



SAMPLE LOGIC

ARPOLOGY X

M A N U A L



Welcome to ARPOLOGY X presented by Sample Logic™

Thank you for purchasing **Arpology X** powered by KONTAKT. This manual has been designed to guide you through the features available in Arpology X.

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User Manual written by **Sample Logic, LLC**



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MISSION STATEMENT

Sample Logic's mission is to design cutting edge tools for composers, producers, sound designers, musicians and performers of all musical styles and genres. This is why they are continually developing new concepts for sample libraries that focus on ***blurring the line between music and sound design™***. As a company, Sample Logic continually strives to build a bridge to the future by exploring unique and undiscovered sonic possibilities with their sample libraries, while providing new and useful tools for the composer's toolbox.

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INTRODUCTION

— *At A Glance* —

- 900+ Instruments & Presets
- 23 GB Sample Content (23,009 audio files)
- 549 multi-sampled instruments
- 4-core audio engine
- 4 independent Step Animators
- Dual-module XY pad for mixing and effecting cores with progressive motion
- Powerful creative built-in spatial and time-based audio effects
- Dynamic tag-based preset browser
- Randomizer engine for instant & infinite inspiration
- Hot-swappable effects technology

— *What is ARPOLOGY X?* —

THE MOST POWERFUL ARPEGGIATOR REIMAGINED

Years in the making, Sample Logic is proud to unveil Arpology X - the pinnacle of modern sequencing. Designed from the ground up with a new cutting-edge engine, this library sets a bold benchmark in Kontakt-driven technology. Arpology X features the groundbreaking dual-module XY pad for ultimate control. This revolutionary functionality offers unparalleled flexibility for intricate sound blending and sequenced FX. By combining performance precision with new audio manipulation, Arpology X elevates your music to unprecedented heights. Drawing inspiration from Sample Logic's "Animation Station", our acclaimed Step Animator has been reimagined to include a deeper level of creative control. Arpology X is loaded with exceptional samples; acoustic, cinematic, world, hybrid and synth. Harness the power of the proprietary 4-core audio engine to deliver a performance experience like no other; sleek and streamlined. Arpology X ushers in a new era of creative possibilities, where innovation meets artistry.

— *Crafting The Sound* —

UNIVERSALLY INSPIRING SOUND

Boasting 23 GB of meticulously recorded instruments, Arpology X blends classic content from the renowned Arpology family with an exciting array of animated ethnic world samples. This creates an expansive sonic palette tailored for multiple genres; from epic cinematic scores to cutting-edge electronic hits. Immerse yourself in over 900 expertly crafted presets that deliver intricate arpeggiated grooves and sequenced delights. Whether you're a composer, producer, songwriter or beat maker, Arpology X is the tool you need to transform your creative vision into reality. With its diverse selection of sounds and advanced features, this library will produce inspiring audio that stands out in any production.

— *The User Interface* —

ENDLESS FX MOTION & RHYTHMIC FLAIR

Arpology X is not just a hybrid sample library; it's your creative partner, designed to elevate your music and inspire every aspect of the music-making process. The interface of Arpology X is elegant and designed for ease of use. It simplifies the process of creating and customizing presets, ensuring a swift and seamless workflow. The preset browser is fully tagged with metadata, so locating the perfect patch is a breeze. Mix and match by loading any preset's source sounds or FX modulation separately, exponentially expanding the arsenal of sounds. The Dual-module XY pad can swap between sound blending or FX automation, blending timbres and processing in unique ways. The Step Animator infuses projects with limitless arpeggiator possibilities, adding exciting sequences and rhythmic flair. Intelligent communication between the arpeggiators and performance parameters generates captivating musical narratives, delivering dynamic transformations. Experience the perfect blend of simplicity and sophistication with Arpology X.

UNMATCHED EXPERIMENTATION

Pressed for time, but craving something extraordinary? Let the Randomizer fuel your creativity. Go beyond the presets and roll the dice to generate unique, one-of-a-kind sounds that will inspire your music-making. With more filters than ever before, randomization can be customized to your exact needs. Let the engine choose arps, transposed scales, FX sequences, stutter, and a whole host of other options. With over a dozen ways to design bespoke custom presets, trillions of possible combinations are a click away and will deliver exclusive rhythmic instruments that nobody has ever heard before.

— Technical Specifications —

Arpology X includes 910 multi-sampled instruments and presets, including a 23 GB sample library (23,009 audio samples) using Kontakt's lossless sample storage compression. All samples are delivered at 44.1kHz/24-bit.

INSTRUMENT CATEGORIES

- | | | |
|----------------------|--------------------|--------------------|
| • Acoustic - Organic | • Experimental | • Plastic - Nylon |
| • Ambient - Ethereal | • Fast Motion | • Plucked - Picked |
| • Bass | • Guitars | • Pulsing |
| • Bell-like | • Keys | • Punchy |
| • Bowed | • Lead | • Short - Staccato |
| • Brass - Winds | • Lite | • Slow Attack |
| • Bright | • Mallets | • Slow Motion |
| • Chordal - Harmonic | • Melodic | • Strings |
| • Clean | • Metallic | • Stutter - Glitch |
| • Deep - Low End | • Noisy - LoFi | • Sweeping |
| • Distorted - Edgy | • One Note Glory | • Synth |
| • Dry | • Orchestral | • Voices |
| • Echoing - Delay | • Pads - Sustained | • Wavetables |
| • Effectual | • Panoramic Motion | • Wood |
| • Electronic | • Percussive | • World - Ethnic |

SYSTEM REQUIREMENTS

- Kontakt 7.10.5 or higher. **Will NOT work in the free Kontakt Player!**
- Intel Macs (i5 or higher): Mac OS 12 or higher (latest update), 6 GB RAM recommended
- Apple Silicon (via Rosetta 2 & ARM): Mac OS 12 or higher (latest update), 6 GB RAM recommended
- Windows 10 or 11 (latest Service Pack), Intel Core i5 or equivalent CPU, 6 GB RAM recommended
- 23 GB free disk space for Arpology X sample content

COMPATIBILITY (64-bit only)

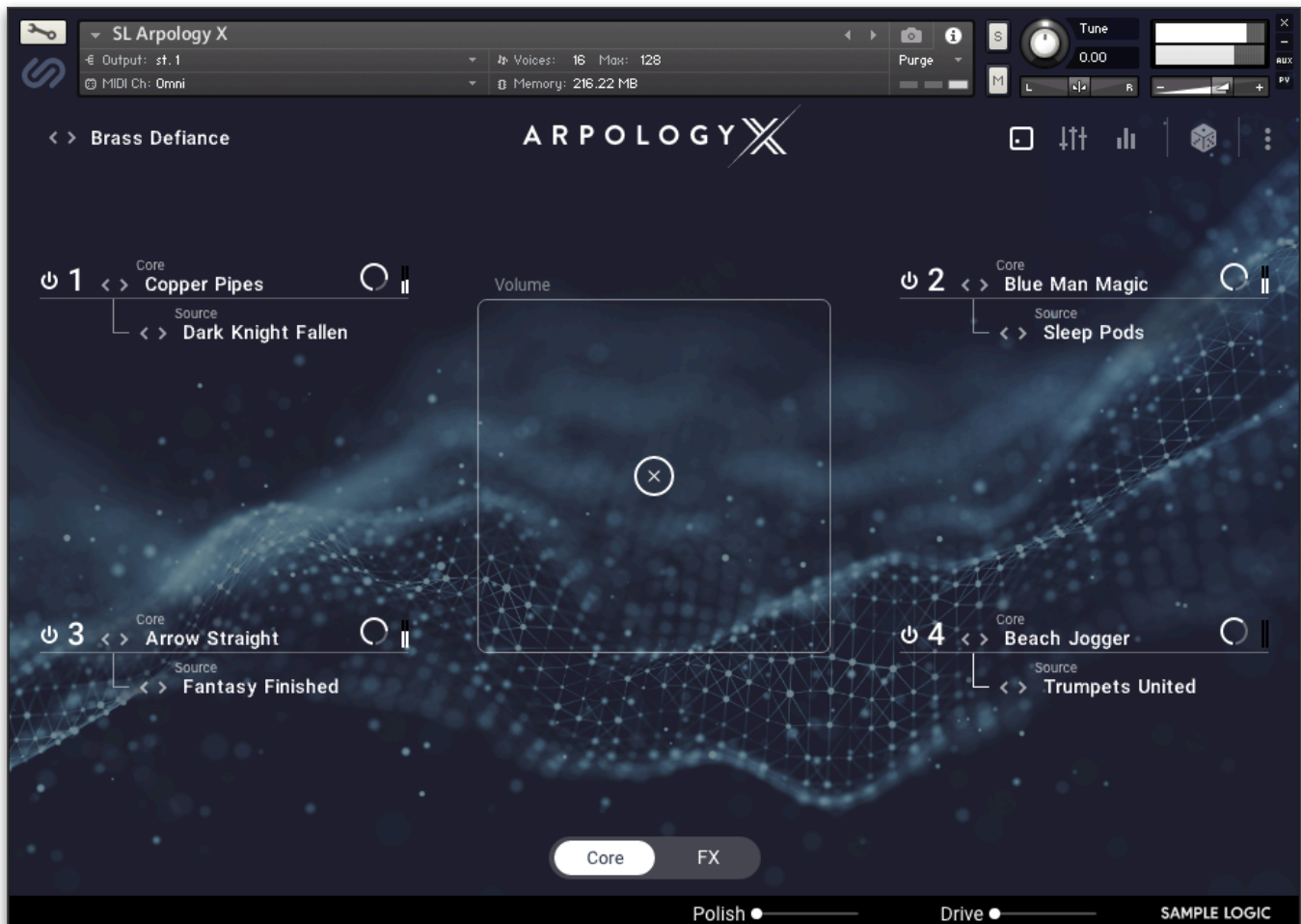
- Stand-alone • VST3 • AU • AAX

QUICKSTART GUIDE

Arpology X is a powerful tool for cinematic music creation expressed via an intuitive interface designed for the full paid version of Kontakt 7.10.5 or higher. In as little as 5 seconds, you can take advantage of the instrument's dynamic 4-core sound engine, running up to 4 unique audio sources simultaneously. Use this quickstart guide as a general overview and to get up and running immediately.

Why Only One Instrument?

Arpology X is housed entirely within a single Kontakt instrument (.nki). Everything you'll need is included in the user interface. All presets will be loaded and saved from within the Arpology X internal browser.



Definitions

With Arpology X you can load presets in 3 different ways, as – **Sources**, **Cores**, and **Instruments**.

SOURCE – A sound source is a sample or set of samples (single keymap) independent of a specific preset. It is the most basic unit of sound, serving as the building block for core and instrument presets.

CORE – A sound core is a fully produced single sound or sample set preset. There are 4 sound cores found within Arpology X. Each sound core hosts sequencing parameters and a number of powerful effects that act only on the source played back from within the specific core.

INSTRUMENT – An instrument is made up multiple sound cores (multi cores). In addition, instrument presets include master level mixing and mastering effect parameters, which act on the mix (sum) of all of 4 sound cores.

