BERSERKR

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1. Welcome to the Berserkr

Welcome to the world of Berserkr! We appreciate your decision to purchase this extraordinary library. This comprehensive manual has been designed to provide you with all the necessary information to fully exploit the immense capabilities of this powerful tool.

Berserkr is a unique library that delves into the captivating realms of dark ancient and medieval times, encapsulating the essence of vicious battles and shamanic rituals. Immerse yourself in a world where epic tales unfold, as you explore our extensive collection of meticulously recorded and expertly polished samples.

With over 50 GB of top-notch samples at your disposal, each carefully curated and performed by the finest artists in the world, Berserkr ensures an unparalleled sonic experience. Whether you seek the thunderous resonance of war drums, the organic rhythms of percussion, the haunting whispers of found sounds, the clash of swords, the enchanting melodies of plucked and bowed instruments, or the primal power of shouts, this library has it all.

But Berserkr offers more than just a vast array of samples. Our powerful engine empowers you to shape and manipulate sounds according to your creative vision, pushing the boundaries of possibility. With this versatile tool, you can sculpt and create with limitless freedom, allowing your imagination to soar.

Prepare to embark on a journey through time and immerse yourself in the awe-inspiring world of Berserkr. Let your compositions transcend the ordinary and awaken the ancient spirits that reside within this exceptional library. The possibilities are endless, and the adventure awaits!

2. Installation and Setup

After purchasing a product, you will be able to download it in My Purchases within your Keepforest account.

1. Download the Keepforest Download Manager (link can be found on the My Purchases page of your account)

2. Log in to the download manager using your account. The purchased products will be synchronized automatically with your account and ready for download.

How to install Keepforest File Manager on macOS Sierra or later?
If you get this dialog when trying to install the Keepforest Download Manager: "KeepForest Download Manager-1.0.x.dmg" can't be opened because Apple cannot check it for malicious software. This software needs to be updated. Contact the developer for more information."

Please follow these steps to allow apps from anywhere on macOS Sierra and later:

1. Open Terminal on your Mac.
2. Copy and paste this command sudo spctl --master-disable.
3. Hit Enter, and type in your password.
4. Go to System Preferences – Security & Privacy. You can see the third option "Anywhere" is selected. Now you can install the app downloaded from everywhere.
5. To turn off this option. Open Terminal and paste: sudo spctl --master-enable.
6. Hit Enter and your permissions are back to default.

3. Berserkr Fundamental Pages Overview

Berserkr consists of three fundamental pages providing every control needed to use the engine on each page:
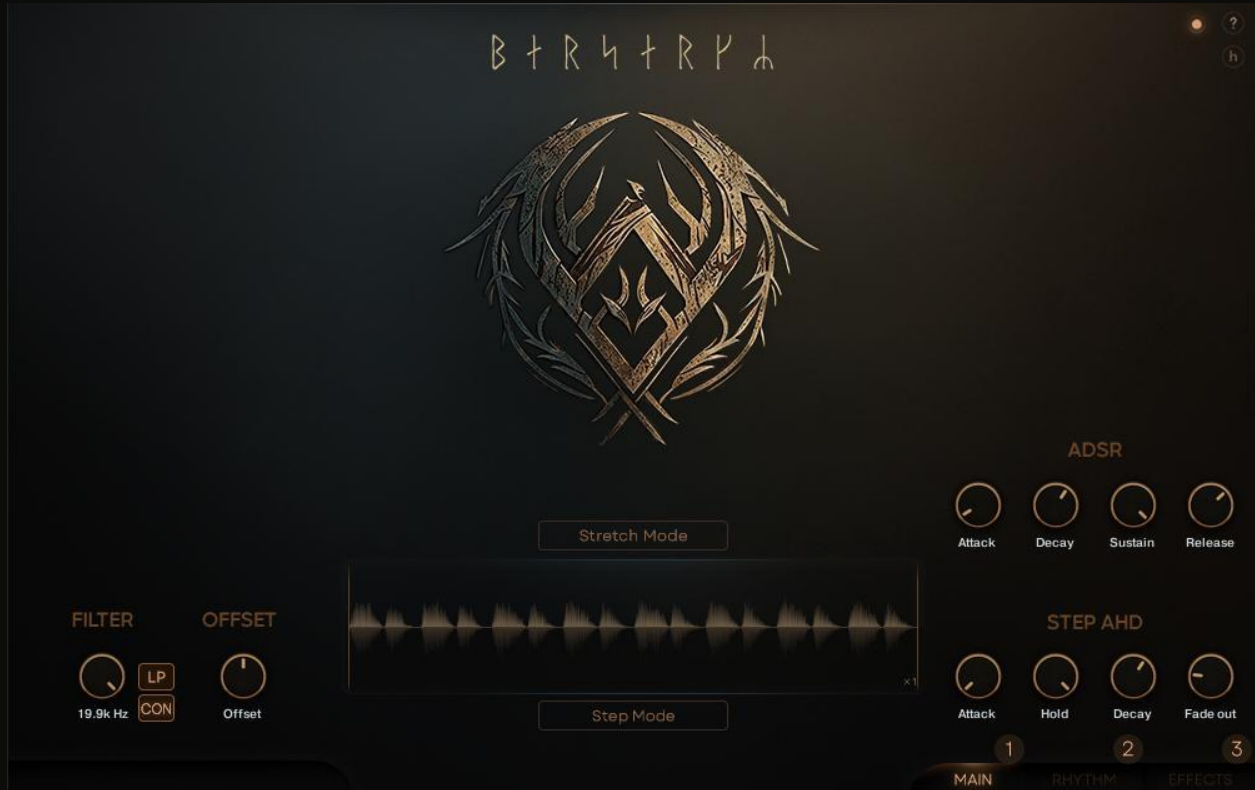
1.   **MAIN** page: Covers all parameters related to playback within the sample engine.

2.   **RHYTHM** page: Covers all parameters related to sequencing sounds from the MAIN page.

3.   **EFFECTS** page: Contains a flexible FX chain for the sample engine, with a vast collection of effects to choose from.

