



SUBMISSION AUDIO



USER MANUAL

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INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

The following minimum system requirements are subject to change without notice.

- Kontakt/Kontakt Player 6.6 or later.
- MacOS 10.12, 10.13, 10.14, 10.15 or 11 (latest update), i5.
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU.
- An Internet connection and a graphics card that supports OpenGL 2.1 or higher are required to download and activate this product. Once installed and activated, the product can be used offline.
- 4GB RAM Minimum (8GB+ recommended).
- 10GB free hard drive space.

Supported Plugin Formats:

- Mac OS X (64-bit only): Stand-alone, VST, AU, AAX.
- Windows (32/64-bit): Stand-alone, VST, AAX.

For the latest system requirements for **Native Instruments Kontakt Player**, visit here:

<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6/specifications/>

INSTALLING NATIVE ACCESS AND KONTAKT

This sample library was created to run in the **Kontakt Player** application by **Native Instruments**, available as a free download here:

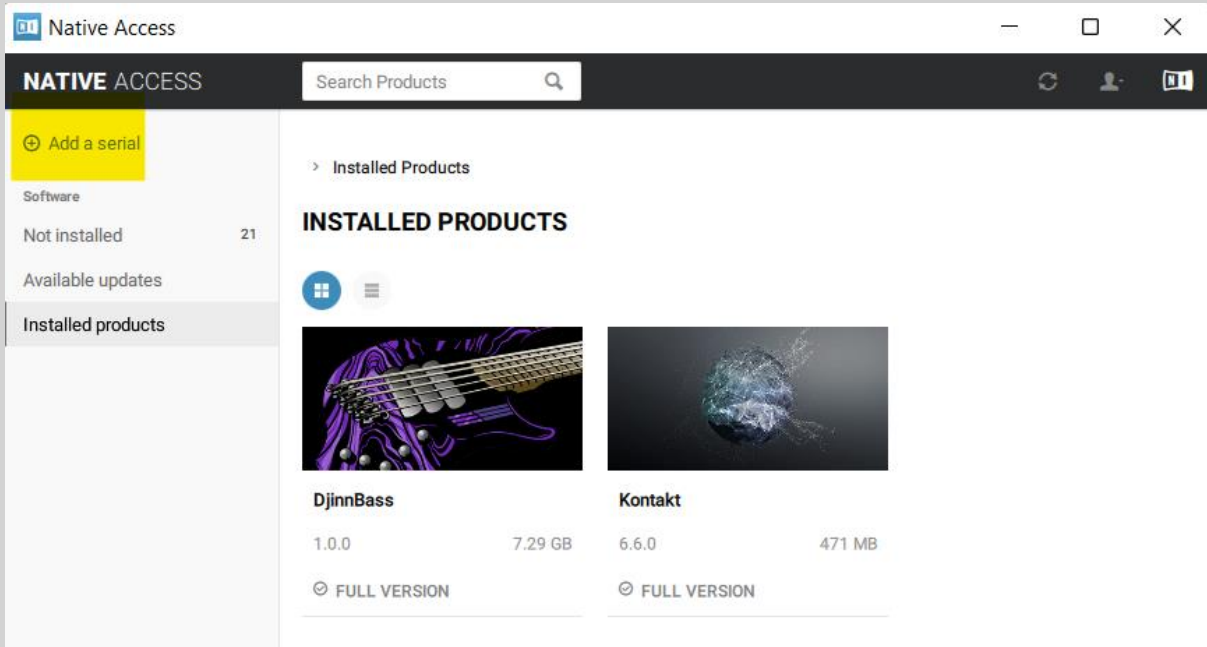
<https://www.native-instruments.com/en/products/komplete/samplers/kontakt-6-player/free-download/>

You are required to download and install Both **Kontakt Player** and **Native Access**. **Native Access** will prompt you to create a user account, which will later be used to authorize your copy of **GroveBass**. After you Install N.I and Kontakt, you will proceed to “Activating The Software”

