TRUE STRIKE

PROJECTSAM
cinematic sampling

2

INTRODUCTION

Dear ProjectSAM user,

Congratulations on your purchase of TRUE STRIKE "Cinematic Orchestral Percussion".

ProjectSAM's acclaimed TRUE STRIKE series holds the percussion libraries of choice for film, TV and game composers requiring cinematic, powerful percussion samples. TRUE STRIKE focuses on orchestral percussion and was recorded in a beautiful concert hall environment which gives it its deep, warm sound. The library gives you lively recordings of symphonic percussion instruments such as timpani, bass drum, snares, tom toms, cymbals, tam tam, tubular bells, glockenspiel, xylophone, celesta, various small percussion, metal hits and much more.

This manual will guide you through the different features and possibilities of TRUE STRIKE and offers a reference chapter with information about the different instrument banks.

We hope TRUE STRIKE will be a source of inspiration for you and, starting today, will find its way into all of your music projects.

Enjoy!

Best regards,

The SAM Team

INSTALLATION

Installation of TRUE STRIKE is easy and straightforward.

TRUE STRIKE comes on 3 DVDs. Installation of the included Kontakt Player is optional. If you already have Kontakt 3.5 or later, it is not required to install the Kontakt Player. In this case, it is enough to install the library only. If you do not have Kontakt 3.5 or later already, it is required to install the Kontakt Player.

Installation under Windows

Library Installation
1. Insert Install disc 1 into the optical drive.
2. Use the Windows Explorer to view the contents of the disk.
3. Start the installation by double-clicking the True Strike Setup PC.exe.
4. The setup program will suggest C:\Documents and Settings\All Users\Documents as the path for the destination folder. You may also choose another folder or hard drive.
5. The installer will automatically prompt you to insert the next disc.

Kontakt Player Installation
After the library installation is finished, you may choose to install the Kontakt Player as well.
The Kontakt Player installer can be found on disc 1.

Installation under OS X

Library Installation
1. Insert disc 1 and double-click the file True Strike Installer Mac.
2. Choose a destination. Note that in this dialog any external drives will be unavailable, however, they can be selected in the next screen.
3. Press continue to install to the default location users/shared.
4. If you want to install to an alternate destination click the folder "shared" and choose "other".
5. Press install to begin library installation.
6. The installer will automatically prompt you to insert the next disc.

Kontakt Player Installation

After the library installation is finished, you may choose to install the Kontakt Player as well.
The Kontakt Player installer can be found on disc 1.

Activation

TRUE STRIKE will run in demo mode for 30 minutes, starting when the first patch is loaded. This means that after 30 minutes are up, and even after closing and re-opening your software, TRUE STRIKE needs to be activated before you can continue using it.

To activate TRUE STRIKE use the Native Instruments Service Center, which was installed during installation. The tool can be found in the Program Files menu folder (Windows) or the Applications folder (Mac OS X). After starting the Service Center, enter your TRUE STRIKE serial number found on the first page of this manual, then click Activate. After activating TRUE STRIKE you can check for library updates and additional content by going to the Updates tab in the Service Center.

Updating

We recommend updating TRUE STRIKE to the latest version by logging in to the Native Instruments Service Center or Native Instruments website.

Moving TRUE STRIKE to another HD or system

It is possible to move a TRUE STRIKE installation to another hard drive or computer. It is important that you move the entire product folder, so that the structure inside remains intact.

After moving TRUE STRIKE to another hard drive on the same computer, you will get a warning message the next time you start Kontakt. Click "Locate". The "Content Missing" dialog opens. If you want to locate the folder manually, click on the "Browse for folder" button. This will open a dialog allowing you to set a path to your library's new location. Alternatively, you can have Kontakt search the filesystem by itself.

After moving TRUE STRIKE to another computer, you will have to add it as a new library to Kontakt. Start Kontakt and click the "Add Library" button. Browse to the library's location and confirm. Because you are now working on a new computer, the library needs to be activated using the Service Center.

LIBRARY STRUCTURE

MICROPHONE OPTIONS

TRUE STRIKE was recorded in a beautiful concert hall environment. The percussion performances were recorded using multiple microphone sets, each with its own distinct sound and ambiance.

