

***DK+***

## ***Commands Guide***

***Developer: NUSofting.com***

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# Table of Contents

<b>1 Introduction.....</b>	<b>1/41</b>
1.1 Preamble.....	1/41
1.2 Contents.....	1/41
1.3 Credits.....	2/41
1.4 Web Links.....	2/41
1.5 Comments.....	3/41
<b>2 Basic Operations.....</b>	<b>4/41</b>
2.1 Overall view.....	4/41
2.2 DK+ outputs.....	5/41
<b>3 Kits, Styles &amp; Banks.....</b>	<b>6/41</b>
3.1 Loading a Factory Style.....	6/41
3.2 Loading Any Library Kit or Style.....	6/41
3.3 Managing Banks.....	7/41
<b>4 Drums.....</b>	<b>8/41</b>
4.1 The Input Controls.....	8/41
4.2 The Output Controls.....	8/41
4.3 The Drum Pads.....	10/41
4.4 The Drum Pad Editor.....	11/41
<b>5 The Step Sequencer.....</b>	<b>16/41</b>
5.1 Patterns.....	16/41
5.2 Tracks.....	17/41
5.3 Editing Steps.....	18/41
5.4 Additional Controls.....	19/41
<b>6 Instrument Control.....</b>	<b>21/41</b>
6.1 Relative Advantages of MIDI CC and VST Parameter control.....	21/41
6.2 Sequencer Control by MIDI.....	21/41
6.3 Drum Pad Control by MIDI.....	21/41
6.4 VST Automation.....	22/41
<b>7 DK+ Installation and Configuration.....</b>	<b>23/41</b>
7.1 Downloads.....	23/41
7.2 Installing the Sounds Library.....	23/41
7.3 Installing the DK+ Application.....	23/41
7.4 Using DK+ for the first-time.....	24/41
7.5 DK+ Guides.....	24/41
7.6 Preferences.....	25/41
7.7 Reset Instrument.....	26/41
7.8 DK+ Skins.....	26/41
<b>8 DK+ Sounds Library 1.1.....</b>	<b>27/41</b>
8.1 What is it?.....	27/41
8.2 How to use the DK+ Library.....	28/41

# Table of Contents

<b>9 DK+ Expansion Packs.....</b>	<b>30/41</b>
9.1 Ethno Set 1234 Expansion Pack.....	30/41
9.2 Funk Equipment Set 1.....	35/41
<b>10 Known Issues.....</b>	<b>40/41</b>
10.1 Host Compatibility.....	40/41
10.2 Reported Issues.....	40/41
10.3 Minor GUI issues.....	40/41
<b>11 Licence.....</b>	<b>41/41</b>
11.1 LICENSE TERMS FOR Nusofting.com SOFTWARE.....	41/41

# 1 Introduction



## 1.1 Preamble

Thank you for using NUSofting DK+ version 1.5.

NUSofting DK+ is a powerful drum machine for VST.

DK+ offers 24 fully programmable drum pads, 6 output busses (3 stereo + 3 mono), an audio compressor/limiter for each stereo bus, a powerful step sequencer and many more features.

It ships with a library of 32 drum kits with the sound of the most widely used vintage drum machines, studio-quality acoustic kits and much more. It also offers a wide library of drum styles ranging from Latin rhythms to classic rock and modern styles.

We hope you will enjoy this instrument!

This version of the Guide is for:

DK+ 1.5 - June 2006

### News

10 August: initial issue

## 1.2 Contents

I have grouped the commands into several main sections, each with sub-sections. These main sections are:

- [this Introduction](#)
- [Basic Operations](#)

- [Kits, Styles and Banks](#)
- [the Drums Editor](#)
- [the Step Sequencer Editor](#)
- [Instrument Control](#)
- [Installation and Configuration](#)
- [the Sounds Library](#)
- [DK+ Expansion Packs](#)
- [Known Issues](#)
- [NUSofting Software Licence](#)

In the screenshots I have used a slightly modified version of Branis' Anaemic skin, the NS Kit7 Free from Natural Studio and guido's NS\_Kit7 DK+ bank preset. My thanks to them all.

Depending on the DK+ skin you are using, some of the buttons and icons may look different.

Text in this colour indicates a significant change since the previous issue.

This is a Work In Progress , so please forgive any errors or omissions, but let me know what they are so I can fix them. Please send me (DarkStar) a PM via KvR if you would like to suggest any additions, improvements or corrections

## 1.3 Credits

Of course, none of this would be possible without the inspiration, creativity and hard work by Aldo Trianti and Luigi Felici (aldi and liqih on KvR).

Please support their efforts - visit [the NUSofting website](#) and [the DashSignature website](#) and buy their products.

Also have a look though [the NUSofting and DASHSignature product catalogue](#) for several other good products.

## 1.4 Web Links

You can get some other useful DK+ resources from the following sites:

- [NuSofting's home site](#)
- [Free DK+ Kits and Presets](#)
- [Additional DK+ skins](#)
- [the Ethno Set Expansion Kit](#)
- [the Funk Equipment, Set 1 Expansion Kit](#)
- [the DashSignature + NUSofting forum on KvR](#)
- this DK+ Commands Guide is also available at [assecas's site](#), in CHM, PDF and online (web page) versions.

## 1.5 Comments

If you have any positive comments, please send them to Liqih.

If you can suggest any improvements to this guide, please send them to me.

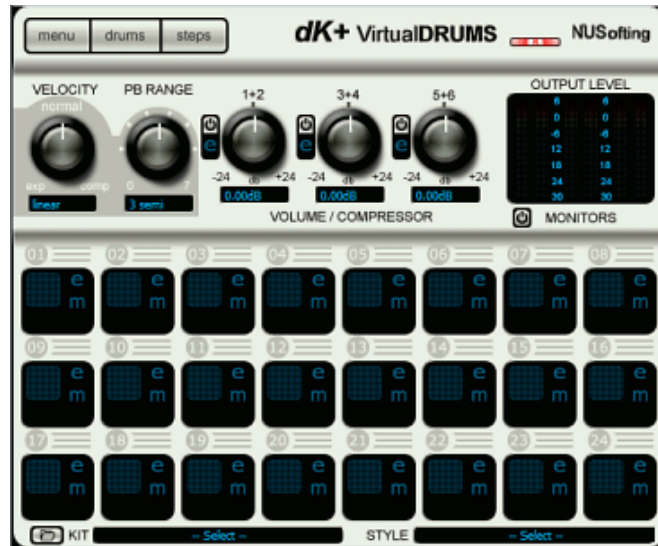
You can contact us both through KvR.

And you can email Liqih for DK+ support directly [by clicking here](#).

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DarkStar

## 2 Basic Operations

### 2.1 Overall view



When DK+ is opened, you will see the main view - the Drums Editor:

At the top is a menu bar, showing three buttons: MENU, DRUMS and STEPS.

To the right is the Reverb switch.

At the bottom there is another bar with two displays: the one on the left enables you to select a drum kit from the DK+ Library and the one on the right enables you to select the pattern (style).

To the left is an Open Folder icon, enabling you to open any DK+ bank  
Between these two bars are the two main sections:

- The Instrument Input and Output Controls
- The Drum Pads

#### 2.1.1 Factory, Custom and User Banks

DK+ has three types of Instruments - Factory, Custom and User.

- Each Factory Kit can have many styles (up to 22 provided in the releases), and each style can have up to 24 Step Sequencer patterns. It consists of the sample files, the bank file ("bank.dk+") and the pattern files (named after the style, and with the extension (".dk+&nbsp;.seq"))
- The Custom and User Kits have only 1 style ("internal"), and this style can have up to 24 patterns. Each consists of the sample files and the bank file ("bank.dk+"); the patterns are stored within the bank file.

When the bank files are selected:

- If the ".dk+" file is inside a folder which name starts with F (for Factory) AND this folder is inside the DK+ Library folder, then the bank file, samples and external pattern set files are loaded,
- if not then the bank file and samples only are loaded.

You can build your own banks, styles and patterns for the Factory Kits, and your own banks and patterns for the Custom and User Kits.