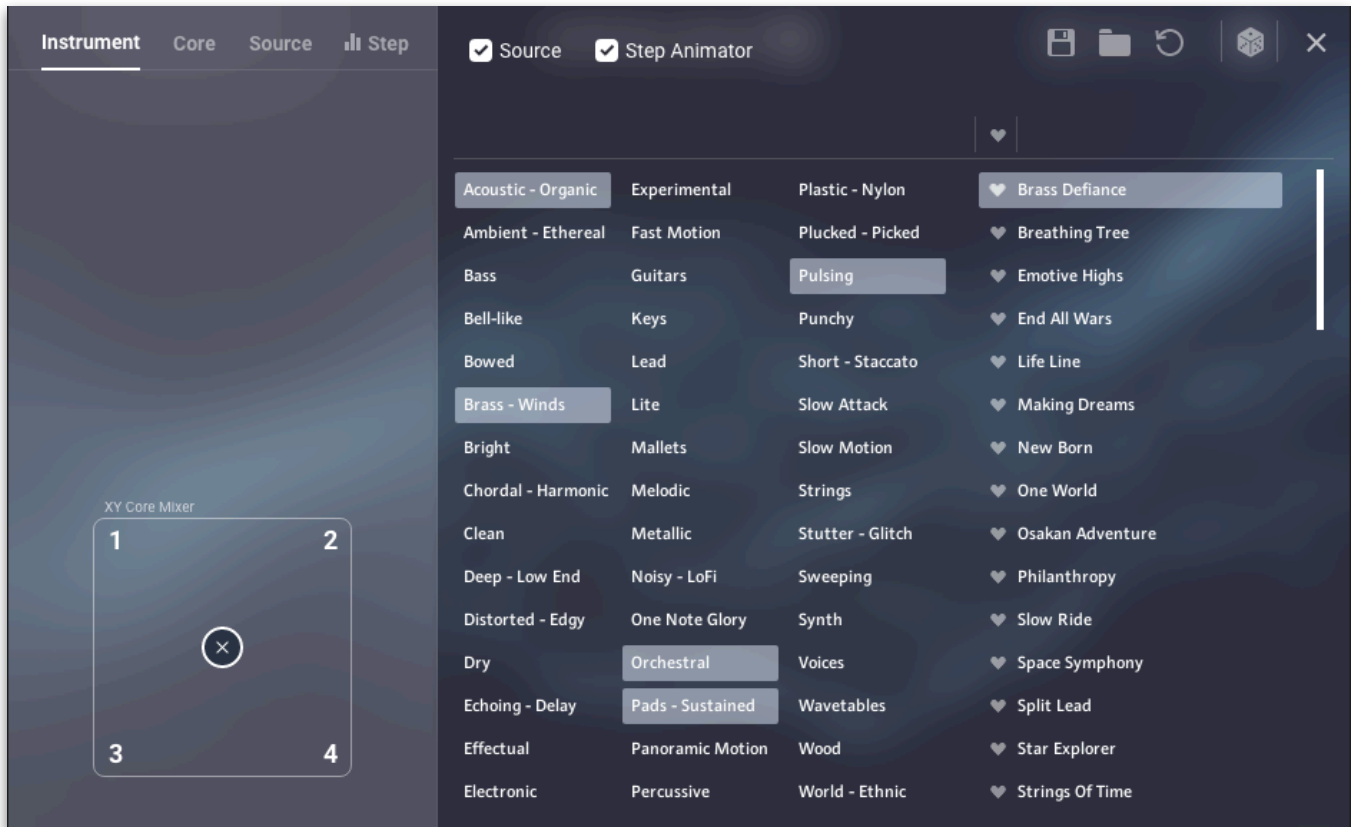
Loading Instrument Presets

With the all inclusive browser technology, selecting from hundreds of instrument presets is simple. An instrument preset recalls settings for all sound cores, including all of their associated mix parameters, animations, and all performance settings.

To load an instrument preset, click the preset name in the Instrument Preset chooser, or click the left/right arrows on the left side of the instrument preset chooser as seen below. To reload the current preset, if you have made changes, click the **Init** icon (recycle arrow) on the right of the load icon (folder).



Now select any number of categories from the tags columns and then click a preset name from the preset column on the right.



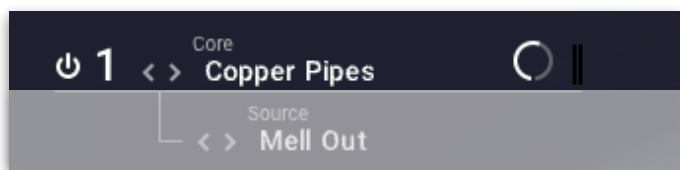
To save custom instrument presets, use the Save icon (disk) and then load them using the Load icon (folder).

Hot Tip: To keep your custom presets organized and easy to find, a good save destination is the Instruments folder. The format will be a .NKA, which must be loaded via the user interface. You can also save presets as .NKI files by using Kontakt's "save as..." function, if you so desire. We recommend using the internal preset save/load feature.

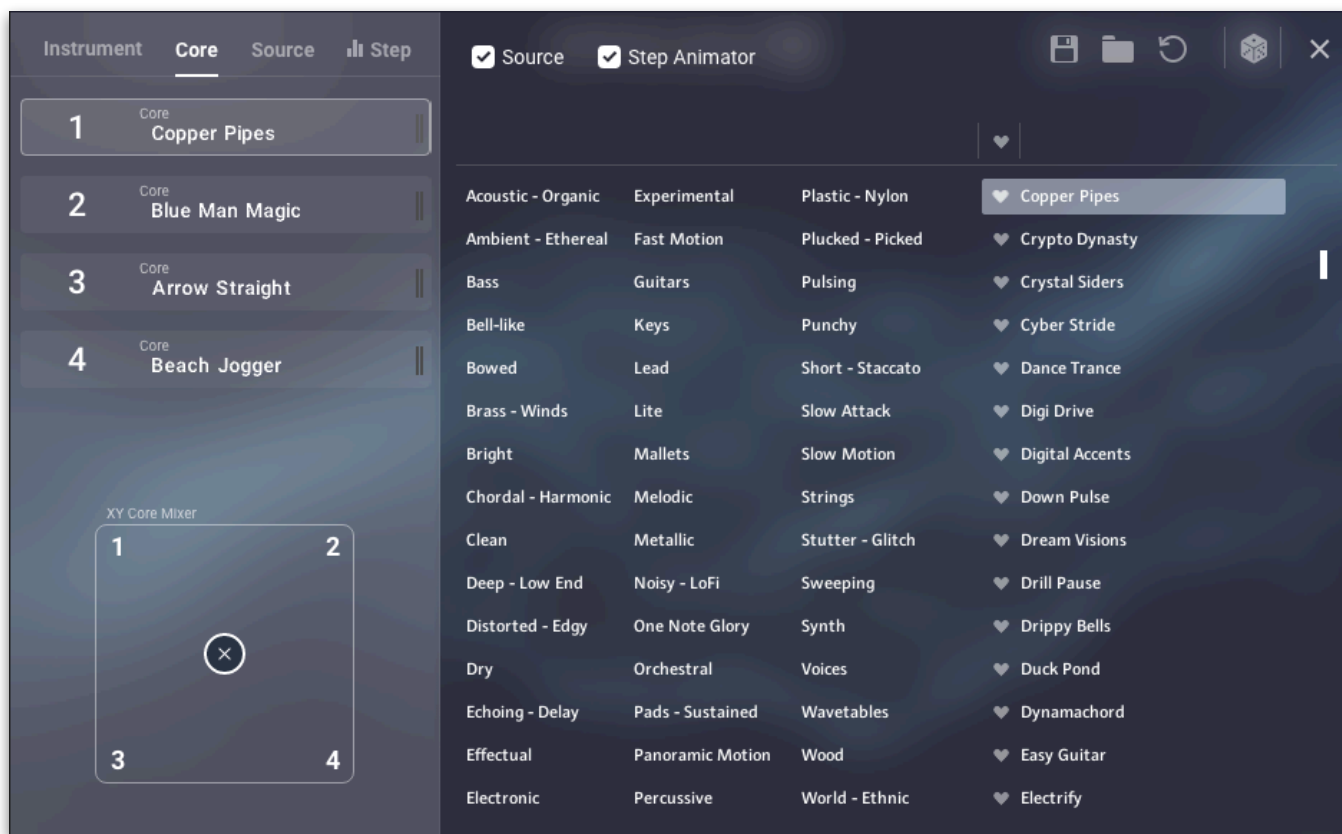
Loading Sound Core Presets

Quickly create a custom instrument by loading core presets into each core using the core browser. Loading a core presets only affects the core selected, and does not load settings for any of the other cores.

To load a preset, click the core preset name in the main mix view, or click the left/right arrows to the left of the core preset name as seen below.



Next choose a category or categories to filter the presets and then select a core preset from the browser that will appear to the right.



Just above the categories section is a **Source** and **Step Animator** filter toggle. These filters determine what is loaded when selecting a preset from the browser. Only the tribute that is checked will be loaded when a preset is clicked in the browser. For example, if the Source is checked and the Step Animator is not, only the source will be loaded when clicking a preset. The step animator that was already loaded will remain unchanged and now animate the new presets. When neither is check, only the mix settings will be loaded, such as the multi filter, volume, etc.

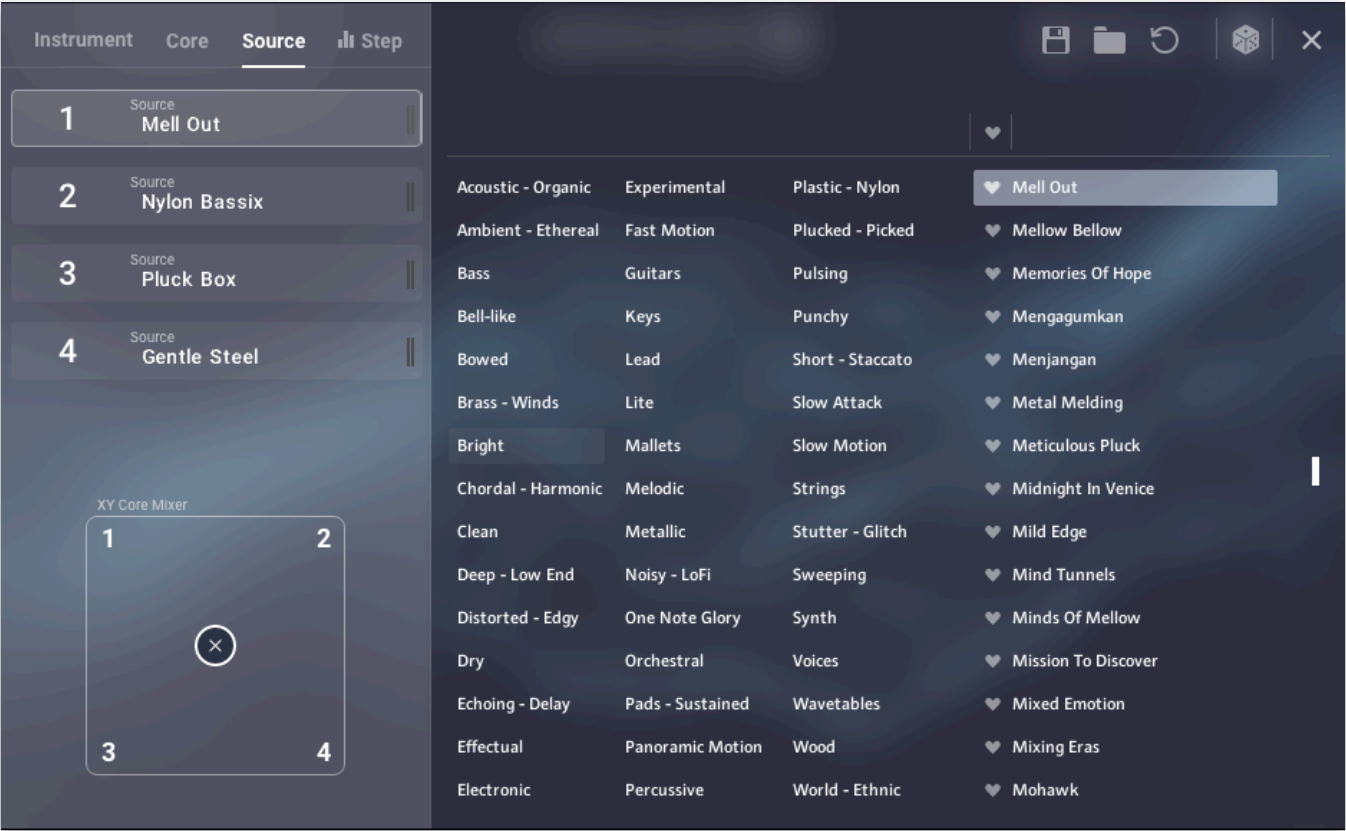
The **Favorites** filter (heart), limits the browser to display only presets that have been earmarked as favorites by clicking the heart icon next to a preset name.

