



FRAGMENTS

MODERN PERCUSSION

MANUAL

Document Version 1.0

Product Version 1.0

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SYSTEM REQUIREMENTS:

Works with the FREE KONTAKT PLAYER

KONTAKT Version 6.7.1 or higher

macOS 10.14 or higher

Windows 10 or higher

8GB RAM

At least 100MB of free hard disc space

Be advised that some presets of FRAGMENTS need a fast CPU to run smoothly and require an Intel i7 processor or higher.

For the latest system requirements, please visit www.sonuscore.com

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Software version: 1.0 (06/2023)

2. WELCOME TO FRAGMENTS – MODERN PERCUSSION

Welcome to Sonuscore's FRAGMENTS – MODERN PERCUSSION. FRAGMENTS is a modern percussion library that offers pristine and organic sounds from wood, mechanics, metal, and the human body. This library takes percussion to new heights, inspiring endless creative possibilities.

Since FRAGMENTS comes with a great variety of features and possibilities, we've put together this document to guide you through the instrument.

2.1 About FRAGMENTS – MODERN PERCUSSION

FRAGMENTS is designed to offer a diverse range of percussion sounds that deviate from the traditional repertoire, encompasses a carefully crafted selection of unconventional and extraordinary sounds. By incorporating twelve round robins and up to five velocity layers, FRAGMENTS guarantees a dynamic and lifelike playing experience. Additionally, its FX and randomization engine adds a touch of human-like variability to your performances.

3. INSTALLATION AND SETUP

Before you can create music with FRAGMENTS, you must install and set up the necessary software. Follow these instructions to get started:

3.1 Installing FRAGMENTS

On the Sonuscore website, download the product in the form of a .zip file. If you are new to our site, create a user account first. To do so visit our registration page: <https://sonuscore.com/my-account/>

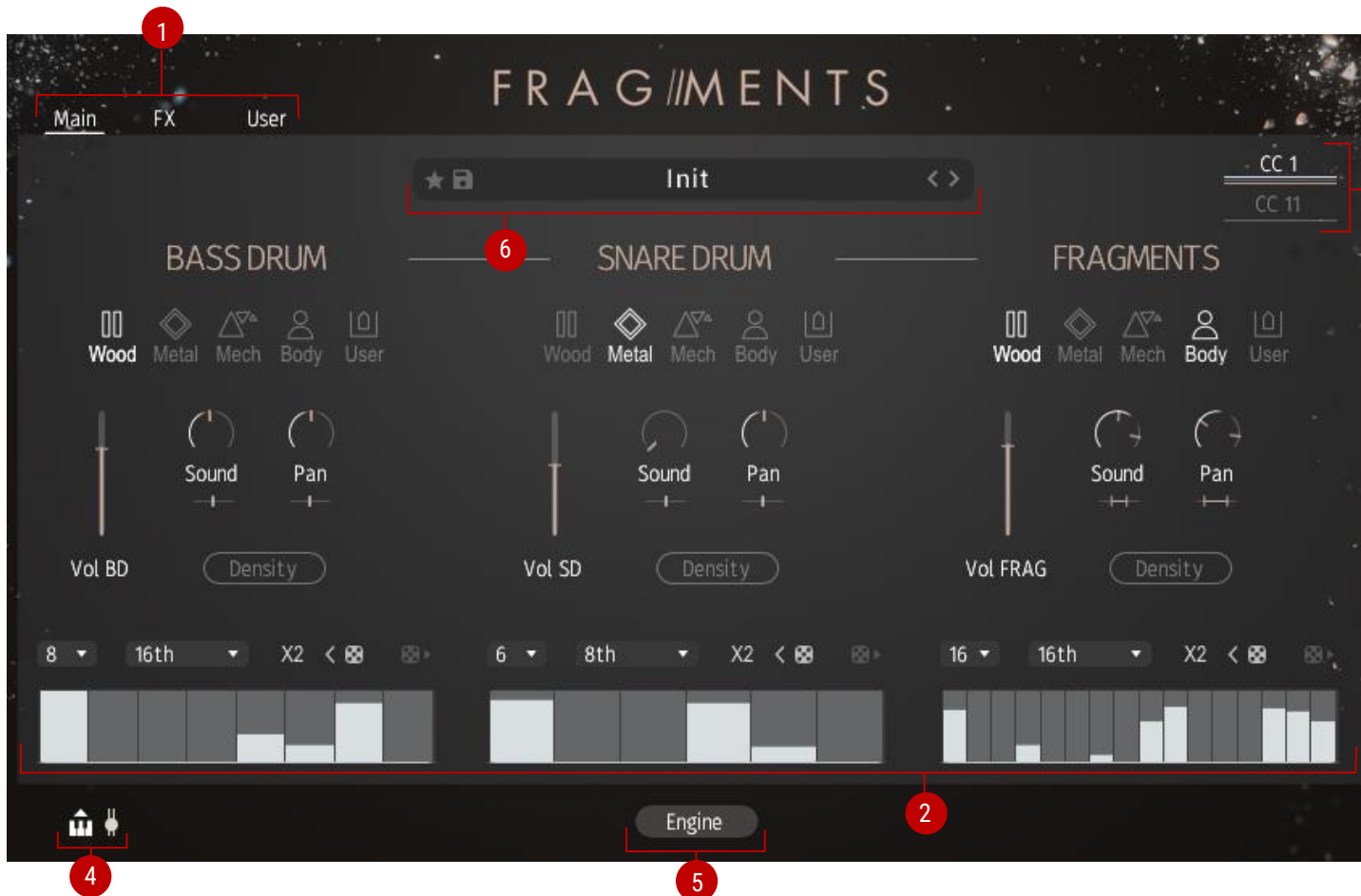
- Fill in the application form.
- Create a Sonuscore account.
- Login to your Sonuscore Account.
- Go to “My Account” and open the “Downloads” menu.
- Copy the serial number of FRAGMENTS and go to Native Instruments’ “Native Access”.
- In Native Access, click on “Add a serial” and paste your serial number. Then you will see FRAGMENTS under “Not Installed”. To Install the product, click on “Install”.