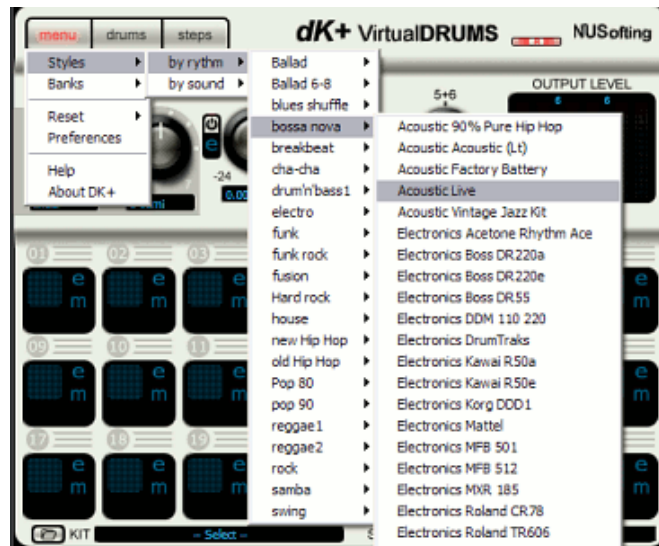
## 2.2 DK+ outputs

DK+ has three stereo outputs [1+2], [3+4] and [5+6], and three Auxiliary mono outputs [Aux 1], [Aux 2] and [Aux 3].

- - when you load DK+ in your host, only the first stereo output may be automatically connected, you may need to connect/route the other outputs too



## 3 Kits, Styles & Banks



- - saving a song or a project from your VST host will also save the patterns with your edits.

### 3.1 Loading a Factory Style

- - you can use the Menu to load a Factory drum kit and style

to open the Menu - click [Menu]

to load a drum sound and one of its available rhythms - Styles >> by sound, then select the desired kit and style

to load a rhythm and one of the available drum sounds - Styles >> by rhythm, then select the desired style and drum kit

- - once the drum kit and style are loaded, the Output Controls will be set and the loaded drum pads will be shown.

the Step Sequencer patterns associated with the selected kit and style are also loaded

Note that not every drum style is available for every drum kit, because some drum styles are simply impossible to play with some limited drum kits, especially those sampled from older and cheap drum machines.

- - once loaded, this kit and style will be played whenever you start playback or recording in your host.

### 3.2 Loading Any Library Kit or Style

- - you can load any drum kit or style from the DK+ Library using the two selectors at the bottom of the DK+ GUI

- - note that the terminology differs slightly here

to load a drum kit - click the Kit selector, browse to the desired kit, click it

- - if you have selected a Factory drum kit, then its default bank file (these are named bank.dk+) is loaded and the style drop-down list is assembled, but a style and patterns are not loaded until you select

a style

- - if you have selected a Custom or User drum kit, then its default bank file is loaded, this also contains its style (named "internal") loaded, and up to 24 patterns

to load a style - click the Style selector, click the desired style

- - if you have selected a Style, then nothing is loaded until you select a Drum kit

- - not every drum style is available for every drum kit, because some drum styles are simply impossible to play with some limited drum kits, especially those sampled from older and cheap drum machines

- an asterisk (\*) after the name of the style means that the style is not available for the drum kit currently selected; if you select the style anyway, then it is selected and the drum kit is removed
- likewise an asterisk after the name of the drum kit means that the kit is not available for the style currently selected; if you select the drum kit anyway, then it is selected and the style is removed

- - if you want to load a different bank for a drum kit, have a look at the next section

### 3.3 Managing Banks

- - you can also load a bank for any drum kit, including the kits in the library

- - there is a default bank (named "bank.dk+") for each drum kit in the DK+ Library and you can create new banks

- - loading the bank loads the drum pad settings and ONE set of up to 24 patterns

to load a bank - [Menu] >> Banks >> Load >> navigate to the desired folder, select the desired bank,

[Open] - - DK+ can also import drum banks created for the popular Steinberg LM-4 drum machine.

to import an LM-4 bank - [Menu] >> Banks >> Load >> navigate to the desired folder, select the desired bank, select "LM-4" as the file type, [Open]

- - however, because DK+ is very different from LM-4, some settings of the original sound bank cannot be imported (pan, levels).

to save the complete instrument as a bank - [Menu] >> Banks >> Save >> navigate to the desired folder, enter the desired bank name, [Save]

- - this saves all the drum machine settings (the output control settings, the drum kit and ONE set of up to the sequencer patterns,) all in one file

- - you can also save the patterns separately, see the Sequencer Patterns section of this Guide.

- - you can save them in the appropriate drum kit folders,

- - or you might find it useful to create a new folder, named "user banks" for example, in your DK+ Library, to hold your new banks, this is particularly useful for drum kits whose samples are stored outside your DK+ Library (for example, the NS kit7 samples)

## 4 Drums

to view the Drums Editor - click [Drums]

### 4.1 The Input Controls

- - the Input area has two controls



to select the response to incoming MIDI velocity changes - adjust the Velocity knob

- - this control can compress or expand MIDI velocities; every MIDI keyboard or trigger can have a different dynamic profile, so you can use this control to match your MIDI keyboard.

- - you can expand the velocity up to 100% or compress it to 50%

to reset the velocity response to Linear - Ctrl+click the knob, or set it to its centre position

to set the effective range of your Pitch Bend control - adjust the PB Range control

- - the range is from 0 to 7 semitones

to reset the range to 3 semitones - Ctrl+click the knob, or set it to its centre position

### 4.2 The Output Controls

- - the Output area has several controls

to enable/disable the internal reverb - click the Reverb button On/Off

- - the DK+ internal reverb is intended as a simple preview effect, and it can be useful when testing the drum kits or quickly creating a song using the internal styles; once you start using multiple outs it's suggested that you use better external effects

- - DK+ has three stereo outputs and three auxiliary outputs

to set the level for a stereo output - adjust the appropriate Volume knob

to reset the volume to 0dB gain - Ctrl+click the knob, or set it to its centre position

- - each stereo Output has a built-in Compressor

to enable/disable a Compressor - click the upper button to the left of the Volume control On/Off

- - the Compressor is inserted AFTER the Volume control, so the Volume control is "pre-FX"

to edit the Compressor settings - click the [e] button to the left of the Volume control

- - the Compressor editor will open in a separate window

- - the output levels of each of the 3 stereo channels can be shown

to display/hide the output levels - click the Monitors button On/Off

### 4.2.1 The Compressor Editor

- - as with all compressors, the built-in DK+ compressors reduce the volume of the signal when its loudness exceeds a certain threshold



to edit the Compressor settings - click the [e] button to the left of the Volume control in the Output Controls area

to close the Compressor Editor - click the button in the top-right corner

to set the volume threshold - adjust the threshold control

to reset the threshold to its maximum (-6dB) - Ctrl+click the knob, or set it to its right-most position

to set the compression ratio - adjust the ratio control

to reset the ratio to its default (1:4) - Ctrl+click the knob

- - the ratio determines how much the volume above the threshold is compressed

- - for example, with a ratio of 1:4, a signal 12db over the threshold is reduced to 3 dB over the threshold

- - and, with a ratio of 1:6, a signal 12db over the threshold is reduced to 2 dB over the threshold

- - you can also control how fast the compression takes effect and is removed as the volume exceeds and drops below the threshold

to set the activation speed- adjust the attack control

to reset the attack to its default (0ms) - Ctrl+click the knob, or set it to its left-most position

to set the deactivation speed- adjust the release control

to reset the release to its default (75ms) - Ctrl+click the knob

- - as the volume above the threshold is compressed, the output volume is reduced, you can increase this volume, effectively increasing the volume of the quieter (uncompressed) parts of the sound

to increase the volume - adjust the gain control

to reset the gain to its default (+6dB) - Ctrl+click the knob

- - the Compressor also has level meters showing the effect of the compression

to display/hide the output levels - click the Monitors button on the Drums Editor On/Off

- - there are three levels shown:

- the input levels
- the amount of compression applied
- the output levels

to close the Compressor Editor - click the Power button in the top-right corner

## 4.3 The Drum Pads

- - on the Drums section you can see 24 drum pads, each pad has three buttons



- the main drum pad area
- the Edit button
- the Mute Group indicator

to load a sample into a pad - drag it from your browser and drop it on the pad

- - when a sample is loaded into a pad, the pad is highlighted and its name is shown

- - if you drag several samples at one time they will be loaded into consecutive pads

to audition a pad - click it

- - if you have set the preference to send MIDI notes when clicking on a pad, then a MIDI note (with velocity 80 and length 1 tick) will be sent to DK+'s MIDI output

- - in the screenshot, you can see that the Kick and Closed hihat (pads 1 and 7) are currently being triggered (either by a received MIDI note or from the DK+ step sequencer)

to change a pad name - click the name, edit in the changes and press Enter

to cancel the edit - press Esc or click outside the name

to edit a drum pad - click the [e] button to the right of the pad

- - I guess you really want to trigger the pads from your host

to trigger a pad - send a MIDI note on any of MIDI channels 01 to 15

- - a pad will be triggered by all MIDI notes within its range (from the Low to High MIDI notes, as set in the Drum Pad Editor)

- - a single note can trigger more than one pad, if the trigger ranges overlap

### 4.3.1 Mute groups

- - a Mute group is simply a mechanism that allows the sound of one pad to terminate the sound of another pad belonging to the same group

- - for example, if you have an open hi-hat sample and a closed hi-hat sample, you may want to force the sound of the open hi-hat to be interrupted when the closed hi-hat sound begins to play, just like the real instrument.