Loading Sources

Sources can be loaded into any one of the 4 cores using the same protocol as with instrument and core presets.

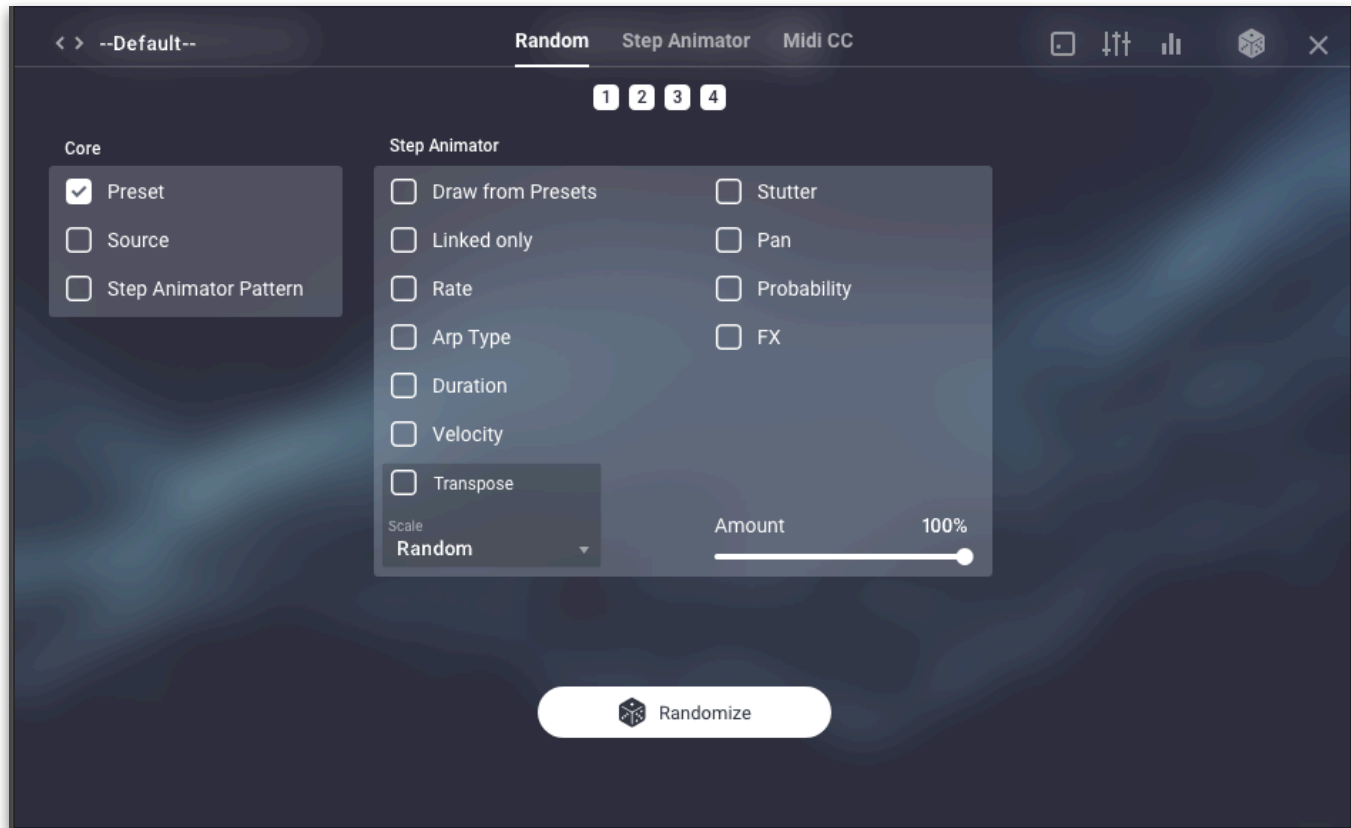


Click the preset name and then select a preset from the browser as shown below. You can also use the left/right arrows to cycle through sources incrementally.



Using Randomizer Functions

Core Presets, sources and step animator patterns may be auto loaded via a randomizer. Click the 3 dots to the right of the **Random** button (dice) to choose the parameters you wish to randomize and then click the Randomize or the Random button to generate a random result (See pg. 25).



ARPOLOGY X IN DEPTH



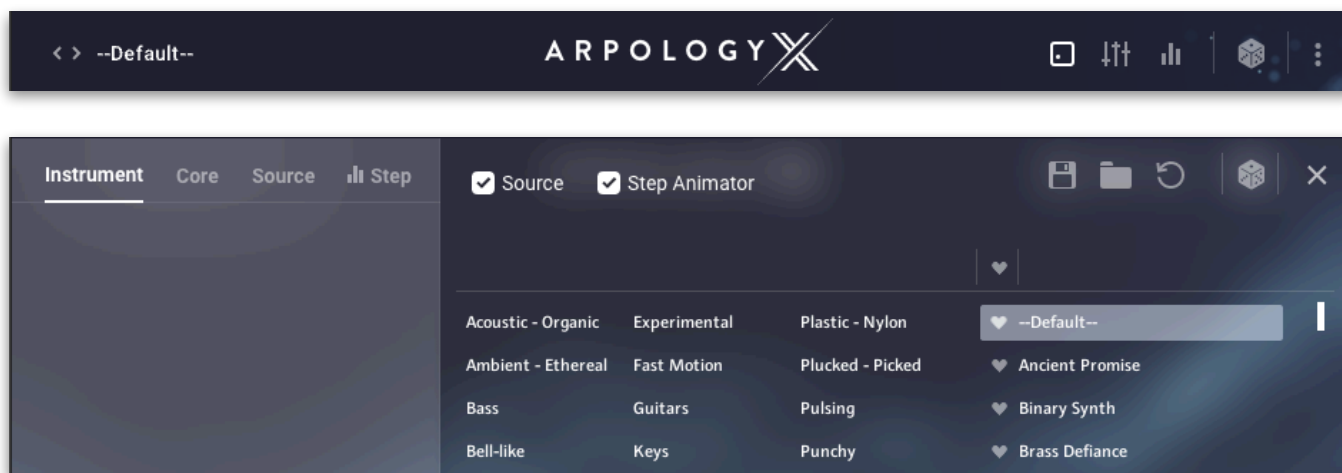
How ARPOLOGY X is organized

Arpology X utilizes an intelligent tagging system designed to expedite preset navigation and custom preset building. With the inclusion of hundreds of instrument presets, cores, and sources; we have intuitively named and tagged each preset by genre specific sub-categories that are accessed through the integrated browsers. Instruments, cores and sources all utilize the same browsing system and tag categories. Using the Arpology X browsing system will allow you to filter through, audition and find presets within each sub-category based on the characteristics, mood and style they evoke. With the simplicity and convenience of the browser you can stay in one view while searching for sounds. Our system is designed to help you with organization and finding the sound you are looking for, but by no means should presets be limited by their title or category. Please keep in mind that all presets are named and tagged based on what our programmers felt appropriate.

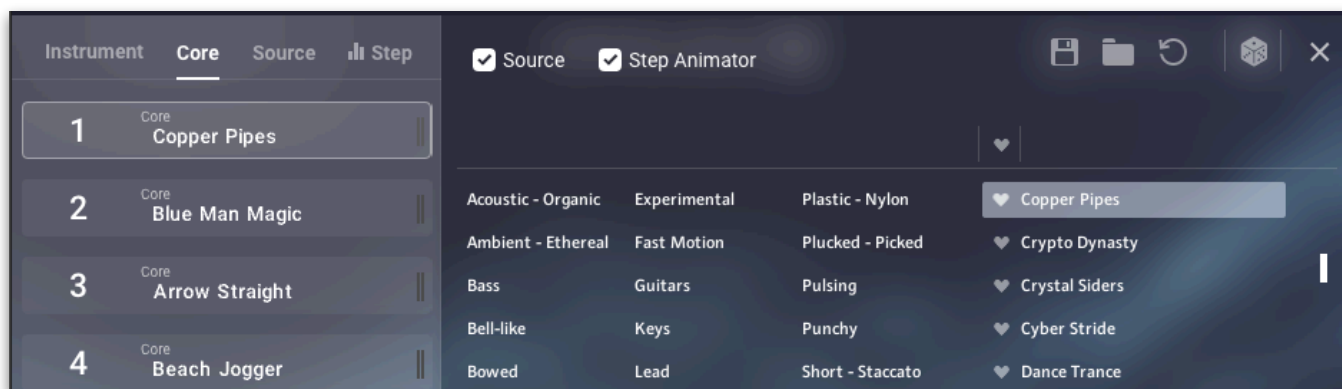
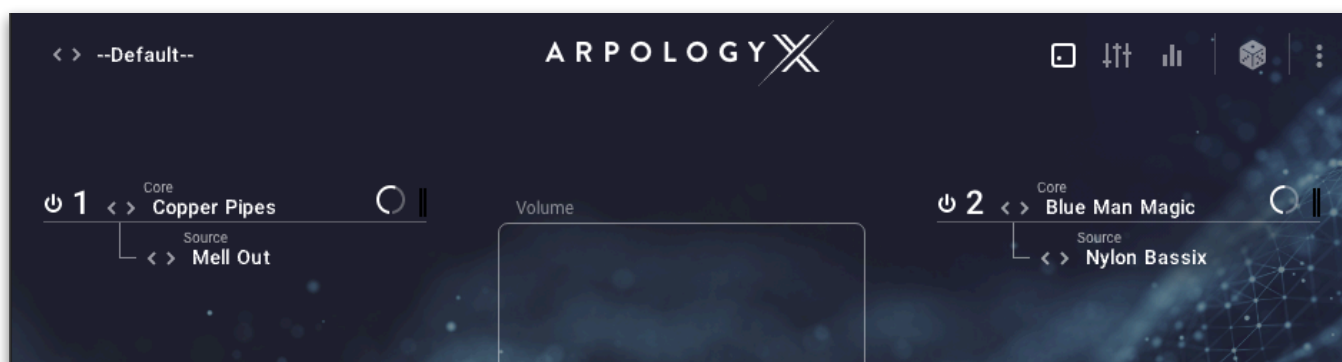


Navigating an Instrument

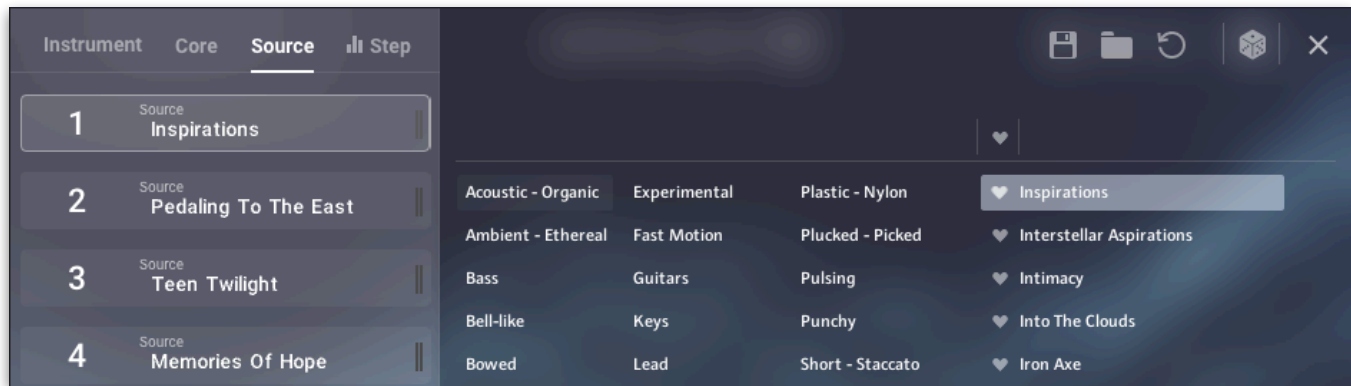
To understand the organization and browsing system, we'll start with a full Instrument and work our way to a single source. From the **Main Mix View** you can load a “multi core” instrument preset directly from the upper left of the user interface. The instrument preset chooser will always remain present no matter what view you are in. Choose and filter instrument presets directly in the browser that appears when you click the preset chooser, or arrow left and right to a different preset without interfacing with the browser.



