

# BEAT MASTER

DRUMLOOP MACHINE

BEAT MASTER

ZG-251

A KONTAKT POWERED VIRTUAL INSTRUMENT

# Beat Master

VERSION 1.0



USER MANUAL

## 1. INTRODUCTION:

*Thank you for purchasing the **Zero-G Beat Master** library.*

The library consists of fourteen patches covering a wide range of music styles and genres, loaded with a huge selection of drumloops and grooves with the flexibility to change tempo and pitch, drum type and pitch through key switches. The library is a loop / slice-based instrument and has many great functions and capabilities that will give users all that they need when it comes to creating their own individual drumloops and grooves.

This reference manual will help you install the library and also covers the most important elements to get you started using BEAT MASTER to its full potential.

## 2. FEATURES:

- \* 4000 loops and 3GB of 44,100 Hz compressed samples.
- \* Fourteen nki patches covering different styles, tempos.
- \* User-friendly interface equipped with a complete FX rack.
- \* Drag and drop MIDI to DAW function.
- \* Synchronization to host tempo.
- \* Independent control of random, reverse, tune, volume, attack, stretch, zigzag, pan, feel, speed, octave and part parameters of each slice.
- \* Looping tools with a neat built-in preset system.
- \* Real time change of tuning and phrases with key switches.

## QUICK INSTALL:

**NB. BEAT MASTER requires the FULL version of Kontakt 5.8.1 or higher –it will not work with the free Kontakt Player!**

Unzip the Beat Master files that you downloaded when you purchased Beat Master.  
Place the “Beat Master” Library folder in your preferred destination on your Hard Drive.  
In Kontakt 5, go to the File Tab and search for the Beat Master Library folder.  
Browse the Beat Master Library folder and load your preferred patch.  
You can also use the “Quick Load” function to load the library into Kontakt - please see the Kontakt reference manual for more details on how to do this.

## 3. NKI PATCHES:

The .nki patches are located inside the instruments folder. Each patch is designed with different key switches and number of loops to serve a specific style.

## 4. ABOUT KONTAKT / KONTAKT PLAYER:

Beat Master library is a KONTAKT Instrument; you will have to have the full version of KONTAKT installed on your computer in order to use this instrument. Please refer to the KONTAKT documentation to learn how to load and configure KONTAKT Instruments. This library requires the full KONTAKT player version 5.8.1 or later to work, otherwise it won't run or the library will run in demo mode. The library cannot be added to

KONTAKT using the add library tab. Simply use file browser or quick load option to load the nki's. KONTAKT and KONTAKT PLAYER are trademarks or registered trademarks of Native Instruments GmbH.

## 5. KEYSWITCHES:

To start using the Beat Master library to its full potential you will need to understand the instrument Key switches system. The instrument has four key-switch groups, which are indicated by different colors:

Red – Each red key plays an individual part

Green – Changes the pitch of the part played by the red key

Blue – Plays the particular slice or the loop from that note depending on other factors

Yellow – Changes the selection of loops.



**5.1 PART KEYSWITCHES:** are indicated in red and their function is to select loops. The active selected part's slices are indicated in blue on the keyboard while the part's name is displayed in the part menu on the interface.

**5.2 TUNE KEYSWITCHES:** are indicated in green. Tune key switches control the tuning of the active played phrase.

**5.3 SLICE KEYSWITCHES:** are indicated in blue. They represent slices that can be played as a looped sequence or as separate slices. The active playing slice is indicated in red.

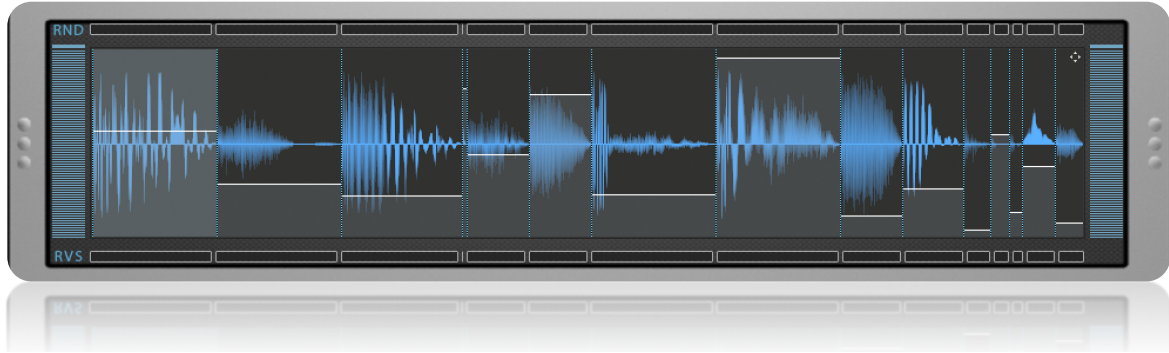
**5.4 LOOP KEYSWITCHES:** are indicated in yellow. They select different available loop selections.

## 6. MAIN TABS:

The Tab buttons are located on the upper side of the interface. To edit a parameter, select the required tab and adjust its value on the wave display. Once a slice parameter has been edited in the wave display its value will be shown in the readout label located under the tab button.