- - in the screenshot, you can see that the 3 hihats (pads 7, 8 and 9) are in Mute group 1 and the 2 triangles (pads 21 and 22) are in Mute group 2

to place the pad in a Mute group - click the [m] or [number] to the right of the pad

- - repeated clicks select the next Mute group, there are 4 groups in all

## 4.4 The Drum Pad Editor



- - each drum pad can be loaded with up to 10 samples and several controls are available

to edit a drum pad - click the [e] button to the right of the pad

to close the Drum Pad Editor - click the button in the top-right corner

- - the main display area enables you to load one or more wave samples (up to 10) into the drum pad  
 - - DK+ can import wave files with 8, 16, 20, 24 and 32 bit integer resolution, and 32 or 64 bit floating point resolution, mono or stereo.

- - DK+ will also resample the sounds automatically if they are stored at a higher or lower sample rate than the sample rate used in the host application.

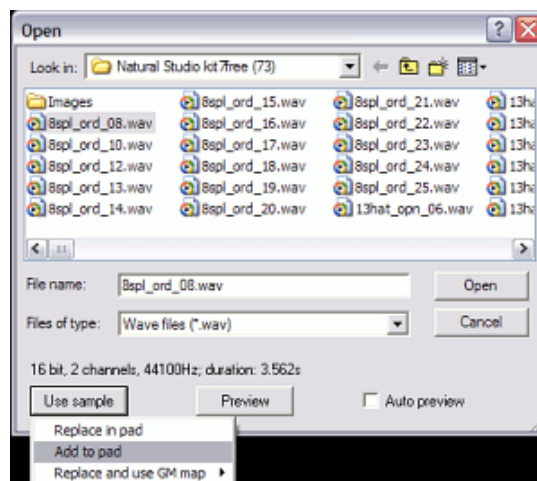
to improve the resampling quality - activate the option Use quality resampling in the Preferences dialog

- - please have a look at the [Preferences](#) section of this Guide.

to prevent normalisation of samples when loaded - enable "Do not normalise" in the Preferences dialog

- -generally, samples loaded are normalized automatically, but note that this preference does not apply to the DK+ factory samples

### 4.4.1 Assigning samples to a drum pad



to load a sample - click [+], navigate to the folder containing the desired sample, double-click it, or click it, then [Open]

to load several samples -

- click [+], navigate to the folder containing the desired sample(s),
- click a sample, [Use sample] >> Add to pad,
- repeat for the other samples (can be in different folders)

to audition a selected sample - [Preview

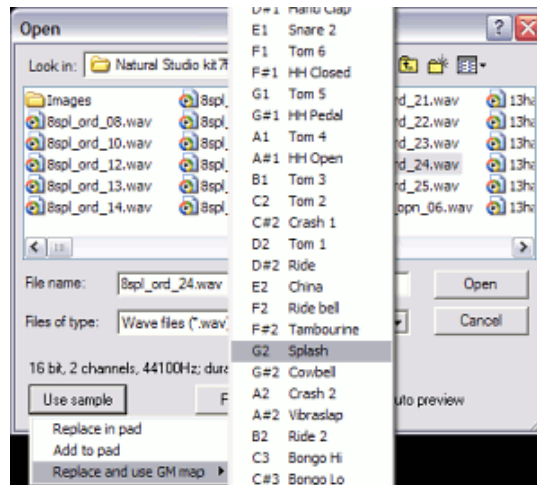
to audition a sample automatically when you click it - tick Auto preview

to replace an existing loaded sample by a different one -

- click [+], navigate to the folder containing the desired sample,
- click a sample, [Use sample] >> Replace in pad,

to replace an existing loaded sample by a different one and assign a GM map note and name -

- click [+], navigate to the folder containing the desired sample,
- click a sample, [Use sample] >> Replace and use GM map, select the GM instrument



#### 4.4.2 Layering Samples

- - each drum pad can have up to ten cross-velocity layers; the cross velocity is a feature that allows to play different samples at different MIDI velocity.

to set the velocity threshold for a loaded sample - click the Velo value, edit it, and press Enter

- - when you change a Velocity, DK+ automatically sorts the loaded samples into velocity order

to cancel the velocity edit - press Esc or click outside the value

- - for example:



- say you have two snare drum samples, one recorded when playing gently on the snare and the other one recorded when playing normally
- to use these two samples in DK+, load the first one in the first sample slot, then the second sample in the second slot,
- set the MIDI velocity threshold that will make the pad play the sample specified in the second slot instead of the first one, by



clicking on the leftmost display (set to zero) and enter the desired cross velocity value

- notes with velocities 0 to 69 will play snr ord l15.wav
- notes with velocities 70 to 127 will play snr ord l39.wav

#### 4.4.3 Random Sample Selection

to play one of several samples - set the Velo value for the samples to the same value

- - for example:



- - samples with the same MIDI velocity threshold will be chosen at random for playback

- - this feature allows you to mix velocity selection with random selection of layers for maximum flexibility, in the screenshot

- notes with velocity 00 to 39 play snr ord l15.wav
- notes with velocity 40 to 69 play snr ord l24.wav or snr ord l29.wav (selected at random)
- notes with velocity 70 to 99 play snr ord l39.wav
- notes with velocity 100 to 127 play snr ord l45.wav

to play samples depending on their probabilities - set the Velo values to the desired probabilities, set the Random button On

- - for example, using the same snare drum pad:



- - each sample will be played depending on the total probabilities set in the Velo values

- - here, the total probability is  $(0+40+40+70+100) = 250$

- - so the sample with a probability of 40, will be played  $40/250 = 16\%$  of the time

- - this feature allows you to mix velocity selection with random selection of layers for maximum flexibility.

- snr ord l15.wav is never played  $[0 / 250]$
- snr ord l24.wav is played on 16% of the triggers  $[40 / 250]$
- snr ord l29.wav is played on 16% of the triggers  $[40 / 250]$
- snr ord l39.wav is played on 28% of the triggers  $[70 / 250]$
- snr ord l45.wav is played on 40% of the triggers  $[100 / 250]$

#### 4.4.4 Assigning MIDI Trigger Notes



- - for each pad, you can set the key zone, the root key and its name

- - all notes within the key zone will trigger the pad to play

- - the samples are transposed, depending on the relationship between the defined Center note and the MIDI note received

- - for example, with a Center note of C3, and a received MIDI note of D3, the samples will be transposed upwards by 2 semitones

to set the bottom note in the key zone - click the Low value, and enter the MIDI note number, or click [learn] beneath the Low value and press the appropriate key on your MIDI keyboard

to set the top note in the key zone - click the High value, and enter the MIDI note number, or



click [learn] beneath the High value and press the appropriate key on your MIDI keyboard to set the root note for the pad - click the Center (or Centre) value, and enter the MIDI note number, or click [learn] beneath the Center value and press the appropriate key on your MIDI keyboard

to rename the pad - click the name, edit in the changes and press Enter  
to cancel the edit - press Esc or click outside the name