1 Close Mic
The instruments in the Close folder were recorded at a distance of around 2-3 meters. This gives the samples in this mic folder a bright, direct and relatively dry character. While the Stage and Far mics give you a more epic sound, the Close mic is the most flexible if you wish to apply reverberation of your own.

2 Stage Mic
The instruments in the Stage folder were recorded at a distance of around 7 meters. This is the go-to mic set for most orchestral composers. It fits right into your orchestral mix and puts a realistic distance between you and the percussion instruments.

3 Far Mic
The instruments in the Far folder were recorded at a distance of around 15 meters. Obviously, this mic set gives you the most ambient, wet sound, great for an extremely epic sounding snare ensemble, gran cassa or tutti hit.

INSTRUMENTS FOLDER

The Instruments folder makes up the main structure of TRUE STRIKE.
An overview:

Instruments

1 Close
    1 Timpani
    2 Kits
    3 Drums and Toms
    4 Cymbals and Gongs
    5 Melodic Percussion
    6 Small Percussion
    7 Misc Percussion

2 Stage
    Identical to Close folder structure

3 Far
    Identical to Close folder structure

TRUE STRIKE does not include any Multis.
There are various Instruments and Kits available that offer mixed sets of percussion instruments.

THE PLAYER

INTRODUCTION

TRUE STRIKE comes with a Native Instruments Kontakt Player. This cross-platform sampler allows you to load the TRUE STRIKE programs without a full version of Kontakt installed, and can be run as AU/VST/RTAS plugin or standalone. The interface offers a set of intuitive controls to quickly adjust certain aspects of the loaded instrument.

The TRUE STRIKE programs can also be loaded into the full version of Kontakt 3.5 or later. This allows you to fully edit the programs, including sample mapping and controlling. Please note that the TRUE STRIKE audio pool is locked and cannot be altered or exported.

MAIN PAGE

The TRUE STRIKE interface has three pages: Main, Options and Delay. Click the tabs at the bottom of the interface to switch between these pages.

Active Group

Most TRUE STRIKE patches contain multiple playing techniques or even multiple instruments. The Active Group readout gives you information about the technique or instrument that you are currently triggering. Each time you press a key, the Active Group readout will update itself. This feature is particularly useful when using one of the percussion kits.

ADSR controls

Each TRUE STRIKE instrument has Attack-Decay-Sustain-Release controls on the main page, allowing you to quickly adjust these values for the currently shown Active Group. If you wish to adjust the ADSR values for the entire instrument at once, enable the Edit All Groups button before you move the ADSR controls.

Pitch

This sliding value controller allows you to quickly adjust the pitch in semitones of the currently shown Active Group. The pitch range is -24 to +24 semitones. If you wish to control the pitch of the entire instrument at once, enable the Edit All Groups button before you adjust the pitch value.

OPTIONS PAGE

Velocity

The three velocity controls allow you to respectively set the lowest and highest velocity output, limiting the instrument's dynamic response, and adjust the velocity response curve.

High and Low EQ

The Equalizer controls allow you to quickly gain/attenuate the low end and/or high end of the instrument. Use the buttons to turn off the EQs. Use the Gain knobs to adjust the high or low gain. Please note that certain instruments already have one or both Equalizers turned on by default. Most however, have it turned off.

DELAY PAGE

The Delay page offers you the controls for Kontakt's internal instrument delay effect. Use the On/Off button to enable/disable the delay. Use the knobs to change the various delay settings, such as delay time, panning and damping.

INSTRUMENT LIST

BASIC PERCUSSION

Timpani
Gran Casa
Snare Drum
Military Snare
Field Drum
Snare Ensemble (3 players)
Toms
Rototoms
Piatti 1
Piatti 2
Suspended Cymbal 1
Suspended Cymbal 2
Chinese Cymbal
Large Tam Tam
Wind Gong
Tubular Bells
Tutti Hits

MELODIC PERCUSSION

Glockenspiel
Xylophone
Marimba
Vibraphone
Celesta

SMALL PERCUSSION
Woodblocks
Templeblocks
Whip
Barchimes
Belltree
Cowbells
Claves
Triangle
Tambourine
Beatring
Castanets
Samba Shaker
Guiro
Sleighbells
Rattle
Vibraslap
Crotales

EXTRA PERCUSSION
Timbales
Bongos
Congas
Thai gongs
Brakes and Metal
Thunderplate
Sirene
Hand Claps
Finger Snaps
Body Percussion

TRUE STRIKE REFERENCE

This chapter gives you a variety of information about each of the instruments available in TRUE STRIKE, including the programming and controllers that were used and specific mapping across the keyboard.