4. Main Page Overview
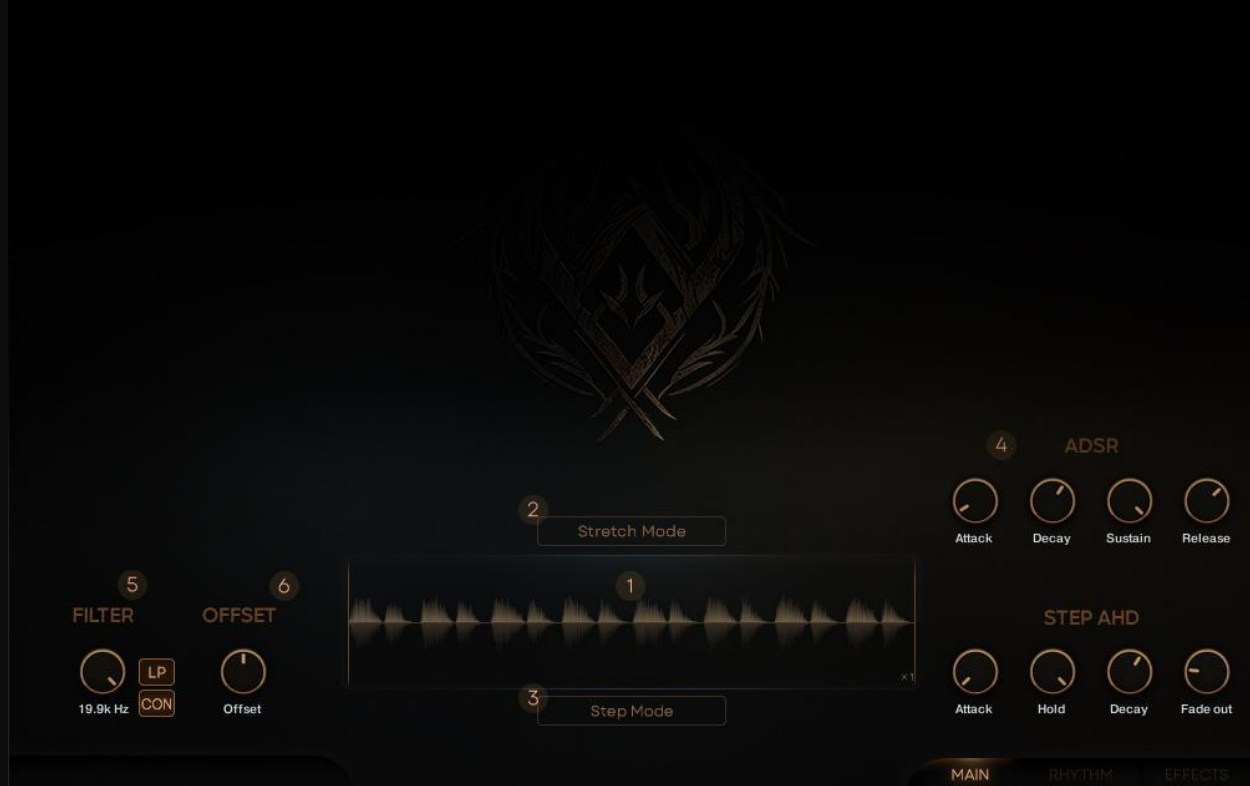
1. Sample playback window: Contains all parameters related to sample playback style and a sample waveform

2. Stretch Mode: Contains parameters related to chromatic playback of the chosen sample

3. STEP MODE: Contains parameters related to the Doubling and Tripling system within the sample playback window

4. ADSR/STEP AHD envelopes: Contains all the parameters related to the volume shaping of samples

5. Filter: Contains parameters related to shaping the timbre of the sound by cutting a certain range of frequencies

6. Offset: Simple control to move the sample left or right on the playback timeline

4.1 Sample Playback Area Overview

1. **Sample Playback** window: Contains sample waveform, **Start** (1.1) and **End** (1.2) locators, **Sample Playback Speed** (1.3) button

    1.1. **Sample Start** locator: Determines the position of the beginning of sample playback

    1.2. **Sample End** locator: Determines the position of the end of sample playback
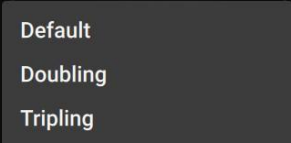
    1.3. **Sample Playback Speed**: Determines the speed of the sample playback (**x0.5**, **x1**, **x2**)

*Note: Each **Sample** is represented as a **loop that contains round-robin Slices**. You can think of **Slices** as **one-shot samples that were arranged in an A/B sequence**.*

This way we achieved a very natural-sounding and easy-to-use principle of creating live and moving sequences and performances.

2. **Step Mode**: Engages step mode playback, which you can use for one-shot playing style or in conjunction with the RHYTHM page

3. **Random Sample Start Position**: Introducing drift to the start of the sample playback. The more you move the slider the more randomness you will get

4. **Layers** menu: Contains **Default** (7.1), **Doubling** (7.2), and **Tripling** (7.3) options.

| Default |
| Doubling |
| Tripling |

   4.1. Default playback option: Will play one instance of a sample at once, according to **Sample Playback Order** (9)

   4.2. Doubling playback option: Incorporates one additional voice layer from the sample. Keep in mind that this option relies heavily on the **Sample Playback Order** menu, and will add the second voice accordingly.

   4.3. Tripling playback option: Incorporates two additional voice layers from the sample. Keep in mind that this option relies heavily on the **Sample Playback Order** menu, and will add the second voice accordingly.

5. **Sample Playback Order** menu lets you choose different playback styles including **Default** (5.1), **Random** (5.2), **A-B** (5.3), **Odd** (5.4), **Even** (5.5), **Reversed** (5.6), **Free** (5.7), and **Shuffle** (5.8)

| Default |
| Random |
| A-B |
| Odd |
| Even |
| Reversed |
| Free |
| Shuffle |

   5.1. Default mode: The engine will play slices of the sample strictly as they are placed - one after another

   5.2. Random: The engine will pick slice order on a random basis every time you press key

   5.3. A-B: The engine will pick random slices, but will maintain the **Odd/Even** relation between them

   5.4. Odd: The engine will play only odd slices of the sample (1st, 3rd, 5th, etc.)

5.5. Even: The engine will play only even slices of the sample (2nd, 4th, 6th, etc.)

5.6. Reversed: the engine will play slices of the sample strictly as they are placed, but playback will start from the end of sample

5.7. Free: In this mode, samples **run free and unquantized**, and the length of your slice is determined by the **Sample Start** and **Sample End** locators and **ADSR** settings

5.8. Shuffle: randomizes selection of additional layers for the main sample, i.e. when <u>disengaged,</u> samples will have the same distance within the loop (1-3-5, for example); but when <u>engaged,</u> the engine will choose completely random samples (2-7-18, for example)

<u>Note</u>: *In **Free** mode, **AHD** will be replaced by **ADSR** to shape the volume curve of your slice.*

6. [Strech Mode] **Stretch Mode**: this function allows you to play any sample chromatically.
To do that press the key of a sample you like, engage the **Stretch Mode,** and tune it to your liking with **Center note** (9.1), **Low note** (9.2), and **High note** (9.3) parameters.

