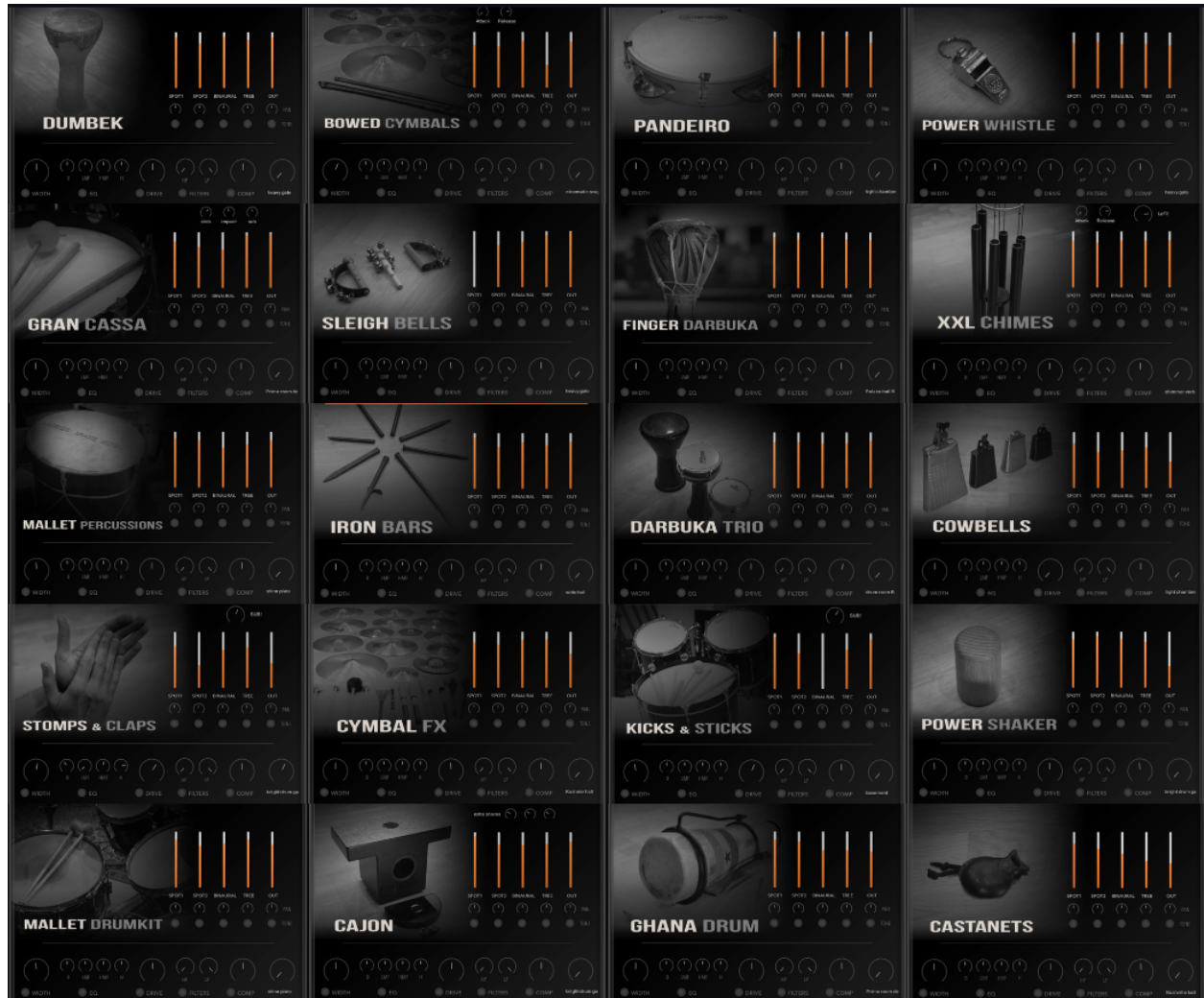# LDLC PRIMES

general user manual

loops de la Crème - March 2023

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LOOPS DE LA CRÈME - Julien Tauban - Résidence Le Nautic, 1bis Rue de Serbie, 03000 MOULINS, FRANCE

