

REFERENCE MANUAL

TRUE STRIKE 2

PROJECTSAM
cinematic sampling

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INTRODUCTION

Dear ProjectSAM user,

Congratulations on your purchase of TRUE STRIKE 2 “Cinematic World & Effects Percussion”.

ProjectSAM's acclaimed TRUE STRIKE series holds the percussion libraries of choice for film, TV and game composers requiring big and bold percussion samples. With TRUE STRIKE 2, ProjectSAM covers new percussion ground. This library covers everything to lay down the percussion track for your next chase sequence, horror scene or ethnic flavored score. You will find Japanese, African and Turkish drums, trailer-esque big bangs, bowed cymbals, prepared piano, new tam tam and bass drum effects, cajon, udu and lots of rhythmic phrases and effects. TRUE STRIKE 2 also offers you Dystopia II: sound-designed and processed effects based on the TRUE STRIKE 2 sounds. In all, TRUE STRIKE 2 delivers you the powerful drums and special effects needed to build any percussive score.

This manual will guide you through the different features and possibilities of TRUE STRIKE 2 and offers a reference chapter with information about the different instrument banks.

We hope TRUE STRIKE 2 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 2 is easy and straightforward.

TRUE STRIKE 2 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 DVD 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 2 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. Once installation starts, the installer will automatically prompt you to insert the next DVD.

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 DVD 1 and double-click the file True Strike 2 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. Once installation starts, the installer will automatically prompt you to insert the next DVD.

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 2 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 2 needs to be activated before you can continue using it.

To activate TRUE STRIKE 2 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 2 serial number found on the first page of this manual, then click Activate. After activating TRUE STRIKE 2 you can check for library updates and additional content by going to the Updates tab in the Service Center.

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Updating

We recommend updating TRUE STRIKE 2 to the latest version by logging in to the Native Instruments Service Center or Native Instruments website.

Moving TRUE STRIKE 2 to another HD or system

It is possible to move a TRUE STRIKE 2 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 2 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 2 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 2 was recorded using multiple microphone positions, allowing you to choose between a close or ambient version of the same instrument recording.

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.

2 Ambient Mic

The instruments in the Stage folder were recorded at a distance of around 7 meters. Some instruments in TRUE STRIKE 2 were recorded in a concert hall, others in a studio, depending on what was most suitable for the instrument. This means that while the Close Mic will sound similar for all instruments, the sound and distance of the Ambient Mic may differ slightly.

INSTRUMENTS FOLDER

The Instruments folder makes up the main structure of TRUE STRIKE 2.
An overview:

Instruments

1 Close Mic

- Effects Percussion

- Melodic Percussion

- World Percussion

 - African

 - European

 - Japanese

 - Turkish

2 Ambient Mic

- Identical to Close folder structure

3 Dystopia

- Otherworldly sounds based on the library pool

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TRUE STRIKE 2 does not include any Multis.

There are various Instruments and Kits available that offer mixed sets of percussion instruments.

DYSTOPIA

TRUE STRIKE 2 does not only focus on acoustic sounds. The library comes with an impressive set of sound-designed patches and processed effects. One of the highlights in TRUE STRIKE 2 is the Big Bang Menu. This sample bank offers you a full keyboard worth of ground-shaking, pre-mixed hits and stacks. Other Dystopia patches include otherworldly effects, soundscapes and spheres. All Dystopia sounds are based on the acoustic TRUE STRIKE 2 sample pool.

THE PLAYER

INTRODUCTION

TRUE STRIKE 2 comes with a Native Instruments Kontakt Player. This cross-platform sampler allows you to load the TRUE STRIKE 2 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 2 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 2 audio pool is locked and cannot be altered or exported.

MAIN PAGE

The TRUE STRIKE 2 interface has three pages: Main, Options and Delay. Click the tabs at the bottom of the interface to switch between these pages.



