PALETTE

BRUSH PACK 03 • RUNS & ARPS
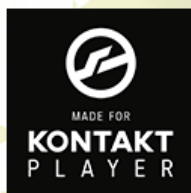
Reference Manual

red room

Contents

MADE FOR
KONTAKT
P L A Y E R

NKS™
NATIVE
KONTROL
STANDARD

NCW

**WORKS WITH THE
FREE KONTAKT PLAYER**

**COMPATIBLE WITH
KOMPLETE KONTROL**
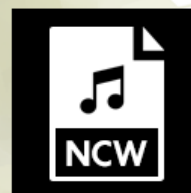
**LOSSLESS NCW SAMPLES
24 BIT / 44.1 KHZ**

Palette is a series of thematic professional orchestral and cinematic Kontakt virtual instruments for songwriters and media composers. It was recorded in a dedicated hall with world-renowned performers by a passionate and experienced team. It was a dream come true for us to make and we hope this expansive set of scoring tools inspires you to write scores of great music.

Palette – Runs & Arps is the most in-depth virtual instrument for real recorded (not scripted) orchestral scales and arpeggios ever assembled. We felt there was simply no better way to capture the emotion and subtle nuances of these unique articulations than to record them in their entirety, so we recorded both strings and woodwinds ensembles playing scales in 6 primary modes – Major, Natural Minor, Harmonic Minor, Melodic Minor, Whole Tone and Chromatic – each with up to 13 variations. There are also 20 kinds of arpeggios in 4 modes – Major, Minor, Diminished and Augmented. Every run/arp has 2 round robins, can be performed in every key and can sync to your host's tempo. In total there are over 1,600 performances!

As with the entire Palette line, our players were recorded in standard orchestral seating position with 3 microphone perspectives – Close, Decca Tree and Hall. The room is spacious but fairly dry, which allows for easy blending with other libraries using your favorite reverbs so you're not limited to the sound of one particular hall. Since **Palette – Runs & Arps** was recorded by the same amazing musicians and production team with the same equipment and in the same hall, it was designed to blend perfectly with all the other **Palette** libraries.

DOWNLOAD & INSTALLATION

Palette – Runs & Arps runs in both the full version of Kontakt and the free Kontakt Player, version 5.6.8 or above, If you don't already have Kontakt, get it [here](#). You'll activate the serial number in the Native Access app. If you don't already have Native Access, get it [here](#).

Pulse For convenience, download, installation, future updates and library management are handled through the **Pulse** app. Just follow these simple steps:

5. Go to **www.pulsedownloader.com** and **download & install Pulse.** Make sure you have the latest version 40.1.1 or higher.

6. Open Pulse and register an account or login.

7. Once logged in, click on **"Add a Product"** in the top right-hand corner of the Pulse app. Enter the **Redemption Key** you received with your order and click on **"Redeem."** The product will be added to your Pulse account.

If this is your FIRST Palette product...

8. In Pulse, click **"Redeem."** Then select an installation directory and press **"Download & Install".** Pulse will begin downloading your product. Once it's finished downloading, it will automatically extract your library and remove the temporary files for you.

9. **Run the [Native Access](#) application** and log into your Native Instruments account. **Click the "Add a serial" button**, which opens a window where you can enter the serial number you received with Palette. Copy the same serial number from your order, click inside the first box and paste it. **Click the "Add Serial" button**. On the next page, **click the "Browse" button** and navigate to the location of your library on your hard drive. Make sure to select the main Palette folder and not one of the subfolders, **then click "Open."** Check that the correct file path is displayed under the name of the library. **Click "Install"** to complete the installation process. When you launch Kontakt the library should now appear in the Libraries tab.

If you ALREADY OWN other Palette products...

10. In Pulse, click **"Redeem."** Then select the level ABOVE your existing Palette folder as the installation directory and press **"Download & Install".** Once Pulse is finished downloading, it will automatically extract and merge your files so that all your Palette products live together in the same master "Palette" folder. When you launch Kontakt and find Palette in the Libraries tab, your new library should now be listed. You do not need to register your original serial number again in Native Access.
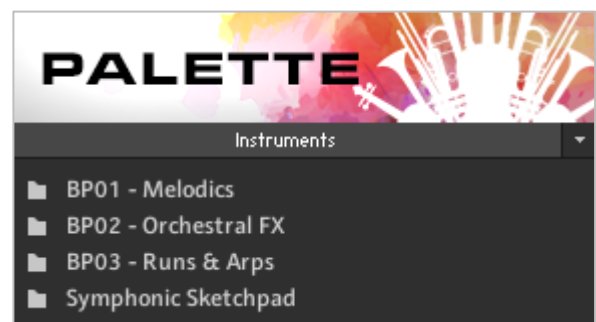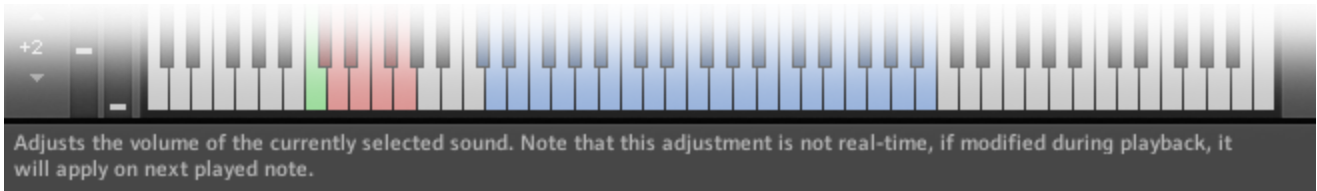
GUI