6.1. [◀ D ▶] **Center note**: Determines the root note of the sample. The higher note you choose the lower the sample pitch will be

6.2. [Low note: -12 ▲▼] **Low note**: Determines the lowest playable note on your keyboard

6.3. [High note: 12 ▲▼] **High note**: Determines the highest playable note on your keyboard

4.2 Layers Controls Overview

1. **Delay**: Offsets Slices of a Sample that play simultaneously by a chosen amount of milliseconds

2. **Drift**: Sets bipolar timing changes for each Slice by a chosen amount of milliseconds. That means Slices may play a given amount of milliseconds earlier or later when layered together. This feature gives the layering technique additional thickness and richness

3. **Width**: Sets layered Slices apart in the stereo field to create a "larger than life" effect

4. **Levels**: Controls the volume balance between centric and wide layers giving you additional control over stereo width

5. **Pitch Drift**: Controls the amount of the dynamic pitch variation for layered samples

*Note: **Levels** parameter will appear in the **Step Mode Layers Controls** only if you choose the **Tripling playback option** in the Layers menu.*

4.3 Filter Section Overview

1. `LP` **LP: Low Pass filter** with a slope of -6dB per octave that allows you to cut high-frequency content of samples

   `HP` **HP**: **High Pass filter** with a slope of -6dB per octave that allows you to cut low-frequency content of samples

2. `CON` **CON**: Constant "set and forget" mode which does not react to velocity

   `VEL` **VEL**: Active mode dependent on velocity. If **LP** is active the frequency you choose becomes the frequency for the lowest velocity value, resulting in a **darker sound when velocity is low**. When **HP** is active result will be the opposite - **low frequencies will be cut when velocity is low**

3. **Freq** knob: Determines the **Cutoff** frequency of the **Filter**

Note: The icon of the mode you see is the mode you're at.

4.4 Envelopes Overview

1. ADSR envelope: **Global** envelope to shape the overall volume curve of the instrument

>   **1.1. Attack**: Adjusts the duration of the envelope's attack stage, which is the time the envelope takes to rise from zero to peak level

>   **1.2. Decay**: Adjusts the duration of the envelope's decay stage, which is the time the envelope takes to fall from peak to sustain level

>   **1.3. Sustain**: Adjusts the level of the envelope's sustain stage, at which the envelope stays as long as a note is held

>   **1.4. Release**: Adjusts the duration of the envelope's release stage, which is the time the envelope takes to fall from sustain level to zero

> *Note: Since **ADSR** is a **global** parameter it will shape the volume curve of all the samples at once.*

2. STEP AHD envelope: **individual** volume curve envelope for each slice of sample

>   **2.1. Attack**: Adjusts the duration of the envelope's attack stage, which is the time the envelope takes to rise from zero to peak level

>   **2.2. Hold**: Defines a fixed amount of time that the envelope's peak level is held between the end of the Attack stage and the beginning of Decay

2.3. Decay: Adjusts the duration of the envelope's decay stage, which is the time the envelope takes to fall from peak to sustain level

2.4. Fade out: Adjusts the duration of the envelope's fade stage, which is the time the envelope takes to fall to zero level after the key was released

*Note: **STEP AHD** is an individual parameter for each sample in a patch.*

This way you can adjust the volume curve of each sample separately.

*To adjust **AHD** parameters for all the samples at once use the **[Alt]+LMB** (Left Mouse Button) combination.*

This way parameters of the envelope will be adjusted simultaneously.

*Note: **STEP AHD** is engaged only when you're in **Step Mode** (Except **Free** playback mode).*

4.5 User Sample Import

Each instance of **Berserkr** allows you to add up to seven user-defined samples to any patch. Also, we created a dedicated **User Sample Import Patch**, where you can upload up to **47 custom sounds** to use without the **Berserkr** engine

1. ADD NEW: New samples will be added one after another without replacing

2. REPLACE: Will replace the sample selected on the keyboard

3. Bpm: Sets the tempo of the user sample

4. Time Division: Sets time division of user sample

*Note: In the case of using loop samples with the **Step Mode,** we recommend setting **Bpm** and **Time Division** as close to the original sample as possible. This way you will get amazing results instantly.*

*Note: In the case of using one-shot samples we recommend you try **Free** playback mode in conjunction with the **Step Mode**.*

5. Rhythm Page Overview
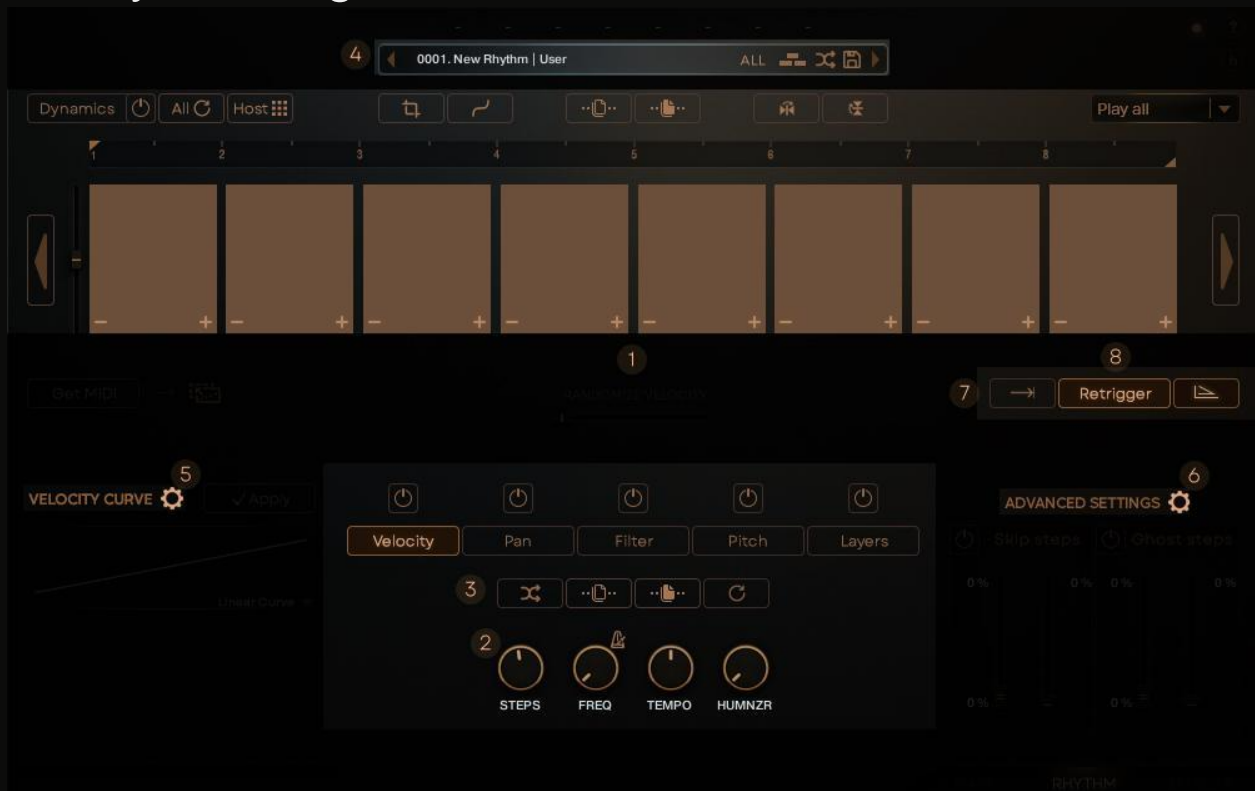
1. **Main Sequencer** window: Contains all parameters related to sequencing samples