#### 4.4.5 Voice controls



to set the pad volume - adjust the level control  
- - the centre position is 0 dB and the range is +/- 24 dB  
to reset the volume to 0 dB semitones - Ctrl+click the level control, or set it to its centre position  
to set the pad pan position - adjust the pan control  
to reset the pan position to centre - Ctrl+click the knob, or set it to its centre position

to set the pad tuning amount - adjust the tune control  
- - the centre position is no retuning, and the range is +/- 14 semitones  
to reset the tuning to none - Ctrl+click the knob, or set it to its centre position  
- - you can shift the range of the pad by changing the Center MIDI note

to enable/disable modulation by your pitch bend control - click the Pitch Bend button On/Off - - the range pitch bend is +/- 3 semitones

#### 4.4.6 FX and Output controls



to place the pad in a Mute group - click the [m] or [number] to the right of the FX Send control  
- - repeated clicks select the next Mute group, there are 4 groups in all  
- - a Mute group is simply a mechanism that allows the sound of one pad to terminate the sound of another pad belonging to the same group

to stop the pad playback when the trigger Note off is received - activate the Note off button  
to set the FX Send level for the pad - adjust the FX Send control  
- - this may send the sound to the DK+ internal Reverb or to [Aux3] depending on the Preference setting  
- - the DK+ internal reverb is intended as a simple preview effect, and it can be useful when testing the drum kits or quickly creating a song using the internal styles; once you start using multiple outs it's suggested that you use better external effects  
to turn off this reverb - tick "Disable internal Reverb" in the Preferences dialogue  
- - this also selects Aux 3 as the FX Send output, and the knob controls the level of sound sent to Aux 3

to change the filter type to Hi Pass - click the Filter [LP] button  
to change the filter type to Lo Pass - click the Filter [HP] button

- - the filter slope is -12dB/octave

to set the Cutoff frequency - adjust the tune control

to reset the Cutoff frequency to its maximum - Ctrl+click the knob, or set it to its maximum position

to modulate the Cutoff frequency with the MIDI velocity - adjust the Filter Vel control

- - if the Vel value is set to its minimum, then the MIDI note velocity does not affect the Cutoff frequency

- - the higher the Vel value the more the MIDI note velocity will open the filter

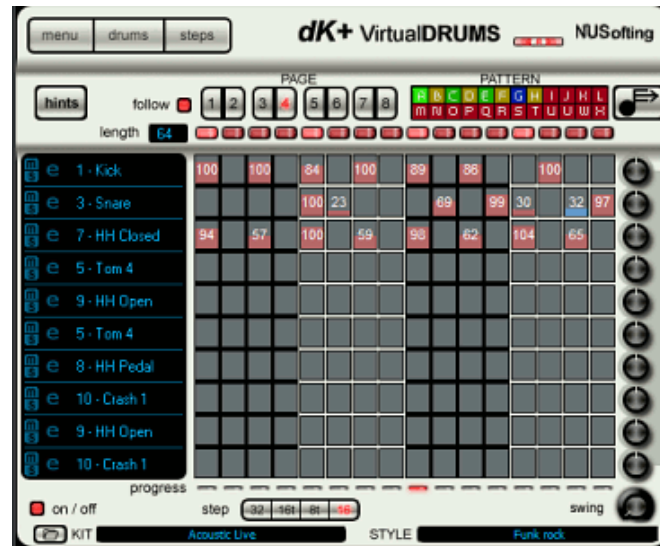
- - for a Lo Pass filter, the Cutoff frequency is increased from its nominal setting

- - for a Hi Pass filter, the Cutoff frequency is decreased from its nominal setting

to select the output for the pad - click the desired output

- - there are three stereo outputs [1+2], [3+4] and [5+6], and three Auxiliary mono outputs [Aux 1], [Aux 2] and [Aux 3]

## 5 The Step Sequencer



DK+ features a powerful 10 Track step sequencer synchronized to your VST host

- each pattern set can hold up to 24 drum patterns (labelled [A] to [X]).
- each pattern can vary from 1 to 128 steps in length
- the steps are arranged visually in pages, each with 16 steps
- you can place any of the 24 available drum pads on each of the 10 sequencer tracks

### 5.1 Patterns



to select a pattern - click the selection button [A] . . [X]

to set the pattern length - click on the page button for the multiple of 16 steps, then on the series of LEDs above the drum pads area.

- - for example, for a pattern length of 40 click page [2] then the 8th LED

- - the display to the left will show the number of steps in the current pattern

to select a page (of 16 steps) within a pattern - click the Page number [1] . . [8]

to copy the content of one page to another - right click the source page button, select the destination page

#### 5.1.1 Managing Patterns

- - a Style is a set of up to 24 patterns

- - a Factory kit can have many styles, while Custom and User kits have one style

- - if you want more than 24 patterns for a kit, then you can create them in the Step Sequencer and save the bank with a different name, for example, "mybank2.dk+", you will be able to see several Perc.Change Kunga banks in your Library

- - or you can save the patterns individually or as a new pattern set, with a different name, for example

"extrapats.dk+ ptn" or "extraset.dk+ seq"

- - if you save a Style (a pattern set) into a Factory Kit folder then that Style will appear in the Style selector the next time DK+ is opened

- - many handy functions for Tracks, Pages and Patterns are available in context menus to bring up the Patterns menu - right-click the pattern button



to load a pattern - right-click the pattern button >> Load, browse to the desired pattern, select it, click [Open]

to save a pattern - right-click the pattern button >> Save, browse to the desired folder, enter a pattern name, click [Save]

to copy one pattern to another - right-click the pattern button >> Copy to, select the destination pattern

to load a pattern set - right-click the pattern button >> Load all patterns, browse to the desired pattern set, select it, click [Open]

to save a pattern set - right-click the pattern button >> Save all patterns, browse to the desired folder, enter a pattern set name, click [Save]

- - the pattern set contains up to 24 patterns, some may be empty

to export a pattern to a MIDI file - right-click the pattern button >> Export SMF, browse to the desired folder, enter a MIDI file name, click [Save]

to set the colour for the pattern button - right-click the pattern button >> Set Color, choose one of the 6 available colours

to delete the pattern - right-click the pattern button >> Clear

- - when the files are saved to disk:

- patterns have the file extension .dk+ ptn
- pattern sets have the file extension .dk+ seq
- patterns exported as MIDI have the file extension .mid

## 5.2 Tracks



to assign a drum pad to a track - click on the slot placed on the left of the steps, select the desired drum pad

to mute/unmute the track - click [m]

to solo/unsolo the track - click [s]

- - in some skins, the Mute and Solo buttons may be shown differently, the Mute button is the upper one, and Solo is the lower one  
to open the voice editor for the pad - click [e]

to set the pad volume - adjust the level control

- - the centre position is 0dB, range in +/-24 dB, this control is a mirror of the Level control in the Drum Pad (Voice) Editor

## 5.3 Editing Steps

- - the steps in the pattern are visually arranged in pages of 16 steps each, so you have 8 pages of steps available

to select a page (of 16 steps) within a pattern - click the Page number [1] . . [8]

### 5.3.1 On/Off, Velocity, Flam and Double strokes

to set a step On/Off - click it

- - a new step is added with a default velocity of 100

to change the step velocity - drag it up or down

- - there are three types of drum hit:

- single
- flam - this is a double stroke where the first hit happens a little earlier than the second one which is on tempo,
- double trigger - this is a double stroke where the length of the step is evenly divided in two equal durations, so for example a 1/16 step will trigger two notes of 1/32 each; the two triggers have the same sound level (velocity); this is useful to create rolls quickly.