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Active Group

Most TRUE STRIKE 2 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 2 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

EFFECTS PERCUSSION

Big Bangs Menu
Percussive Effects Menu
Plucked Piano
Perpared Piano
Gran Casa Ensemble
Tam Tam Effects Menu
Dystopian Bangs
Dystopian Effects
Dystopian Scapes

BOWED PERCUSSION

Bowed Cymbal
Bowed China (3x)
Bowed Crotales
Bowed Vibraphone

AFRICAN

Udu
Brequete
Crin (2x)
Djembe (6x)
Djembe Ensemble
Djembe Hall
Doundoun (2x)
Doundoun Hall
Fontomfrom
Godum
Kenkeni
Komee

Shakara (2x)
Sangbang
Dawuro (6x)
Guinea Bells (3x)
Kangogui Bells
Shakers and Nuts Menu

ASIAN

Okedo-Daiko (Taiko)
Okedo (6x)
Uchiwa-Daiko (5x)
Atarigane (4x)
Japanese Chappa
Chinese Chappa
Korean Chappa

TURKISH/EUROPEAN

Cimbalom
Darabuka
Bass Darabuka
Bendir (4x)
Bass Bendir
Cajon

STUDIO PERCUSSION

Claves
Shaker Egg
Windtree
Laughing Stick

VARIOUS PERCUSSION

Bowls (15x)

Logdrum

Octaban (2x)

Steel Maracas

Metal Pan

Peacock Gong (2x)

Steeldrum

Wooden Box

Wooden Chimes

Wooden Frames

Outtakes

TRUE STRIKE 2 REFERENCE

This chapter gives you a variety of information about each of the instruments available in TRUE STRIKE 2, 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

EFFECTS PERCUSSION

BOWED CYMBALS

Various suspended cymbals and china cymbals played with a string bow.

GRAN CASSA ENSEMBLE

Left half of the keyboard: superball effects on bass drum.

Right half of the keyboard: multi-sampled bass drum ensemble (2 players) played with sticks, brushes, hands and on rim.

MISC PERCUSSION 1

A selection of various smaller wooden percussion, such as wood chimes, rattles and cigar box played with brushes.

The Active Group readout is particularly useful here.

MISC PERCUSSION 2

A selection of various smaller, mostly metal percussion, such as a metal pan, wind tree and metal object hits.

TAM TAM EFFECTS

Various tam tam hits played with brushes as well a selection of tam tam tremolo effects and phrases.

MELODIC PERCUSSION

BOWED CROTALES

Orchestral crotales played with string bow.

Left half of the keyboard: short bow articulation.

Right half of the keyboard: long bow articulation.

BOWED VIBRAPHONE

Vibraphone played with string bow.

Left half of the keyboard: short bow articulation.

Right half of the keyboard: long bow articulation.

BOWLS

Left half of the keyboard: bowl hits, where player swings around bowl after striking it.

Right half of the keyboard: long bowl hits and dampened bowl hits.

BOWLS PHRASES

Selection of ad lib bowl phrases. Some are performed on one bowl, others on multiple bowls.

CIMBALOM

Extensively multi-sampled cimbalom with 4x round robin for each hit. Use the keyswitches to choose one of the four available articulations:

C0: Let ring (long note)

C#0: Dampened (short note)

D0: Tremolo

D#0: Slapped note technique

KEY

CIMBALOM PHRASES

A selection of cimbalom phrases, mostly note repetitions, and cimbalom effect, such as scrapes and glisses.

PREPARED PIANO

Prepared piano single note articulations. Use the keyswitches to choose one of the three available articulations:

C7: Plucked string

C#7: String hit with stick, long note

D7: String hit with stick, damped note

KEY

PREPARED PIANO EFFECTS

Wide selection of prepared piano effects, such as scrapes, rattles, hits and rumble.

STEELDRUM

Small steel drum in three articulations. Keyswitches:

C0: single note

C#0: tremolo

D0: crescendo-decrescendo tremolo

KEY

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WORLD PERCUSSION

AFRICAN

AFRICAN BELLS MENU

Variety of African bells and bell-like sounds with round robin alternation.

AFRICAN DRUMS MENU 1-2

Variety of African drums with round robin alternation.