2. **Step Sequencer Controls**: Contains all parameters related to sequence length, speed, and humanize

3. **Parameters** tabs: Contain all parameters related to the sequence liveness

4. **Preset Browser** menu**:** Allows you to open the **Rhythm Preset Browser,** switch between rhythm presets using the left and right

arrows, as well as pick a random rhythm preset or construct a
new rhythm preset

5. **Velocity Curve** settings: Contains all parameters related to how
your sequence will respond to the Velocity of the sequence

6. **Advanced Parameters** settings: Contains all parameters
related to probability settings - **Skip Step** probability and **Ghost
Step** probability

7. **Play Once**: Stops the sequencer at the end of its cycle

8. **Retrigger**: Allows you to clean up your sequence by cutting
off the tails of samples

   8.1. [⊵] Cuts the tail of a sample at the beginning of the
   next sample

   8.2. [⊿] Cuts the tail of a sample at the next step/step
   subdivision

   If Step Mode is disengaged Retrigger will Cut off the tail of the
   Sample each time you press a key on your keyboard

5.1 Main Sequencer Window

1. **Step Grid**: Contains lanes of steps, step controls, and their values
   for each parameter of the sequence - Velocity, Pan, Filter, Pitch, and
   Layers

*Note: You can divide each Step into up to eight Step Divisions using the **-+** buttons in the corners of each **Step**.*

2. **Sequence Transport Panel**: Allows you to choose a specific playback area of the sequence with **Left** (2.1) and **Right** (2.2) **locators**

    2.1. Left transport locator: Determines the start position of sequence playback

    2.2. Right transport locator: Determines the end position of sequence playback

3.   **Step Offset Arrows**: Allow you to offset your sequence left or right by whole Step (Step Division)

*Note: To offset sequence to one or more Step Divisions make sure that your Step is divided using the **+** button in the lower right corner of the step.*
*After that use **[CTRL/CMD on Mac]+LMB** combination on the **Offset Arrows** to move your sequence.*

*Note: We Created a number of **Hotkeys** to help you create your sequences faster and more efficiently:*

    *[**Alt]+LMB** (left mouse button) will make changes **in every Step** of the sequence.*

    *[**CTRL/CMD on Mac]+ LMB** will make changes **through one Step** of the sequence.*

    *[**SHIFT]+LMB** will make changes in **every fourth Step** of the sequence.*

4. **Dynamics Tab**: Contains additional sequence lanes for further manipulation of **Velocity**, **Pan**, **Filter**, and **Pitch** parameters

5. **Dynamics** slider: Controls global **Dynamics sensitivity**

6. **Arpeggiator** menu: Contains different modes of arpeggiated playback of the sequence

7. **Reset All**: Resets ALL setting of the **RHYTHM** page to their defaults

8. `Host ⠿` **Host Grid**: Synchronizes sequence playback with MIDI events in your DAW.

    If engaged - your sequence will start over every time it detects a new MIDI event start.

    If disengaged - your sequence will run until the end even if it receives a new MIDI event start message.

Note: Playback of the sequence will stop if no MIDI messages were received.

9. `⛶` **Crop**: Crops your sequence to the length determined by the left and right locators of the **Sequence Transport Panel**

10. `⌐` **Smooth**: Smoothes steps of the sequence bringing them closer to each other

*Note: **Smooth** works on an **individual basis**. That means that you can smooth each parameter separately without affecting the others.*

11. `··❐··` **Global Copy**: Copies all parameters of the sequence (incl. Dynamics page)

12. `··❑··` **Global Paste**: Castes all parameters of the sequence (incl. **Dynamics page**)

13. `⇄` **Horizontal Sequence Flip**: Flips your sequence horizontally

14. `⇅` **Vertical Sequence Flip**: Flips your sequence vertically

*Note: **Horizontal** and **Vertical flip** works individually for each parameter tab of the **RHYTHM** page, and the Dynamics page.*

5.2 Step Sequencer Controls

1. STEPS: Determines the number of steps in sequence

2. FREQ: Determines the frequency for each step in your sequence

*Note: **FREQ** control works in time divisions (**1/8th**, **1/16th,** etc.) or in **Hz**.
You can switch between sync mode and **Hz** mode using the corresponding button* *above the **FREQ** control.*

*If you work in the DAW of your choice and want your sequence to be in sync with your project we strongly recommend using the **Sync** mode.*

*But if you're up to experiments or want to achieve a granular effect, we encourage you to try **Hz** mode.*

Note: The icon of the mode you see is the mode you're at.

3. TEMPO: Determines the speed of your sequence by dividing or multiplying the **FREQ** parameter

4. HUMNZR: Adds a random offset to each Step (or Step division) start to imitate a live player with imperfections in timing

5.3 Arpeggiator Menu Overview
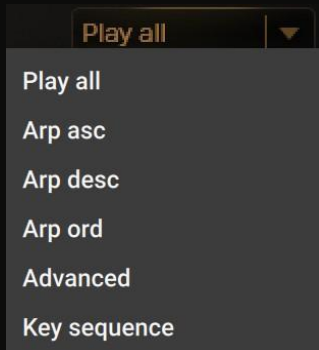
Play All: Plays the sequence in default mode, where the key pressed is a key played

Arp Asc: Plays notes **ascending** one-by-one from **the lowest to the highest** key pressed

Arp Desc: Plays notes **descending** one-by-one from **the highest to the lowest** key pressed

Arp Ord: Plays sequence in **order keys were pressed**

Advanced: This mode allows you to control which notes that were pressed will play during each step of the sequence and contains several additional controls:

1. **Chords**: Shows/Hides Note selector for Steps

2. **Randomize**: Randomizes notes that will play for each Step

3. **Reset**: Returns the sequence to its default state

*Note: This mode can use **up to eight notes** played simultaneously. Keep in mind that it will play **only the notes that were pressed on the keyboard or created in the MIDI clip**.*

Key Sequence: This mode allows you to choose the note for each **Step**. To do that simply click on the menu below the desired step and press the key you want to play. You can transpose each step by pressing the **Up/Down** arrows in the menu below the **Step** or clear it using the **x** button in the same menu.

