Clap Pack Deluxe 2

user manual

Thank you for purchasing **CLAP PACK DELUXE 2**, the ultimate library of real handclaps, finger snaps and group claps.

This sample library is a sequel to the very popular [CLAP PACK DELUXE](#), and features improved highly realistic and natural clap instruments, inspiring rhythmic functions, ground-breaking 'applause' instruments, and a huge and versatile collection of clap and finger snaps samples.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named CLAP PACK DELUXE 2.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the CLAP PACK DELUXE 2 folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick…)

IMPORTANT NOTE:

!!! Please keep the CLAP PACK DELUXE 2 folder structure intact: Do not move or erase a folder or a file from the main CLAP PACK DELUXE 2 folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt files menu and select the patch you wish to load: just double-click on a patch or use drag- and-drop:

NB: Native Instruments Kontakt 5.3.3+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.
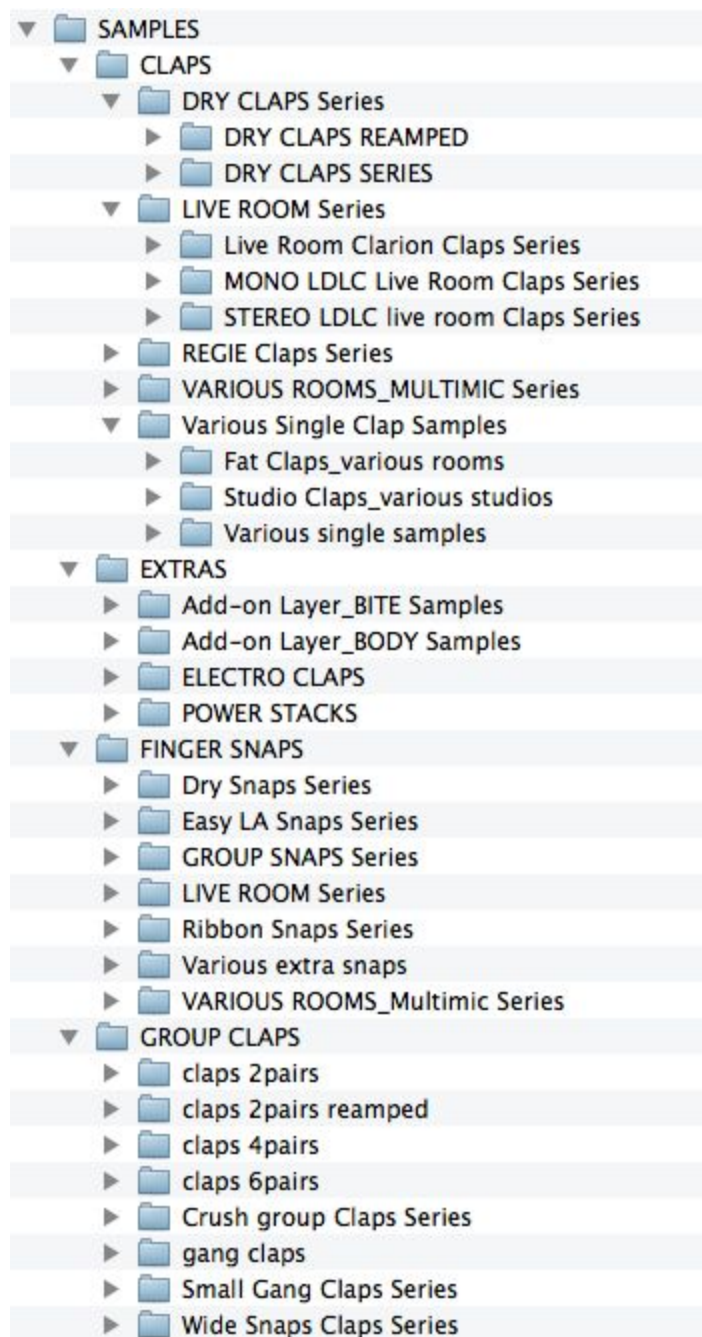
IMPORTANT NOTE!!!