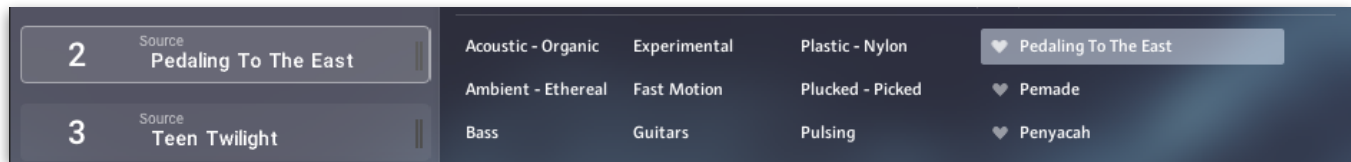
As mentioned, instrument presets are made up of 4 cores which each have a dedicated browser. Clicking on a **Core Preset chooser** will bring a specific core browser window into view, as seen below. You may also focus on the source or step animator pattern (Step) by clicking on the specific tab and then using the associated chooser in the same fashion. When you click on the desired core, the browser will update to list the available presets for that core.



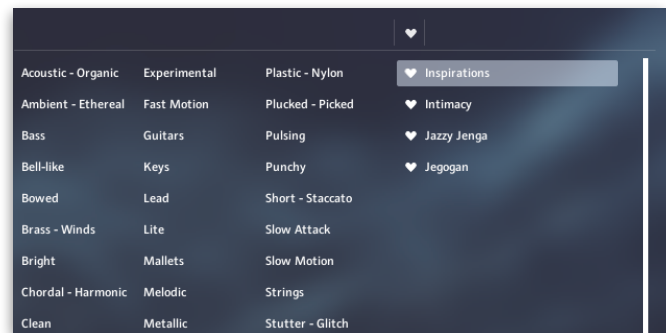
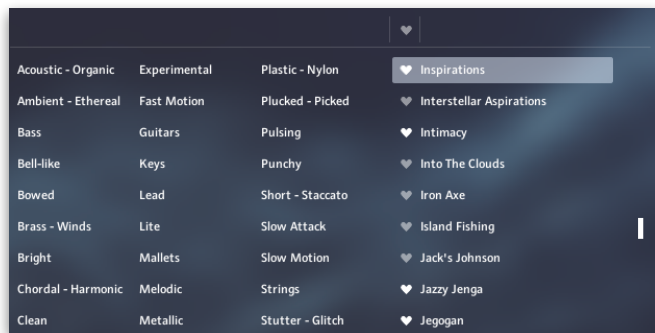
Loading sources in core 1



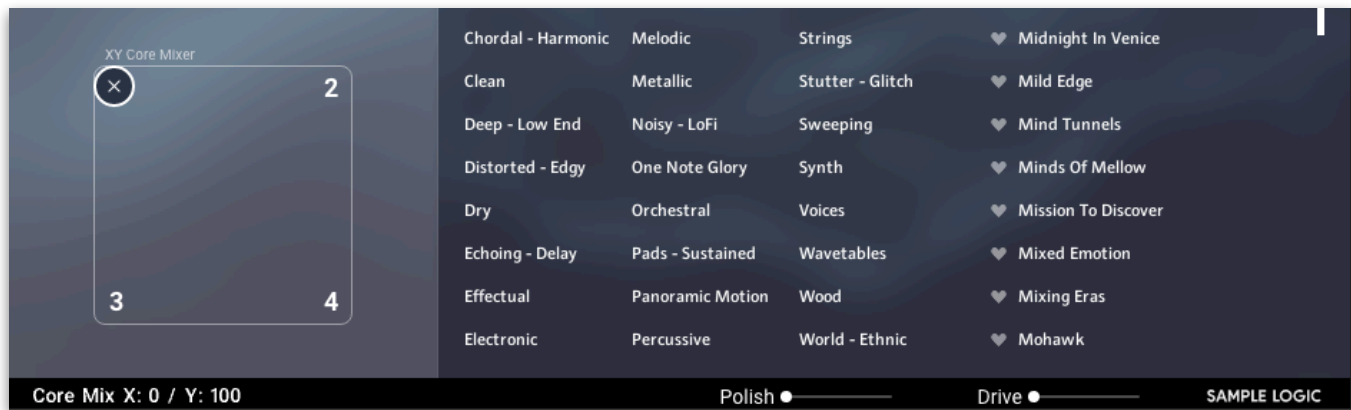
Loading sources in core 2



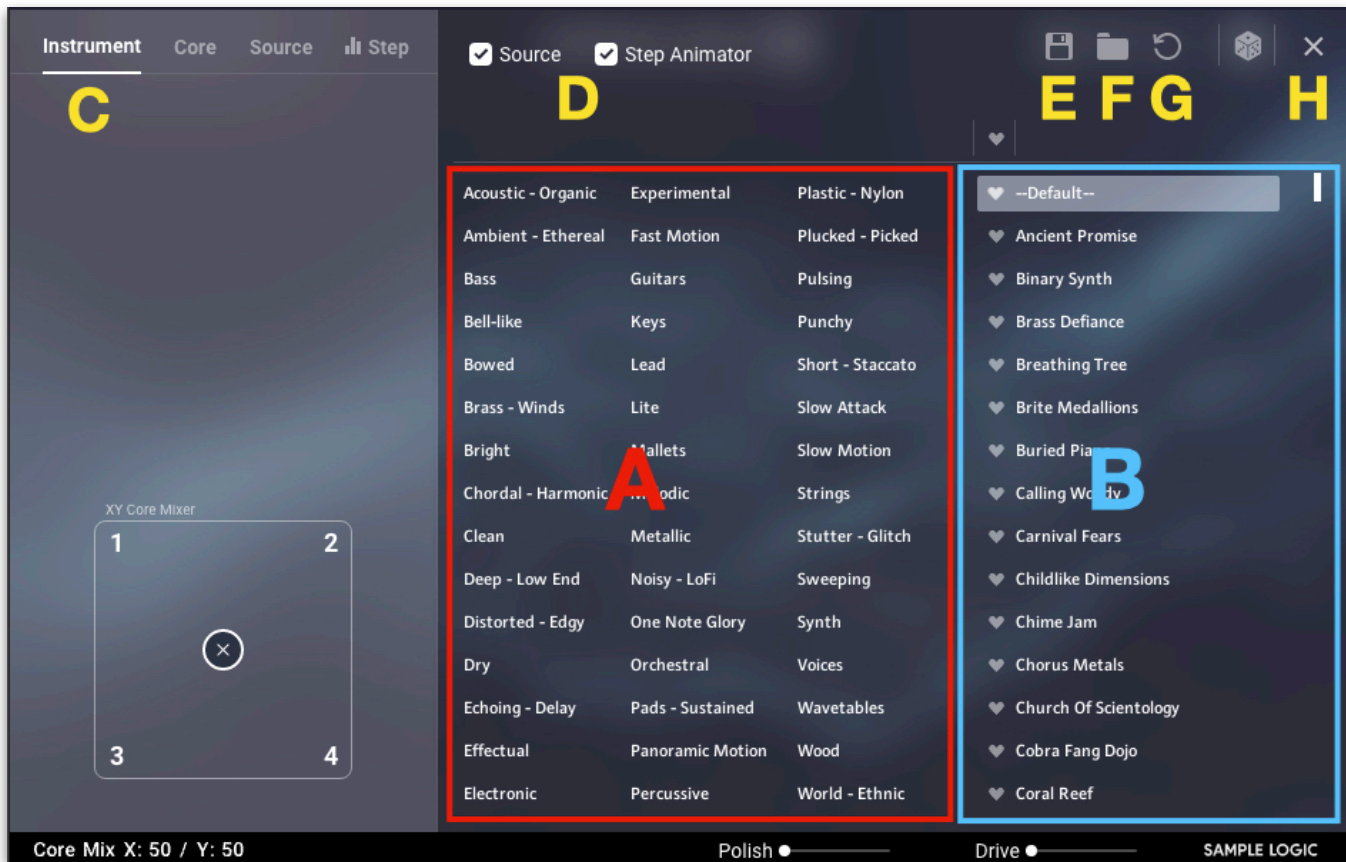
To make things easier, we have instituted a favorites feature within the browser so you may quickly find and remember your favorite *Instrument*, *Core*, *Source*, *Step Animator* presets. This will allow you to filter your favorites by sub-category too. Simply click the **Favorites** button (heart) next to any preset and it will be stored in your favorites. Click the favorites button to display only your favorites in the browser.



When auditioning or mixing cores and sources, or building multi core instruments, use the XY Core Mixer to isolate core playback (*more about XY Mixer on pg.19*).



Browser Overview



A – Tag Categories – Click to tags to filter presets by various characteristics.

B – Presets – Click to load a preset.

C – Browser Selector – Click to choose the browser view and load destination.

D – Browser Selector – Preset load filters.

E – Save Instrument – Click the disk icon (save) to save custom Instrument presets (*See pg.8*).

F – Load Instrument – Click the folder icon (load) load custom Instrument presets (*See pg.8*).