3.2 Loading FRAGMENTS via Kontakt

FRAGMENTS is not an independent plug-in, so you will first need to open an instance of KONTAKT or KONTAKT PLAYER before you can start playing.

1. Open KONTAKT as a plug-in in your host software (DAW), or as a stand-alone application.
2. Locate FRAGMENTS in the Browser, on the left side of the user interface.
3. Click **Instruments** to open the product’s content.
4. Double-click the **FRAGMENTS – Modern Percussion.nki** file to load the instrument.

4. PAGE LAYOUT



FRAGMENTS is divided into three pages (**Main**, **FX**, **User**) to organize controls in a useful way. The pages are accessible with the corresponding tabs on the top left corner of the UI **1**.

When you open FRAGMENTS, you will see the **MAIN** page. It contains all controls for the engine.

The **FX** page provides all effects modules and on the **USER** page you find some options for CC-controls and the possibility to import your own samples.

All pages are divided in three corresponding slots **2**. In the top right corner, there is the current CC-control settings **3**. In the lower left corner, there is the midi export area which consists of the export button (left) as well as a switch (right) to split the exported midi file into three separate files which correspond to the slots **4**.

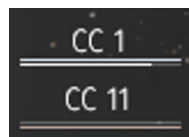
Keep in mind that the DAW-transport has to be running for the midi-export to work.

The engine switch lets you dis-/enable the engine **5**. With the engine turned off all samples are mapped to the whole key range. If you wish to play individual sounds with the engine turned on at the same time just add a C-2 in the same midi event.

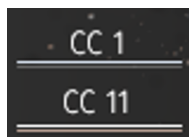
In the preset browser, you can load our factory presets and save/load your own user presets **6**.

FRAGMENTS features two unique effects that can be added to the instrument.

1. **Tone** is a global effect that changes the overall timbre of the instrument. It can be mapped to CC1 or CC11 according to your settings on the USER page. With Tone turned up the overall sound will be brighter and more aggressive. You can also map the bandpass filter of any slot to the Tone effect on the FX page. The current Tone value is displayed by the thin grey line on each one of the sequencers.