The original CLAP PACK DELUXE is also included. You will find it in the folder *CLAP PACK DELUXE 2/version1*. It is included for two reasons:

- In case you already used the first version, you can simply delete the CLAP PACK DELUXE on your hard drive and replace it with the CLAP PACK DELUXE 2. In the future, you might need to access a project in your DAW where some of the instruments from the first version were used: you will find them all in this folder.
- The first version still runs on Kontakt 4.2: practical if you are still using an older version of Kontakt :)

SAMPLES

The samples of CLAP PACK DELUXE 2 are organised in 4 main folders, for practical access. These 4 folders are then divided into subfolders. Here the overview of the folder structure:

```
▼ 📁 SAMPLES
  ▼ 📁 CLAPS
    ▼ 📁 DRY CLAPS Series
      ▶ 📁 DRY CLAPS REAMPED
      ▶ 📁 DRY CLAPS SERIES
    ▼ 📁 LIVE ROOM Series
      ▶ 📁 Live Room Clarion Claps Series
      ▶ 📁 MONO LDLC Live Room Claps Series
      ▶ 📁 STEREO LDLC live room Claps Series
    ▶ 📁 REGIE Claps Series
    ▶ 📁 VARIOUS ROOMS_MULTIMIC Series
    ▼ 📁 Various Single Clap Samples
      ▶ 📁 Fat Claps_various rooms
      ▶ 📁 Studio Claps_various studios
      ▶ 📁 Various single samples
  ▼ 📁 EXTRAS
    ▶ 📁 Add-on Layer_BITE Samples
    ▶ 📁 Add-on Layer_BODY Samples
    ▶ 📁 ELECTRO CLAPS
    ▶ 📁 POWER STACKS
  ▼ 📁 FINGER SNAPS
    ▶ 📁 Dry Snaps Series
    ▶ 📁 Easy LA Snaps Series
    ▶ 📁 GROUP SNAPS Series
    ▶ 📁 LIVE ROOM Series
    ▶ 📁 Ribbon Snaps Series
    ▶ 📁 Various extra snaps
    ▶ 📁 VARIOUS ROOMS_Multimic Series
  ▼ 📁 GROUP CLAPS
    ▶ 📁 claps 2pairs
    ▶ 📁 claps 2pairs reamped
    ▶ 📁 claps 4pairs
    ▶ 📁 claps 6pairs
    ▶ 📁 Crush group Claps Series
    ▶ 📁 gang claps
    ▶ 📁 Small Gang Claps Series
    ▶ 📁 Wide Snaps Claps Series
```

The term 'series' refer to an ensemble of similar samples with slight differences. These are used to provide ultra-realistic instruments. The folders labelled 'various' usually feature small collections of very different sounds, explore these if you are looking for original sounds :)

If you like to use single samples and one-shots during productions, I highly recommend that you take a bit of time and copy/paste (please do not move) your favourite samples into a new folder you create. This way, you will have a small collection of something like 100 'best-of' sounds that you can quickly audition while in the middle of a production, without having to go through all folders and subfolders of the library.

An additional folder (Applause loops) contains all loops used for the 'Applause' instruments.

KONTAKT INSTRUMENTS

CLAP PACK DELUXE 2 features 8 kinds of instruments:

1. **Natural claps, snaps and group claps**
2. **Dynamic stacks**
3. **Sound Design claps**
4. **Add-on layers**
5. **Soundbanks**
6. **Applause instruments**
7. **Multis**
8. **Grooves**

1. NATURAL CLAPS, SNAPS AND GROUP CLAPS

```
02_Dry Claps_RR_A1.nki
02_Dry Claps_RR_A2.nki
02_Finger Snaps_RR_A1.nki
02_Finger Snaps_RR_A2.nki
02_Group Claps_RR_A1.nki
02_Group Claps_RR_A2.nki
02_Group Claps_RR_A3.nki
02_Single Claps_RR_A1.nki
02_Single Claps_RR_A2.nki
02_Single Claps_RR_B1.nki
02_Single Claps_RR_B2.nki
```

These 11 instruments provide the most realistic and natural sounds:

They use extended round-robin (a new sample is played each time you press the same key) and dynamic response (the sound will be louder, more cutting and slightly brighter when you play a key with more force).
The patches work in pair, with the same set of samples spread out on different keys, in order to facilitate the creation of complex multi patches.