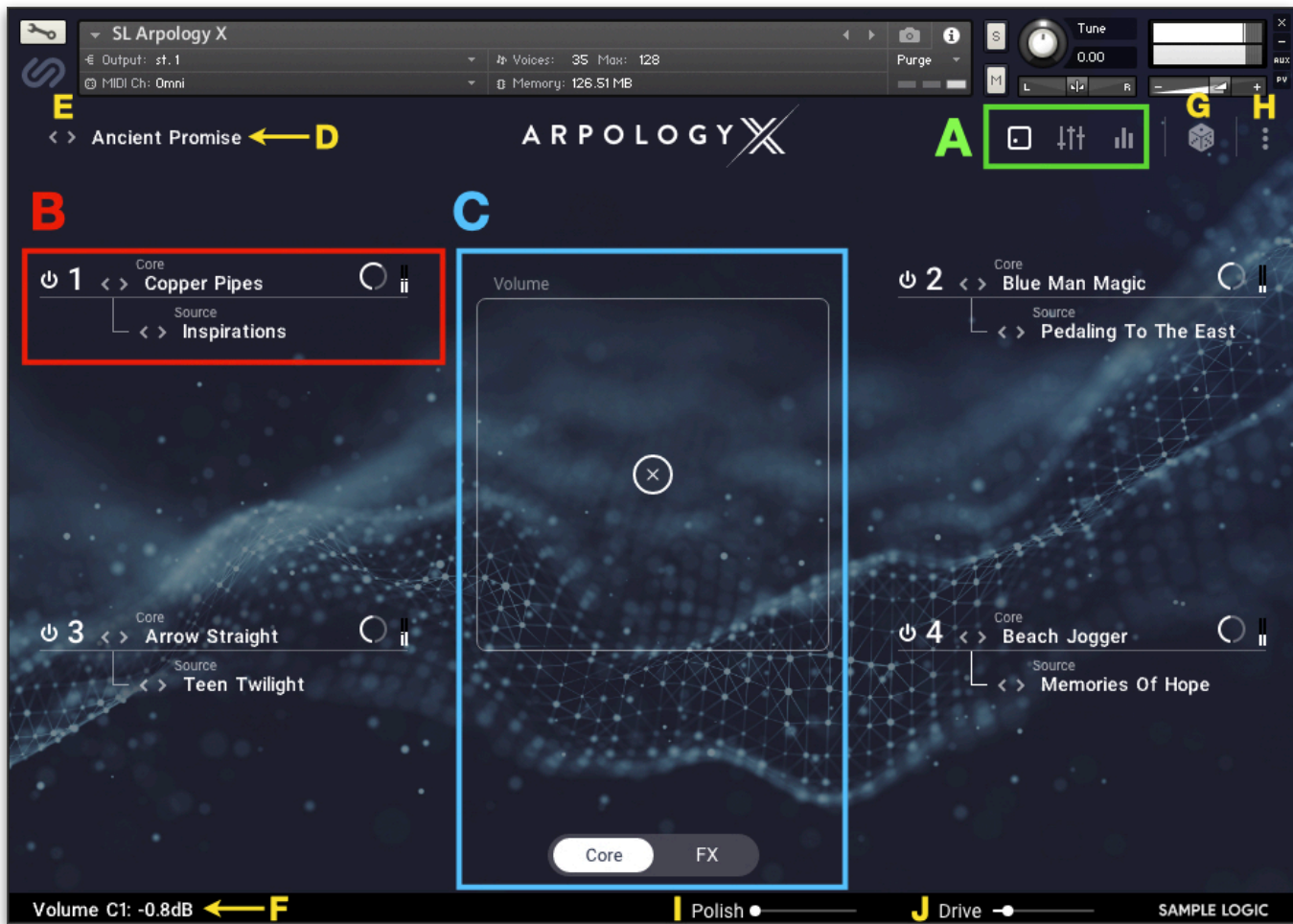
G – Init Button – Click to instantly reload the current preset, if you have made changes.

H – Close Button – Click to close the browser.

USER INTERFACE & CONTROLS

Arpology X consists of 3 main views — **Mix • Edit • Step Animator**

Mix View



A – View Buttons – Click on a view button to access Mix, Edit and Step Animator windows.

B – Sound Core – Self-contained sound engine that plays a single audio source with dedicated controls, effects, and animations.

C – XY Mixer – Blend core output and manipulate effects levels y moving the focal point of the XY mixer (*See pg.18*).

D – Instrument Preset Chooser – Access instrument presets by clicking the preset name to open the browser.

E – Instrument Preset Browse Arrows – Quickly select instrument presets by clicking the arrows.

F – Information Panel – Displays the value of the currently selected control.

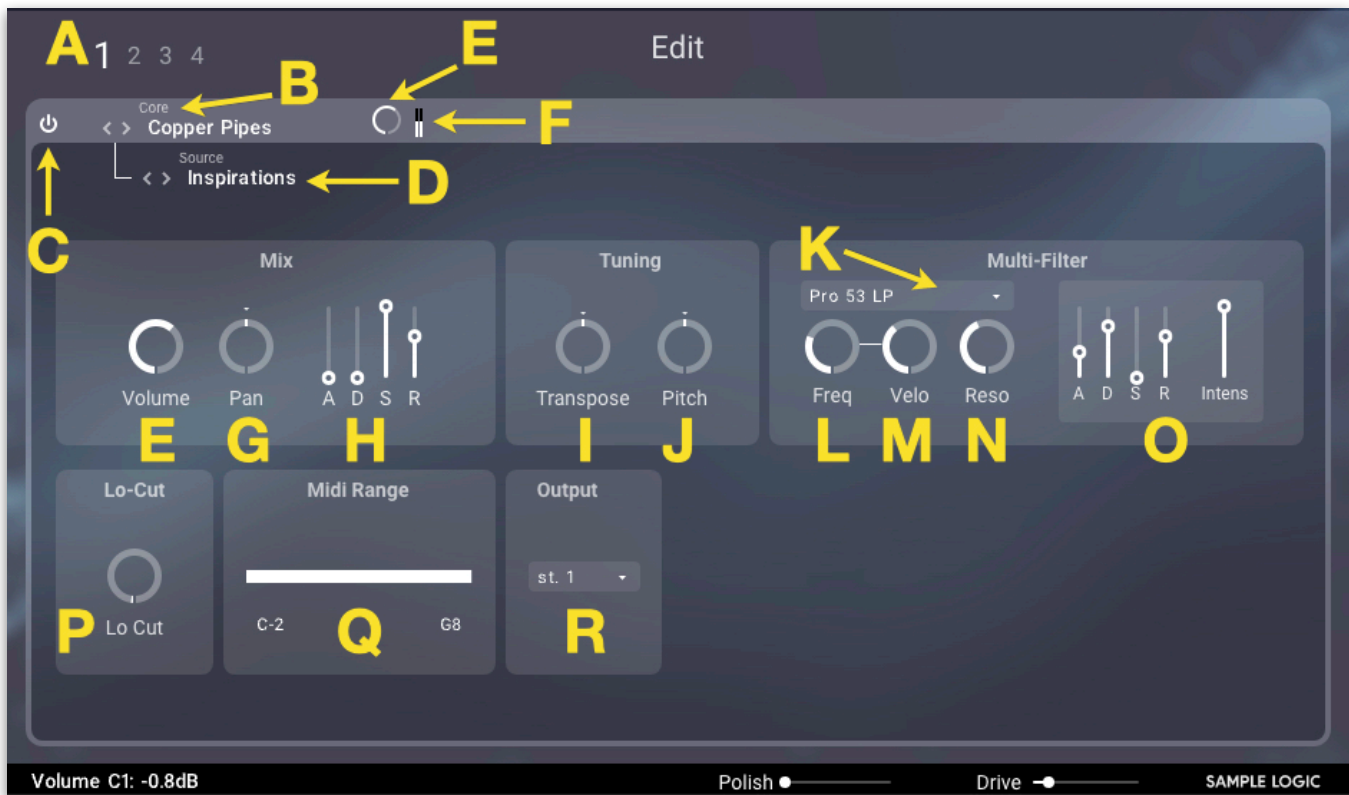
G – Randomizer – Applies random settings to the selected parameters of the instrument (*See pg.25*).

H – Instrument Settings Button – Click to access instrument settings for Randomizer, Step Animator and Midi CC.

I – Polisher – An all in one mastering effect that combines EQ, saturation, transient enhancement and stereo imaging.

J – Drive – A powerful combination of compression, saturation and distortion for effecting the overall mix of all 4 cores.

Edit View



A – Core Edit Selector – Indicates which core is being edited. Click to change cores.

B – Core Preset & Browse Arrows – Click the core name to choose a core from the core browser. Quickly change core presets by clicking the arrows on the left side of the preset chooser.

C – Core Activator– Activate/Deactivate a sound core.

D – Source Preset & Browse Arrows – Click the source name to choose a source from the source browser. Quickly change sources by clicking the arrows on the left side of the source chooser.

E – Core Volume (Gain) – Adjust the output gain of a specific core.

F – VU meter – Indicates output gain.

G – Pan – Controls the sound core's position in the stereo (L/R) field.

H – Volume Envelope – Adjust the attack, decay, sustain and release times of each note played. Notes fade in as more attack time is added and notes fade out faster or slower as release time is added, or reduced.

I – Transpose – MIDI transpose the selected core's source keymap up/down by semitones.

J – Pitch Shift – Pitch shift the selected core's source sample up/down by semitones.

K – Multi-Filter Chooser – Select a filter type to effect a core's source frequency content. Includes hi-pass, lo-pass and band-pass.

L – Filter Frequency – Adjusts the filter cutoff frequency.

M – Filter Velocity Intensity – Regulates how much affect velocity has over the filter cutoff frequency.

N – Filter Resonance – Sets the bandwidth of the filter frequency.

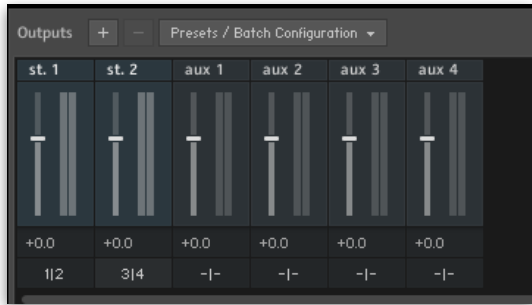
O – Filter Envelope – Controls the shape of the multi-filter effect over time when the Intensity slider is raised.

P – Lo Cut Filter – Removes low frequency from the sound.

Q – MIDI Range – Sets the keymap MIDI Range to limit the keys that will trigger a core's playback (*See pg.18*).

R – Output – Reassign each core's physical audio output to individual outputs within Kontakt's internal mixer for additional insert effects and core mixing flexibility. This is also useful for routing core outputs independently within your DAW, or to different physical mixer outputs. Kontakt's mixer view is accessible from Kontakt's view menu at the top of its user interface (*See pg.18*).