When keyswitches are active, the keyswitch location and range is displayed in the top-right of the interface.
When sustain pedal switching is active, this is also displayed in the top-right of the interface.

KEY = articulation switch through keyswitches

PED = articulation switch through sustain pedal

1 TIMPANI

TIMPANI HITS AND ROLLS
Left half of the keyboard: single hits with round robin alternation (left/right hands).
Useful if the timpani part needs to be notated later on.
Right half of the keyboard: 1.5 second crescendo rolls.
Use the keyswitches to switch between long (C0) and dampened (C#0) single hits.
KEY

TIMPANI HITS DUAL MAP
Left half of the keyboard: left hand single hits mapped.
Right half of the keyboard: right hand single hits mapped.
This means there is no round robin alternation used.
Useful if you want to emulate the left/right hand feel when playing.
Use the keyswitches to switch between long (C0) and dampened (C#0) hits.
KEY

TIMPANI ROLLS

Left half of the keyboard: various dynamic rolls.
Right half of the keyboard: single hits to finish off a roll performance prematurely or on a different note.
Use the keyswitches to switch between the different roll performances:
C0: 1.5 sec crescendo
C#0: 3 sec crescendo
D0: 6 sec crescendo
D#0: 6 sec diminuendo
E0: 6 sec crescendo-diminuendo
`KEY`

TIMPANI SPECIAL EFFECTS

Various special effects performed on timpani, including dynamic rolls with the player varying the pitch pedal and hits with cymbals and bowls laying on the timpani membrane.

TIMPANI TREMOLO

Left half of the keyboard: sustained timpani tremolo with realtime dynamics that can be performed using the Modulation Wheel.
Right half of the keyboard: single hits to finish off a tremolo manually or on a different note.
Use the keyswitches to enable/disable the "round off" single hit that plays when a tremolo note is released.
C0: single hit release trigger on
C#0: single hit release trigger off
`KEY`

2 KITS

TRUE STRIKE ALL DRUMS

Combination patch with all drums and tom toms spread out over the keyboard in a basic set of techniques and articulations
Use the keyswitches to switch between "snares on" and "snares off" versions for the snare drum, military drum and snare ensemble. The Active Group readout is particularly useful here.
C0: snares on
C#0: snares off
`KEY`

TRUE STRIKE ORCHESTRAL KIT
Combination patch with a wide selection of untuned percussion instruments in various articulations. The Active Group readout is particularly useful here.

3 DRUMS AND TOMS

BONGOS AND CONGAS
Left half of the keyboard: various conga hits and techniques.
Right half of the keyboard: various bongo hits and techniques.

GRAN CASSA AND TUTTI HITS
Patch holding orchestral bass drum articulations (gran cassa) as well as tutti hits: ensemble performances of multiple bass drums, bass drum + cymbal and bass drum + tam tam hits.

MILITARY AND FIELD DRUMS
Mapping is identical for both drums. Use the keyswitches to switch between them:
C0: Military drum (snares on)
C#0: Field drum (snares off)
KEY

SNARE DRUM
Use the keyswitches to switch between snares on and off:
C0: Snare drum snares on
C#0: Snare drum snares off
KEY

SNARE ENSEMBLE
Snare drum ensemble performances with 3 players. Use the keyswitches to switch between snares on and off:
C0: Snare drum snares on
C#0: Snare drum snares off
KEY

TIMBALES
Timbale hits, rims and cascara.

TOM TOMS AND ROTOTOMS
Set of 4 tom toms and 2 rototoms in various articulations.

TOM TOMS PHRASES
A variety of phrase performance using the tom toms.

4 CYMBALS AND GONGS

CONCERT CYMBALS
Set of two orchestral concert cymbals (piatti): American (left half of the keyboard) and Viennese (right half of the keyboard).

