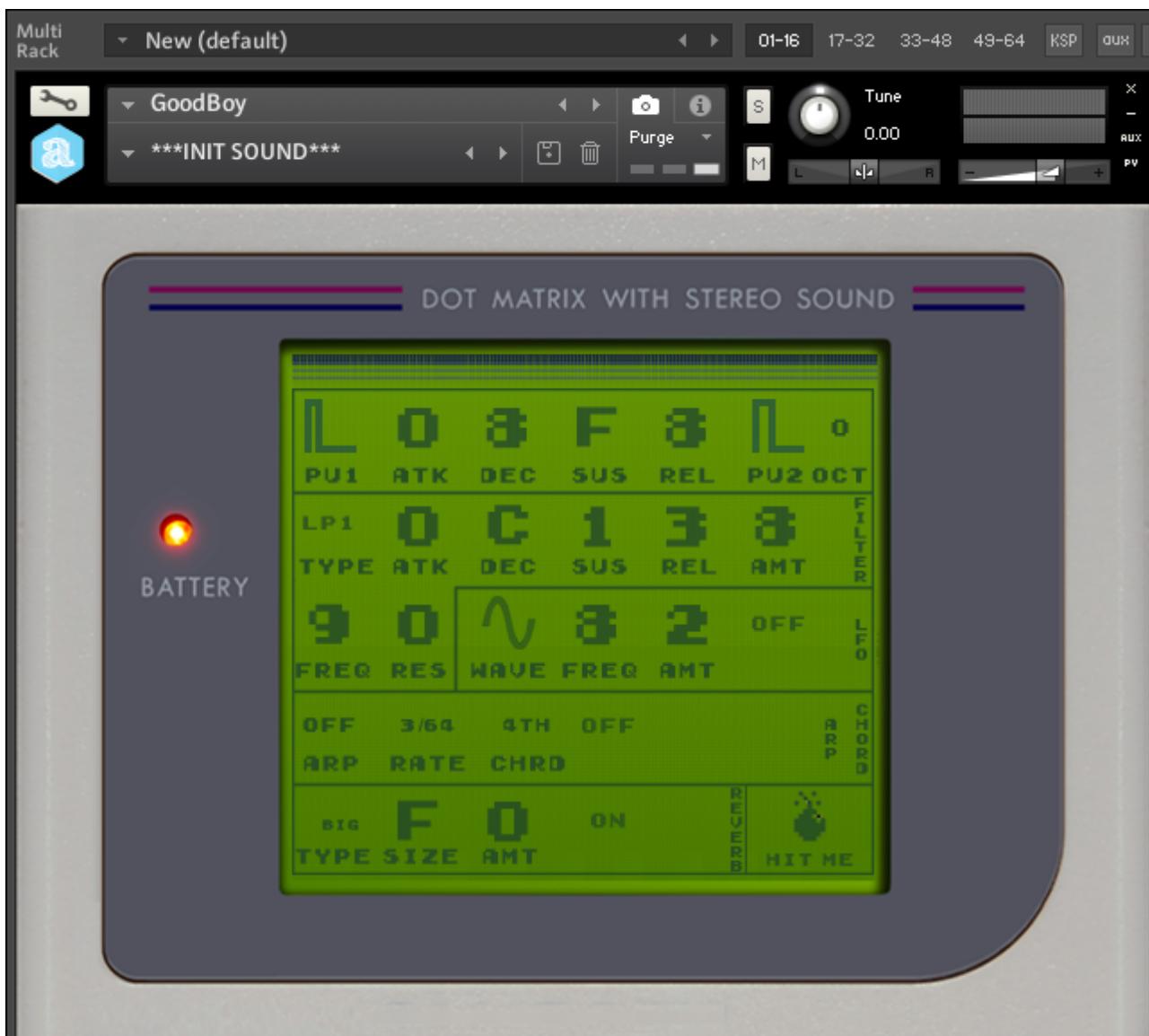


Autodafe

GoodBoy for Kontakt V1.0



<u>MAIN WINDOW</u>	2
<u>INSTALLATION</u>	9
<u>COPYRIGHT INFO</u>	11

Main Window



GENERAL INFO

Autodafe GoodBoy is a recreation of the sounds of Nintendo Gameboys and homebrew cartridges (like LSDJ) for Kontakt (**FULL** version of Kontakt 5.6 needed, it will not work on the free Kontakt player), based on samples from an actual **Game Boy**.