!!! FOR INSTALLATION, please refer to the separate **INSTALLATION GUIDE** accessible via your download links and on the product page: https://www.loopsdelacreme.com/ldlc-primes

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual
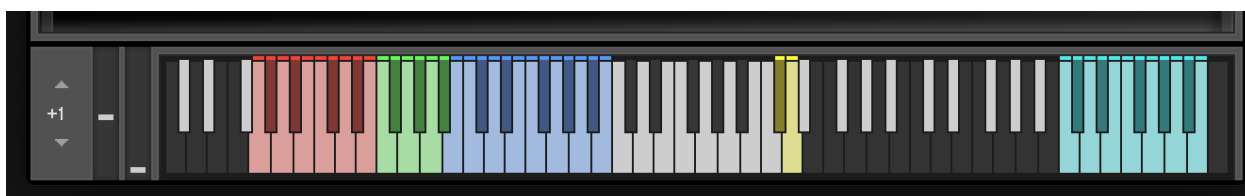
REQUIREMENTS

!!! NB: Native Instruments Kontakt 5.8+ 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).

KEYBOARD LAYOUT

Most Primes offer an extended keyboard layout with at least four sections:

BLUE and WHITE keys: regular hits

GREEN and YELLOW keys: extra recorded articulations such as transitions, textures, and special techniques

RED Keys: Automatic rolls controlled via modulation wheel

CYAN Keys (C5 to B5): Tempo-synced grooves with mod wheel variations

!!NB: The melodic instruments use a regular chromatic keyboard layout, from C-1 to C6. Other instruments such as the processed kits or certain Multis also offer a different keyboard layout.

USER INTERFACE

All Primes offer a similar User Interface, divided in 2 sections: the main mixer and the effects chain.

MAIN MIXER - volume sliders
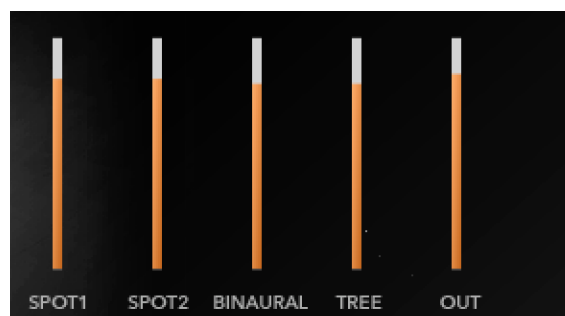
The main mixer lets you select and combine the 6 microphone signals.

Use the volume sliders to control the volume of each signal.

NB: *when a slider is at its* **minimum value, the channel is fully muted**, *and the corresponding samples are not played. This can be important when you are trying to reduce the voices simultaneously played to reduce CPU usage.*

NB: *to quickly mute a channel, simply use the command cmd+click (or ctrl+click) on the slider.*

Microphone used:

SPOT1: AKG C480B with a CK63 hypercardioid capsule. Close, dry, and detailed sound.

SPOT2: various microphones used according to the sound source.

BINAURAL: close binaural set-up of two Audio Technica AT4022. Intimate and realistic stereo sound.

TREE: Wide AB setup of two Schoeps MK2H. Spacious natural stereo sound.

OUT: Room recording with two Schoeps MK4. Wide stereo ambience.

!!NB: each microphone signal can be routed to a separate audio output! See the section 'Routing' below for more information.

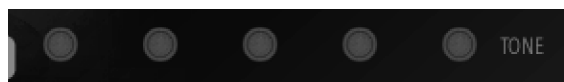## MAIN MIXER - pan knobs

Each microphone signal can be panned from left to right.