- -single hits are shown in red, flams are yellow and doubles are blue

to change the step type right-click it

- - each right-click changes the step to the next type: single to flam to double to single to flam and so on

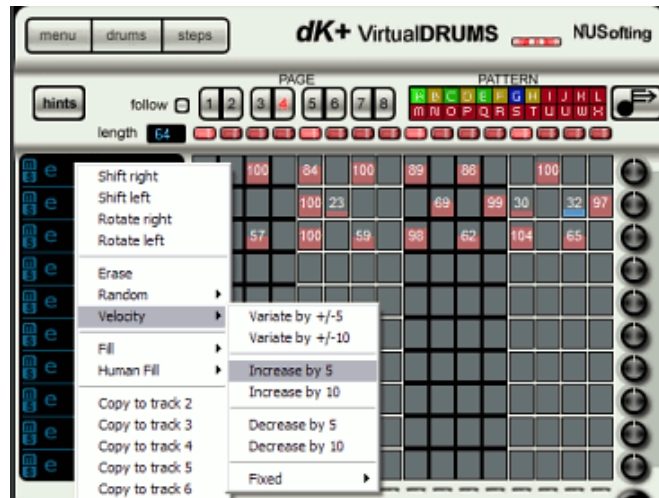
to undo the previous edit - right-click the pad name >> Undo

- - the step and track to be undone are listed in the drop-down menu

### 5.3.2 Advanced Steps Editing

- - there are several editing functions that you can use to change the steps on a track

to bring up the Tracks menu - right-click the pad name for the track



to shift steps one step to the right - right-click the pad name >> Shift right  
 to shift steps one step to the left - right-click the pad name >> Shift left  
 to rotate steps one step to the right - right-click the pad name >> Rotate right  
 to rotate steps one step to the left - right-click the pad name >> Rotate left  
 the step at step position 1 is moved to the end of the pattern  
 to clear all track steps - right-click the pad name >> Erase

to create a one track pattern suited for kick drum - right-click the pad name >> Random >> random 4/4 kick

to create a one track pattern suited for snare drum - right-click the pad name >> Random >> random 4/4 snare

to change the velocities by a maximum of +/-5 - right-click the pad name >> Velocity >> Variate by +/-5

to change the velocities by a maximum of +/-10 - right-click the pad name >> Velocity >> Variate by +/-10

to change the velocities up or down by 5 or 10 - right-click the pad name >> Velocity, select the desired change

to set all the velocities to a fixed value right-click the pad name >> Velocity >> Fixed, select the desired velocity

- - the available velocities are 20, 40, 60, 80, 100, 120

- to insert a fill for the track right-click the pad name >> Fill, select one of the 9 available patterns

- - these fills are suitable for Hi Hats or similar percussion parts: ride cymbal, tambourine, maracas, shaker

to insert a humanised fill for the track - right-click the pad name >> Human Fill, select one of the 9 available patterns

- - this applies small random variations to the velocity values

to copy one track to another - right-click the pad name >> select the destination track

to undo the previous edit - right-click the pad name >> Undo

- - the action to be undone is listed in the drop-down menu

## 5.4 Additional Controls



to switch the sequencer On/Off - click [On/Off] button

- - when On, the DK+ Sequencer plays the current pattern in sync with the host

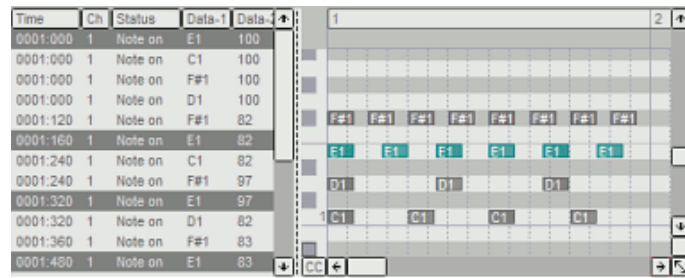
to set the step length - select the desired length

- - the step length is the duration of one step relative to the VST host tempo

- - the available step resolutions are 32, 16T, 8T or 16

- - for example, setting 32 means that 32 steps will fit a 4/4 bar as measured in the VST host

- - at 120 bpm, 32 is 120, 16 is 240 ticks interval 8T 320, 16T 160,



- - the screenshot above (from energyXT) shows the exported MIDI notes in one beat of a 4/4 bar, for resolutions of 32, 16T (highlighted), 8T and 16 respectively



- - the Swing knob in the bottom right corner provides the typical swing/shuffle groove control  
 - - it shifts the timing of every even-numbered step (first step is step 1)  
 - - the swing control is enabled only for 16 and 32 step resolutions

- - this screenshot shows the effect of swing levels ranging from minimum to (almost) maximum, each vertical division is 1/64th

to set the swing level - adjust the swing control

- - there are three more controls in the step sequencer:



to display some tips about using the step sequencer - click [Hints]

to display each page of the pattern as it is played - click the Follow button On/Off

to export the current pattern to your host - drag the [Export] button onto your host

- - you can also drag the pattern into Windows Explorer, creating a MIDI file

## 6 Instrument Control

- - DK+ can be controlled by both MIDI CC messages and VST Parameter Automation

### 6.1 Relative Advantages of MIDI CC and VST Parameter control

- - control using MIDI messages can provide benefits over VST automation:

- almost every host sequencer features a powerful MIDI editor, so you can easily automate several parameters without additional efforts
- after you have modified the settings using VST automation, the program (preset) of a VST plug-in is altered, running the risk of losing it, if you have not previously saved it); with MIDI messages, you can send a `Reset all controllers` message to the VST instrument, and the instrument will restore its original internal state
- MIDI events can have a superior timing precision than VST automation.
- VST events often require a user interface repainting to keep the controls displayed in the editors up-to-date, requiring some additional CPU power.

- - control using VST automation can provide benefits over MIDI message:

- more intuitive
- VST automation has finer resolution (32 bit floating point) than MIDI messages (7 bit data)

### 6.2 Sequencer Control by MIDI

- - MIDI channel 16 is reserved for sequencer control
- - MIDI CC Messages on MIDI channels 1 to 15 control the first 15 drum pads

to select a drum pattern - send a MIDI note

- - in the range C1 (#36) to B2 (#59) on MIDI channel 16,

- - if you are using DK+ in a live performance and would like to trigger the patterns via a MIDI keyboard, you may want the pattern to switch will only occur at the end the pattern  
to switch patterns only at the end the current pattern - click [Menu] .. preferences, tick `Sequencer Live mode` . .

to enable the Step Sequencer - send MIDI note C#3 on MIDI channel 16

to disable the Step Sequencer - send MIDI note C3 on MIDI channel 16

- - when your host Sequencer transport is running, these triggers will start and stop the DK+ Step Sequencer

- - for modular hosts, the host environment conditions will be different, for example, in energyXT (v1) the Master Synchroniser must be running

### 6.3 Drum Pad Control by MIDI

- - MIDI CC Messages on MIDI channels 1 to 15 control the first 15 drum pads
- - MIDI channel 16 is reserved for sequencer control



Drum Pad MIDI CC Messages			
Parameter	CC #	CC name	Notes
Velocity Profile	16	General Purpose 1	applies to all pads
Pitch Bend Range	18	General Purpose 3	applies to all pads
&nbsp;	&nbsp;	&nbsp;	&nbsp;
Filter Cutoff frequency	71	Cutoff	&nbsp;
Level	09	none	64 = 0dB
Pan	12	Effect Control 1	64 = Centre
Filter Velocity	17	General Purpose 2	0 = Off
Tune	19	General Purpose 4	64 = no change

## 6.4 VST Automation

- - VST Automation provides control over more aspects of DK+, including all 24 drum pads

VST Automation parameters	
Area	Parameters
Input	PB Range, Velocity Profile
Output, for each Stereo Channel	Level
Output, for each Compressor	Enable (On/Off), Threshold, Ratio, Attack, Release, Gain
Drums, for each of the 24 pads	Level, Pan position, Cutoff Frequency, Filter Velocity Depth, Tuning

# 7 DK+ Installation and Configuration

## 7.1 Downloads

When you purchase DK+, you will receive an email with a link to the download page and a Ticket Number.

Access the download page and enter your Ticket number. You will see the list of 5 downloads available to you (the application, an install guide and 3 Kit files). You will also need WinRAR to install DK+ .

Download the files:

- DKplus\_kits.part1.exe
- DKplus\_kits.part2.rar
- DKplus\_kits.part3.rar
- NUsofting\_DKplus\_1.5.zip

## 7.2 Installing the Sounds Library

Be sure that you have all files in the same folder on your disk drive.