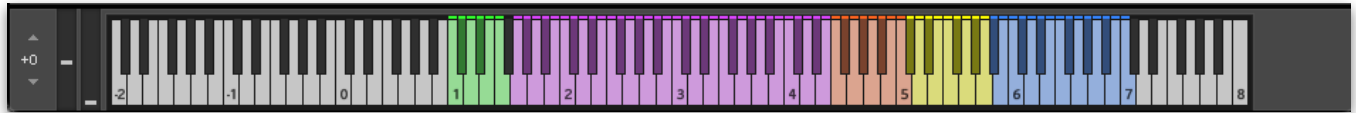
Kontakt Mixer View



Core Keymap Layout

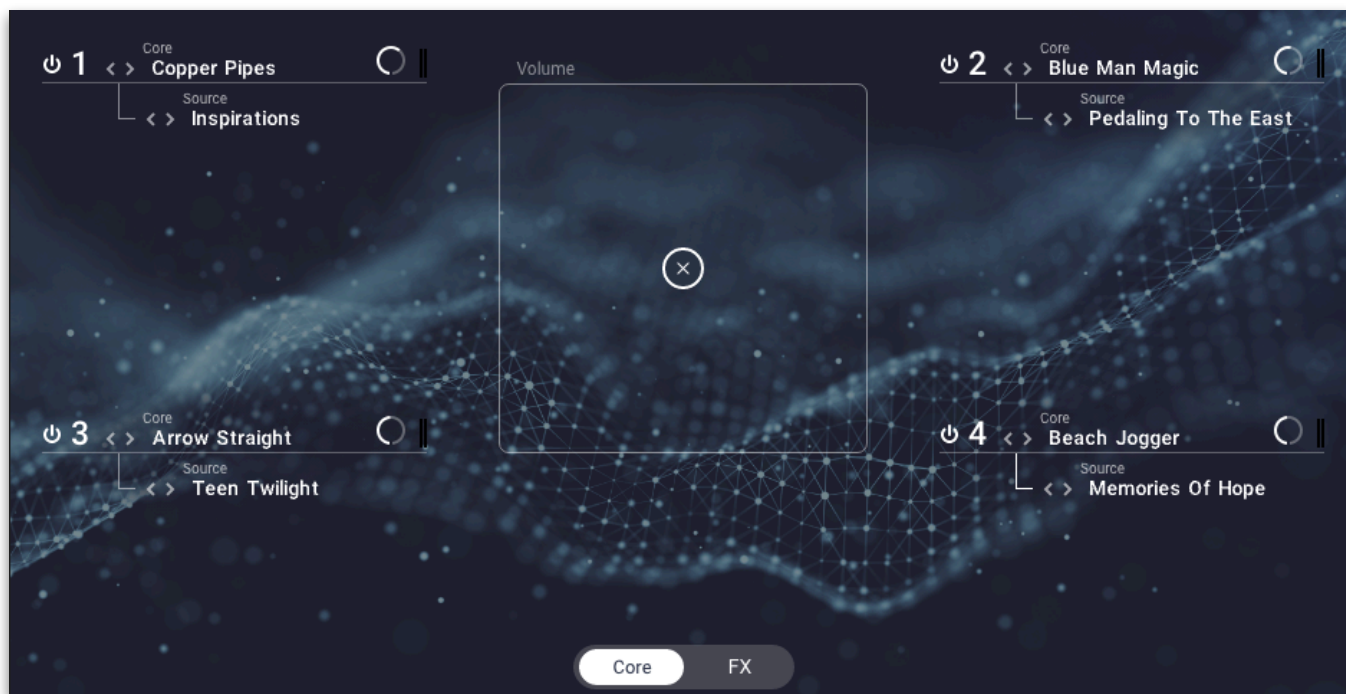
Each core has been preassigned a color which can be seen in its core VU meter and on the Kontakt virtual keyboard at the bottom of the Kontakt interface. As each core can have a different key range the unique colors on the keyboard indicate where each core is currently mapped when active. When all four cores are active the keymap colors will turn yellow where they overlap and the individual core colors will only show where they do not overlap. When a core is soloed, its color will be the only map present on the keyboard as seen in the three examples below.

Virtual Keyboard



XY Pad

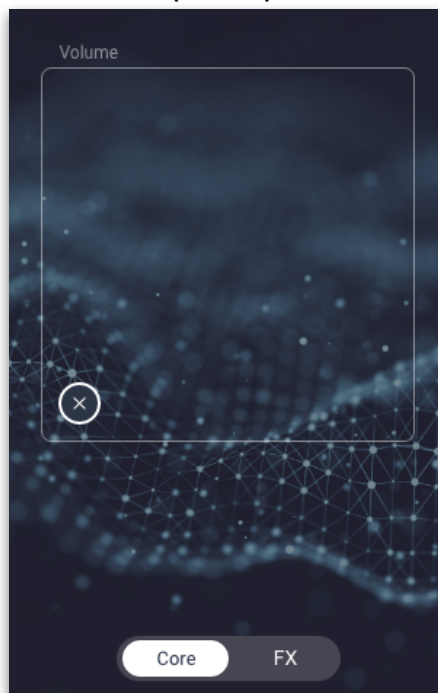
The XY pad is a powerful and flexible dual-module XY pad for mixing and effecting cores as well as adding motion and life to each preset. **Hot Tip:** The XY pad can be MIDI assigned for automation and controller manipulation as well as step animated (See pg.27).



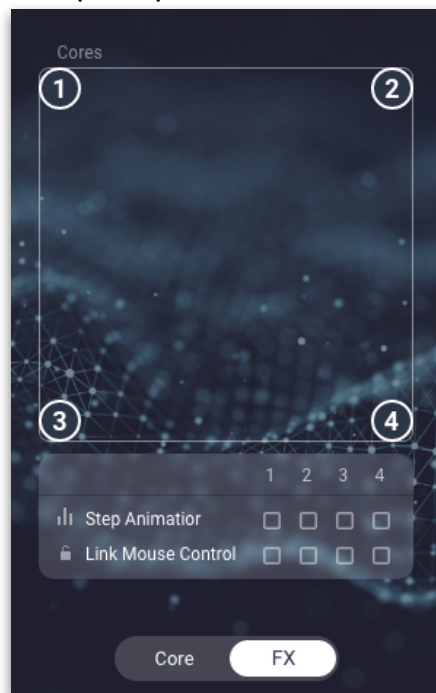
XY Core Mixer (volume): Each core's audio output is summed together and then sent to Kontakt's main stereo output. Use the Core XY mixer to balance or automate the volume mix between all 4 cores. This is independent of the core's main volume knob.

FX XY (effects): Arpology X has 4 hot-swappable insert FX slots the effect the master mix bus. Each core has a dedicated focal point that can be moved around the XY pad to control how much of a core's output is run through each insert effect. Each corner represents one effect insert. The closer or farther from a corner controls the amount of signal that is sent through an effect.

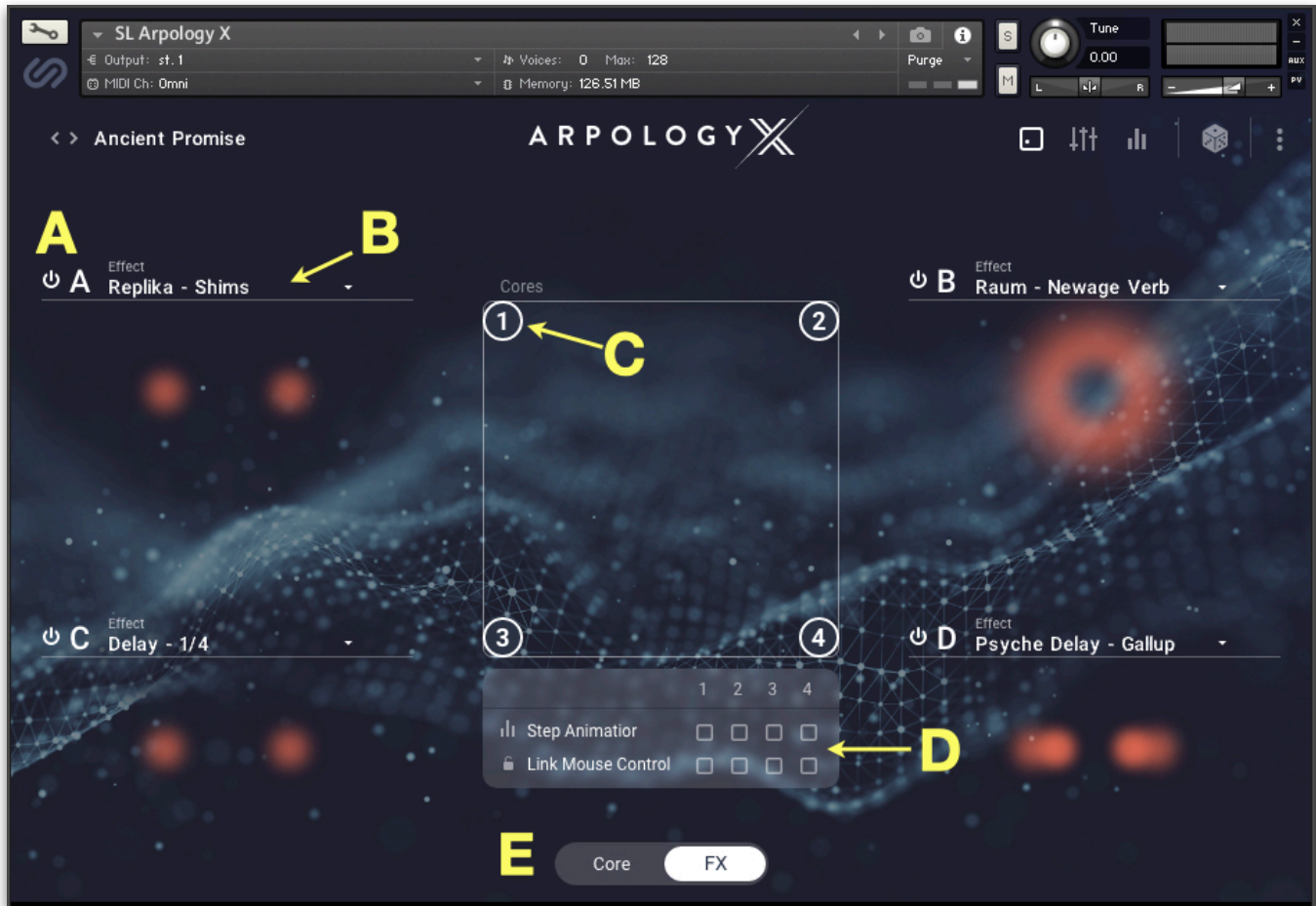
XY Core Mixer (Volume)



FX XY (Effects)



FX XY Overview



The 4 hot-swappable insert effects are on the master output level and assigned as A, B, C, D.

A – Effect Activator – Activate or deactivate an insert effect.

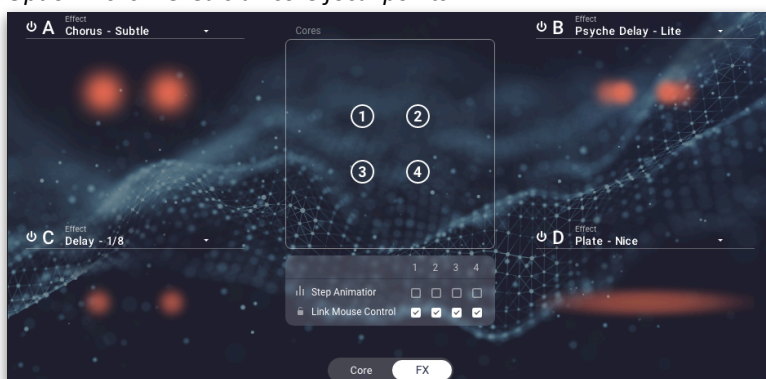
B – Insert Effect Chooser – Use the chooser menu to change effects by selecting from 110 studio-quality effects.

C – Core Focal Point – Click + drag to adjust how much core output is sent to an effect. All the way to one corner means that only that effect is being applied. In the example above each core 1234 is isolate to effect ABCD. **Hot Tip:** Use option + click to reveal all core focal points (See below).

D – Animation Control Matrix – Click a box to assign a core's FX XY focal point position to the step animator (See pg.24). Click the link mouse control to move multiple focal points together in unison.

E – XY Mixer Toggle – Click to change XY mixer view.

Option + click reveals all core focal points.