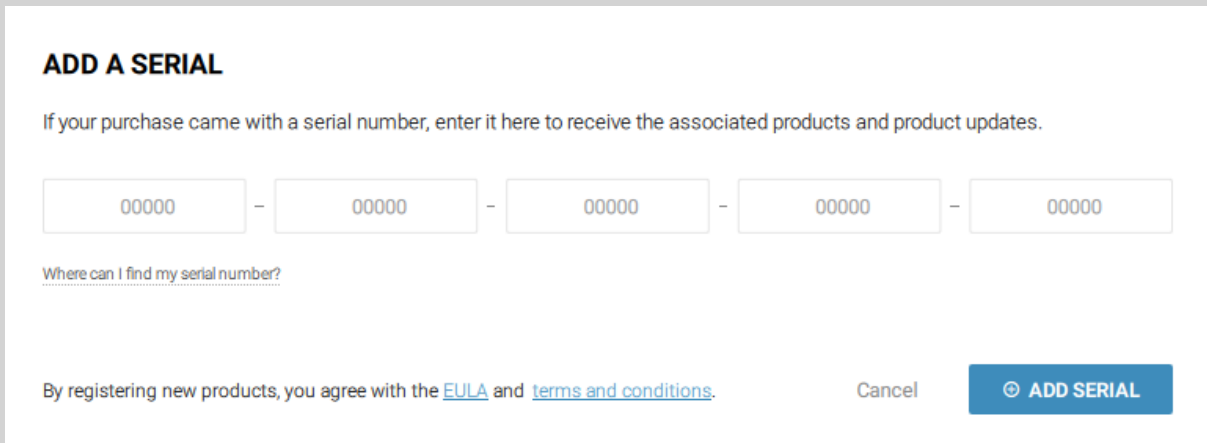
ACTIVATING GROVEBASS

Launch native access and login using your account. If you do not have an account, create one.

Click 'Add Serial'.



Enter your serial number for **GroveBass**, which was emailed to the email address provided at checkout.



GroveBass is now activated.

DOWNLOADING GROVEBASS

GroveBass is downloaded directly through Native Instruments. Once your serial is activated, GroveBass will show up as available for download in "Not Installed". Please complete the download through Native Instruments.

USING GROVEBASS

Open Kontakt player. In the 'libraries' tab you will see **GroveBass**. Click on 'instruments' just below **GroveBass** to view the library.

Double click the library to load.

USER INTERFACE



- | | |
|---------------------------|--|
| 1. Settings | Click to view settings such as tuning, key switch information and set bend range. |
| 2. Fretboard | Interactive fretboard. Shows the bass playback in real-time - changes depending on set tuning and position knob. |
| 3. Mixer Panel | Click to show the Mixer page and tweak the parameters of each pre-processed tone. |
| 4. DI/Pre-Processed Tones | Change between Bass DI and Simon Grove's 4 'signature' Pre-Processed tones. Clean, Over Driven, Distortion and Lead. |
| 5. Articulation Display | Displays the current Articulation being played back in real time. |

6. Alternate Picking Display + Settings	<p>Displays Alternate Picking time and Host Tempo. <i>(left to right: Note Value, Host Tempo, Note Value in Milliseconds)</i>. Set the Alternate Picking note value by using the music notation.</p>
7. DOOM Button	<p>The DOOM switch engages a mode specifically made for the most consistent, punchy low-end. Specifically intended for electronic music genres. WARNING: MAKES BASS ROBOTIC by drastically reducing the sample round robin, and locking maximum velocity.</p> <p>(Note: DOOM mode SHRINKS the round-robin, so the bass will intentionally sound MUCH LESS REALISTIC).</p>
8. Humanize Control Knob	<p>Humanize increases the looseness of the performance – trading playing consistency for more perceived 'realism'. 12 o'clock is our recommended setting.</p>
9. Fret Position Control Knob	<p>Position acts as a virtual capo, not using notes below a certain fret, unless that is the only position said notes can be played. Think of this as your fretting hand position on the virtual bass.</p>

MIXER PAGE



- | | |
|-------------------|--|
| 1. Drive | Adjusts the overall amount of distortion in the tone. |
| 2. Tone | Alters the balance of low to high frequencies, to tailor the tone specifically to your mix. |
| 3. Compress | Adjusts dynamic range compression, controlling how dynamic the tone is allowed to be. |
| 4. Girth | Adjusts the 'fatness' of the bass tone. |
| 5. FX | Adjusts the level of Simon's under-the-hood FX chain. Wet/Dry. |
| 6. Bright Switch | Engages Simon's special chain, designed to inject air and life into the bass tone. |
| 7. Mid Cut Switch | Mid Cut applies only on the Lead tone, emulating Simon's real life lead tones. |
| General Info: | If a Mixer setting is greyed out, it is not available for the given tone.
The buttons below each slider are for Bypass. |

SETTINGS PAGE



1. KS Map

Contains information on the keyswitch section.

2. Articulations

Complete list of available play styles and Articulations.

3. Performance Mode

Change each Articulation between Momentary or Latch Modes (*Scroll down to the next section for more information*).

4. Keyswitch Customisation

Allocate Articulations to the user-defined keys. MIDI Learn. Press this button, then click any selectable key on the piano roll or midi-keyboard instead of using the drop select menu in 4. (Above). Mappable notes are 0-21 and 86-127.

5. MIDI Learn

MIDI Learn is also allocated to Piano roll key: **23 / B-1** and cannot be remapped. This will play the last note played.

6. Colour Change

Click to change the colour allocated to that keyswitch on the piano roll.

7. Load/Save States

Press Default to return to the base settings, Save to create your own keyswitch map, shareable with others, or press Load to switch between your mappings.

