



Installation

Matt Mower, the creator of Reichatron gave me the permission to distribute a pre-installed edition of my Bank including the Reichatron Ensemble so installation couldn't be easier.

After unpacking the rar files you downloaded just place the Reichatron Evil Things-Ensemble in your Reaktro Library/Ensembles or wherever else you keep your Reaktor stuff. You might want to make a Backup of the included Sample Map, just click into any of the 4 loopers, a window opens at the bottom of the Interface (only if the little audio symbol at the bottom left is activated), click on the Edit dropdown menu->Save Map->choose a location and name the Map->confirm the question „Do you want to include the Audio -Data“ with „Yes“

You can also import the Sample-Map into Kontakt via the Kontakt Browser and save the individual wavs from there.

Licence agreement and terms of usage

This license agreement is between you (the licensee) and me (Simon Stockhausen).

1.) The licensee must not distribute the patches and samples from *Reichatron Evil Things*, resample them, copy or otherwise replicate the patches and samples of this Sound Bank in any commercial, free or otherwise product. That includes sample and audio libraries and patches for samplers and sample based synthesizers. You can of course create such derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

2.) The license to the Sound Bank *Reichatron Evil Things* may not be given away or sold.

Description

This Bank focusses on dark and evil soundscapes, noises, impacts, sci-fi textures, drones and otherworldly ambiences. The sample map includes 1,37 GB of original samples produced at 48 Khz/24 Bit, there are 55 soundscapes and samples made with an array of virtual instruments and effects, also using vocal recordings and processed field recordings. The Snapshot Bank has 69 Snaps, 64 originals and 5 variations marked with (var).

Tips for using Reichatron

All the Snaps use Reichatron's slider automation. You can switch these moving sliders off by clicking into the red buttons underneath the sliders and automate those inside your DAW. You'll have to assign Automation IDs for that though that are within the reach of your DAW, every ID number below 100 should work. To do this the Module with the involved slider has to be active, the click into a slider and at the left of the UI and click on the „Connect“ tab. At the bottom you'll see „Automation“ and the ID number, set the ID to a 2-digit number of your choice and save the ensemble. Then you can automate that automation ID within your DAW (some DAWs might also work with higher number, Logic doesn't and that's my main DAW).

Each looper section has a Reset switch, I have a Midi Controller assigned to those knobs in order to synchronize the 4 loopers which makes things more predictable/controllable within a composition/project. The Ensemble is currently set so it saves the Sample Map with the Ensemble. As the Map is quite huge saving will take a while. You can disable that function and resave the Ensemble without the Maps, only do that if you have made a Backup of the Sample Map beforehand. Click on one of the loopers ->Properties on the left of the UI->Functions->untick the box „Store Map with Module“

Note: Please be careful when switching Snapshots, loud noisebursts can occur due to the changing of the FX settings.

Patchlist

- 1.) Alien Machine Reso
- 2.) Nightmare Texture
- 3.) Binaural Texture
- 4.) Jungle Texture
- 5.) Doombells
- 6.) Impact Drone
- 7.) Warped String Pulses
- 8.) Alien Planet
- 9.) UFOs
- 10.) Wholetone Rain
- 11.) Wholetone Rain&Whales
- 12.) Distorted Whales
- 13.) Next Door Giant
- 14.) In House Giant
- 15.) Stumbling Giant
- 16.) Retoland
- 17.) Doombells Mix
- 18.) Evil Drone
- 19.) Big Reso Drone
- 20.) Swell and Impact
- 21.) Double Impact

- 22.) Crackling Space 01
- 23.) Crackling Space 02
- 24.) Complaining Alien
- 25.) Space Alarm
- 26.) Dream Scenario
- 27.) From the back of my head
- 28.) Rising Thread
- 29.) Ominous Cello
- 30.) Alien on a walk
- 31.) Alien on a rainy walk (var)
- 32.) Deranged Vocalist
- 33.) Voicebursts
- 34.) Creepy Scape
- 35.) Frog Land
- 36.) Impact Mangle
- 37.) Impact Mangle Reso (var)
- 38.) Haunted House
- 39.) Evil Waves
- 40.) Bad Breath
- 41.) Hell
- 42.) Morphing Pulsar
- 43.) Incantation
- 44.) Grooving Alien...sort of
- 45.) Grooving Alien...sort of (var)
- 46.) Monster Birds
- 47.) LSD Loops
- 48.) Overdose
- 49.) UnReality
- 50.) Moscow Doombells
- 51.) Scream
- 52.) Scream Chord (var)
- 53.) Tired Giant
- 54.) Chained
- 55.) Phased Out
- 56.) Dementia
- 57.) Whisper Terror
- 58.) Approaching Fear
- 59.) Ominous Chord
- 60.) Sliced Paralysis
- 61.) Evil Christmas
- 62.) Radioactive Seashore
- 63.) Binaural Wash Drone
- 64.) Rest in Peace
- 65.) Wonderfish
- 66.) Dwarf Labour
- 67.) Wonderstretch
- 68.) Space Sonar 1
- 69.) Space Sonar 2 (var)