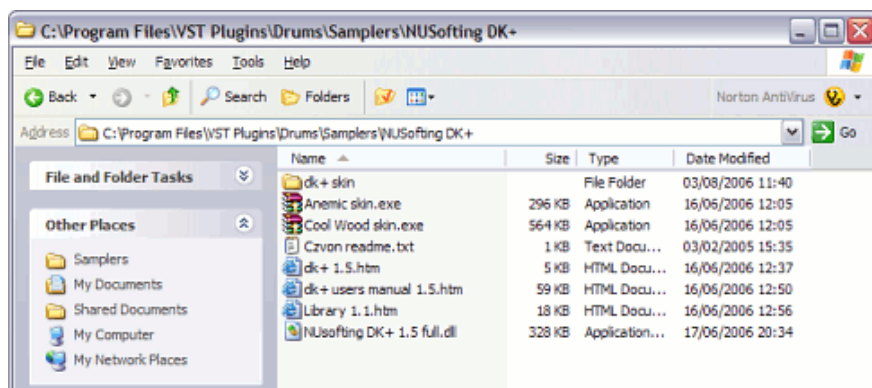
Double click on DKplus\_kits.part1.exe and choose the folder location where you would like to place the DK+ Library, it will take about 200 MB of your drive space. You don't need to open the 2 \*.rar files, they are automatically linked to the \*.exe file.

If you are upgrading from version 1.2 and you have customized or extended your DK+ 1.2. library, you can now merge your DK+ 1.2. library into the new one, simply drop the old kit folders into the new ..\DKplus\_kits\library folder

## 7.3 Installing the DK+ Application

Now unzip NUsofting\_DKplus\_1.5.zip into your VSTPlugins folder,

That should create a "NUsofting DK+" folder containing 7 files and the skin subfolder.



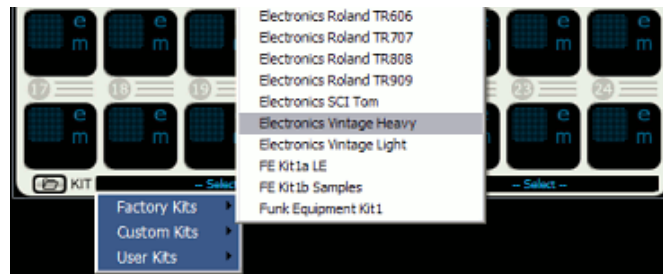
## 7.4 Using DK+ for the first-time

Launch your VST host, scan for new VSTs if needed and open the DK+ instrument.



to select the DK+ Library path - click [Menu] >> Preferences >> then the [...] button, navigate to the folder where you installed the Library, [OK]

to load a Drum kit- select it from the Kit drop-down list



to load a Style- select it from the Style drop-down list



- - choose one of the Styles without an asterisk

**Now you're ready to play!**

## 7.5 DK+ Guides



to open the DK+ User Manual - [Menu] >> Help >> click the link for the User Manual  
to open the DK+ Library Description - [Menu] >> Help >> click the link for the Library  
- - the Library is also described below, so you can [click here](#) to read it

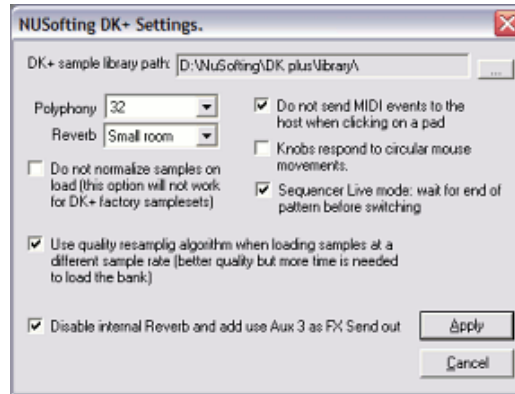
to check the current version of DK+ - [Menu] >> About DK+

to access the DK+ home page - [Menu] >> About DK+ >> DK+ Web page

## 7.6 Preferences



to open the Preferences window - click [Menu] >> Preferences



to select the DK+ Library path - click the [...] button, navigate to the folder where you installed the Library, [OK]

to set the polyphony (number of voices) - select the number from the Polyphony drop-down list

to set the Reverb room size - select it from the Reverb drop-down list

- the DK+ internal reverb is intended as a simple preview effect, and it can be useful when testing the drum kits or quickly creating a song using the internal styles; once you start using multiple outs it's suggested that you use better external effects

- it is always sent to the Stereo [1+2] output

to enable/disable the internal reverb - click the Reverb button on the Drums Editor view or Step Sequencer view On/Off

to prevent normalisation of samples when loaded - tick "Do not normalise"

- this preference does not apply to the DK+ factory samples

to improve the resampling quality - tick Use quality resampling

- if the samples are stored at a higher or lower sample rate than the sample rate used in the host application, DK+ will resample them automatically.

to disable the internal reverb and use [Aux3] output as an FX Send - tick "Disable internal Reverb and . . ."

- this switches the FX Send output from the internal Reverb to the [Aux3] output

to prevent MIDI being sent to the host when a pad is lckicked - tick Do not send MIDI events . . .

- note that this will disable the MIDI note generation, but this function is very useful to preview or edit drum kits.

to set the rotary controls to respond to circular movements - tick "Knobs respond to circular mouse movements"

to switch patterns only at the end the current pattern - tick Sequencer Live mode . .

- this is valuable if you are using DK+ in a live performance and would like to trigger the patterns via your MIDI keyboard

to apply the selected preference settings - click [Apply]

## 7.7 Reset Instrument

to reset the entire drum machine - [Menu] >> Reset >> Full Reset

- - -note, this does not reset the Step Sequencer patterns

to reset the MIDI controllers - [Menu] >> Reset >> MIDI controllers

## 7.8 DK+ Skins

- - DK+ skins are stored in WinRAR Self-Extracting Archives files

- - when you run the WinRAR file the GUI elements are extracted into the folder "dk+ skin" alongside the .exe file

to change the DK+ skin -

- in Explorer, navigate to your DK+ VST plugin folder
- double-click on one of the skin files, for example "Cool Wood skin.exe"

- - when you next open DK+ the new skin will be used

- - the screenshots in this Guide use a slightly modified versions of branis' Anaemic skin

## 8 DK+ Sounds Library 1.1

### 8.1 What is it?

The DK+ Library is a great tool for the creation of songs and compositions, amusement and to discover new exciting rhythms. It is a collection of drum kits and a rhythmic patterns.

The collection is organized in 3 sections:

- Factory Library: with a pattern collection arranged per musical style.
- Custom Library: with an internal pattern set per kit
- User Library: the section the user may fill with his creations.

- - NOTE each section is user editable, but to retain compatibility with the DK+ Library updates we suggest that you modify only the User section.

#### 8.1.1 Factory Library

The Factory Library in version 1.1 features 27 drum kits and 22 styles, for a total of over 4000 different patterns. More will be added at each DK+ update. Each rhythmic Style features a set of 8 patterns which can be exchanged with any other style, as they are all consistent with the same logic.

- A = standard rhythm long version, 2 or 4 or 8 bars
- B = variation rhythm long version, 2 or 4 or 8 bars
- C = standard rhythm short version, 1 bar
- D = variation rhythm short version, 1 bar
- E = fill 1, 1 bar
- F = fill 2, 1 bar
- G = intro, 1 bar
- H = ending, 1 bar

Using the above organization structure will let you build a song, by using a track of MIDI note messages, one note per pattern, and then switching the Style while keeping the song structure as you arranged it in your VST sequencer.

Moreover each drum kit in the Factory Library features a unique version of the style, this means that by switching the Drum Kit you get also a variation of the rhythmic patterns to musically match the sound of the kit.

So a great deal of musical content is available at your finger tips immediately

The table below shows the styles available in version 1.1 of the Library and a short description is given

Of course, sometimes a particular style could be useful for different musical genres just by changing the tempo (the speed at which it's played), so we suggest that you listen to each style with all drum kits and various BPM settings.

DK+ Library Kit Styles		
Style	Description	Indicative Tempo Range

- - NOTE, when you select the Kit or Style using the two drop-down selectors:

- an asterisk (\*) after the name of the style in the Style selection list means that the style has not been defined for the currently selected drum kit;
- likewise an asterisk after the name of the drum kit in the Kit selection list means that the drum kit has not been defined for the currently selected style.

### 8.1.2 Custom Library

The Custom Library in version 1.1 features 9 drum kits with internal style.

The drum kits in the Custom Library section do not use the Style list, but they include a variable number of custom patterns inside the kit itself. In the Style selector, you will see "- Internal- " as a reminder.

