MIND CONTROL

User Guide

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Preface

Thank you for purchasing MIND CONTROL!

MIND CONTROL lets you combine separate instruments into a single, playable MIDI channel. The multiscript includes two versions: one designed to be used to leverage instrument banks, and the other to route incoming MIDI to separate MIDI channels.

While instrument banks are convenient because you can have up to 128 slots, each containing a separate patch to switch between, the downside is that only one slot can be selected at a time, and the front end interfaces of the instruments are not accessible.

That's where the MIDI channel version of MIND CONTROL is useful. It allows you to load the instruments into different MIDI channels, where their interfaces are visible and accessible. The downside is that you only have 64 MIDI channels to use (since Kontakt has four ports of 16 MIDI channels each), and it can be a little more cumbersome to scroll through the interfaces of so many instruments, especially with libraries that have large interfaces.

You can use MIND CONTROL to create a variety of different mappings and ways of interpreting the incoming MIDI data. It can be set up to do something as simple as adding keyswitches to change between instruments or articulations to a complex, dynamic mapping with multiple dimensions of controllability. Overall, 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. Some sample libraries contain their various articulations in separate patches. Sometimes it's inconvenient to have each articulation in a separate MIDI track and channel, so you can use MIND CONTROL to combine these patches into one track, controlled by a single MIDI channel. You could use keyswitches to switch between the patches, or even assign the articulations to different MIDI CC numbers and velocity ranges.

A more complicated example of MIND CONTROL is to create a multi-faceted performance patch which uses multiple conditions to determine which articulation to trigger, maybe even adding in a bit of randomness also or taking into consideration the average speed or duration of notes. As an example of a more complex setup, 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.

Installation

Step 1: Extract the ZIP File

The first thing you need to do after downloading the ZIP file from your account on the Orange Tree Samples website is to extract MIND CONTROL. Both Windows and macOS can natively extract ZIP files without requiring other software.

Step 2: Install Multiscripts

After MIND CONTROL has been extracted, you need to copy the multiscripts to Kontakt's multiscripts directory so that they will show up in Kontakt.

To do this, copy the ".nkp" files included in MIND CONTROL's "Multiscripts" subfolder to the following location based on your version of Kontakt:

Kontakt 4: **Documents > Native Instruments > Kontakt 4 > presets > Multiscripts**

Kontakt 5: **Documents > Native Instruments > Kontakt 5 > presets > Multiscripts**

Kontakt 6: **Documents > Native Instruments > Kontakt > presets > Multiscripts**

Kontakt 7: **Documents > Native Instruments > Kontakt 7 > presets > Multiscripts**

Step 3: Install Graphics

Next, you need to copy all the files from MIND CONTROL's "Pictures" subfolder into Kontakt's pictures location:

Note: This "pictures" folder likely will not exist by default, and you will need to create it.

Kontakt 4: **Documents > Native Instruments > Kontakt 4 > pictures**

Kontakt 5: **Documents > Native Instruments > Kontakt 5 > pictures**

Kontakt 6: **Documents > Native Instruments > Kontakt > pictures**

Kontakt 7: **Documents > Native Instruments > Kontakt 7 > pictures**

Step 4: Load in KONTAKT

Next, launch the KONTAKT plugin or standalone application.

In the upper right corner of Kontakt's interface, click the "KSP" button to open the multi-script panel. Click on the "Preset" dropdown menu in this new panel that opens, and in the "User" category, select the MIND CONTROL multiscript.

Now you're ready to start using MIND CONTROL!

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: silent keys which, when pressed, toggle a certain articulation or other change. Traditionally, the mapping in sample libraries is one-dimensional. 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, with MIND CONTROL determining which slot in the instrument bank gets selected. There is also version of MIND CONTROL included that uses separate MIDI channels rather than instrument banks.

When processing the layers, MIND CONTROL 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.

Interface

Layer 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.

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.

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 especially useful if you wish to using 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.

Credits

Greg Schlaepfer
Scripting

Jackson Harris
Documentation formatting

Contact

We'd love to hear from you! If you have any questions, comments, or suggestions for the improvement of our products, please don't hesitate to contact us. For the latest updates on what's going on at Orange Tree Samples, you can subscribe to our newsletter from the Orange Tree Samples website, and visit us on Facebook / Twitter.

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