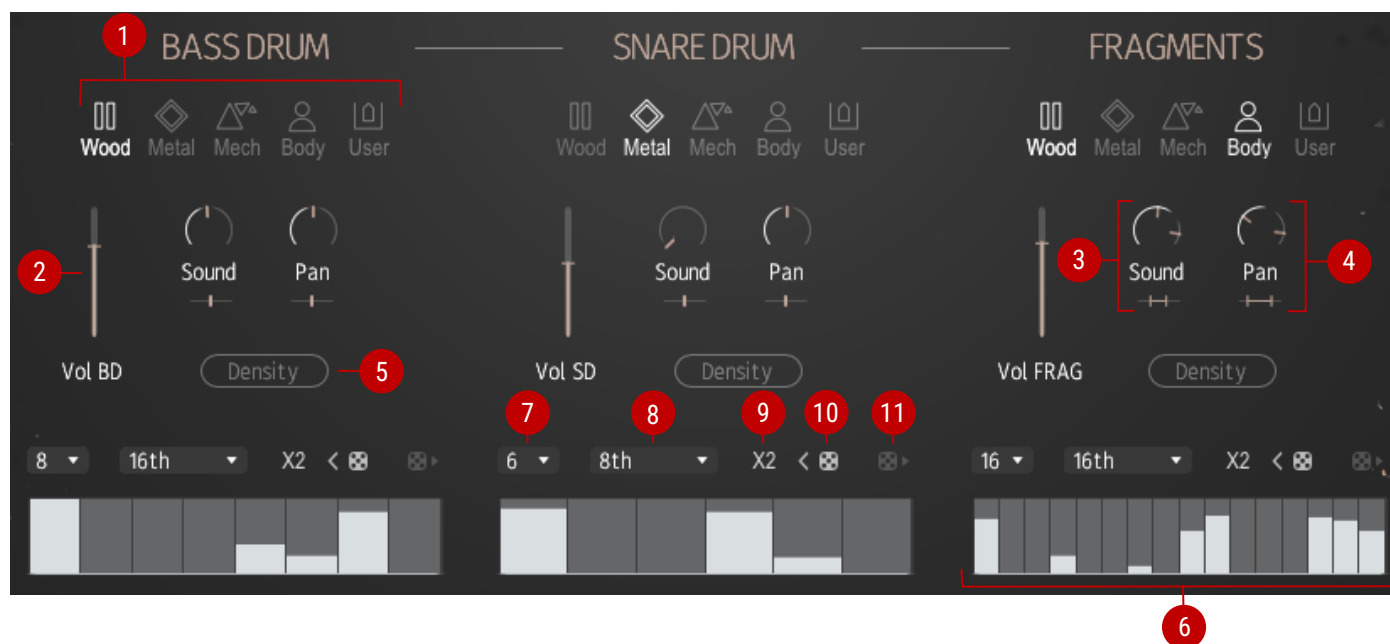


2. **Density** adds ghost notes to empty steps of the step sequencer if the density option is enabled in the respective slot. The level and velocity of those notes is controlled by either CC1 or CC11 according to your settings on the USER page. They are also displayed as yellow steps in the sequencer.