AFRICAN SHAKERS MENU 1-2

Variety of African shakers and rainmakers with round robin alternation.

DJEMBE 1-5

Multi-sampled djembe in various playing techniques with round robin alternation.

DJEMBE ENSEMBLE

Layered, pre-positioned and slightly processed combo version of the five separate djembe instruments starting at C3. Great for fast results with a natural, humanized feel. The master (solo) djembe is available from C2.

DJEMBE HALL

An additional djembe was sampled in the concert hall environment. The difference in sound is most noticeable in the Ambient mic.

DOUNDOUN HALL

An additional doundoun drum was sampled in the concert hall environment. The difference in sound is most noticeable in the Ambient mic.

LOGDRUM

Set of 5 logdrums.

Left half of the keyboard: single hits.

Right half of the keyboard: effect phrases.

EUROPEAN

CAJON

Multi-sampled cajon in various playing techniques with round robin alternation.

Left half of the keyboard: single hits.

Right half of the keyboard: effect phrases.

CAJON PHRASES

Variety of one-hit, musical cajon phrases.

UDU

Multi-sampled udu in various playing techniques with round robin alternation.

Left half of the keyboard: single hits.

Right half of the keyboard: tremolo and phrases.

JAPANESE

ATARIGANE SET

Set of 4 Japanese atarigane. Each group starts at C key and has long (C and D keys) and short (E and F keys) articulations.

CHAPPA SET

Set of 5 Asian chappa: Japanese, Korean and Chinese in large and small sizes. Use the Active Group read-out for more information about each chappa.

Top-right half of the keyboard contains various sizzle effects.

JAPANESE KIT

The Japanese Kit combines a selection of the individual instruments from the Japanese folder. Use this patch when you do not require all of the articulations and effects, but want to be able to access the various Japanese sounds quickly, from one track. The Active Group readout is particularly useful here.

OKEDO SET

Set of 6 Japanese okedo drums with round robin alternation.

OKEDO-DAIKO

Multi-sampled Japanese okedo-daiko drum. Use the Active Group read-out for more information about the different playing techniques available.

UCHIWA-DAIKO SET

Set of 5 Japanese uchiwa-daiko drums with round robin alternation.

TURKISH

BENDIR 1-4

Different multi-sampled Turkish bendirs with round robin alternation. Single hits and techniques starting at C3. Phrases starting at C4.

BENDIR BASS

Multi-sampled Turkish bass bendir with round robin alternation. Single hits and techniques starting at C3. Phrases and effects at the left and right hand sides of the keyboard.

DARABUKA BASS

Multi-sampled Turkish bass darabuka with round robin alternation. Single hits and techniques starting at C3. Phrases and effects at the left and right hand sides of the keyboard.

DARABUKA

Multi-sampled Turkish darabuka with round robin alternation. Single hits and techniques starting at C3. Phrases and effects at the left and right hand sides of the keyboard.

TURKISH KIT

The Turkish Kit combines a selection of the individual instruments from the Turkish folder. Use this patch when you do not require all of the articulations and effects, but want to be able to access the various Turkish sounds quickly, from one track. The Active Group readout is particularly useful here.

DYSTOPIA

BIG BANG KIT

Huge number of layered, stacked and re-mixed hits, based on TRUE STRIKE 2 sounds.

DYSTOPIAN BANGS

Selection of processed hits, based on TRUE STRIKE 2 sounds.

DYSTOPIAN EFFECTS

Wide selection of sound-design effects, created by processing the TRUE STRIKE 2 sounds.

DYSTOPIAN SCAPES

Wide selection of scapes, created by processing the TRUE STRIKE 2 sounds.

PERCUSSIVE EFFECTS KIT

This Kit offers a large selection of the effect articulations from various instruments found in TRUE STRIKE 2, mapped across the keyboard.

SUPPORT

For product support related to the TRUE STRIKE 2 library, please review the TRUE STRIKE 2 FAQ first at www.projectsam.com or e-mail us directly at support@projectsam.com. Please note that you need to register TRUE STRIKE 2 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.

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