This **Game Boy** comes from Autodafe's collection of analogue synths and noise stuff. The Game Boy has been driven by an ArduinoBoy using Catskull Electronics Kit (see <https://catskullectronics.com>) and Little Sound DJ (LSDJ) cartridge (see <http://www.littlesounddj.com>).

The original Gameboy features **2 channels with Pulse Waves** (usually called **PU1** and **PU2**), a “Wav” channel (that can, of course, reproduce samples) and a “Noise” channel that outputs...noise.

Autodafe **GoodBoy** features both **PU1 and PU2 channels**.

The original Pulses have been recorded note by note from C2 to C7 and looped for continuous play. Also, all 4 pusewidth variations of the PU1 and PU2 channel have been recorded.

Autodafe GoodBoy has additional features, such as Octave selector for PU2, Filters (HP and LP), Filter LFO.

Autodafe GoodBoy also features an **Arpeggiator** and a **Chord, Reverb** and a **Randomize** button. It's quite raw and noisy. That's it.

The interface of the original **GameBoy** has also been reproduced in quite some detail.

LOADING SOUNDS

Autodafe GoodBoy uses Kontakt **Snapshots** to load its sounds “patches”. Snapshots have been categorized for better clarity and browsing.

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.

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 (saving a **Snapshot** will write it in the **Snapshot** root folder).

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

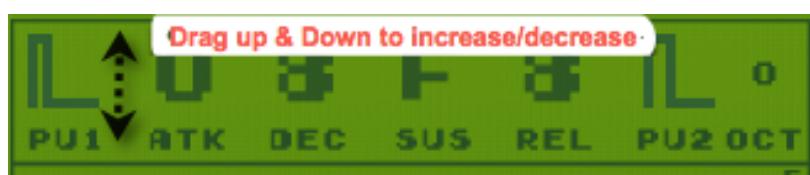
Please refer to Kontakt Documentation for complete instructions about the use of **Snapshots**.

VALUES AND BUTTONS

GoodBoy reproduces the interface of a Game Boy and mimics the visuals of some homebrew cartridges, such as the LSDJ that has been used to sample the Game Boy.

Some notes about editing:

Most of the parameters on screen can be edited by changing the values. Values are in 16 steps, from 0 to 16, in **Hexadecimal** format, ranging from 0 to F (full range is **0123456789ABCDEF**). This is the format used by LSDJ and other Cartridges as well and has been maintained. The values can be edited by dragging vertically. Dragging up will increase the value, down decreases.



All other controls behave the same, with the exceptions of the **On/Off** and **Randomize** buttons that simply need to be clicked.

PU1 AND PU2 SECTION



This section contains **Waveform selectors** for Pu1 and PU2.

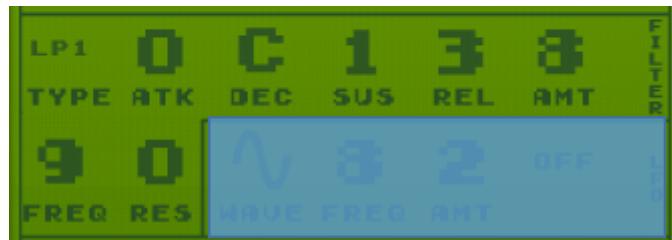
The pulse wave has 4 modes with different levels of Pulsewidth.

The **OCT** parameter controls the octave of PU2, relative to PU1. It can be set from -2 to +2.

Please note that sounds are mapped from C1 to C2, so if you set OCT to -2 and play C2, PU2 will not play (there is no sound mapped to C0)

The other parameters in this section (**ATK, DEC, SUS, REL**) control **ATTACK, DECAY, SUSTAIN LEVEL** and **RELEASE** of the sound.

FILTER SECTION



This section has controls for Filter **TYPE** with 3 LowPass and 2 HighPass Filters, and controls for ATTACK, DECAY, SUSTAIN LEVEL and RELEASE of the Cutoff FREQUENCY (**FREQ**). Again, they are labeled **ATK, DEC, SUS** and **REL**.

The **AMOUNT** parameter control the amount of **Envelope** that modulates the Filter Cutoff FREQUENCY (how much “envelope” is “sent” to the Filter)

The **Filter** has **CUTOFF (FREQ)** and **RESONANCE (RES)** controls

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

LFO - MOD



The LFO which controls the **CUTOFF** of the Filter. LFO can be turned On and Off using the small **ON/OFF** button.