NB: *to quickly set a channel to the default CENTER panning, simply use the command cmd+click (or ctrl+click) on the knob.*
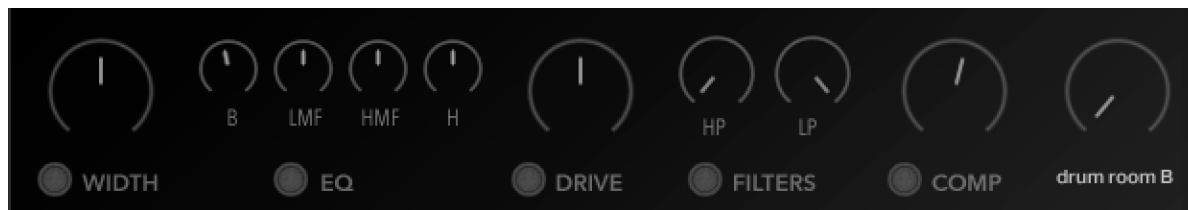
A wide range of stereo effects can be achieved by slightly panning the spot or stereo mics Left and right.

MAIN MIXER - Tone buttons

For each microphone signal, an alternative sound is pre-programmed and can be accessed by engaging the TONE buttons. Various effects such as equalisers, filters, saturations or limiters are used according to the sound sources.

EFFECTS

The effects chain offers powerful tools to change the sound in an intuitive way!

SIGNAL FLOW:

**STEREO WIDTH -> EQUALISER -> DRIVE   -> FILTERS   -> COMPRESSOR - > REVERB SEND**

NB: *to quickly bring a knob to its default value, use the command cmd+click (or ctrl+click).*

 **NB:** *To quickly deactivate one of the effects, use the corresponging switch:*

STEREO WIDTH:
Use this knob to increase or decrease the stereo width. At a value of 0, the sound will be mono. Use cmd+click (or ctrl+click) to bring the knob to its default value (regular 100% width).
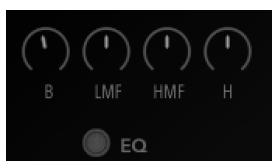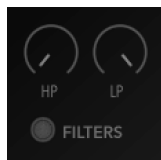
EQUALIZER:
Use this 4-band EQ to quickly change the sound. Each instrument uses a choice of frequencies already set for best results.
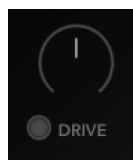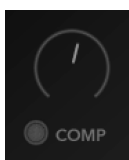
DRIVE:
This knob sets the gain of the overdrive effect. You'll notice that the effect is a subtle and very rich saturation that adds substance and power to the sounds.

FILTERS:
Use these knobs to control a High-Pass and a Low-Pass filter. These filters will let you quickly reduce high and low frequencies and easily integrate the instrument in your mix.

COMP:
Use the switch to activate a parallel compressor. Use the knob to control the compressor mix, from fully dry to fully compressed.
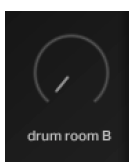
SEND REVERB:
Choose one of 30 custom IR reverbs and set the amount of sound that will be sent to the reverb.

IMPULSE RESPONSES

Stein control room
studio A
short AMX gate
neutral chamber
easy gate
binaural chamber
80s delays
heavy gate
bright drum gate
narrow room
tight chamber
wide chamber
snare chamber
drum room B
Prime room deep
basement
shine plate

Palace hall B
Sterling hall
Nashville hall
wide hall
Kashmir hall
large warm hall
mono chamber
mono echoes
mono abyss xl
thin springs
shimmer verb
cinematic scape xl
infinity

The 30 Impulse Responses are organised per category:

The first IRs are very small ambiences and gates, followed by a selection of small rooms and chambers.

Next, you will find bigger rooms and plates, followed by 6 different Halls.

The selection also includes 3 unique mono IRs, with a very short mono chamber and longer combinations of delays and reverbs.

The last 4 IRs are special effects such as spring reverbs and extra-long reverbs.

Use one of the built-in grooves and experiment with the GUI knobs and faders: It will be easy and fun to tweak the sound and nicely fit the sound in your track.