For maximum realism, try to actually play, perform and record these instruments live in your tracks, as if you were clapping along the music!

All of these instruments offer 24 different series of samples (C2 to C4)

When multiple key colours are used, they underline a specific group of notes (for example, different samples recorded in the same room, alternate samples of the same category...)

Try to play several keys together!
You can even use both hands :)
For a cool effect, play several keys at once but not very tightlytogether (not exactly simultaneously)

2. DYNAMIC STACKS

04_Dynamic Stacks_A1.nki
04_Dynamic Stacks_B1.nki

These two instruments feature various samples of claps, snaps and group claps, all layered to create original, tasty and punchy sounds. The stacked samples are velocity-sensitive: for example, playing a key softly will only trigger a snap sample, while striking the key at full velocity will trigger extra layers of claps.

Experiment with playing a few keys simultaneously for some real stacking action!

The two patches feature different samples. Layer them together for super stacks :)

3. SOUND DESIGN CLAPS

06_Sound Design Claps.nki

This patch features various pitched claps and snaps, as well as looped or layered sounds. Making great use of KONTAKT's sampling power, these original sounds will be useful for electronic music or soundtrack duties.

4. ADD-ON LAYERS

08_Add-on Layer_BITE.nki
08_Add-on Layer_BODY.nki

These two instruments let you add 'Bite' or 'Body' to a sample without using an equalizer. They feature 16 different samples accessible via the 1-16 buttons on the GUI. The same sample is playable on all yellow keys:

5. SOUNDBANKS

11_BANK_Claps.nki
11_BANK_Electro Claps.nki
11_BANK_Finger Snaps.nki
11_BANK_Group Claps.nki
11_BANK_Power Stacks.nki

These soundbanks let you quickly audition many samples within one category. Use the number buttons on the GUI to access different sets of samples. Each set is loaded with 24 different samples. The sets are organised from the most dry samples (less ambiance) to longer samples with more natural room sound.

6. Applause Instruments

These instruments let you emulate the sound of an audience clapping.

Press the yellow key (B1) to start the applause. Slowly move the modulation wheel upwards to increase the number of people clapping and the intensity.

For best results, try to release the key before bringing the modulation wheel down. You can tweak the length of the release using the GUI's release knob.

NB: some of these instruments require quite a bit of CPU power. If you notice problems in your DAW, try to increase the latency / buffer size.

USING THE ARPEGGIO:

The natural instruments, the dynamic stacks, and the sound banks all have a **built-in arpeggio**. Access it by clicking on the 'RYTHM' tab:
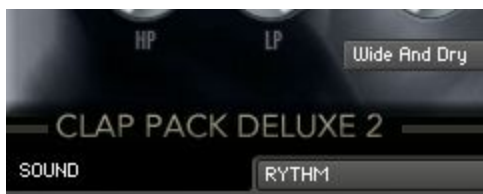
Let's have a look at the most important controls:

Fix Velocity: use this to have the pattern always play at fixed (maximum) velocity. If unselected, the pattern will respond to the velocity of the played notes.

Mode: switch between **Off** (pattern does not play) **On** (pattern plays only when you are playing a note on your keyboard), **Hold** (pattern plays until you switch back to Off) or **Hold<-** (pattern plays until you press the same note again to stop)

Draw the notes in the small gray table. The height defines the velocity of the note.

You can also change the number of steps and the rate.

*Use various amounts of **Swing** when layering multiple patterns, this can add to the realism :)*

Note Order: choosing **All (Chord)** will let all notes play simultaneously: perfect for simulating groups of people clapping. Choose one of the other modes to alternate between the played keys.

All Arpeggiator settings can be saved within a patch, so if you have a nice pattern that you'd like to keep, make sure to resave the patch (possibly with a different name). Please use the 'save patch only' function.