Also, you can randomize the sequence using the additional **RANDOMIZE** menu:

RANDOMIZE   Keys & SEQ   Keys   SEQ

1. Keys & SEQ **Keys & SEQ**: Creates a completely new random note sequence

2. Keys **Keys**: Transposes each note of the sequence, but keeps note relations intact

3. SEQ **SEQ**: Randomizes the **Sequence**, but keeps the first step note intact

Note: By clicking on the area below the Step you can choose a note by pressing a key on your midi-keyboard

*Note: To activate **Key Seq** mode you need to press the **On/Off** button next to this mode.*

5.4 Parameters Tab Overview

1. Velocity **Velocity**: Switches the engine to the Velocity   sequence lane with an additional **RANDOMIZE VELOCITY** (1.1) slider

1.1. RANDOMIZE VELOCITY **RANDOMIZE VELOCITY** slider: Adds **bipolar** drift to each Velocity Step (Step Division) to add more variety to the sequence

2. **Pan**: Switches the engine to the **Pan sequence lane**

3. **Filter** **Filter**: Switches the engine to the **Filter sequence lane** with an additional **Filter Type** (3.1) **menu** and

   Filter Sensitivity (3.2) **slider**

   SV LP4 **3.1** ▼
   3.2
   FILTER SENSITIVITY

   3.1. **Filter Type** menu: Allows you to choose from our huge collection of filter types

Lowpass	＞
Highpass	＞
Bandpass	＞
Peak / Notch	＞
Multi	＞
Effect	＞
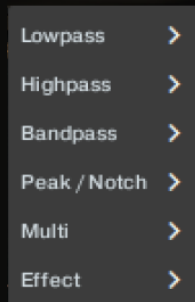
   3.2. **Filter Sensitivity** slider: Controls how much filtering is applied to your sequence

4. **Pitch** **Pitch**: Switches the engine to the **Pitch sequence lane**

5. **Layers** **Layers**: Switches the engine to the **Layers sequence lane** with an additional

   Layers Menu (5.1) **switch**,

   Threshold (5.2) **slider**, and **Arrange** (5.3) **button**

   5.3 Arrange ⚙ **5.1**
   5.2
   THRESHOLD

   5.1. **Layers** menu: Contains parameters related to **Doubling** and **Tripling control**s on the **MAIN** page (see **Sample Playback Window Overview** for more details)

   5.2. THRESHOLD **Threshold** slider: Determines Velocity threshold from which the **Arrange** (5.3) effect will work

   5.3. Arrange **Arrange** button: According to the **Threshold Slider** it will apply **Doubling** to the Steps (Step Divisions)

above the **Threshold** range

*Note: To apply **Doubling** via **Arrang**e to the sequence you need to press the **Arrange button**.*

*Note: Keep in mind that **Arrange and Threshold work in conjunction**, and provide a versatile and easy way to apply **Doubling** to the Steps of the sequence **in a semi-automatic way**.*

6. ⤬ **Randomize Parameter**: Applies random values to individual parameter lanes

7. ⬚ **Copy Parameter**: Copies individual parameter lanes

8. ⬚ **Paste Parameter**: Pastes individual parameter lanes

9. ⟳ **Reset Parameter**: Resets individual parameter lanes

*Note: In order for **Velocity**, **Pan**, **Filter**, **Pitch,** or **Layers** to take effect you need to press the corresponding **On/Off** ⏻ button above the parameter needed.*
When the button is lit - the parameter is active.

*Note: In order for **Dynamics Velocity**, **Pan**, **Filter**, and **Pitch** to take effect you need to **open the Dynamics tab** and press **On/Off** ⏻ button above the parameter needed.*
When the button is lit - the parameter is active.

5.5 Velocity Curve Settings Overview

The **Velocity Curve** is the way of telling the engine how to react to the **Velocity dynamics** of the sequence.

In order to access these settings press the **Gear** ⚙ icon next to **Velocity Curve**.

1. Velocity Curve window: Allows you to adjust the shape of the selected Curve by clicking and dragging up or down with your mouse.

The effect will be represented in the Velocity sequence lane with white-shaded Velocity values
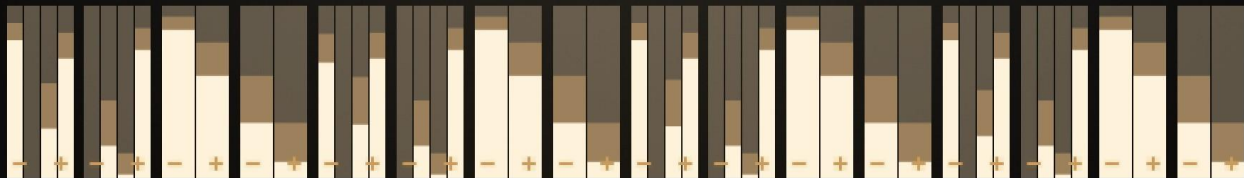
Note: In order for the ***Velocity curve*** *effect to take occur* ***press the Apply*** ✓Apply *button below the* ***Velocity Curve*** *window*

2. Velocity Curve Shapes menu: Allows you to choose between four different velocity curves - **Linear**, **S-shaped**, **Brickwall**, and **Scale**.

Linear curve
S-Shaped curve
Brickwall
Scale curve

Each of those curves will affect your sequence differently, so we encourage you to try all of them

5.6 Groove Maker Overview

Groove Maker contains all parameters related to **probability settings** - **Skip Step** probability and **Ghost Step** probability - that allow you to add even more variability to your sequence by incorporating the 'chance of Step happening' principle.

In order to access these settings press the **Gear** ⚙ icon next to **Advanced Settings**.

1. **Skip Steps** menu: Allows you to set the **Range** and **Chance** for the engine to skip steps of the sequence

2. **Ghost Steps**: Allow you to set the Range and **Chance** or the engine to create or convert Steps (Step Divisions) into ghost notes

3. **Range** sliders: **Lower Slider** determines the lowest threshold point for probability to occur, **Higher Slider** determines the highest threshold point for probability to occur.

   In conjunction, they create the range of velocity values that will be affected by **Ghost Step** settings

4. Reverse switch: Reverses the behavior of Skip and Ghost Steps Functions

5. **Chance** slider: Determines the chance of happening for Skip and Ghost Steps

6. Apply button: Prints the Groove Maker settings to the Main sequence creating an entirely new pattern

*Note: The **Range** sliders and the **Chance** slider work identically for both Skip Steps and Ghost Steps probability*

*Note: Ghost notes are notes with low-velocity settings
that are often used to add more movement and
variation to your sequence.*

*Note: If 0 Velocity is within the range of probability settings
the engine will create a ghost note instead of silence
according to the Chance slider.*

Note: In order for these settings to take effect you need to press
On/Off ⏻ ***button*** *above the corresponding settings.*
When the button is lit - the parameter is active.