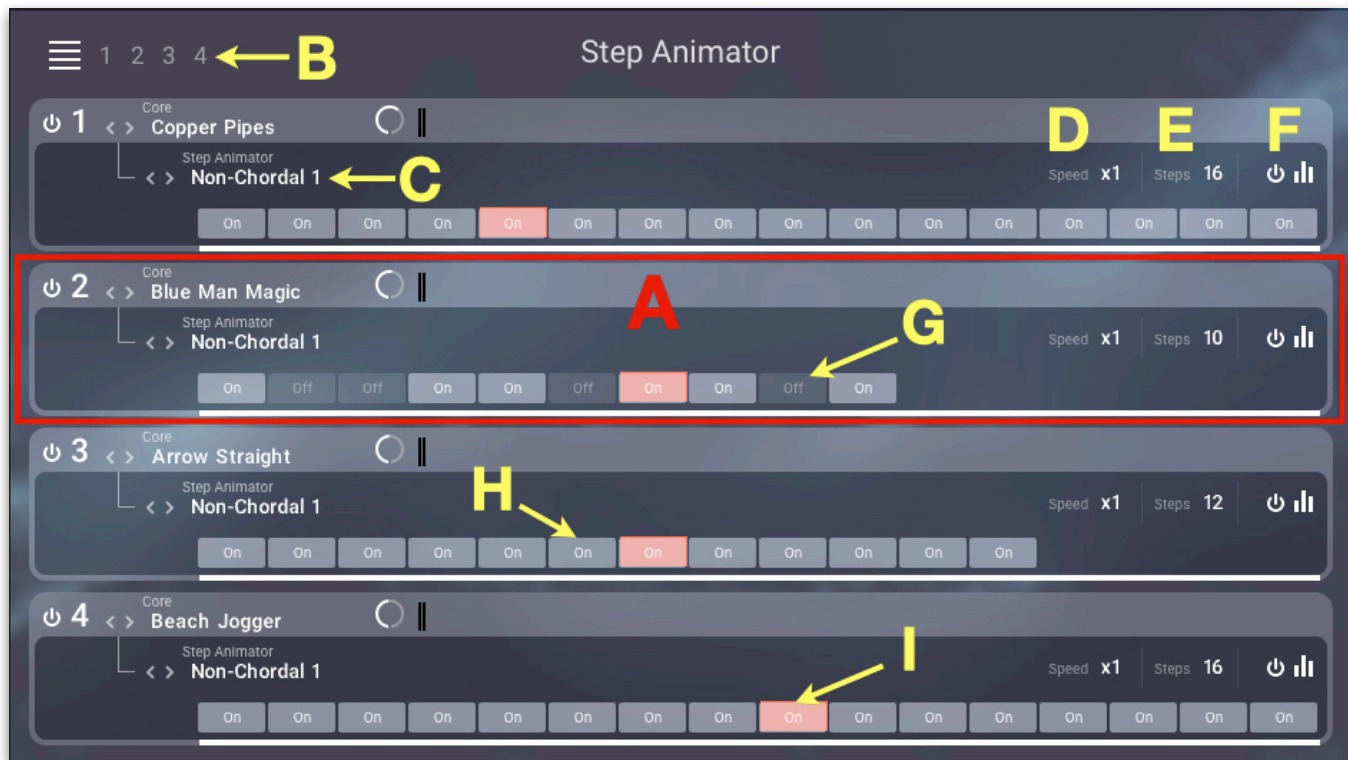


Effects Inserts

The following Kontakt effects are hot-swappable and can be loaded in any order and combination in slots ABCD.

- **Chorus** – Adds depth and richness to the audio signal by layering the original signal with a detuned copy of itself creating wide panorama effects.
- **Delay** – A legacy tempo-synced delay.
- **Flanger** – This module splits the audio signal up and delays one version in relation to the original signal. By modulating the delay time, as well as feeding an adjustable amount of the output signal back into the input, the Flanger creates a characteristic “whooshing” sound.
- **Phaser** – This effect continually changes the phase relationships in your signal with an all-pass filter. This results in a comb filtering effect, which attenuates some frequencies while boosting others. The sound is similar to that of a flanger but in a more subtle manner.
- **Plate** – Emulates a plate reverb. Plate reverb was developed as an early method of generating an artificial reverb effect.
- **Psyche Delay** – A stereo delay effect that produces a range of atmospheric ambient echoes and reverse effects reminiscent of the so-called backwards tape sound of the 1960s.
- **Raum** – Creative Reverb.
- **Replika** – Creative Delay.
- **Twin** – combines two parallel delay channels for advanced stereo effects. The two delays are dedicated to the left and right stereo channel, respectively. You can use them to create rhythmic echoes that bounce through the stereo image.

Step Animator Multi Core View



A – Step Animator – In Step Animator Multi Core View, each core’s step animator is displayed as an overview with basic controls.

B – Core Expand – Click a core number to access the expanded detail view of a single core.

C – Animator Preset Chooser – Choose a step animator pattern here. Click the chooser to open the browser. Quickly change animator presets by clicking the arrows on the left side of the preset chooser menu.

D – Speed – Controls playback speed. X 1/2 (half the host BPM, X 1 (the host BPM), or X 2 (double the host BPM).

E – Number of steps – Determines the number of steps displayed and that will be played back.

F – Step Animator Activator – Activate or Deactivate a core’s step animator.

G – Step (Inactive) – When a step is set to Off, it will be inactive (dark grey) and remain silent when the playhead reaches it.

H – Step (Active) – Click a step to activate or deactivate it for playback. A solid square = ON

I – Step Playback Head – Animator playback position.

Step Animator Single Core View



A – Direction – Choose a playback mode: *forward*, *backward*, *forward/backward*.

B – Shuffle – Click to randomly reorder the steps like a deck of cards. The entire step columns will be moved as a whole.

C – Duplicate steps – Click to duplicate an exact copy of the current animator steps and settings.

D – Autofill – Click the Auto Fill button to automatically add the missing number of steps to complete a whole number of bars.

E – Octave – Number of octaves note input will be transposed over.

F – Copy/Paste Buttons – Copy/Paste the current step animator parameters (*See pg. 26*).

G – Latch Mode Toggle – When activated, playback remains continuous when a key is pressed then released, as if the keys are being held down. Press the same MIDI key again to stop playback.

Step Animator Single Core View (Continued)

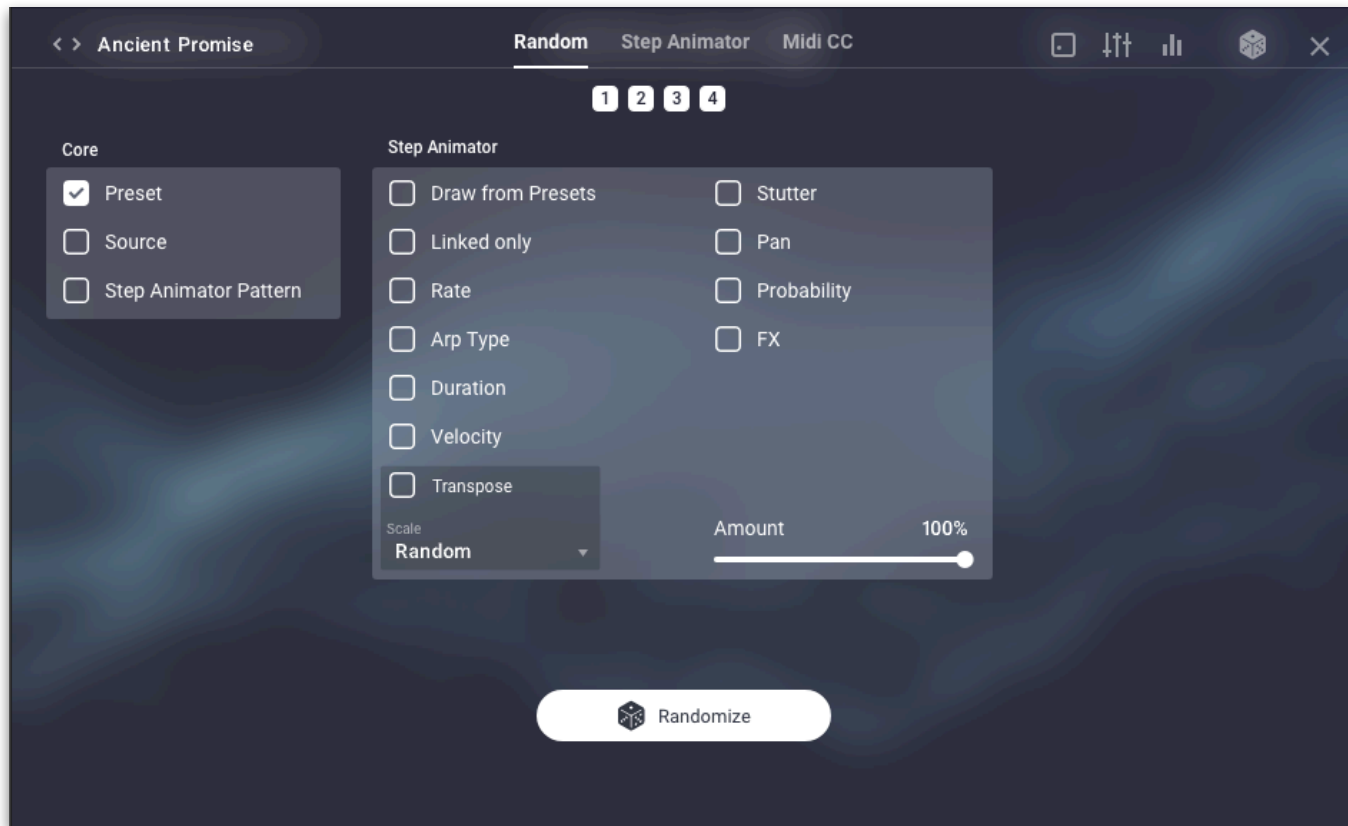


Each Step Animator line item has a preset chooser. Click the dropdown menu to choose a preset or click directly on step to set animations on a per step basis.

- A – On/Off** – Controls whether a step is active or deactivated (silent).
- B – Rate** – Set steps to a subdivision of the beat (resolution).
- C – ARP Type** – There are 6 arpeggiator engines: up, down, as played, random, chordal alternating and chordal compound.
 - **Chordal Compound Octaves** means that all notes played and held will stutter together as a chord in unison (at the same time). In this mode, All alternating is ignored not matter what the Step Type is set to.
 - **Chordal Alternating Octaves** is only functional when the Step Animator is set to add +/- octaves. When octaves are added it will alternate based on what step type is selected: When **Stutter** is selected it will stutter all notes on that step in the octave played, then on the next step if still held, it will stutter the octave iteration of the chord +/- based on what was selected.
- D – Velocity / Duration** – Velocity controls volume of each step. Adjust on a vertical axis. Duration controls length/release time of each step. Adjust on a horizontal axis.
- E – Transpose** – Set steps to +/- an octave (12 semitones).
- F – Stutter** – Set specific stutter speeds for steps.
- G – Pan** – Controls the position of the steps within the stereo (L/R) field.
- H – Probability** – Humanizes playback by randomly deactivating a step during playback based on a percentage.
- I – FX X / Y** – Animate the FX XY Mixer. You must toggle (activate) the Core you wish to animate in the animation control matrix.
- J – Link All** – Allows you to link steps for batch editing. Click the unlink icon (chain link) to unlink all.
- K – Delete** – Click the trash can icon to delete a step column.
- L – Step Playback Head** – Animator playback position.
- M – Velocity / Duration Handle** – Click + drag to adjust a steps velocity and duration.
- N – Step Velocity** – Control the velocity (volume) of each step. Click and drag the vertical sliders to adjust.
- O – FX XY Focal Point Handle** – Click + drag to move a core's position in the FX XY mixer for animating a core's effect insert sends.
- P – Step Overview Handle** – Drag the scrolling handle to view steps that are out of view when steps exceed the page view.
- Q – Step Sequence Value Display** – Displays how many bars the animator steps add up to.