You can assign any knob from the Kontakt user interface to any of your hardware controllers. 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'

!!! SAVING YOUR INSTRUMENTS:

If you tweak the effects and like the sound, or create a new combination of instruments (Kontakt nkm), you should re-save the patch in the files menu:

For single patches, use the function 'save instrument as…' , rename the instrument, and choose the option 'patch only'

For multis, use the function 'save multi as…'

Please save your instruments in the original INSTRUMENTS folder.

Use a different name for your own patches to easily remember them and keep the original patches as well.

EXTRA CONTROLS

Some of the Primes offer one or several extra controls. These are located above the main mixer. According to the instrument, you will find ADSR knobs to control the Attack and Release of samples, or complementary channels such as SUB samples, LOFI samples…
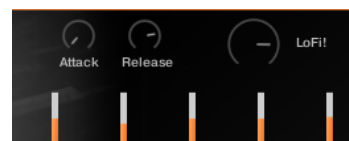
TEMPO-SYNCED RHYTHMS

Most Primes feature built-in grooves. Use the CYAN keys (C5 to B5) to easily play complex and natural beats and fill-ins.

!!! All instruments feature a different set of grooves. This way, you can easily create interesting rhythms by simply layering and combining different Primes!

How to use the tempo-synced grooves:

- Press and hold any of the cyan keys (C5 to B5) to play a rhythm.

Have fun jamming with the different rhythms :) Use a main rhythm and experiment playing different keys and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

The buit-in grooves offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Seven groove variations, 'beat repeats', and fill-ins are pre-programmed and directly accessible via the modulation wheel!

You'll notice that each Prime offers a different set of MW variations to create complex and unexpected combinations!

PLAYING TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation or a beat-repeat play.*
- *To replicate a player's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*
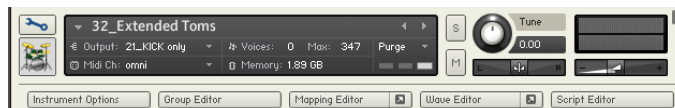
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Click on the tool to 'open' Kontakt
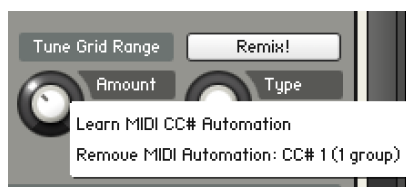
Click on **SCRIPT EDITOR**

Click on the tab **DRUM COMPUTER**

Locate the Knob under the label 'Remix'. Right-click on this knob

Click on the option *'Remove MIDI Automation: CC#1 (1group)'*

That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

!!! Changing the way the grooves are triggered and stopped:

The way the grooves are triggered per default is perfect for music productions. You might however prefer to have **the grooves start and keep playing after a key is pressed**, and stop when the key is pressed a second time (on/off behaviour, great for live performances and jamming). It is very easy to change this within Kontakt. Here is a step-by-step guide:

- First, you must 'open' Kontakt by clicking on the tool at the top left.
- Then click on Script Editor (at the right, just under the main Volume fader)
- You'll see the different Tabs for the scripts. Click on the 'Drum Computer' tab on the right.
- In the Global Options, click on the button Latch to activate it:

That's it, now the rhythms keep playing after a key is released, and until the same key is pressed a second time. You can click on the tool again (to close the menus/scripts).
Now you might want to resave the patch. You can overwrite the current patch or use a different name. Just make sure you choose the option 'patch only', and save the patch in the Instrument folder.

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves.

To do this, click on the icon 'Options' at the top:
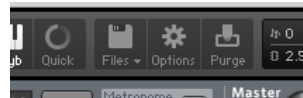
In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWS have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.
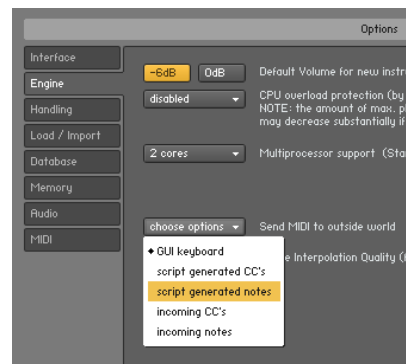
Modulation Wheel ROLLS

Most Primes offer a selection of automatic rolls that can be controlled with your modulation wheel.