Palette - Runs & Arps includes 2 Kontakt Instruments (.nki's). Let's go through the features of the GUI. But first, 2 very handy tips:

💡 ***TIP*** *- We've added handy help text for every control in our GUI! If you're unclear as to the function of a control simply hover over it and the help text appears at the bottom of the Kontakt window.*

💡 ***TIP*** *-* ***Palette – Runs & Arps*** *makes use of Kontakt 5.6.8's full available 1000-pixel wide GUI. Since some users may be viewing on laptops or lower resolution monitors, we've also included a trick to narrow the GUI to eliminate the fancy artwork and display only the primary, usable portion.*
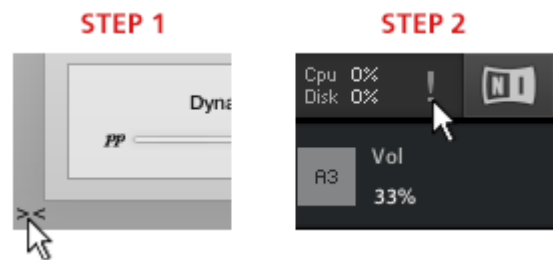
To go narrow, simply click on the small double-arrows in the lower left of the GUI. Then, to complete the transformation, click on the exclamation point (!) in the top right corner of Kontakt. Voila! Repeat this same process to go wide again.

Modes

At the top left of the GUI you'll find the Modes panel. The gray buttons on the left show the names of the 7 Modes and the location of their keyswitches. Click a button or press its keyswitch to load those samples. Use the radial buttons to unload Modes you don't need to help save RAM.

On the Kontakt keyboard you'll see 3 sets of colored keys. The first set (light blue) is where you select the key of your run. The second set (red), as discussed above, selects the Mode. The third set (purple) is where you can perform all the runs that are available in that key & Mode. This will vary from Mode to Mode.
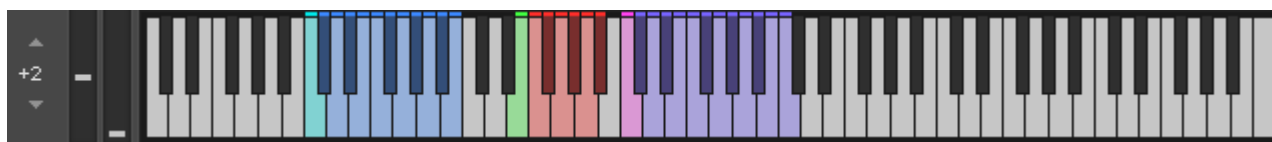
Notation Display

At the top right you'll find the Notation Display panel, which gives you a visual of the score for the last played run/arp. Clicking the small MIDI icon in the top right of the panel turns on MIDI export mode. When enabled (red) you can click anywhere in the panel and drag the MIDI data into your DAW. This is useful when you need to create scores from your mockups to give to a live orchestra.

Microphones

The second panel of the GUI contains the microphone controls. For each of the 3 mic positions - **Close, Decca and Hall** - there's an on/off button (turn off unneeded mics to save RAM), volume fader, pan knob, mute & solo buttons and a button to select the output channel for cases when you'd like each mics routed to different tracks in your DAW. The red "hamburger" button allows you to save/load mixer settings.

Settings

The third (bottom center) panel contains the Expression (volume) slider and several handy performance controls.

> **Play Key Changes**: When enabled, playing a different root key will trigger the last played run type at the new root key.

> **Downbeat Sync**: When enabled, the speed of the run is adjusted so that the last note will always land on the downbeat of the next bar.

> **Speed Mode**: This knob selects how the instrument syncs to host tempo. "Normal" matches host tempo, "Double" plays twice the speed of host tempo, and "Half" plays at half the host tempo. "Manual" unsyncs all runs from host tempo and activates the BPM knob, which allows you to enter any BPM manually.

> **In Quantize**: This handy feature delays the MIDI input so that the run always starts at the beginning of the selected note division.

FX

The fourth panel houses a compact yet powerful 8-slot FX rack. To load an effect, click on any slot's down-facing arrow. This opens a dropdown where you can select one of 17 effects, or move them up or down in the rack to change their order. The radio buttons turn the slot on and off (bypass).

Slots have 3 states – **empty, loaded** and **selected**.

Clear (white) signifies that the slot is **empty** (no effect currently loaded).

Gray means there's an effect **loaded** and its name is displayed, but it's not selected for editing.

Red means there's an effect loaded and it's **selected** for editing. Its controls appear on the right.