SUSPENDED CYMBALS
Set of two suspended cymbals played with soft mallets and drum sticks.

TAM TAM AND WIND GONG
Large tam tam and smaller wind gong in a variety of articulations.

5 MELODIC PERCUSSION

CELESTA
Chromatically sampled celesta. Release time is set to short value by default for best response.

CROTALES
Orchestral crotales set. Responds to sustain pedal by switching between long and short articulations.
`PED`

GLOCKENSPIEL
Orchestral glockenspiel with left/right hand round robin alternation. Left half of the keyboard contains glissando performances.

MARIMBA
Full range marimba set. Use the keyswitches to switch between different versions of the lower range of the marimba:
D6: Standard mallets
D#6: Bass stick (very deep, mellow sound)
E6: Thumb

TUBULAR BELLS
Responds to sustain pedal by switching between long and short articulations. Right half of the keyboard contains a "mallet + triangle stick" variation.

PED

VIBRAPHONE HIT
Responds to sustain pedal by switching between long and short articulation. One additional short articulation is available by using the keyswitches:
C2: Standard pedal up sound (staccato)
C#2: Longer version of staccato (player briefly puts the pedal down)

PED

VIBRAPHONE MOTOR
Vibraphone with simulated motor. The modulation wheel controls the motor speed. Patch responds to sustain pedal by switching between long and short articulation. One additional short articulation is available by using the keyswitches:
C2: Standard pedal up sound (staccato)
C#2: Longer version of staccato (player briefly puts the pedal down)

PED

VIBRAPHONE SPECIAL
Vibraphone special effects.
Left half of the keyboard: vibraphone glissando performances.
Right half of the keyboard: clusters performed by hitting the keys with a stick held horizontally.

XYLOPHONE

Xylophone with left/right hand round robin alternation. Left half of the keyboard contains glissando performances.

6 SMALL PERCUSSION

CHIMES AND BELLTREE

Left half of the keyboard: wind chimes up/down direction in various speeds.
Right half of the keyboard: bell tree up/down direction in various speeds.

COWBELLS

Set of 4 pitched cowbells mapped to the C and G keys.
Right half of the keyboard: low cowbell effect, where player swings around cowbell after striking it.

TAMBOURINE AND BEATRING

Left half of the keyboard: tambourine hits, tremolo and crescendi.
Right half of the keyboard: beatring hits and tremolo.

TRIANGLE

Triangle hits, tremolo and crescendi.

VARIOUS PERCUSSION

A wide selection of smaller percussion instruments used in the symphony orchestra, such as claves, shaker, castanets and vibraslap. The Active Group readout is particularly useful here.

WOOD AND TEMPLEBLOCKS

Left half of the keyboard: set of 4 woodblocks, hits and crescendo patterns.
Right half of the keyboard: set of 5 templeblocks.

7 MISC PERCUSSION

BODY PERCUSSION
Various percussive sounds produced by the human body.

BRAKES AND PANS
Collection of car brakes and metal pan hits with round robin alternation.

CLAPS AND SNAPS
Hand claps and finger snaps in multiple velocities with round robin alternation.

THAI GONGS
Thai gong hits in pitches "F", "A" and "C".

TRASH AND METAL HITS
Large collection of trash hits and other objects hit with metal objects.

SUPPORT

For product support related to the TRUE STRIKE library, please review the TRUE STRIKE FAQ first at **www.projectsam.com** or e-mail us directly at **support@projectsam.com**. Please note that you need to register TRUE STRIKE first in order to qualify for technical product support. You can do this at the ProjectSAM website.

For support and updates related to the full version of the Kontakt sampler and Kontakt technology, visit Native Instruments at **www.native-instruments.com**.

CREDITS

Concept, recordings and development:
ProjectSAM
Maarten Spruijt, Vincent Beijer & Marco Deegenaars

Scripting:
Josef Natterer

Artwork and manual:
Martijn Lammerts
Black December

Interface skin:
Frank Post

ProjectSAM would like to thank the following people:
Ash Foster, Chris Goran Pettersen, Garth Hjelte, Bill Brown, Tobias Marberger, Jesper Kyd, Robert Kral, Brian Tyler, Jeroen Peter, Michiel Steenhuis.