These patterns are both examples for the use of the specific kit and a useful start point for compositions in musical styles which usually feature those kind of sounds or instrument. E.G. the Tabla kit features two Bhangra style patterns.

### 8.1.3 User Library

When you install the User Library it features only one kit as example.

It is simple to add your own kit:

- put your kit (made of WAV files and its bank.dk+ file) in a new folder inside the Dk+ "library" folder, for example D:\NuSofting\DK plus\library
- put a "U" at the beginning of the new folder name and your kit will be available by the DK+ menu in the "User Kits" section next time you open it.

- - NOTE the bank.dk+ file saved by the main MENU will hold both the pads and pattern settings. Also, you can save and export the pattern in many other ways, please refer to [Kits, Styles and Banks](#) section.

## 8.2 How to use the DK+ Library

The DK+ Library is a quick tool for the creation of the rhythmic part of songs and compositions, it's also easy to edit the kit and the patterns as you wish.

You may use it in many ways as the 3 sections suggest: Factory, Custom and User.

- The "Factory" collection will let you arrange a song using the standard parts such as intro, chorus, variation, fill, ending and then experiment swapping different styles or kits. You can do that while listening.
- "Custom" collection provides some special kits like percussions or kits we created with original sounds. Example patterns are loaded in the DK+ sequencer automatically when you choose a "Custom" kit from the "Kit" menu. Then you can save, edit and export anything as you wish.

- The "User" collection is your space in the library, where you can put kits with patterns that you have created, the ones you want to keep handy as you may use them often.



## 9 DK+ Expansion Packs

- - while these Kits are NOT provided as part of DK+ itself you can purchase them separately.

### 9.1 Ethno Set 1234 Expansion Pack

#### 9.1.1 African - Arabic funky grooves



This first Expansion Pack for the **DK+ Virtual Drums** is mainly dedicated to **Doumbek** and **Djembe**, two similar hand drums from the North Africa culture.

"Ethno Set 1234" includes also some conga, timbale and tambourine samples, edited and programmed to get the sound closer to the one from some native African percussions.

Even though you may see the similarities between Doumbek (also called Darbouka or Darabukka) and Djembe in shape and origin, the sounds of them and even more the style of music of their respective contexts is quite different:

- the Djembe is vastly used in black Senegal culture,
- while the Doumbek is one of the main percussion instruments in throughout the Arab world of music, Turkish too.

Here are some links so you can explore the subject in detail:

- [Quick & Dirty Guide to Doumbek Rhythms](#)
- [The Differences Between Tonbak and Darbouka](#)
- [How to Play the Doumbek \(Tonbak and Darbouka\)](#)
- [World Instruments Gallery - The Dumbek or Darabukka](#)
- [Middle Eastern Rhythms](#)
- [Music Dictionary - Darabukka](#)
- [Ethnic Instruments - Darabukka \(in Italian\)](#)
- [Darabukka \(in Italian\)](#)
- [Vitruual Museum \(Canada\) Darbouka \(in French\)](#)

#### 9.1.2 How to install "Ethno Set 1234"

Simply copy the four folders:

- CEthno Set 1
- CEthno Set 2
- CEthno Set 3
- CEthno Set 4

into your DK+ "library" folder. You may keep the extra bank: afro\_shaker\_Ethno\_Set\_1234.dk+ where you like.

### 9.1.3 How to get the most from the "Ethno Set 1234" patterns

Our Expansion Pack features many rhythmic patterns built into the kits themselves, there are **24 patterns in each of the 4 kits** you install in the DK+ Library. Plus an extra bank **afro\_shaker\_Ethno\_Set\_1234.dk+** similar to Kit1 but here a shaker accompaniment is featured.

The patterns for the DK+ sequencer are rigidly quantized as the step sequencer offers the Swing parameter rather than fine groove tuning. A few pattern may benefit from a very slight swing amount but if you want to get closer to a real percussionist feel our suggestion is to export the patterns you intend to use in your composition. as MIDI files.

Once exported, the MIDI files can be processed by your VST host features: you may use groove quantizing to add those small variations in the position of the hits so that the rhythm would sound more natural, or use some sort of **randomizing** function applied both to position and velocity. That randomizing function is often called "humanize" as it try to get rid of the "mechanical" feel that the perfect quantization at 1/16 or 1/32 gives.

The "Ethno Set 1234" patterns are just a starting point for your rhythmic exploration. Some of the patterns are simple one bar figures, but many of them are complex enough so that you may need to listen to many consecutive loops to get the groove. During this listening process you may wish to **mute** some tracks when many instruments are playing at the same time, to better focus on each instrument pattern.

Also listening at different tempo speed (BPM) changes the feel of the groove a lot.

### 9.1.4 Ethno Set Patterns Lists

Here are descriptions of all the patterns in the Kits. The patterns were programmed using the internal Small Room Reverb and a tempo range from 90 to 129 as reference. You can adjust the Reverb effect and BPM to your taste and needs.

Ethno Set 1	Conga, Doumbek and Timbale	
Patterns	Steps	Notes
A B C	2 x 4/4 bars = 32 steps each	3 variations on a single Doumbek rhythm
D E F	1 x 4/4 bars = 16 steps each	3 different Doumbek rhythmic figures
G H I	1 x 4/4 bars = 16 steps each	3 variations on a reggaeish rhythm
J K L	1 x 4/4 bars = 16 steps each	6 variations on 2 rhythmic figures

M N O	2 x 4/4 bars = 32 steps each	3 variations on and hybrid Afro-Arab groove
P Q R	1 x 4/4 bars = 16 steps	<b>ayyuub</b> Some say that Ayyuub is supposed to sound like a camel walking.
T	1 x 4/4 bars = 16 steps	<b>bayou</b> Bayou is a rhythm with the same time pattern as Ayyuub but has a double DUM and is usually played more slowly . it is often used in belly dance drum solos.
U V	1 x 4/4 bars = 16 steps	<b>maqsuum</b> The simple Maqsuum is the basis of many rhythms and is especially important in modern and folk Egyptian rhythm.
X W	1 x 4/4 bars = 16 steps	<b>sayyidii</b> It is traditionally used for the Tahtib (a man's ritual "stick dance") as well as belly dance (especially the cane dance -- which is partially a parody of the man's version).
<b>Ethno Set 2</b>	<b>Random Conga, Doumbek, Timbale and Tambourine</b>	
<b>Patterns</b>	<b>Steps</b>	<b>Notes</b>
A B	2 x 4/4 bars = 32 steps each	2 variations on a cool afro groove using Random

		Conga
C D E F	16 and 32 steps	2 intros + 2 variations on a fusion Afro-Arab groove
G H	1 x 6/4 bars = 24 steps each	2 variations on a Sufi like rhythm
I J	16 and 32 steps	funky tambourine!
K L	1 x 4/4 bars = 16 steps	kind of African march rhythm
M N	1 x 4/4 bars = 16 steps	camel dance with Doumbek
O P	1 x 4/4 bars = 16 steps	2 variations on a steady Doumbek rhythm
Q R S	2 x 4/4 bars = 32 steps each	3 variations on a complex and modern rhythm
T U	1 x 4/4 bars = 16 steps	2 variations on a modern rhythm with African accent
V X W	1 x 4/4 bars = 16 steps	3 different single patterns
<b>Ethno Set 3</b>	<b>Random Conga, Doumbek, Timbale and Tambourine</b> same as Set 2 but with lower pitch and deeper sound	
<b>Patterns</b>	<b>Steps</b>	<b>Notes</b>
A B	2 x 4/4 bars = 32 steps each	2 variations on a cool Afro groove using Random Conga
C D E F	16 and 32 steps	2 intros + 2 variations on a fusion Afro-Arab groove
G H	1 x 6/4 bars = 24 steps each	

