

# Soundset *No Boundaries* for Reaktor DRON-E

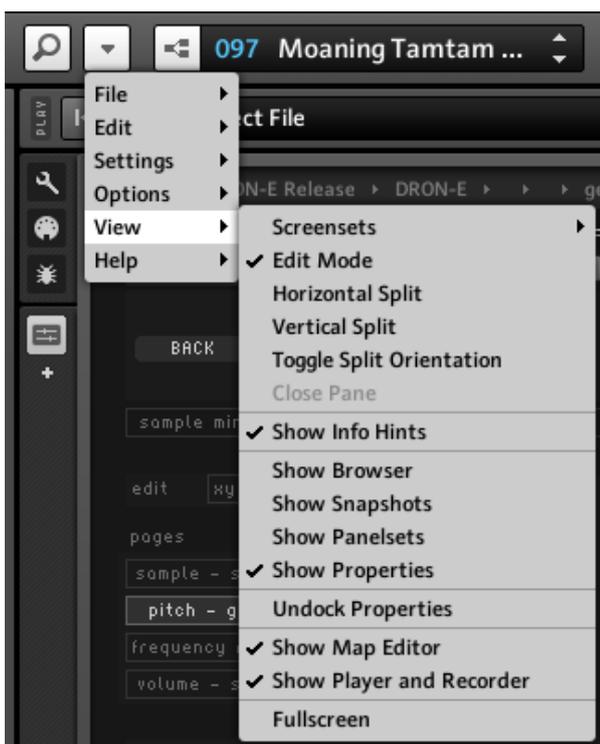
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## NO BOUNDARIES FOR DRON-E

### Installation

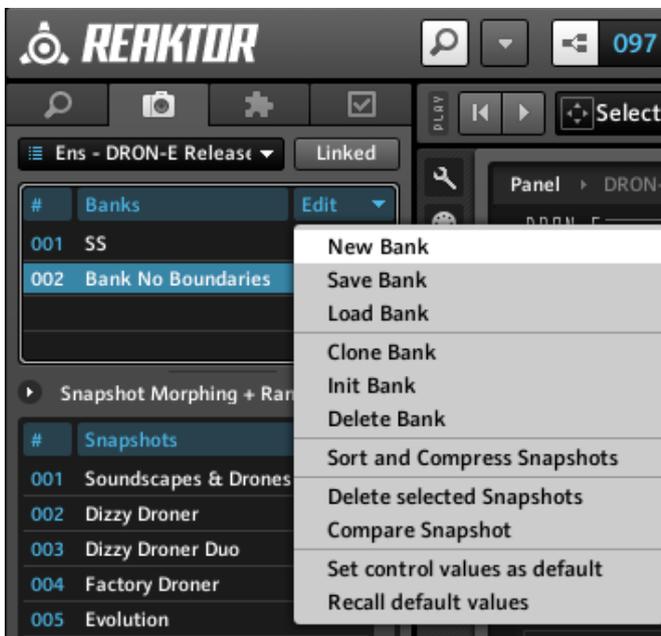
Unpack the RAR-archive you downloaded by opening only the first rar-file (part1) with the UnRAR-application. Then place the Snapshot Bank (.ssf) e.g. in your Reaktor Library - folder "Snapshots" and the Sample Map in the folder "Maps". Some users might not yet have a folder named "Maps", in this case just create it yourself.

**Please note:** In reaktor version 5.7 an "EDIT"-mode was introduced, you have to be in EDIT-mode to modify an ensemble, add Snapshot Banks, change Sample Maps and so forth.

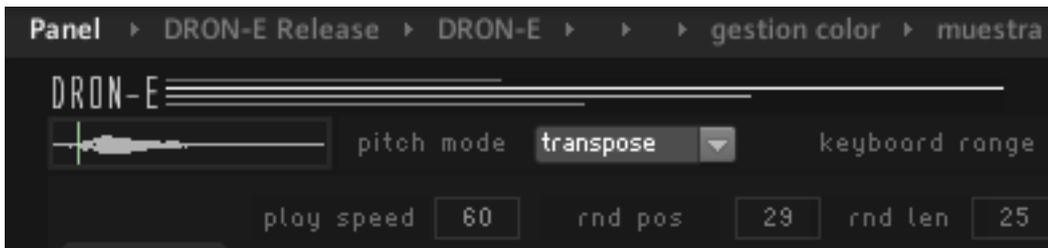


Open the DRON-E ensemble you downloaded from [Antonio Blancas website](#), resave the ensemble using "Save as", name it e.g. DRON-E *No Boundaries* and load the Snapshot Bank:

Click on the camera symbol at the upper left of the Reaktor GUI - click "Edit" - a dropdown menu opens - choose "New Bank", an empty Bank is created - choose "Load Bank" and locate the *No Boundaries* Snapshot Bank (.ssf). You can also delete all the Banks that come with DRON-E first by choosing "Delete Bank", then when you're left with only one Bank, choose "Init Bank" and then load *No Boundaries*.