5.7 Dynamics Menu Overview

The **Dynamics** menu is the way to breathe even more life into your sequences by **adding bipolar offset sequences** to the main ones.

These offset sequences (when engaged) will control main sequence lanes by **adding or removing a percentage of values** according to the **Global Dynamics Sensitivity slider**.

1. Passive **Passive** mode: Controls main sequence lanes without adding or removing steps from the main sequence

    Active **Active** mode: Controls main sequence lanes with the chance of adding or removing steps from the main sequence

*Note: Adding or removing steps from the main sequence
depends on the **parameters Sensitivity slider** and
Global Dynamics Sensitivity slider.*

2. **Global Dynamics Sensitivity**: Controls the overall impact that Dynamics will have on the main sequence

3. **Parameters Sensitivity**: Adjusts individual Dynamics parameter depth

4. **Randomize Parameter**: Creates random values for individual Dynamics sequences

5. **Copy Parameter:** Copies individual parameter lanes

6. **Paste Parameter**: Pastes individual parameter lanes

7. **Reset Parameter**: Resets individual parameter lanes

# 5.8 Rhythm Preset Browser Overview

Rhythm Tab streamlines the process of picking or creating new rhythms with simple yet powerful tools we think everybody needs at their disposal. Let's have a look at them.

1. **Main Preset** window: A menu that stores all the rhythm presets we created. Also, it will contain your rhythms once you save'em
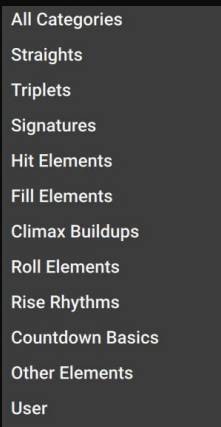
2. **Sort By** menu: Allows you to sort rhythm presets by Name, Category or Favourites

*Note: Use the **Star** ☆ icon to mark your favorite **Rhythm Presets**.*

> *This way you can easily find them later*
> *in the **Favourites category***

3. **Categories Filter**: Switches between **Straight** ⁴, **Triplet** ³, or **Both** (the switch is in the middle position) categories. It's also represented on the RHYTHM page as a toggle icon.

4. **Categories** drop-down menu: Allows you to narrow your search by choosing one of our curated categories

> All Categories
> Straights
> Triplets
> Signatures
> Hit Elements
> Fill Elements
> Climax Buildups
> Roll Elements
> Rise Rhythms
> Countdown Basics
> Other Elements
> User

5. **Pick Random**: Allows you to randomly load rhythm preset

*Note: **Pick Random** function will load **Rhythm Presets***
> *from the entire library.*

> *This function was created to give you instant inspiration*
> *and surprise you with happy accidents.*

6. **Construct Random**: Creates an entirely new **Rhythm Preset** combining elements from **different Categories**.

*Note: **Construct Random** will create **Rhythm Preset***
> *depending on the **Category** you're at.*

> *If you search globally the engine will use all the rhythms.*

> *If you'll choose a specific category - the engine will construct*

*rhythms based on that exact **Category of Rhythm Presets**.*

7. [Load] **Load**: Loads the chosen Rhythm Preset

8. [● Load rhythm only] **Load Rhythm Only**: Allows you to load Rhythm ONLY, leaving additional Dynamics untouched.

*Note: This function comes in very handy when you created your own dynamics system and want to test it with different **Rhythms**.*

9. [Save As] **Save As**: Allows you to save your custom preset or resave existing one

10. [Cancel] **Cancel**: Cancels loading

5.9 Get Midi
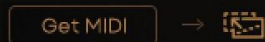
[Get MIDI] → 🗒️

After you choose and tweaked all the parameters needed you can press the **Get MIDI button** and our engine will generate a **Drag-n-Drop MIDI file with ALL the parameters**, including **Advanced Parameters**, **Velocity Curve**, **Humanize,** etc. for further use in your DAW.

6. Effects Page Overview

The **EFFECTS page** contains **seven FX Slots**, a vast array of effects, and all the controls needed to further manipulate your sound within the **Berserkr** engine.

1. **FX Slots**: Each slot can load one effect. To load an Effect simply click on the + icon inside the **FX Slot** and choose an effect within the **Effects list**.

   Selecting an effect slot displays the parameters of the loaded effect

   *Note: Alternatively, you can click on the **FX Slot** and use the **Magnifying Glass*** 🔍 *icon to enter the **Effects list***

   Note: You can simply change the order in your FX Chain by clicking on the FX slot and dragging to the desired position in the chain

2. **Slot Presets** drop-down menu: Contains an array of individual slot presets passionately crafted by our sound designers

   To load an FX preset simply choose the desired FX, click on the **Slot Presets Menu,** and choose one of the presets in the drop-down menu

   *Cancel
   Load Cell State...
   Save Cell State...
   * Effect Presets
   Acoustic Kick
   Bottom and Top
   Crusher
   Dirty Drums
   Drumbus
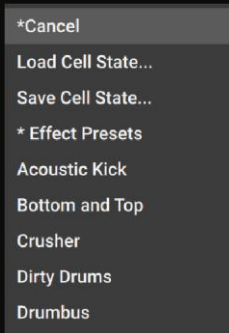
3. **Bypass All**: Bypasses all the FX Slots

4. **Reset All**: Resets all the FX Slots to their defaults

5. **FX Preset Browser** menu: Allows you to open the **Fx Preset Browser**, switch between FX-chains using left and right arrows, pick a random Fx-chain, or save an Fx-chain

6. **Toggle FX Parameters**: Some effects will have toggle switches to engage/disengage additional parameters

7. **FX Drop-Down** menu: Some effects will have an additional drop-down menu to alter the behavior of the FX

6.1 FX Preset Browser Overview

1. **Main Preset** window: A menu that stores all the **FX Chains** we created.
   Also, it will contain your FX Chains once you save'em

2. **Sort By** menu: Allows you to sort **FX Chains** by **Name**, **Category,** or
   Favorites

3. **Categories** menu: This menu allows you to narrow your search by
   choosing one of our curated categories
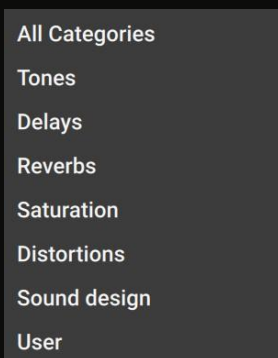
4. **Pick Random**: This function allows you to
   randomly load an **FX Chain**

5. **Load**: Loads a chosen **FX Chain**

6. [Save As] **Save As**: Allows you to save your custom **FX Chain** or resave existing one