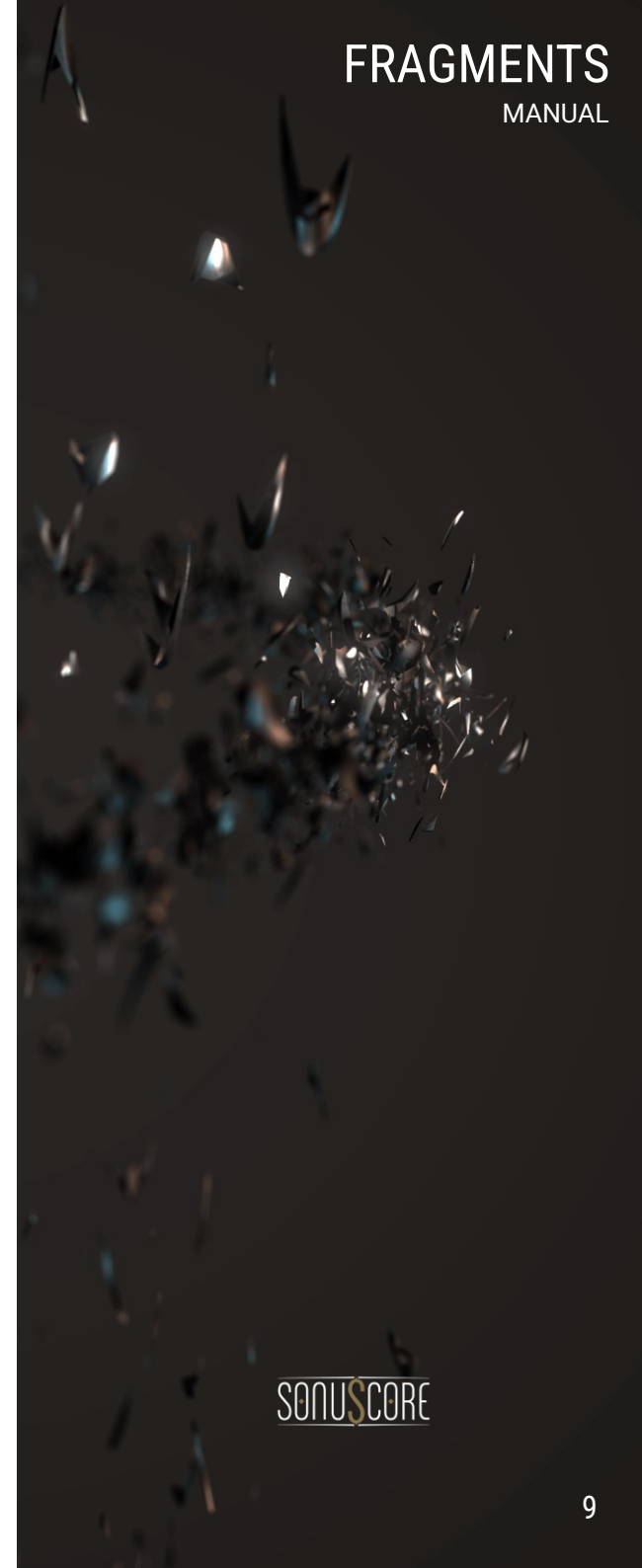


You can also see the current mapping and value of **Tone** and **Density** in the top right corner at any time.

4.1 MAIN PAGE



- 1.** Colors: Choose between four color palettes for the respective slot. The user button adds your imported sample to the engine.
- 2.** Volume: Changes the volume of the respective slot.
- 3.** Sound section: With the sound knob on top, you can change the used sample of the respective slot. The diversity slider on the bottom defines the range in which a sample is randomly picked.
- 4.** Pan section: With the pan knob on top, you can change the panning of the respective slot. The width slider on the bottom defines the range in which the samples are randomly panned.
- 5.** Density: When activated the respective slot reacts to the density effect.
- 6.** Step sequencer: Lets you choose the rhythm of the respective slot.
- 7.** Length: Determines the number of steps for the respective sequencer.
- 8.** Time: Determines the duration of every step synced with the BPM of Kontakt or the DAW.
- 9.** Double steps: Doubles the pattern displayed in the sequencer. Keep in mind that 32 steps is the limit.