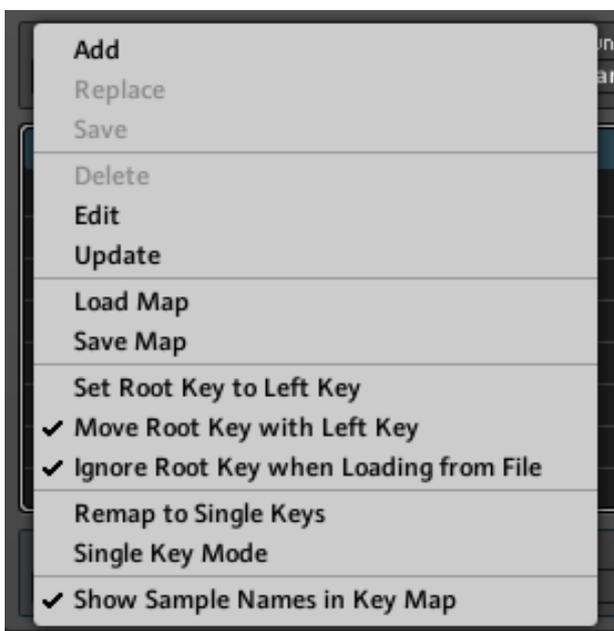


Next you have to load the *No Boundaries* Sample Map:  
double click on the sample window located in the upper left of the Ensemble.



At the bottom of the Reaktor UI the Sample Map editor opens. Click "Edit" and choose "Load Map" - locate the *No Boundaries* Sample Map and load it.

**Please note:** this will replace the Sample Map that came with the original DRON-E ensemble.



If you want to save the Sample Map with the ensemble then click on the Properties tab at the upper right (✓ in a little square) -> choose Function -> MAP -> tick the Box "Store Map with Module" (this is the default setting), then save the ensemble. This will increase the ensemble size to +2 Gigabyte as all the samples from *No Boundaries* will now be stored together with the ensemble.

I made a small demo video of how to load Snapshots and Samples into Reaktor DRON-E here: <http://www.youtube.com/watch?v=ra0GwqBOhds>

### **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 *No Boundaries*, resample them, copy or otherwise replicate the patches and samples of this soundset 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 soundset *No Boundaries* may not be given away or sold.

### **Description**

*No Boundaries* contains a wide variety of soundscapes, drones, one-finger-pads, vocal sounds, soprano sax sounds, textures made from percussion samples like gongs, bells, Glockenspiel and framedrum (Bodran), acoustic guitar sounds (plucked and bowed), Okarina textures (clay flute), processed field-recordings and some otherworldly, more experimental stuff. Most of the 103 samples (48 Khz / 24 Bit / stereo) were produced exclusively for this set, some were borrowed from the vast pool of patchpool samples. All acoustic instruments were recorded with 3 high quality Neumann mics through a RME FF 800 using my regular L-C-R setup.

### **Patchlist**

There are 86 original patches and 3 variations sorted into 5 categories. If a patch has a variation the original is marked with an "org" and the variation is marked with "var". When the sample playhead mode in DRON-E is set to "tri" or "saw", playing overlapping legato will refrain the samples from retriggering from the start. Patches marked with (MW) have the Modwheel assigned to something, please always reset the Modwheel before playing, otherwise the initial settings will be wrong. Many sounds are velocity sensitive, whenever you see the "velo" knob in the amp envelope section turned up, velocity will affect the loudness / the overall amplitude of the ADSR.

| <b>Soundscapes &amp; Drones</b> | <b>Remarks</b>  |
|---------------------------------|---|
| Dizzy Droner                    | plays forever once triggered, engage ADSR if you want normal envelope behaviour |
| Dizzy Droner Duo                | plays forever once triggered, engage ADSR if you want normal envelope behaviour |