		2 variations on a Sufi like rhythm
I J	16 and 32 steps	variation on funky tambourine!
K L	1 x 4/4 bars = 16 steps	2 variations on a "World" rhythm
M N	1 x 4/4 bars = 16 steps	2 variations on a filled up groove
O P	2 x 4/4 bars = 32 steps	2 variations on a western groove
Q R	1 x 9/8 bars = 18 steps each	2 different complex odd grooves
S T U V	1 x 11/16 bars = 11 steps	4 variations on a complex odd grooves
X W	2 x 3/4 bars = 24 steps	2 different single patterns, one simple and the other complex
<b>Ethno Set 4</b>	<b>Djembe, Doumbek and Timbale</b>	
<b>Patterns</b>	<b>Steps</b>	<b>Notes</b>
A B C	2 x 4/4 bars = 32 steps each	3 variations on a very Afro rhythm
D E F	1 x 4/4 bars = 16 steps	3 patterns Djembe + Doumbek
G H I	1 x 4/4 bars = 16 steps	1 intro and 2 variation patterns Djembe + Doumbek
J K L	1 x 4/4 bars = 16 steps	3 patterns Djembe + Doumbek + Timbales variations

M N O	2 x 4/4 bars = 32 steps each	3 variations on a "World" rhythm with incremental complexity
P Q R	2 x 4/4 bars = 32 steps	1 intro and 2 variation patterns Djembe + Doumbek + Timbales variations
S T U	1 x 4/4 bars = 16 steps	3 patterns Djembe + Doumbek + Timbales, hypnotic groove
V X W	1 x 4/4 bars = 16 steps	3 patterns Djembe + Doumbek + Timbales, down tempo dancing groove

## 9.2 Funk Equipment Set 1

The samples in this Set were created by Christian Eisenach, for [FunkEquipment](#) and the DK+ banks by Luigi Felici, for [NUSofting](#)

Set 1 includes Kits 1 & 8, with 4 kicks, 4 snares, 2 rimshots ("stick"), 3 snareroll, 11 HiHats, 3 toms, 3 rides and 1 crash. All the samples are stereo 24 bit, 44100 Hz sample rate.

The Kit 1a Lite Edition is now provided as part of the DK+ product and the drums provided are:

- Kit 1A LE: Hi Hat #01, Kick #01, Ride #03, Snares #01 and #08, SnareRoll #01, Stick #01 and Toms #02 (Low, Medium and High)
- Kit 1A: Crash #03, Hi Hat #01, Kick #01, Ride #03, Snare #01, SnareRoll #01, Stick #01 and Toms #02 (Low, Medium and High)
- Kit 1B: Hi Hat #08, Kick #08, Snare #08, Snarereoll #08, Stick #08

NOTE: for the Cymbals banks you need to have enough RAM installed in your PC, or you can use the "Less Memory" version of DK+, anyway your host may freeze for some seconds on bank loading, but that is to be expected.

Seven banks are supplied and each bank includes some example patterns.

- Kit1a.dk+

- Kit1a + Toms02.dk+
- Kit1a + Toms02 + Ride03.dk+
- Toms02 Single Set.dk+
- Two Ride03 + Crash03.dk+
- All Ride03 + Crash03.dk+
- Kit1b.dk+

### 9.2.1 Downloads

When you purchase Funk Equipment Set 1, you will receive an email with a link to the download page and a Ticket Number.

Access the download page and enter your Ticket number. You will see the list of downloads available to you; you will also need WinRAR to install the sounds.

Download the files:

- Kit1a\_Samples.part1.exe
- Kit1a\_Samples.part2.rar
- Kit1a\_Samples.part3.rar
- Kit1a\_Samples.part4.rar
- Kit1a\_Samples.part5.rar
- Set1.zip
- Kit1b\_Samples.part1.exe

### 9.2.2 Installing the Sounds

Double click on Kit1a\_Samples.part1.exe and choose the folder location where you would like to place the DK+ Library, it will take about 150 MB of your drive space. You don't need to open the 4 \*.rar files, they are automatically linked to the \*.exe file.

Repeat for Kit1b\_Samples.part1.exe, which needs about 28MB.

### 9.2.3 Kit1a and Kit1b: Sounds Details

Bank: Kit1a.dk+			
Pad #	Drum Name	Triggers	Layers
01	Kick01-1	C1 (note 36)	10
02	Kick01-2	B0 (note 35)	10
03	Stick01-1	C#1 (note 37)	10
04	Snare01-1	D1 & D#1 (note 38 & 39)	10
05	Snare01-1	E1 & F1 (note 40 & 41)	10
06	HH01-1	F#1 (note 42)	10

07	HH01-2	G1 (note 43)	10
08	HH01-3	G#1 (note 44)	10
09	HH01-4	A1 (note 45)	10
10	HH01-5	A#1 (note 46)	10
11	HH01-6	B1 (note 47)	10
12	Snareroll01-1	F2 (note 53)	10
<b>Bank: Kit1a + Toms02.dk+</b> - - the same as Kit1a.dk+, plus:			
Pad #	Drum Name	Triggers	Layers
19	Low Tom	C#2 (note 49)	10
20	Mid Tom	D2 (note 50)	10
21	Hi Tom	D#2 (note 51)	10
<b>Bank: Kit1a + Toms02 + Ride03.dk+</b> -- the same as Kit1a + Toms02.dk+, plus: &nbsp; &nbsp; &nbsp; (with velocity filtering on the Rides)			
Pad #	Drum Name	Triggers	Layers
15	Ride03-1	C4 (note 72)	3
24	Ride03-2	C#4 (note 73)	3
<b>Bank: Toms02 Single Set.dk+</b>			
Pad #	Drum Name	Triggers	Layers
tuning 1:			
01	Low Tom	G2 (note 55)	10
02	Mid Tom	G#2 (note 56)	10
03	Hi Tom	A2 (note 57)	10
tuning 2:			
19	Low Tom	C#2 (note 49)	10
20	Mid Tom	D2 (note 50)	10



21	Hi Tom	D#2 (note 51)	10
<b>Bank: Two Ride03 + Crash03.dk+</b>			
Pad #	Drum Name	Triggers	Layers
01	Ride03-1	C4 (note 72)	10
02	Ride03-2	C#4 (note 73)	10
03	Ride03-3	D4 (note 74)	10
04	Ride03-4	D#4 (note 75)	10
05	Crash03-1	E4 (note 76)	10
<b>Bank: All Ride03 + Crash03.dk+</b> - - adds 5 more pads which use the Random and Filter features of the DK+ pads, enabling an amazing endless variation in repetitive cymbals patterns			
Pad #	Drum Name	Triggers	Layers
06	Ride03-1	G4 (note 79)	10
07	Ride03-2	G#4 (note 80)	10
08	Ride03-3	A4 (note 81)	10
09	Ride03-4	A#4 (note 82)	10
10	Crash03-1	B4 (note 83)	10
<b>Bank: Kit1b.dk+</b>			
Pad #	Drum Name	Triggers	Layers
01	Kick08-1	C1 (note 36)	10
02	Kick08-2	B0 (note 35)	10
03	Stick08-1	C#1 (note 37)	10
04	Snare08-1	D1 & D#1 (note 38 & 39)	10
05	Snare08-1	E1 & F1 (note 40 & 41)	10
06	HH08-1	F#1 (note 42)	10
07	HH08-2	G1 (note 43)	10

08	HH08-3	G#1 (note 44)	10
09	HH08-4	A1 (note 45)	10
10	HH08-5	A#1 (note 46)	10
11	Snareroll08-1	F2 (note 53)	6
12	Snareroll08-2	F#2 (note 54)	10

## 10 Known Issues

Please report to us any other problems you may experience with DK+, thanks. Email Liqih for DK+ support directly [by clicking here](#).

### 10.1 Host Compatibility

DK+ is compatible with most VST Hosts, it has been successfully tested in Cubase, Orion, FL Studio, EnergyXT, Chainer and others. A few problems were reported with Tracktion and those will be fixed in the next update.

An issue you may experience in any host with sequencer, like Cubase, is missing the first note of the DK+ step sequencer on playback, this problem is part of the real-time behaviour of VST host, anyway it should not affect the rendered mixdown but only the real-time playback.

### 10.2 Reported Issues

- - Replace in Pad always replaces the `_first_` sample
- - When loading using the Drum Kit icon, the Kit and Style names are not loaded
- - In Preferences, "Disable internal Reverb and add use Aux 3 as FX send Out" does not have any effect

### 10.3 Minor GUI issues

- - Replace and use GM map, does not update the Low, Center and High values until the Voice Editor is closed and re-opened.

# 11 Licence

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