Instrument Settings

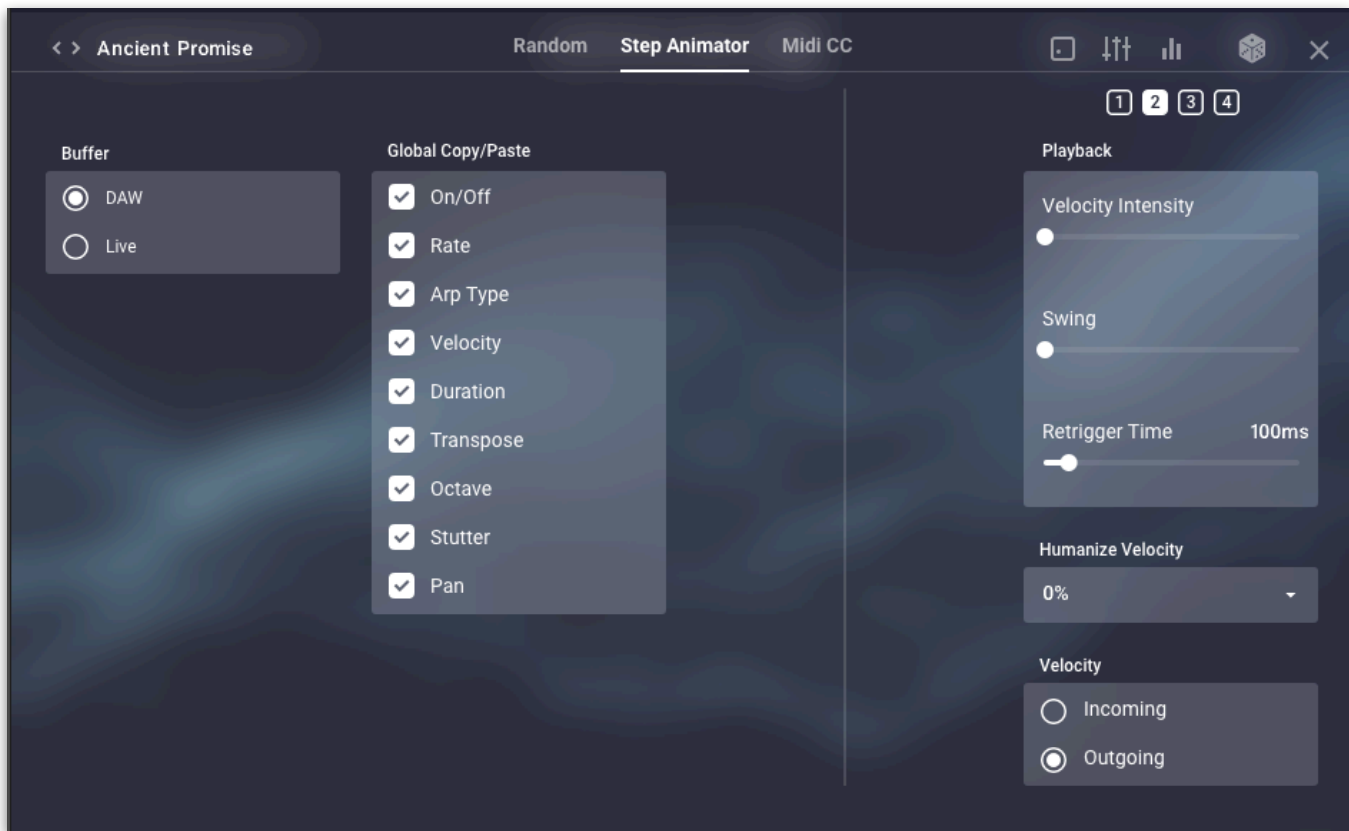
Random Settings



Choose which cores randomization should be applied to are in the upper section of the random settings view (1,2,3,4).

Randomization is assignable to the loading of core presets, sources and step animator patterns. Customize which step animator parameters are randomized by clicking the boxes in this view. The amount slider controls how drastic (intense) the randomization algorithm operates. To randomize you can click the Randomize button from this view or dice icon in the header from any view.

Step Animator Settings



Choose which core settings are in view and being edited in the upper section of the settings view (1,2,3,4).

Buffer – Choose DAW or Live mode to match your use case to optimize playback performance and latency.

Global Copy/Paste – Choose which parameters are copied or pasted when using the core step animator copy/paste function.

Velocity Intensity – Determines how much influence step velocity has over the cores playback volume.

Swing – Adds a humanized laidback feel by causing repeating notes to play slightly delayed. Calibrate the feel based on the resolution dropdown below the slider.

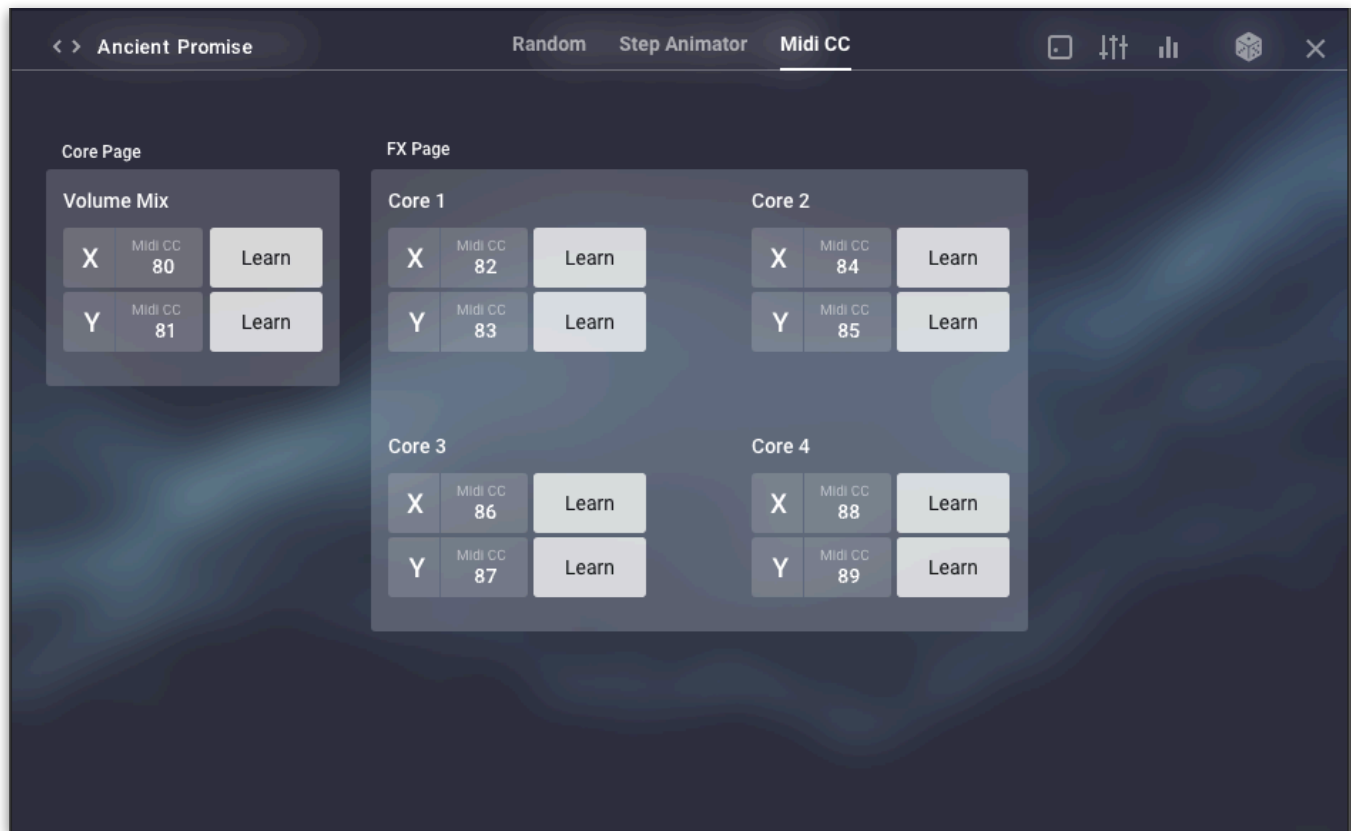
Retrigger Time – Adds a humanized laidback feel by causing repeating notes to play slightly delayed. Calibrate the feel based on the resolution dropdown below the slider.

Humanize Velocity – Creates a more natural application of velocity onto the MIDI output by randomizing velocity by an applied percentage effectively simulating human-like variations.

Velocity Incoming / Outgoing – Determines how velocity is interpreted by the instrument.

- **Incoming** = user performance dictates midi input velocity, which is then passed through the Step Animator's velocity processor.
- **Outgoing** = the Step Animator's velocity processor dictates midi velocity as determined by the pre-programmed step velocity sequence. The pattern plays exactly the same way every time, not influenced by user performance.

MIDI CC Settings



Use the MIDI CC settings page to assign MIDI controllers to the **Core Mix XY** (Core Page - Volume Mix) and the **FX XY** pad (FX Page - Core 1,2, 3,4).

TIPS & TRICKS

- There are many sonic possibilities buried deep within Arpology X waiting to be discovered, but if you are just starting out or in a hurry, we suggest trying out the instrument presets for a true taste of Arpology X.
- Right-click on the Master FX knobs and assign a MIDI controller such as the mod wheel to control effects in real time.
- Consider reducing delay and release effect times when possible. This will also help reduce Kontakt's voice count (polyphony) resulting in reduced CPU/DISK load.
- Reduce Energizer effect amounts in each core to improve CPU handling and performance.
- Consider reducing delay and release effect times when possible. This will also help reduce Kontakt's voice count (polyphony) resulting in reduced CPU/DISK load.
- Save your favorite settings as Instrument Presets, or save them as NKI files directly into the Arpology X instruments folder.
- Save CPU power by turning off unnecessary or inactive sound cores.

TROUBLESHOOTING

If something doesn't seem to work correctly, there must be a logical reason for it. Native Instruments software is tested on a variety of computers and configurations to ensure proper function. Having said that, there are an infinite number of possible computer setups and within them any number of compatibility issues, software conflicts, hardware problems, and so on.

Product won't load in the Kontakt Library Browser – Arpology X will only work in the full paid version of Kontakt (sold separately) and will only load from the root folder directory on your computer or from Kontakt's file browser.

Product loading in Demo Mode – Arpology X will only work in the full paid version of Kontakt (sold separately). Please make sure you are using the full paid version.

Performance issues – If your CPU becomes bogged down during playback causing audio popping, glitches, or dropouts, try the following suggestions:

- If the Kontakt engine breaks, press the panic button in the upper right corner of Kontakt next to the NI logo. It is identified by an exclamation point “!”.
- If using Kontakt in standalone mode, the audio latency should be set as low as your computer can handle without causing errors.
- Set the Kontakt **CPU overload protection** to “relaxed” or “medium” etc., and/or set the appropriate multiprocessor settings from the **Engine** settings tab under Kontakt's **Options** menu.
- Adjust the latency slider under **Audio** settings tab from Kontakt's **Options** menu.
- If you have more than 2GB of RAM, experiment with the **KMS – Kontakt Memory Server** settings from the **Memory** tab under Kontakt's **Options** menu.
- Shorten the release time on the ADSR on each core to improve performance.
- Shorten the delay and reverb effect times on each sound core to improve performance.
- If you hear pops, try reducing the FX XY animations to less intense positions.
- If the NKI instrument is taking a long time to load when launching the .nki, try batch re-saving the library in Kontakt's save menu. Also make sure that malware and antivirus software is not scanning the product folder.

For unresolved issues, including authorization and installation troubleshooting, visit support page at www.samplelogic.com/support, or send us an e-mail at: support@samplelogic.com

Credits

Sample Logic, LLC
Joe Trupiano & Keith Robinson
Klaus Baetz
Ingo Hermes



www.samplelogic.com