| Soundscapes & Drones | Remarks   |
|----------------------|---|
| Factory Droner       |   |
| Evolution            |   |
| Ominous Trio         |   |
| Bell Scape           |   |
| Russian Harbour      |   |
| Metal Synth (MW)     | reset the Modwheel before playing, otherwise it will be out of tune             |
| Divine Texture       |   |
| Plethora             | plays forever once triggered, engage ADSR if you want normal envelope behaviour |
| Micro Metal (org)    | plays forever once triggered, pitches are determined by sliders, not Midi pitch |
| Micro Metal (var)    | has ADSR engaged, responds to incoming Midi pitch                               |
| Frozen Metal         |   |
| Deeper Drone (MW)    | Modwheel controls Highpass Filter Cutoff  |
| Darker Drone         |   |
| Mega Drone           |   |
| Dirty Drone Trio     |   |
| Edgy Synth           |   |
| Fear (org)           | plays forever once triggered, pitches are determined by sliders, not Midi pitch |
| Fear (var)           | has ADSR engaged, responds to incoming Midi pitch                               |
| Aleatoric Beauty     |   |
| Positive Energy      |   |
| More positive Energy |   |
| All over Grains      |   |
| Factory Scape        |   |
| Hypnosis             |   |
| Space Quartet        |   |

| <b>Soundscapes &amp; Drones</b> | <b>Remarks</b>                                    |
|---------------------------------|---|
| Falling Jet                     |   |
| 4 Dimensions                    |   |
| Alien Morse                     |   |
| Gas Planet (MW)                 | Modwheel increases Grain Length for all 3 samples |
| Stuck Caterpillar (MW)          | Modwheel for Filterworx                           |
| I need my medicine!             |   |

| <b>Pads</b>     | <b>Remarks</b> |
|-----------------|----------------|
| New Age Cinema  |                |
| Seing the Light |                |
| Heaven          |                |
| After the Rain  |                |
| Gold Organ      |                |

| <b>Vocal Textures</b>    | <b>Remarks</b> |
|--------------------------|----------------|
| Vocal Sphere             |                |
| Spectral Choir and Drone |                |
| Spectral Choir Scape     |                |
| Dark Vocal Drone         |                |
| Hacked Voices            |                |
| Laughing Lunatic         |                |

| <b>Instrumental Textures</b> | <b>Remarks</b> |
|------------------------------|----------------|
| Night Piano                  |                |
| Saxphrase Duo                |                |
| Sax Droner                   |                |
| Sax Tremscape                |                |
| Sax Trio                     |                |

| <b>Instrumental Textures</b> | <b>Remarks</b>  |
|------------------------------|---|
| Saxpad (MW)                  | Modwheel controls Highpass Filter Cutoff                    |
| Breathing Waves              |   |
| Okarina Scape 1              |   |
| Okarina Scape 2              |   |
| Okarina Scape 3              |   |
| Okarina Oriental             |   |
| Okarina Birds                |   |
| Okarina Space Shepard        |   |
| Okarina Drone (MW)           | Modwheel shifts pitch up an octave, reset MW before playing |
| Bowed Guitar Scape 1         |   |
| Bowed Guitar Scape 2         |   |
| Bowed Guitar Scape minor     |   |
| Bowed Guitar Tremolo         |   |
| Bowed Guit Fifth Drone (MW)  | Modwheel shifts pitch of Sample 3 up an octave              |
| Plucked Guitar Texture 1     |   |
| Plucked Guitar Texture 2     |   |
| Plucked Guitar Texture 3     |   |
| Plucked Guitar Texture 4     |   |
| Guitar Tails                 |   |
| Guitar Hit                   |   |
| Guitar Monster               |   |
| Animated Guitar Texture      |   |

| <b>Percussion Instruments</b> | <b>Remarks</b> |
|-------------------------------|----------------|
| Bodran Duo                    |                |
| Bodran Scape                  |                |

| <b>Percussion Instruments</b> | <b>Remarks</b>  |
|-------------------------------|---|
| Bodran Rain                   |   |
| Bodran Threat (org)           | plays forever once triggered, pitches are determined by sliders, not Midi pitch   |
| Bodran Threat (var)           | has ADSR engaged, responds to incoming Midi pitch                                 |
| Bodran Alarm                  |   |
| Bodran Single Hit (MW)        | Modwheel shifts pitch down an octave, Lowpass Filter Cutoff is controlled by ADSR |
| Miracle (Glockenspiel)        |   |
| More Miracles (Glockenspiel)  |   |
| Beauty Bells                  |   |
| Thai Gong Meditation          |   |
| Thai Gong Scape               |   |
| Thai Gong Abyss               |   |
| Tamtam Trio                   |   |
| Tamtam Scape                  |   |
| Metallic Mystery (MW)         | Modwheel shifts pitch of samples 1+2 up an octave                                 |
| Moaning Tamtam (MW)           | Modwheel decreases Grain Length of Samples 1+4                                    |
| Frozen Drum                   |   |

Now please enjoy these sounds and be inspired by them.

Greetings...

Simon Stockhausen - Novembre 19 - 2012