7. MULTIS

These multi patches (nkm) feature various combinations of single instruments and/or sound banks. Some of these instantly provide efficient, punchy layers of claps and snaps, while others are exploring the sound design potential of the samples and offer great SFX sounds:

when the instrument's name ends with '_MW' , *a certain function has been pre-programmed for the modulation wheel. Make sure you check this out!!*

8. GROOVES

30_GROOVE_Brazilian Soldiers.nkm
30_GROOVE_Cigar Clave_MW .nkm
30_GROOVE_Dub Morphing Claps_MW.nkm
30_GROOVE_Fat Gang Backbeat.nkm
30_GROOVE_French Flair Swing.nkm
30_GROOVE_Galop Beat.nkm
30_GROOVE_Gipsy Party.nkm
30_GROOVE_HighHeels Story.nkm
30_GROOVE_Live Room HipsterBeat.nkm
30_GROOVE_Mama Mia 16th.nkm
30_GROOVE_MidTempo Taxi Ride.nkm
30_GROOVE_Mister Jack.nkm
30_GROOVE_Paradidle Snaps.nkm
30_GROOVE_PingPong Drive.nkm
30_GROOVE_Random Walk.nkm
30_GROOVE_Snap to get the crowd_MW.nkm
30_GROOVE_Stadium Backbeat Growing_MW.nkm
30_GROOVE_Vintage Box.nkm
30_GROOVE_Voodoo Magnetic World_MW.nkm

These multis combine the arpeggio patterns of several instruments to offer funky and complex grooves that are fully playable!

To get the best out of these grooves, here a few tips:
1. *use various keys, and combinations of keys*
2. *use various velocities*
3. *alternate between hands or between fingers*
4. *mute / unmute single instruments for various parts of your song*

Click on the + symbol at the right of an instrument to expand its view and tweak the UI controls:

USING THE INTERFACE TO CUSTOMISE THE SOUND:

- HP and LP FILTERS: A high-pass and a low pass filter help you cut out unwanted frequencies
- REVERB SELECTOR: pick one of 20 custom Impulse Responses
- ATTACK: bring this up for mellow and slow attack
- RELEASE: maximum release values provide an authentic decay of the samples after you release the note, while lower values help replicate a chocked sound.
- AMP: mono amplifier, changing the frequency content of the sound
- FOCUS: reduces the stereo width (binaural claps and applause instruments)
- EQ: a pre-programmed equalizer preset to quickly change the sound
- COMP: a compressor to emphasize the attack of the sound (makes the claps 'pop')
- LIMITER: a heavy parallel compressor used to control dynamics, increase sustain and 'squash' the sound

you can assign any knob from the Kontakt user interface to any of your hardware controller. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!

To unassign the knob, right click on it again, and choose 'remove MIDI automation'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for each single nki.

To do this, first click on the tool at the top left corner of the Kontakt instrument:

Then scroll down to the section 'INSERT EFFECTS':

You can see a chain of 8 effect slots.

The first one (here Twang) is controlled by the 'Amp' knob on the interface.

The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)

The fourth one (here SGEQ) corresponds to the interface's 'EQ' knob.

The fifth one (FBComp) is controlled by the 'Comp' knob on the interface

The sixth one (Lim.) corresponds to the 'Limiter' knob on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.

Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

!!! SAVING YOUR INSTRUMENTS:

You can then resave the patch in the files menu:

Use the function 'save as…' , rename the instrument, and choose the option 'patch only'

Please save your instruments in the original folder.

CREATING YOUR OWN MULTIS (nkm):

Experiment with combining and layering various single patches and create your own sounds!

Here a few tips to create multi patches:▫

- ● Make sure you select the same Midi channel for all of the patches you want to layer.▫
- ● Use the Volume, pitch, panning, Tune, Solo and Mute buttons to help you out.▫
- ● Make sure you don't overload the audio output of Kontakt: you might need to lower the levels of the individual patches.▫
- ● Remember that the amount of CPU and disk resources needed will increase with each new layer. In Kontakt preferences menu, you can increase the latency to help create more ambitious multi patches!

To save a multi patch, choose the '*Save multi as...*' in Kontakt files menu. Name your multi- instrument, and choose the *'save patch only'* option. Please save the patch in the INSTRUMENTS folder to ensure proper loading.

UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.▫You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

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Recorded in Vintage LAB studio1, Abu Dhabi, Bowdoin College Music Department, Maine, USA, 4Tune Studio, SteinHof Studios, Vintage Lab Studio2, Loops de la Crème Studio, Vienna, AUSTRIA

If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading, I wish you lots of inspiration and fun with CLAP PACK DELUXE 2!

Best regards,

Julien Tauban

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