7. [Cancel] **Cancel**: Cancels loading

7. Keyswitch Area Overview
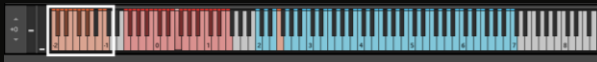
Keyswitch Area allows you to control and twist your patches in real-time and create everchanging intricate performances

C-2: creates silent areas in the Velocity sequence by using random Velocity Dynamic Patterns

C#-2: randomly shifts Dynamics patterns

D-2: shifts main sequence patterns by a random amount of whole steps

D#-2: shifts main sequence patterns by a random amount of step subdivisions

E-2: sets the same value for all steps of the Pan sequence tab

F-2: loads random rhythm preset from a selected category

F#-2: decreases the value of the Tampo knob

G-2: sets random values for the Pan sequence tab

G#-2: increases the value of the Tempo knob

A-2: sets random pitch values for the Pitch sequence tab

B-2: sets the same value for all steps of the Pitch sequence tab

C-1: sets the same key for each step of the sequence

8. KSP Multi-Tool Overview

The Multi-Tool is an all-in-one solution for controlling and adding randomized variations to your multi-instrument setup

8.1 Advanced Panel: Sequencer tab

Construct rhythm generates new rhythm patterns for each patch by blending multiple rhythms from the global rhythms list

Construct rhythm* creates new rhythm patterns for each patch by blending rhythms from a specified category

Random rhythm chooses any rhythm from the global list for each patch individually

Random rhythm* picks any rhythm from the specified category for each patch

Main Rhythms Straight ▼ specifies the same rhythm category for all patches

Same random rhythm sets one randomly picked rhythm to the whole multi-instrument

Any ▼ allows you to choose between triplet, straight, or both timings

Duration 1/4 controls the "Frequency" knob on the Rhythm page for each patch

* switches "frequency knobs" to Herz mode

`Rnd` sets individual values for the "Frequency" knob in each patch

`Reset` reverts Duration to its original value

`Retrigger` engages the Retrigger function for the step sequencer

`Play once` Engages the "Play once" function for the step sequencer

8.2 Advanced Panel: Dynamics tab

`WF: Sine ▼` allows you to choose from sine, square, sawtooth, and triangle waveforms for the "velocity dynamics" tab

`Freq: 1 ▼` specifies the frequency for those, ranging from one up to eight cycles per sequence

`Rndmze wf` chooses different waveforms for the specified frequency

`Rndmze freq` sets different frequencies for the specified waveform.

`Rndmze all` loads different waveforms of different frequencies

`Dynamic gaps` introduces gaps of silence by decreasing velocity to zero at random areas of the "velocity dynamics" sequences

`Rnd dyn shift*` shifts the "Velocity dynamic sequences" for each patch individually

`Shift -1*` `Shift +1*` move dynamics by step subdivisions to the left or right

`H Flip` flips all "velocity dynamics" sequences on a horizontal axis

`V Flip` flips all "velocity dynamics" sequences on a vertical axis

`Unipolar` switches Dynamics between Unipolar or Bipolar modes of operation

`Smooth dyn` reduces occasional spikes and large differences between steps resulting in a more natural sound

`Dyn on/off` engages/disengages Dynamics

`Active/Passive` switches between two modes of Dynamics operation.

> Note: Passive offsets the main sequence, while Active adds
> or subtracts steps of the main sequence based on the
> Velocity dynamics pattern

`Sens. 0` controls the impact of "Velocity Dynamics" on the primary velocity
sequences

8.3 Advanced Panel: Parsing tab

`Skip off` engages/disengages Skip Steps function

`Ghost off` engages/disengages Ghost Steps function

`Sk ratio 0 %` narrows (counter-clockwise) or expands (clockwise) velocity ranges
for Skip Steps function

`Parse` randomly sets velocity ranges for Skip Steps function

`Apply` prints the Groove Maker settings to the Main sequence
creating an entirely new pattern

`Skip % 0 %` determines the chance of happening for the Skip Steps function

`Ghost % 0 %` determines the chance of happening for the Ghost Steps function

`Skip reverse` reverses the behavior of the Skip Steps function

`Ghost reverse` reverses the behavior of the Ghost Steps function

8.4 Advanced Panel: Position tab

`Random position shift` shifts each sequence of the multi-instrument by a random amount of whole steps

`Random position shift*` shifts each sequence of the multi-instrument by a random amount of step subdivisions

`Shift -1` & `Shift +1` shift all sequences at once to the left or right by the same amount of whole steps

`Shift -1*` & `Shift +1*` shift all sequences at once to the left or right by the same amount of step subdivisions

`Rnd humanizing 1-8 ms` sets the Humanizer from 1 to 8 milliseconds for each patch

`Reset humanizing` sets the Humanizing to the default state

`Randomize vel. 10%` randomly sets Randomize Velocity sliders of each instrument from 1 to 10 percent

`H Flip` & `V Flip` flip main sequence lanes on a horizontal or vertical axis

8.5 Advanced Panel: Filtering tab

`Apply vel to filter` copies patterns from the Velocity sequence lane and pastes them into the Filter sequence lanes

`Lowpass ▼` allows you to choose the filter type for the filter sequences

`SV LP1 ▼` allows you to specify a model and a slope for the chosen filter type

`Reset` sets filter sequences to their default state

`Sensitivity 100 %` controls the impact of the filter sequence on the Velocity sequence. Higher sensitivity settings result in darker sounds on low velocities

Dynamics 0 % controls the Filter dynamics slider for each patch, acting as a compressor for sequences. Turning it counter-clockwise lowers the cutoff point for each step, resulting in a darker sound, while turning it clockwise opens the filter until it has no effect on sequences

Filter vel 26.0Hz switches the Filter on the Main page to velocity mode and allows you to choose a cutoff point. The filter gradually closes to the cutoff point on lower velocity settings

LP switches between two modes of the main filter

8.6 Advanced Panel: Panning & Doubling tabs

Rnd pan polarity engages the Pan sequencer tab for each patch and shifts the whole sequence to the left or right in the stereo field

Rnd pan chaotic engages the Pan sequencer tab for each patch and randomizes every step of the Pan sequences, creating constant movement in the stereo field

Flip H & **Flip V** flip Pan sequences on a horizontal or vertical axis for each patch

Reset pan sets the Pan sequence to its default state
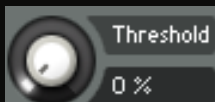
Threshold 0 % sets the velocity value from which Doubling occurs in each patch

Arrange applies Doubling to patches

Width 0 % defines the distance between layered samples in the stereo field

Random width applies random width for layered samples in all patches
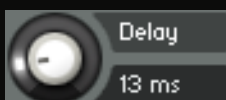
Delay 13 ms sets the time in milliseconds between layered samples, creating a larger sound and avoiding phase issues

Reset layers sets layering options of the Main page to defaults

8.7 Advanced Panel: Playback, AHD & FX tabs

With the Playback tab, you can experiment with different playback styles, adding variation and unpredictability to your compositions

Default ▼ allows you to choose from Random, A-B, Odd, Even, Reversed, Free, and Shuffle playback options

> Note: you can always refer to paragraph 4.1 Sample Playback Area Overview for the details about playback styles

The AHD tab allows you to shape the envelope curves for each patch.