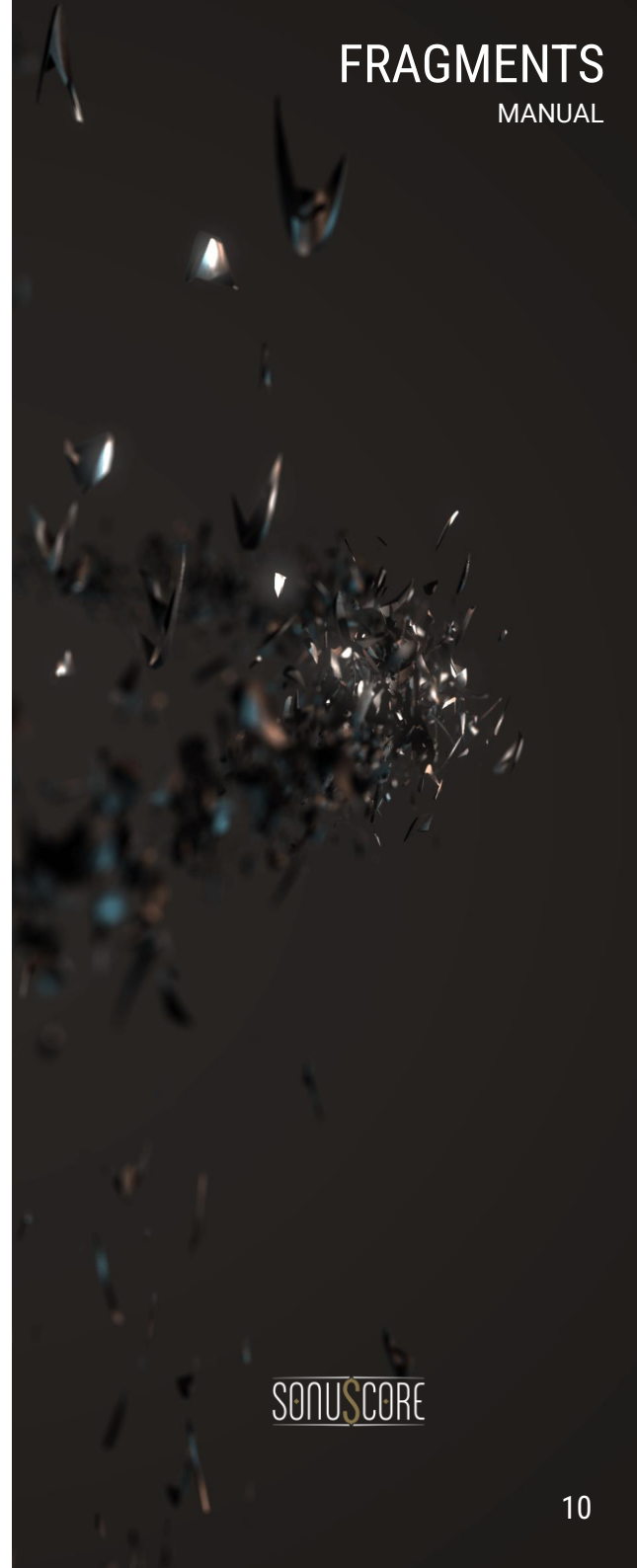


10: Seed: Rearranges the existing sequencer steps in a random manner. You can use it to get inspiration and create new rhythms.

With the arrows next to the button, you can switch to previous seeds you created and back to the later ones.

11: Progression: With progression enabled a new seed will be created after every sequencer run so the rhythmic pattern will be changing over time.

4.2 FX PAGE



- 1.** Global Reverb & Compression: The compression knob adds compression to all slots. The reverb button enables the reverb module. Choose one of the three modes beneath the reverb button (small, medium & large). Use the Size knob to control the decay time of the chosen mode.
- 2.** Reverb Send: Each slot has its own Reverb Send knob, which controls the signal level sent to the reverb module.
- 3.** Delay: Activate the Delay button to enable the delay module for the respective slot. The speed knob has predefined time values relative to the host bpm. Feedback lets you control the amount of delay signal which is fed back to the delay module. The Mix knob controls the mix level of the delay effect module.
- 4.** EQ: Each slot has its own equalizer module which consists of a low shelf and high shelf knob. Activating the EQ button enables the equalizer module for the respective slot.
- 5.** Filter: Each slot has its own filter module which consists of a bandpass filter. Activating the Filter button enables the filter module for the respective slot. The Mode knob **6** lets you switch between four modes: Random (1) moves the bandpass filter randomly across the frequency spectrum. Up (2) moves the bandpass filter upwards. Down (3) moves the bandpass filter downwards. Tone (4) moves the bandpass filter according to your current tone value which can be mapped to either CC1 or CC11 on the User page.