LFO has a **WAVE** selector (Sine, Tri, Pulse, Ramp Up, Ramp Down and Random), a **FREQ** control (the “speed” of the LFO) and an **AMT** knob that controls the amount of **LFO** that modulates the Filter Cutoff Frequency (how much “LFO” is “sent” to the Filter).

ARPEG – CHORD SECTION



Arpeggiator

GoodBoy has an advanced onboard **Arpeggiator**.

ARP sets the **Arpeggiator Mode**. You can choose among two arpeggiator modes:

- **On** enables the normal arpeggiator mode.
- **Hold** will latch all played keys.
- **Off** simply turns the arpeggiator off.

RATE sets the tempo in rhythmical values, synced to the master clock of your DAW. T stands for triplet.

Chord Mode

GoodBoy also has a **Chord Mode**.

The **On/Off** switch simply enables the **Chord Mode**, while the **CHRD** parameters 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.

REVERB



Reverb has some simple controls like a **REVERB ON/OFF** switch, and a **TYPE** selector, 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 **AMT** knob (how much **Reverb** effect is fed back into the signal chain).

RANDOMIZE BUTTON



GoodBoy has a “hidden” (well... not so well hidden) last feature: a Randomizer function. Pressing the “Bomb” button labeled “**HIT ME**” will generate random values for all parameters on screen. If you stumble in some interesting sound, and want to save it, please refer to the previous section about snapshots.

Installation

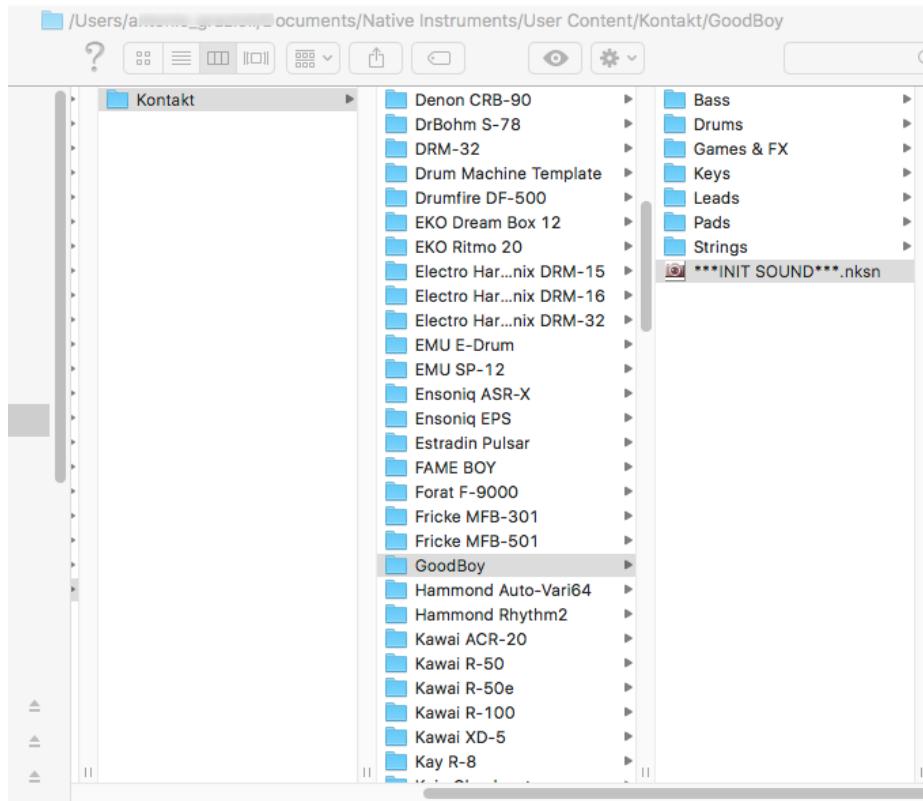
- 1) **Unzip** the “Autodafe-GoodBoy.zip” file you downloaded to your usual Kontakt libraries folder or to any location of your choice.
- 2) Using the “files” tab in Kontakt, **browse to the location** where you extracted all the files. Double click the “Autodafe - Goodboy.nki” files to open the instrument.



- 3) **Manually move or copy** the content of the “Snapshots” folder into:

- **MAC:** /Users/*YourUserName*/Documents/Native Instruments/User Content/Kontakt/Autodafe – GoodBoy
- **WINDOWS:** C:/Users/*YourUserName*/Documents/Native Instruments/User Content/Kontakt/Autodafe – GoodBoy

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

Copyright info

Autodafe GoodBoy 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 GoodBoy** 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.