THE TABS



THE PARAMETERS TABLE

- 6.1 PART TAB:** Select to adjust the part parameters of each slice (Chords, Keys, and Phrases).
- 6.2 TUNE TAB:** Select to adjust the tuning parameters of each slice (+/- 12 semitones).
- 6.3 VOLUME TAB:** Select to adjust the volume parameters of each slice (-inf to 0 dB).
- 6.4 ATTACK TAB:** Select to adjust the attack parameters of each slice (0 ms – 999 ms).
- 6.5 STRETCH TAB:** Select to adjust the stretch parameters of each slice (0% – 200%).
- 6.6 PAN TAB:** Select to adjust the pan parameter of each slice (on / off).

#### N.B.

The stretch tab is disabled by default; it can be enabled by setting the STRETCH switch to ON.

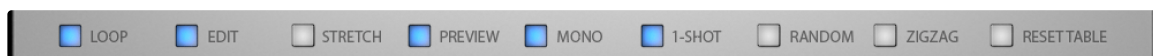
When editing the parameters table with your mouse, holding control + click (WIN), command + click, (MAC) will reset the slice parameter to its default value.

When editing the parameters table with your mouse holding alt + click (WIN), option + click, (MAC) will allow you to adjust the parameter of the selected slice whilst moving the other slices' parameters by the same amount.

When editing the parameters table, MONO and 1-SHOT switches are set to ON automatically.

## 7. SWITCHES:

The Switches are located under the main tabs and they control the different functions of the instrument.



THE SWITCHES

- 7.1 LOOP MODE:** Set the Loop Mode to ON if you want continuous loop playback regardless of the start slice. To create your own pattern of slices set Loop Mode to OFF.
- 7.2 EDIT MODE:** When Edit Mode is enabled it will disable the drag midi to host, preview, and slices functions yet it will also enable the start and end pointers knobs allowing one key to play the



whole loop with the ability to specify the loop's start and end points. If Loop Mode is OFF while Edit Mode is ON, the slice that is playing on the keyboard will be progressive, meaning that every time the key is released it will move automatically to the next slice allowing the creation of patterns of the sequenced slices.

**7.3 STRETCH:** Use this to enable the Time Stretch tab.

**7.4 PREVIEW:** Enables the audition of an individual slice when the mouse is positioned over the waveform

**7.5 MONO:** Enables monophonic playback, if it is set to OFF multiple sequences of same loop can be played at the same time by holding more than one slice (blue) key-switch.

**7.6 1-SHOT:** If enabled it allows the full playback of each slice regardless of when you release the key, if disabled it allows playback until release the key.

**7.7 RANDOM:** Randomizes the slice settings for the selected parameter.

**7.8 ZIGZAG:** Creates a zigzag pattern of the slice settings for the selected parameter.

**7.9 RESET TABLE:** Resets the Table parameters of the selected tab to its default setting. (*Please see (8. KS Presets 8)*)

## 8. KS PRESETS:

The Beat Master library has a built-in preset system that saves the data of all the Tabs, Table parameters, Random and Reverse Tab values etc. These can be saved for each part key-switch independently. To save a preset, select the part key-switch then edit the required parameters. All parameters are automatically applied to that key-switch. RESET KS switch resets the random and reverse tabs parameters along with the loop start - end knobs to their default value. The RESET TABLE button resets the Parameters Table values of the selected tab to its default setting.

## 9. RANDOM & REVERSE TABS:

Random (RND) and Reverse (RVS) tabs are located above and below the wave display respectively. When a slice is randomized, the randomization process will replace the original slice with a random slice from the full loop regardless of the start and end pointers. Highlighting the Reverse tab of a slice will cause that slice to play in reverse. The Randomizing and Reversing settings are automatically saved as a KS preset.



RND & RVS TABS

**NB.** When using reverse and random tabs, holding alt + click (WIN), option + click, (MAC) will inverse the selection of tabs.

## 10. MENUS & LABELS:

The main menus are at the bottom of the interface and they are:

Loop menu: which selects the set of loops to be played.

Part menu: which selects a particular loop.

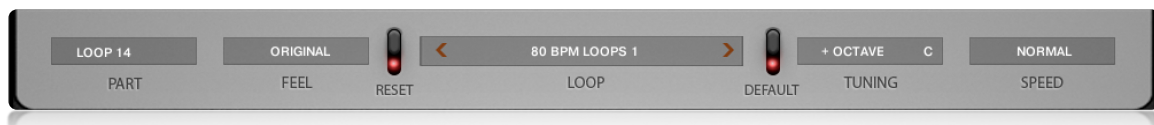
Feel menu: which selects the feel of the groove.

Tuning menu: here you can change the pitch of the loop in respect to the root key selected.

Speed menu: here you can halve or double the original tempo of the loop.

Reset Button: this resets the waveform settings such as Random and Reverse.

Default Button: this resets the loop to its default settings.



*MENUS & LABELS*

## 11. FX SECTION:

Beat Master comes with a complete FX Section with over 100 convolution reverbs.

FX included are:

Phaser / Flanger / Chorus

EQ and Low Pass Filter

Reverb with convolution Reverb

Compressor

Overdrive / Skreamer / Distortion

Stereo Delay

Amp Simulator

Cabinet Simulator

All controls are fully midi controllable.