4.3 USER PAGE

**1.** Map **Tone** section:

With the switch on the left the **Tone** effect can be mapped to either CC1 or CC11.
The Min and Max knobs define at which CC range the effect is being scaled.

2. Map **Density** section:

With the switch on the left, **Density** can be mapped to either CC1 or CC11.
The Min and Max knobs define at which CC range the effect is being scaled.

3. Drag your samples from your computer onto the large icon to map them to the respective slot.**4.** Shows the waveform of the imported sample. Use the small bin icon to remove the imported sample.**5.** The Attack knob introduces a soft fade to the imported sample. The Volume knob controls the signal level of the imported sample.

5. PRESETS

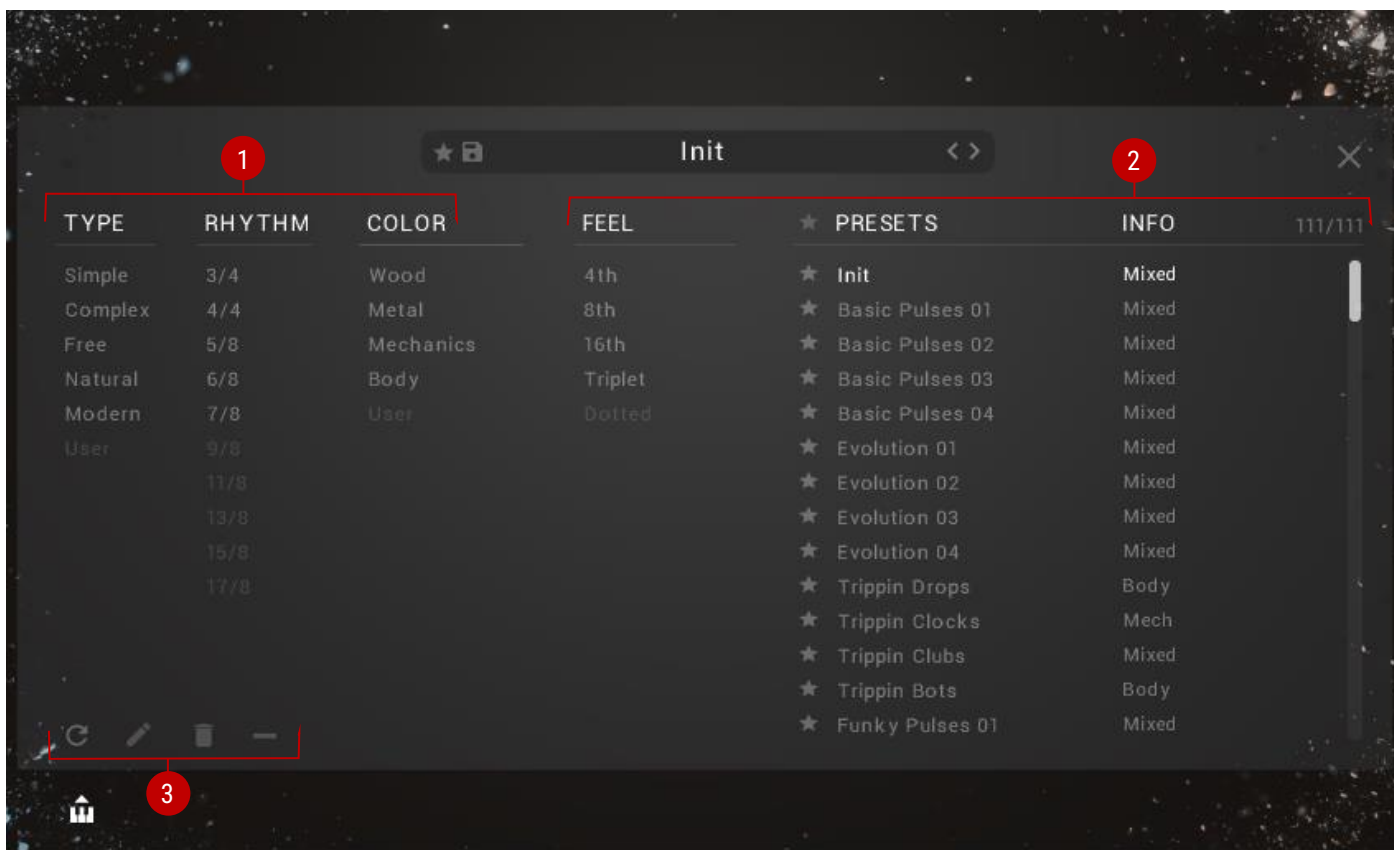
5.1 PRESET SELECTOR

With the preset selector, you can always switch the currently active preset. By clicking on the preset name, you open the preset browser.



- 1.** Favorites: Used for marking and unmarking your favorite presets. You can then filter quickly within the preset browser to display only your favorites.
- 2.** Save: Saves the current preset as a user preset. For more information, refer to 6.4 User Presets Preset.
- 3.** Name: Displays the name of the currently selected preset. Click the preset name to open the preset browser.
- 4.** Browse: Enables you to quickly browse and load presets. Pressing an arrow icon will immediately load the previous or next preset in the browser result list.

5.2 PRESET BROWSER



In the preset browser you will find over 110 presets that you can customize according to your wishes and ideas. The preset browser contains filters to help you sort all presets by different characteristics as well as an option to scroll through the filtered selection. To open the preset browser, click on the name of the preset, located in the upper middle section of every page. The preset browser contains the following features and controls:

1. Filters: Display the filter attributes for regular playing as well as for the engine.

2. Result List: Displays a list of presets that include the selected filters. Load a preset by double-clicking its name in the list to automatically leave the browser, or simply select the name and click the X-icon in the upper right hand corner. The info tab shows if the engine or regular sounds are active in the preset.

3. User Settings: Contains controls relating to the importing, editing and deleting of user presets.

