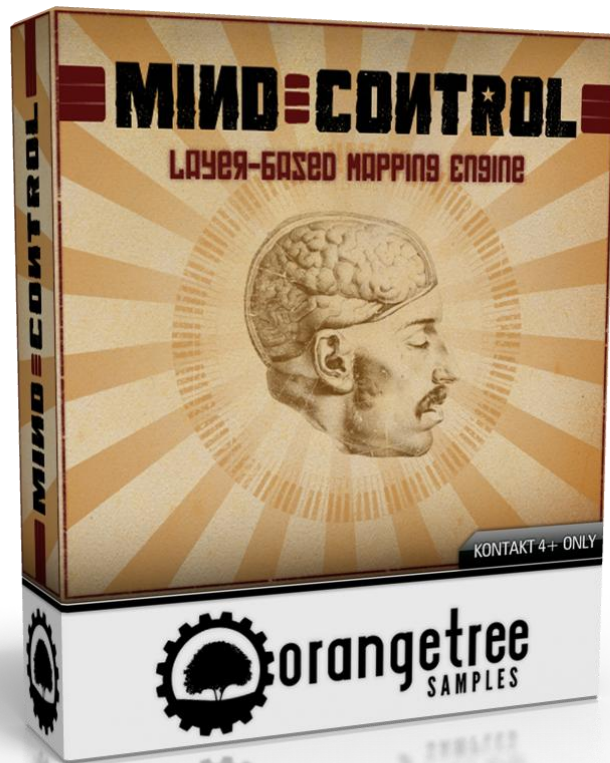


MIND CONTROL

User's Guide



Orange Tree Samples

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Introduction

Thank you for purchasing MIND CONTROL!

MIND CONTROL maximizes the power of instrument banks in KONTAKT 4 and KONTAKT 5, making sequencing and performing more convenient and intuitive. Instrument banks let you drag entire sample libraries into different slots, switching between them instantly. The only problem is that it requires a MIDI program change message to switch between slots—which isn't very convenient, whether during a live performance or when sequencing.

MIND CONTROL bypasses this inconvenience, allowing you to create rules which determine which slot in the instrument bank to automatically switch to.

You can use MIND CONTROL to create a variety of different mappings and MIDI interpretations. They could be something as simple as adding keyswitches to change between instruments or articulations to a complex, dynamic mapping. MIND CONTROL makes sequencing and performing more convenient and intuitive. Here are some of the possibilities:

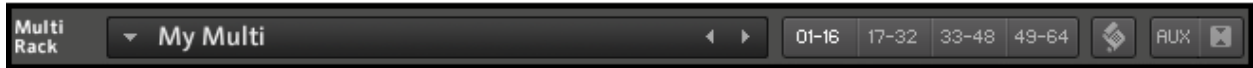
A basic usage of MIND CONTROL is to combine sample library patches. Many sample libraries contain their various articulations in separate presets. Sometimes it's inconvenient to have each articulation in a separate MIDI track and channel, so you can use MIND CONTROL to combine the sample libraries into one track. You could use keyswitches to switch between the patches, or even assign the articulations to different MIDI controllers and velocity ranges.

A more complicated example of MIND CONTROL is to create a multi-faceted performance patch which uses multiple conditions to trigger articulations, maybe even adding in a bit of randomness also. For example, in a flute patch, you could make the mod wheel enable the vibrato sustain articulation, but only in high velocities. Anything else will trigger the non-vibrato articulation.

These are just a few examples of using MIND CONTROL to maximize your sample library collection, making performing and sequencing much faster and convenient.

Beginning Mind Control

Start KONTAKT 4 / 5, and locate the multi-script button. It's the button on the top right side of the interface with an icon of a scroll. It looks like this:



After clicking on the button, click the “Preset” menu button, and locate the “Mind Control” preset, which is in the “user”, then “Orange Tree Samples” subfolder.

Congratulations, you have now loaded Mind Control!

Now create an instrument bank. At the top of the interface, click the “Files” button (with an icon of a disk), and then select “new instrument bank” from the roll-down menu. Click the wrench icon on the new instrument bank that appears to view the slots. You can drag entire sample libraries into these different slots in the instrument bank.

Layer-Based Mapping

The basis of MIND CONTROL is a powerful new mapping system of controlling instruments. By creating condition driven layers, you can use MIND CONTROL to establish sample library mappings which react exactly how you want.

The mapping of a sample library corresponds to how certain articulations are triggered, by using input elements such as the velocity in which notes are played, the values of continuous controllers (like the mod wheel or other knobs and sliders), or keyswitches--certain silent keys which, when pressed, toggle a certain articulation or other change. Traditionally, the mapping in sample libraries is linear. For example, velocity only controls a single element. The mod wheel controls another single element. There are no dependencies or correlations between these elements. This limitation impedes the flexibility of the sample library, ultimately affecting creativity when performing and controllability when sequencing.

The layer-based mapping system allows you to design a mapping which is as simple or complex as you wish. The principle is simple: the mapping is comprised of layers, which are assigned to different articulations. Each layer can have conditions, which when all are met, activate the layer--thus selecting an articulation.