The red "hamburger" icon opens a menu for saving and loading tweaked versions of individual effects as well as your entire FX rack. Full details for all 17 effects can be found in the **FX** part of this manual.

MAJOR
Starting on Tonic: 1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down, 5thUp, 5thDown, 4thUp
Starting on 5th: 1Up, 1Down, 2Up, 2Down

NATURAL MINOR
Starting on Tonic:
1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down, 5thUp, 5thDown, 4thUp
Starting on 5th:
1Up, 1Down, 2Up, 2Down

HARMONIC MINOR
Starting on Tonic:
1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down, 5thUp, 5thDown, 4thUp
Starting on 5th:
1Up, 1Down, 2Up, 2Down

MELODIC MINOR
Starting on Tonic:
1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down, 4thUp
Starting on 5th:
1Up, 1Down, 2Up, 2Down

WHOLE TONE
Starting on Tonic:
1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down, 5thUpDown

CHROMATIC
Starting on Tonic:
1Up, 1Down, 1Up&Down, 2Up, 2Down, 2Up&Down

ARPEGGIATED MAJOR
Starting on Tonic: 1Up, 1Down
Starting on 3rd: 1Up, 1Down
Starting on 5th: 1Up, 1Down
Starting on 8va: 1Up, 1Down

ARPEGGIATED MINOR
Starting on Tonic: 1Up, 1Down
Starting on 3rd: 1Up, 1Down
Starting on 5th: 1Up, 1Down
Starting on 8va: 1Up, 1Down

ARPEGGIATED DIMINISHED
Starting on Tonic: 1Up, 1Down

ARPEGGIATED AUGMENTED
Starting on Tonic: 1Up, 1Down

CREDITS

Concept & Art: Dickie Chapin
Kontakt Scriptors: Mario Krušelj & Nabeel Ansari
Sample Editor: Christian Yoder
Live recordings performed by The Sofia Session Orchestra at FourForMusic, Sofia, Bulgaria
Session Producer: Yuliyan Stoyanov
Orchestration & Score Prep: Dickie Chapin & Yuliyan Stoyanov
Engineers: Plamen Penchev & Angelia Vihrova
Conductors: Lyubomir Denev Jr., Georgi Elenkov, Boris Radilov, George Strezov

Thanks: In addition to everyone above who worked so hard to create this library we'd also like to give extra special thanks to Jodi & Phoebe & Lola Chapin, Marcy & Wren Yoder, Jelena & Viktor Krušelj, Impact Soundworks, and the entire staff at Sofia Sessions Studios and FourForMusic.

If you have any questions about **Palette – Runs & Arps** please go to www.redroomaudio.com/my-account and login using your Red Room Audio username and password. Then click **CONTACT** from the main navigation. This ensures that all your info is included automatically with your question.

You can also email support directly at support@redroomaudio.com.

LICENSE AGREEMENT

All sound recordings, performances, scripting and/or code contained in this product is the intellectual property of Red Room Audio unless otherwise noted, and remain the property of Red Room Audio after the product is purchased. When purchasing a Red Room Audio product, you are purchasing a non-exclusive license to use, edit, perform, or otherwise utilize these recordings, performances, scripting and/or code for commercial and non-commercial purposes as defined below.

Authorized Users

Depending on the type of customer and usage scenario, authorized users of this license will vary. ALL purchases fall into category A or B.

A. Individual Purchase

    This license is extended to customers who are purchasing as the primary user of the product, OR are purchasing on the behalf of another primary user (i.e. as a gift).
    The licensee (primary user) MAY install the product on as many computer systems as he or she has access to. However, ONLY the licensee may use the product. No other users are authorized.

B. Corporate, Academic, Institutional Purchase

    This license is extended to customers who are purchasing for a multi-user setting, such as a shared studio, networked workstation, computer lab, etc. In this case, the licensee is the institution and not any one user. In contrast with individual purchases, an institutional license applies to ONE computer / workstation. All users of that workstation who belong to the purchasing institution (licensee) shall be considered authorized users. However, at no point may multiple authorized users access one license simultaneously. Multiple licenses must be purchased if the product is to be used by multiple users simultaneously.

Scope of License

The licensee is entitled to the use and unlimited editing of the product within the scope of music production, performance, recording, and composition. This includes both non-commercial and commercial usage of all types, including, but not limited to, film scores, television scores, music libraries, video game soundtracks, digital and physical music releases, albums, compilations, etc. Exceptions to this scope are listed below.

The licensee MAY NOT use the product in the production of any other sample library or virtual instrument products.

The licensee MAY NOT sell individual sounds from a product in any context.

For clarity: The licensee MAY use sounds from the product to create individual sound effects (SFX) for use in film, TV, advertising, and video games. However, the licensee cannot sell these sounds individually via marketplace, stock music/stock audio site, etc.

Ownership, Resale and Transfer

Redistributing, reselling, electronically transmitting, uploading, sharing, or renting the product in any way, shape, or form is prohibited by law. The licensee may create a physical backup copy of any digitally purchased and downloaded product. This backup copy is subject to the same limitations as the original copy of the product, and may not be transferred to any other individual for any reason.