5.3 PRESET BROWSER FILTERS

Type:

With the filters on the left-hand side of the browser you can quickly scan for specific kinds of sounds. Under Type you can display presets that are rhythmically simple, complex or free and ones that have a natural or modern sound. You can also show your own userpresets if you already made some.

Rhythm:

Here you can filter for specific rhythms in the factory presets.

Color:

Displays presets with the chosen color(s).

Feel:

Filters presets according to the selected feel.

5.4 USER PRESETS

FRAGMENTS offers a quick and convenient way of saving and organizing custom user presets. As each preset is accessible as a single file, it is easy to transfer and share user presets between multiple systems. User presets are also accessible from within the preset browser. User presets contain the following features:

Save: Saves the current preset as a user preset. User presets are saved as single .nka files, into the user data folder under the installation path you chose in Native Access. If you save a preset directly from the preset browser, you can immediately add your tags by simply highlighting them via click before saving them.

User: Contains all saved user presets. Select this category to filter the result list by user presets.

Scan: Searches the user data folder of your CHROMA installation for .nka files and enables you to import user presets from different devices.

Edit: Enables you to assign tags to your user preset. Press the **confirm button** (tick icon) to save your settings, or the **X-icon** to cancel the process.

Delete: Removes the user preset from the preset browser.

Saving a user preset

To save the current preset as a user preset:

1. Click on the save icon next to the preset selector.
2. Enter a new name.
3. Click the checkmark to save the user preset or cancel the process by clicking the X-Icon.
4. The user preset is saved and is available within the preset browser.

Importing a preset

To import user presets:

1. Copy the .nka files of your choice into the user data folder in the installation directory of FRAGMENTS.
2. Open the preset browser.
3. Press the **scan** button.

The new user preset is imported from the user data folder.

Editing the name of a user preset

To edit a user preset:

1. Open the preset browser.
2. Select a user preset.
3. Click the **pencil icon**.
4. Change the name of the preset.
5. Click the **confirm** button.

6. CREDITS

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