The real power of the layer-based mapping system lies not in the mapping being defined by single conditions, but when conditions are combined. Through the combination of conditions and multiple layers, the possibilities are limitless.

MIND CONTROL uses instrument banks in KONTAKT to combine many articulations (or even entire sample libraries) into a single instrument. The MIND CONTROL engine controls which slot in the instrument bank is selected.

Here's how the layers are processed. The engine begins with the very last layer (the highest layer number), then checks to see which conditions are met by the current note. If all the conditions are not met, the engine proceeds with the next layer, progressing until it reaches the very first layer. If the current note does not match the conditions of any layers, the current slot in the instrument bank will not change.

Main Controls



LAYER

Selects a layer to edit.

Layers define a set of conditions that need to be met in order for the corresponding slot in the instrument bank to be triggered.

Add

Creates a new layer.

Delete

Permanently removes the currently displayed layer.

Copy

Copies the settings for the currently displayed layer.

Paste

Overwrites the currently displayed layer with the settings from the copied layer.



SLOT

The slot in the instrument bank which the layer will trigger

When all the conditions in the layer are met, the instrument loaded in the slot in the instrument bank will be selected. The slot chosen from the instrument bank correlates with the slot number assigned to the layer.



VALUE

Modifies the value of a currently selected condition's preference

Whenever you click a value in a condition's preferences, it will light up, indicating that you can control this value using the main "VALUE" knob. The "L" button besides the condition's preference indicates that the value can be learned from MIDI input.

Conditions

You can define up to five conditions which, if all are met, will trigger the layer (and therefore select its corresponding slot in the instrument bank).

You can click on a condition's preferences and edit the amount using the main "VALUE" knob. If the preference has an adjacent button marked "L", it means the value can be learned from MIDI. While the button is depressed, it will wait for a MIDI message to learn the desired value. For example, this could be a MIDI note, velocity amount, or MIDI controller number.

➔ Basic Conditions

Disabled

No condition is selected.

Velocity

The layer will be triggered only when within a velocity range—specifically above the first parameter and below the last parameter in the condition's settings.

Pitch

The layer will be triggered only when the MIDI note pressed is in a certain range of MIDI notes.

Controller

The layer will be triggered only when the specified MIDI controller is within a certain range. The MIDI controller could be anything from the modulation wheel to a breath controller to the sustain pedal.

Pitch Wheel

The layer will be triggered only when the pitch wheel/bend is within a certain range.

Aftertouch

The layer will be triggered when the aftertouch (also known as "channel pressure" is either on or off.

Program Change

The layer will be triggered when a program change MIDI message is received, with a specified value.

Key (latch)

The layer will be triggered only when a latching keyswitch has been pressed. Latching keyswitches retain their value, like a toggle button. Non-latching keyswitches turn off after you lift the keyswitch.

Key (non-latch)

The layer will be triggered only when a non-latching keyswitch is being currently played. Non-latching keyswitches turn off after you lift the keyswitch, while latching keyswitches retain their value, like a toggle button.

Random

The layer will be triggered by chance.

➔ Advanced Conditions

MIDI Channel

The layer will be triggered only when the incoming MIDI note is from a specified channel. The instrument bank must have the MIDI input set to OMNI for this to function.

Last Speed

The layer will only be triggered when the previous note was played a specified range of milliseconds earlier than the latest note.

Last Duration

The layer will only be triggered when the previous note is within a specified range of duration times, measured in milliseconds.

Cycle

This condition allows you to automatically cycle between any number of layers that all have the same cycle ID number. Essentially this allows you to create your own round-robin cycles.

Interval

The layer will be triggered only when the current note is within a certain interval from the previous note.

Polyphony

The layer is triggered based on the note's polyphonic order. You can use this condition to establish automated divisi, for example. The condition works a little more elaborately than just tracking the number of notes held down—it keeps track of each note's position in polyphony, so if you change a note in a chord, for example, it will play it with that note's original voice.

Last Slot

The layer will be triggered based on which slot was active previously.

Last Layer

The layer will be triggered based on which layer was active previously.

Settings

To access the settings page for MIND CONTROL, click the wrench icon in the lower right corner.

MIDI Channel

This setting assigns a MIDI channel to the current instance of MIND CONTROL. By matching the MIDI channel setting to the input of an instrument bank, you can run several MIND CONTROL driven instruments within a single instance of KONTAKT. You can also set the MIDI Channel to OMNI, which makes MIND CONTROL accept MIDI input from any input. This is especially useful if you wish to use the "MIDI Channel" layer condition within your MIND CONTROL setup.

Save NKA Preset

To export all current MIND CONTROL settings to an external NKA file, click the icon of a disc with an arrow pointing downward. This allows you to easily save your favorite settings for MIND CONTROL, and share your layer settings with other users.

Load NKA Preset

To import the settings from an external NKA preset for MIND CONTROL, click the icon of a disc with an arrow pointing upward. This can either be a preset that you've created in the past, or a preset shared from another user.

Contact

We'd love to hear from you! If you have any questions, comments, or suggestions for the improvement of our products, please do not hesitate to contact us.

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