8. Force String	Force String is a new feature. This enables you to “Force” GroveBass to play back notes on a specific string, allowing you to match real performances 1:1. This allows note combinations that are not possible on a piano or on the same string as a bass guitar.
9. Bass Tuning	Tuning options to assist with fretting position
10. Load/Save States	Default back to Simon Grove’s standard tuning, or press load to see optional Plini tunings. Save your own ‘custom’ tunings.
11. Tuning Selectors	Use the corresponding - or + to change that respective string’s tuning. Reference the bridge image for which string you are tuning. Standard is B0 / E1 / A1 / D2 / G2
12. Set Pitch Bend	Control the Bend range up to +\ - 12 semitones. Click the number and drag up or down.

MIDI KEYMAP

KEYSWITCHES

Note	Note Number	Articulation
C-2	0	Finger Alternate (default)
C#-2	1	Finger (Index)
D-2	2	Finger (Middle)
D#-2	3	Ghost
E-2	4	Slap
F-2	5	Ghost Slap
F#-2	6	Pop
G-2	7	Ghost Pop
G#-2	8	Harmonic
A-2	9	Hammer/Pull Trigger
A#-2	10	Tapping
B-2	11	Slide Trigger

Keyswitches are notes that **do not play sounds**, but instead tell the instrument **which articulation** to use.

By default, the library will play Finger Picked notes. If you wish to use any of the articulations listed above, simply program the corresponding note into your midi performance. We’ve introduced a sticky Mode for our keyswitches, explained below:

Keyswitches can be latching, meaning if you change to an articulation, that articulation will remain selected until another **keyswitch** note is played.

OR

Keyswitches can be Momentary, meaning if you change to an articulation, on the next note, the articulation will return to the keyswitch selected previously. I.E you can initiate a Thump Articulation without having to swap back to the previous keyswitch.

KEYSWITCH ARTICULATIONS EXPLAINED

GroveBass offers multiple Articulations, and is a fingerstyle-only library, as played by Simon Grove. Our Articulations have been drastically overhauled for better usability and control. Importing your keyswitch controls from our previous bass libraries will require editing, as they are no longer compatible.

For support on learning how to use these articulations, please visit:

www.submissionaudio.com/pages/support or support.submissionaudio.com

We have video walkthroughs on how to use these articulations and lessons on programming bass.

FORCE STRING EXPLAINED

By Enabling the Force String key with any other Performance Articulation (Alternate Picking, Slide, Tap etc..) it will force GroveBass to play the selected Note on the user-selected string. If the note doesn't exist on the selected 'Forced String' it falls back to the fret position knob logic. Enter the below keyswitches in the Piano roll to force note playback.

FORCE STRING KEYSWITCHES

Note	Note Number	Articulation
D-8	122	Fret Position
D#-8	123	Force G String
E-8	124	Force D String
F-8	125	Force A String
F#-8	126	Force E String
G-8	127	Force B String

PLAYABLE NOTE RANGE

The overall Playable Note Range is **C0 – C5**.

PITCH BENDS

GroveBass was created to utilize the MIDI Pitch Bend parameter. This allows for a +/- **12 semitone** adjustment to notes. Simply use the Pitch Bend parameter on your MIDI track in your DAW. This feature is useful when trying to match a bend played in the rhythm guitars. Please open **SETTINGS** on the home page and enable up to 12 under the miscellaneous heading.

PLAYABLE NOTES

Note	Note Number
C0	24
C#0	25
D0	26
D#0	27
E0	28
F0	29
F#0	30
G0	31
G#0	32
A0	33
A#0	34
B0	35
C1	36
C#1	37
D1	38
D#1	39
E1	40
F1	41
F#1	42
G1	43
G#1	44
A1	45
A#1	46
B1	47
C2	48
C#2	49
D2	50
D#2	51
E2	52
F2	53
F#2	54
G2	55
G#2	56
A2	57
A#2	58
B2	59
C3	60
C#3	61
D3	62
D#3	63
E3	64
F3	65
F#3	66
G3	67
G#3	68
A3	69
A#3	70
B3	71
C4	72
C#4	73
D4	74
D#4	75
E4	76
F4	77
F#4	78
G4	79
G#4	80
A4	81
A#4	82
B4	83
C5	84

KONTAKT PLAYER FEATURES

KONTAKT ON-SCREEN KEYBOARD

Kontakt has a built-in keyboard that provides **visual feedback** of how keys are mapped to the instrument.

F3 (win/mac) is used to show/hide this keyboard.

Alternatively, it can be toggled in the menu in the **upper right-hand corner of Kontakt**.

Hovering over a key will provide a **text description**.



Red Keys are **Keyswitches**. **Blue** Keys are **Playable Notes**.

Yellow Keys are **FORCE STRING** keyswitches. **Purple** Key is **MIDI learn (settings only)**.

KOMPLETE KONTROL INTEGRATION

This library is **NKS** compatible and is designed to integrate with your **Native Instruments Complete Kontrol** keyboard for easy browsing and hands-on control of GUI parameters.



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