In the keyboard layout, the rolls are always on red keys, at the lowest range of the playing keys (usually below C1):
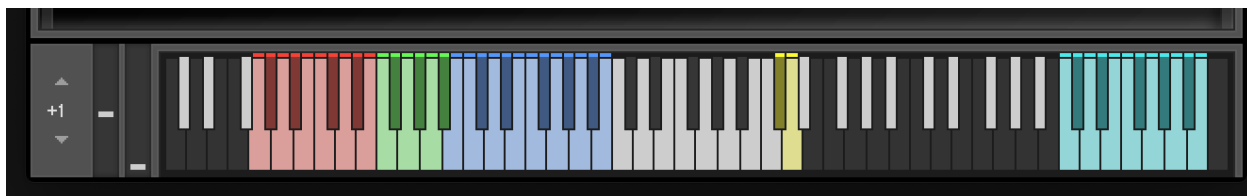
To perform a roll, simply press and hold one of these keys, and control the intensity of the roll with your modulation wheel. The roll will stop once the key is released.

!!NB: Each ROLL key will **retain the last position** of the MW used during the last roll. This way, you can assign a specific roll intensity to one of these keys, and play the key very shortly in combination with other hits for fun and natural rhythmic effects.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here are a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu.
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection.**
- Try to reduce the number of notes simultaneously played.
- Shut down other applications and softwares.
- Decrease or increase the maximum polyphony of the patches:
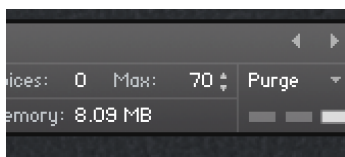
ROUTING AND OUTPUTS

For maximum flexibility, all Primes use Kontakt's BUS structure for audio outputs. Every sample group for a certain microphone channel is routed to one of Kontakt's instrument buses:

- SPOT1 is routed to BUS 2
- SPOT2 is routed to BUS 3
- BINAURAL is routed to BUS 4
- TREE is routed to BUS 5
- OUT is routed to BUS 6

The extra channels Available in some Primes (Subs in KICKS and STICKS, Lofi in XXL Chimes, extra Snares in CAJON...) are routed to BUS1.

If you use Multiple Outputs in Kontakt and route these outputs in your DAW, you will be able to send each microphone channel to one of these outputs:

- Firstly, you must create multiple outputs and assign these in your DAW. For this, I recommend to take a look at this article (outputs) and check your DAW's user manual.
- Once this is configured, click on the tool to 'open' Kontakt, and click on the Instruments Buses section
- Select one of the Buses from the drop-down menu, click on 'Output' at the bottom right, and choose one of the Outputs you have created.
- You can choose to route the microphone signals after Kontakt's effects ('default: insert FX') or with all effects bypassed ('program out: bypass insert FX').

KONTAKT INSTRUMENTS

LDLC PRIMES features a wide range of instruments, organised by category, and available in 5 different folders:

00_PRIMES

This folder features all Primes in their default state as well as alternative sound presets.

01_ELEMENTS

A folder with an ensemble of scaled-down versions of the Primes, with essential articulations.

02_PROCESSED

This folder features various single patches with processed sounds: You will find melodic presets, as well as Transients and Textures.

03_SETS

This folder features various ensemble of percussions in the form of Multis (combinations of single Primes) or Processed Kits.

04_MULTIS

A folder with melodic Multis and sound design Multis.

*When you see '_**MW'** at the end of a preset name, it means that a special function is assigned to the modulation wheel: make sure you check this out!*

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

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

The samples were recorded in Les Studios Palace (2021-2023), in Moulins, FRANCE.

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 LDLC PRIMES!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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