Attack	Hold	Decay	Fade out
0 ms	15000 ı	750 ms	50 ms
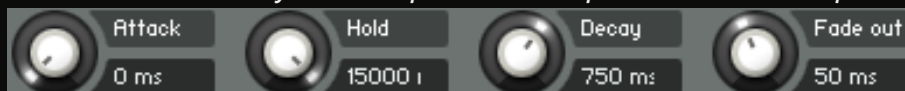
Attack, Hold, Decay, and "Fade out" sets the envelope curve for each patch in the multi-instrument for currently played samples.

> Note: Holding ALT while adjusting parameters sets the same envelope for all samples

Reset Sets the envelope to its default state

The Effects tab lets you load and randomize effect chains for each patch, giving you endless possibilities to shape and transform your sound with our great collection of presets

Random chain loads a randomly selected effect chain for each patch

Random chain* loads effect chains randomly but within the previously specified category

Same random chain loads the same effect chain randomly from the entire list for each patch

Same random chain* loads the same effect chain randomly from a category specified in the categories menu

Tones ▼ specifies an FX-chain category

`Bypass all` bypasses all effect chains for A/B comparison

`Reset chain` Deletes effect chains from the patches

8.8 Static Panel

`Random pitch key` picks a key in the transpose area of the keyboard, resulting in drastic changes in the tone of the multi-instrument

`Pitch -` `Pitch +` shift the key in the transpose area one semitone down or up

`Reset pitch key` sets the key in the transpose area to its default state

`P Rnd 1` works with pitch sequences and shifts them strictly up or down for the whole sequence in each patch randomly

`P Rnd 2` sets different values in the pitch sequence for each step

`Pitch -` `Pitch +` shift pitch sequences by one semitone down or up

`Reset` sets the Pitch sequencer to its default state

`Semi ▾` switches between Semitones and Cents in the Pitch Sequencer

`Tempo /2` & `Tempo x2` control the Tempo knob on the RHYTHM page of each patch

`Rnd` sets the tempo knob randomly for each patch of the multi-instrument, completely transforming it

`Rst` sets the Tempo knob to its default state

Dynamics `0 %` controls the Velocity tab of the sequencer for each patch. Turning it clockwise increases the volume by increasing the velocity while turning it counter-clockwise decreases the overall volume. You can think of it as a compressor for velocity sequences

`Apply dyn` prints the Dynamics knob current value onto velocity sequences

> Note: To undo this action you can turn Dynamics counter-clockwise the same amount and hit `Apply dyn`

`Keys & Seq` loads intervallic formulas for each sequencer and fills each step with appropriate keys

`Keys` function chooses keys for existing intervallic formulas

`Seq` loads new intervallic formulas for sequencers

`Set all steps to random key` fills steps with one random key for the whole sequence

`Quick save` creates a temporary copy of your patch

`Quick load` reverts instruments to the previously saved state

8.9 Normal Panel

Tones	Variations	Dynamics		Free space	Utility
Vary pitch I	Vary shift I	Triangle waves	Dyn on/off	Make gaps	Stereo polar
Vary pitch II	Vary shift II	Saw waves	Rnd dyn shift	Gap & vary	Stereo chaotic
Organic shot	New idea I	Sine waves	Rnd pos shift*	Gap & remix	Dynamic filter
Hybrid shot	New idea II	Random waves	Rnd pos shift		Reset filter

Vary pitch I is a combination of "Keys & sequence randomization" and "Random Pitch 1"

Vary pitch II I is a combination of Keys & sequence randomization and Random Pitch 1 but it also engages the retrigger to prevent sounds from clashing with each other and resulting in a cleaner sound

Organic shot & **Hybrid shot** enable the "Play Once" function for each patch, loads a random rhythm from a sound design category, and allows you to create complex and fresh organic or hybrid one-shots

Vary shift I randomizes Humanize, sets "randomize velocity sliders" from 1 to 10 percent, and moves sequences randomly by whole steps

Vary shift II randomizes Humanize, sets Randomize velocity sliders from 1 to 10 percent, and moves sequences randomly by step subdivisions

New idea I loads a random rhythm from a specified category, applies the "Dynamic gaps", and copies velocity sequences to the filter tabs of the multi-instrument

New idea II loads a random rhythm from a specified category, applies Dynamic gaps, copies velocity sequences to the filter tabs of the multi-instrument, and loads rhythms randomly from the global list of rhythm presets, allowing you to find entirely new patterns for your production

Triangle waves applies triangle waveforms with a random frequency to the Velocity Dynamic tab

Saw waves applies saw waveforms with a random frequency to the Velocity Dynamic tab

Sine waves applies sine waveforms with a random frequency to the Velocity Dynamic tab

Random waves applies random waveforms with a random frequency to the Velocity Dynamic tab

Dyn on/off engages/disengages Dynamics

Rnd dyn shift shifts the "Velocity dynamic sequences" for each patch individually

Rnd pos shift* shifts each sequence of the multi-instrument by a random amount of step subdivisions

Rnd pos shift shifts each sequence of the multi-instrument by a random amount of whole steps

Make gaps introduces gaps of silence by decreasing velocity to zero at random areas of the "velocity dynamics" sequences

Gap & vary produces gaps of silence in each patch using the velocity Dynamics tab and shifts dynamic sequences randomly to create more intricate and unexpected results

Gap & remix produces gaps of silence in each patch using the velocity Dynamics tab and shifts dynamic sequences randomly, but also shifts velocity sequences, creating an entirely new pattern

Stereo polar engages the Pan sequencer tab for each patch and shifts the whole sequence to the left or right in the stereo field

Stereo chaotic engages the Pan sequencer tab for each patch and randomizes every step of the Pan sequences, creating constant movement in the stereo field

Dynamic filter engages "Filter sequence tabs", copies velocity sequences into them, and sets Filter sensitivity to 30 percent

Reset filter sets filter sequences to their default state

Step seq on/off engages/disengages all the tabs of the sequencer for each patch

Hard reset disengages and sets to default all sequencer tabs except velocity, resets dynamics, humanizer, and disengages advanced settings

9. Keepforest Thanks

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations. If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase. With much love, Arseni Khodzin CEO of Keepforest LLC